

# Science Fiction Codex of Lists



# Science Fiction Codex of Lists

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## Introduction

This book is designed to make a gamemaster's job easier when he or she is designing a science fiction roleplaying game campaign or adventure. This book includes lists designed to be used with any science fiction setting that will produce a random result by using the appropriate dice roll.

## Dice Rolling Conventions

To randomly choose a selection from the following lists you will need four, six, eight, ten, twelve, twenty, and thirty sided dice.

**D2:** Roll a D6. Odds are 1 and evens are 2.

**D3:** Roll a D6 but subtract three from all rolls over 3.

**D4:** Roll a four-sided die.

**D6:** Roll a six-sided die.

**D8:** Roll an eight-sided die.

**D10:** Roll a ten-sided die.

**D12:** Roll a twelve-sided die.

**D44:** Roll 2D4. There are 16 possibilities ranging from 11 to 44. The first die roll represents the first digit and the second die roll represents the second digit. For example, rolling 2 and then 4 would result in a roll of 24.

**D20:** Roll a twenty-sided die.

**D30:** Roll a thirty-sided die.

**D66:** Roll 2D6. There are 36 possibilities ranging from 11 to 66. One die represents the first digit and the other die represents the second digit. For example, rolling 5 and then 3 would result in a roll of 53.

**D50:** Roll a D100 but subtract 50 from all rolls over 50. There are 50 possibilities ranging from 1 to 50.

**D88:** Roll 2D8. There are 64 possibilities ranging from 11 to 88. One die represents the first digit and the other die represents the second digit. For example, rolling 7 and then 4 would result in a roll of 74.

**D80:** Roll a D8 and a D10. There are 80 possibilities ranging from 10 to 89. The D8 represents the first digit and the D10 represents the second digit. For example, rolling 7 on the D8 and 6 on the D10 would result in a roll of 76.

**D100:** Known as the percentile dice because it rolls from 1 to 100. Roll 2D10. One die represents the first digit and the other die represents the second digit. For example, rolling 8 and then 4 would result in a roll of 84. Rolling 0 and 3 would result in a roll of 3 and rolling double 0 result in a roll of 100.

**D200:** Roll a D6 and a D100. For the D6, odd rolls read the D100 as normal. For even rolls of the D6, add 100 to the result of the D100. For example, the D6 roll is 4 and the D100 roll is 45 resulting in a roll of 145.

**D300:** Roll a D6 and a D100. For the D6, rolls of 1-2 read the D100 as normal, rolls of 3-4 add 100 to the D100 roll, and rolls of 5-6 add 200 to the D100 roll. For example, a D6 roll of 5 and a D100 roll of 66 results in a roll of 266.

**D500:** Roll a D10 and a D100. For the D10, rolls of 1-2 read the D100 as normal, rolls of 3-4 add 100 to the D100 roll, rolls of 5-6 add 200 to the D100 roll, rolls of 7-8 add 300 to the D100 roll, and rolls of 9-10 add 400 to the D100 roll. For example, a D10 roll of 9 and a D100 roll of 11 results in a roll of 411.

**D1000:** Roll 3D10. The first die is the hundred's place, the second die is the tenth's place, and the final die is the one's place. For example, a roll of 3, 5, and 4 results in a roll of 354. A roll of 0, 0, and 7 results in a roll of 7. A roll of triple 0 results in a roll of 1000.

**Let the lists begin.**

## **Alien Artifacts (D66)**

These powerful alien devices still exist even though the alien race that created them has long since gone extinct.

### **Absorption Matrix (11)**

This artifact drains the energy from any electronic device causing all computers and machines to become inert within a few miles of it.

### **Construction Matrix (12)**

This artifact can construct any physical object that a person can imagine if enough nearby matter is available to be consumed.

### **Dimensional Portal (14)**

This artifact can tear a hole in the fabric of spacetime allowing a person to enter a random alternate dimension. This rift will remain open as long as the artifact is active.

### **Duplicator (13)**

This device can make a perfect copy of a person that can be set to be independent or obedient depending on how she wants the clone to behave.

### **Disintegration Arc (15)**

This artifact can turn anything into ash by negating the molecular bonds that hold an object or person together.

### **Fear Generator (16)**

This device causes a person to see and experience the most intense fear imaginable that will slowly destroy his mind.

### **Galaxy Gun (21)**

This weapon opens a temporary wormhole allowing it to be fired anywhere in the universe.

### **Icon of Pain (22)**

This artifact produces a nerve induction beam that causes such excruciating pain that anyone touched by it will collapse in agony.

### **Icon of Truth (23)**

This psionic device allows a person to determine when another person is lying and what the truth is by accessing the other person's mind.

### **Icon of Youth (24)**

This artifact allows a person to live forever as long as it is near her by constantly regenerating her cells, but it also changes her body to be perfectly healthy and youthful again.

### **Invulnerability Field (25)**

This piece of jewelry creates a defensive electromagnetic field that cannot be penetrated by any force or energy weapons. It allows the passage of air through the shield, so a person can still breathe when it is activated.

### **Jump Gate (26)**

This ancient device is a gateway to an alien wormhole network that links thousands of wormholes into a massive space freeway. It will take a ship anywhere in the universe where one of these ancient jump gates is located in an instant.

### **Knowledge Cube (31)**

This device will program a user's mind with all the collected cultural and scientific knowledge of a long dead alien race.

### **Mass Cloner (32)**

This artifact can change everyone on an entire planet into a clone of one person by changing everyone's genetic makeup, physical structure, memories, and personality to match that person.

### **Mass Manipulator (33)**

This device can change the thoughts and memories of hundreds, thousands, or millions of people with a single activation that can change the future of an entire colony or planet.

### **Master Control (34)**

This device allows a user to remotely control any computer system including a planet's defensive and infrastructure computers.

### **Mind Amplifier (35)**

This device greatly boosts the neural kinetics and intelligence of anyone that places it on his head. This effect is permanent as the device slowly changes his neural connections and the functions of his brain.

### **Mind Link (36)**

This device transfers the personality and memories of one person to another whenever two people touch this device at the same time.

### **Mover (41)**

This device can move an object of any size and mass to anywhere in space including moving a planet or a star across the galaxy in a second.

### **Oracle (42)**

This device allows a person to see future events that he might not be able to understand because he lacks the proper context.

### **Planetary Reformatter (43)**

This device sends out a reformatting wave that completely destroys the entire surface of a planet and replaces it with a totally alien biosphere within a few hours.

### **Psionic Amplifier (44)**

This artifact unlocks hidden regions of a person's mind that gives a user incredible psionic powers.

### **Psychic Barrier (45)**

This small crystal prevents the use of any psychic abilities within a few hundred feet of it.

### **Shadow Orb (46)**

This alien device projects a field of total darkness that cannot be penetrated by any form of light or radiation.

### **Singularity Puzzle (51)**

When this device is activated it produces a naked singularity that will consume anything within its event horizon. The person holding the artifact is not affected by this singularity.

### **Size Controller (52)**

This artifact changes the distance between the atoms and molecules of the user's body allowing her to shrink or grow to any size without effecting her mass.

### **Slave Rig (53)**

This artifact can alter the thoughts and memories of the weak minded allowing the person operating this device to control another person at will.

### **Solar Destabilizer (54)**

This artifact will cause a star to become unstable and go super nova if it is possible or simply expand and collapse it into a dwarf star.

### **Star Maker (55)**

This device can change a large gas giant into a miniature star by starting its nuclear furnace at the center of these enormous masses of gas.

### **Teleportation Helix (56)**

This device opens a temporary wormhole that will teleport a person anywhere in the universe simply by thinking of any place that he has ever visited.

### **Time Key (61)**

This artifact allows its holder to stop time in the entire universe, but anyone touching the device can still act normally.

### **Time Remote (62)**

This device can reverse, slow, speed up, or stop time in a local area allowing a person to manipulate objects and people without being affected by this time manipulation.

### **Transmuter (63)**

This artifact can transform any object into another material like gold, silver, diamond, glass, or water.

### **Universal Translator (64)**

This psionic device allows a person to understand and speak any foreign or alien language by accessing the mind of a nearby person that understands the desired language.

### **Watcher (65)**

This device allows a person to see anywhere in the universe by simply thinking about a specific area or person.

### **Weather Controller (66)**

This device can control the local weather pattern by selectively changing the precipitation, wind, and temperature patterns by altering the air and energy flow from adjacent areas.

## Alien Race Generator

This alien race generator will allow you to create an alien society to populate your science fiction campaign by randomly selecting the physical form, society, and appearance of your alien species.

### Alien Physical Form (D20)

This is the physical shape or structure of an alien's body.

#### Cute (1)

These aliens are extremely short and cute because they have short and stubby limbs and giant eyes.

#### Cyborg (2)

This alien has a humanoid form, but most of its body has been replaced with cybernetic enhancements.

#### Humanoid (3-14)

This alien is basically human in size and it has two arms and two legs.

#### Giant (15)

This alien has a humanoid form, but it is two or three times larger than a human.

#### Perfect (16)

These aliens are humanoid, but they have been genetically engineered to be perfect. Many of these aliens have made themselves free from all physical diseases and are almost immortal.

#### Mutant (17)

These creatures have become genetic monstrosities of their original form because of a series of random physical mutations.

#### Robot Form (18)

These aliens have transferred their brain or consciousness into a machine. Their cyborg bodies look like their original ones, but they are completely synthetic or mechanical.

#### Small (19)

These aliens have a humanoid form, but they are about half the size of a human.

#### Uplifted (20)

These creature's physical form has not changed, but their minds have been genetically enhanced by another alien species. These aliens might require mechanical devices to manipulate things or communicate, but they are a fully sentient race.

## Alien Society (D20)

This is the type of space empire that an alien race has created that emphasizes their special ideals and beliefs.

### Assimilation (1)

This alien race does not just conquer other alien races, but they add their people, culture, and technology to their own society.

### Empire (2-7)

This alien race has joined together under a powerful leader to conquer the universe. This government is usually very totalitarian and repressive in nature.

### Evolution (8)

This alien race loves to interfere with the development of primitive alien species, so they have uplifted many species throughout the universe.

### Federation / Republic (9-13)

This alien race elects a council to represent them in all their affairs, so it is usually a free and open society.

### Nomadic (14)

This alien race is constantly on the move using massive fleets of ships to transport their people around the universe.

### Pacifist (15)

This alien race only wants to spread peace throughout the universe, so they will destroy any military threat that they discover.

### Psionic (16)

This alien race has psychic abilities that allow their people to link their minds together into a super consciousness.

### Science (17)

This alien race lives for the acquisition of science and knowledge. They often view lower tech races with contempt.

### Trade (18)

This alien race lives for the acquisition of money, so trading for profit is their only way of life.

### War (19)

This alien race lives for war and conquest, so they have a very Spartan society where only the strong survive.

### Xenophobe (20)

This alien race wants to destroy all other sentient creatures in the universe.

## Alien Appearance (D300)

The following table is the physical appearance of an alien race. If a race looks like an animal species, it might be uplifted or have a humanoid form.

4-Arm Humanoid (1)	Bizarre (30)	Chipmunk (59)	Eagle (88)	Giraffe (117)
4-Leg Humanoid (2)	Black Humanoid (31)	Chromatic Humanoid (60)	Echidna (89)	Giraffe Centaur (118)
6-Arm Humanoid (3)	Bladed Humanoid (32)	Circuitry (61)	Egg (90)	Glass (119)
6-Leg Humanoid (4)	Blue Humanoid (33)	Clam (62)	Elephant (91)	Goat (120)
8-Arm Humanoid (5)	Bony Humanoid (34)	Clockwork (63)	Elephant Centaur (92)	Gorilla (121)
8-Leg Humanoid (6)	Bovine (35)	Cloud (64)	Energy (93)	Grasshopper (122)
Amoeba (7)	Box (36)	Cobra (65)	Equine (94)	Grav Centaur (123)
Amorphous (8)	Brontosaur (37)	Cockroach (66)	Ethereal (95)	Gray Humanoid (124)
Anaconda (9)	Brown Humanoid (38)	Cone (67)	Eye (96)	Green Humanoid (125)
Angelic (10)	Bush (39)	Cord (68)	Fairy (97)	Guinea Pig (126)
Ant (11)	Butterfly (40)	Coyote (69)	Fat Humanoid (98)	Hamster (127)
Anteater (12)	Buzzard (41)	Crab (70)	Feline (99)	Harpy (128)
Ape (13)	Cactus (42)	Crane (71)	Ferret (100)	Hawk (129)
Aquatic Humanoid (14)	Camel (43)	Crescent (72)	Fire (101)	Heron (130)
Arachnid (15)	Canine (44)	Crocodile (73)	Fish (102)	Hippo (131)
Argonaut (16)	Capibara (45)	Crystalline (74)	Flamingo (103)	Hornet (132)
Armadillo (17)	Car Centaur (46)	Cube (75)	Fluid (104)	Hover Centaur (133)
Arrow (18)	Cell (47)	Cyclops Humanoid (76)	Fly (105)	Humanoid (134)
Avian (19)	Centaur (48)	Cylinder (77)	Fog (106)	Hummingbird (135)
Baboon (20)	Centipede Centaur (49)	Darkness (78)	Fox (107)	Hybrid (136)
Badger (21)	Cephalopod (50)	Deer (79)	Fractal (108)	Hydra (137)
Bat (22)	Chameleon (51)	Demonic (80)	Frog (109)	Hyena (138)
Bear (23)	Cheetah (52)	Diamond (81)	Fungal (110)	Ice (139)
Beaver (24)	Cheetah Centaur (53)	Digital (82)	Furry Humanoid (111)	Iguana (140)
Bee (25)	Cherub (54)	Disc (83)	Gas (112)	Iguanodon (141)
Beetle (26)	Chicken (55)	Dolphin (84)	Gas Bag (113)	Insectoid (142)
Beetle Centaur (27)	Chimera (56)	Dragon (85)	Gecko (114)	Invisible Humanoid (143)
Biomechanical (28)	Chimpanzee (57)	Dragon Centaur (86)	Geometric (115)	Jaguar (144)
Bison (29)	Chinchilla (58)	Duck (87)	Giant Humanoid (116)	Jelly (145)

Jellyfish (146)	Moth (177)	Platypus (208)	Sheet (239)	Tardigrade (270)
Kangaroo (147)	Mound (178)	Polar Bear (209)	Shelled Humanoid (240)	Tentacle Humanoid (271)
Koala (148)	Mountain (179)	Pole (210)	Shellfish (241)	Tentacle Mass (272)
Komodo Dragon (149)	Mouse (180)	Porcupine (211)	Skunk (242)	Tiger (273)
Ladybug (150)	Muscle Humanoid (181)	Puddle (212)	Slime (243)	Toad (274)
Lake (151)	Mushroom (182)	Purple Humanoid (213)	Slug (244)	Tortoise (275)
Lemur (152)	Narwhal (183)	Pyramid (214)	Small Humanoid (245)	Toucan (276)
Leopard (153)	Newt (184)	Python (215)	Snail (246)	Transparent Bag (277)
Light (154)	Ocean (185)	Rabbit (216)	Snake (247)	Transparent Humanoid (278)
Line (155)	Ocelot (186)	Raccoon (217)	Snow Leopard (248)	Tree (279)
Lion (156)	Octopus (187)	Raptor (218)	Spark (249)	Triceratops (280)
Lion Centaur (157)	Opossum (188)	Rat (219)	Spear (250)	Tubes (281)
Lizard (158)	Orange Humanoid (189)	Red Humanoid (220)	Sphere (251)	Turtle (282)
Lizard Centaur (159)	Orangutan (190)	Reptilian (221)	Spider Centaur (252)	Two-Joint Humanoid (283)
Llama (160)	Orca (191)	Rhino (222)	Spiked Ball (253)	Tyrannosaurus (284)
Lobster (161)	Ostrich (192)	Rhino Centaur (223)	Spiked Humanoid (254)	Unicorn (285)
Long Arm Humanoid (162)	Otter (193)	Ring (224)	Spinosaurus (255)	Velociraptor (286)
Long Leg Humanoid (163)	Owl (194)	Robotic (225)	Sponge (256)	Venus Fly Trap (287)
Long Neck Humanoid (164)	Oyster (195)	Rock Skinned (226)	Sprite (257)	Vine (288)
Lynx (165)	Panda (196)	Rockoid (227)	Squid (258)	Viper (289)
Manta Ray (166)	Panther (197)	Salamander (228)	Squirrel (259)	Virus (290)
Mantis (167)	Parrot (198)	Sasquatch (229)	Star (260)	Walker Centaur (291)
Massive Humanoid (168)	Particles (199)	Scaled Humanoid (230)	Starfish (261)	Wall (292)
Mermaid (169)	Peacock (200)	Scorpion (231)	Stegosaurus (262)	Walrus (293)
Merman (170)	Pegasus (201)	Sea Lion (232)	Stork (263)	Whale (294)
Metal Skin (171)	Pegasus Centaur (202)	Seal (233)	Swine (264)	White Humanoid (295)
Micro Humanoid (172)	Penguin (203)	Seraph (234)	Tall Humanoid (265)	Wide Humanoid (296)
Minotaur (173)	Pink Humanoid (204)	Shadow (235)	Tan Humanoid (266)	Wolf (297)
Mist (174)	Plant (205)	Shapeshifter (236)	Tank Centaur (267)	Worm (298)
Monkey (175)	Plasma (206)	Shark (237)	Tarantula (268)	Yellow Humanoid (299)
Moose (176)	Plate Skinned (207)	Sheep (238)	Tarantula Centaur (269)	Zebra (300)



## **Alien Races (D200)**

Alien races have special powers, strange abilities, unique ideals, wondrous technological advancements, or unusual lifestyles that have allowed them to dominate their sector of the universe. Multiple rolls on this list can create an alien race with many unique traits.

### **Absorbers (1)**

These sapient creatures can absorb the genetic material of other creatures in order to take on their special traits, so their race is constantly evolving. This allows them to change their physical form or just their internal biochemical functions.

### **Age Sapience (2)**

This alien race has children that are only semi-sapient, but they achieve full sapience when they achieve full maturity or puberty.

### **Amoebas (3)**

This race of massive aquatic amoeboid sapient creatures lives a simple existence, but their vast intellect has allowed them to spread throughout the universe. They have been able to live in peace with other races by living secretly in the deep-sea trenches on their world's ocean floors without negatively effecting these other alien races.

### **Anti-Tech (4)**

These aliens have decided to live a primitive lifestyle as close to nature as possible. They have gotten rid of their high technology society to live a pure and simple life.

### **Apathetic (5)**

This alien race is sentient, but they virtually have no desire to do anything except survive. They live only to exist and, in many cases, they are unwilling to do anything to prevent their own extinction.

### **Aquatic (6)**

This alien race lives deep underwater, so they have evolved the ability to remove dissolved oxygen from a liquid environment. When they leave their ocean environment, they must wear a sealed environmental suit filled with an oxygenated liquid or travel in liquid filled vehicles and spaceships. They can see in total darkness using either infravision or ultrasound, can swim at incredible speeds, and their bodies are extremely strong because they have evolved to survive in the extreme pressures found at the bottom of an ocean.

### **Arboreal (7)**

This alien race of sentient trees lives for thousands of years, so they have learned to be patient, but they have also learned that fire is the creator of all life. Their seeds will not sprout unless that are scorched with fire, so their species has spread throughout the universe with their cleansing fire that changes every world that they discover into a beautiful garden.

### **Assimilators (8)**

This alien race destroys and absorbs other races into their social and biological collective. When they meet another alien race, they destroy their defenses and entire society using their advanced weapons technology. They then assimilate this new race's technology and social ideas into their own culture. They also assimilate any useful genetic enhancements that make this new species unique. In this way, this alien race grows more powerful and diverse with each conquest.

### **Augmented Reality (9)**

This alien race uses virtual reality overlays to enhance their view of the world. They are cybernetically linked to a master computer that provides them with instantaneous access to the collected knowledge of their entire race. They also have a personal artificial intelligence advisor to help them navigate through their lives.

### **Automatons (10)**

This alien race is an ethereal group consciousness that requires robots that they control in order to interact with the physical world. They may also be able to take over the machines of other races.

### **Bio Energy (11)**

This alien race has genetically engineered a plant that produces unlimited amounts of bioenergy by drawing energy from another dimension. This biotechnology gives this race unlimited amounts of clean energy allowing them to quickly spread throughout the universe. They will do anything to prevent other alien races from getting a sample of this plant or even learning about its existence.

### **Bio Engineers (12)**

This alien race has mastered genetic engineering and cellular manipulation allowing them to create anything from organic materials. Their technology is completely organic in nature, so their weapons, vehicles, and starships are living organisms.

### **Bio Harvesters (13)**

This alien race of biological harvesters and devourers base all their technology on biological systems. This race secretly lands a few breeding pods on a planet that hatch into hundreds of these creatures. These creatures then slaughter and process anything organic in giant digestion pools. These pools absorb the genetic materials from other alien races to create new warriors designed to overrun the society of this new planet. Once this planet has been completely consumed, new breeding pods are brooded and launched to nearby inhabited planets for harvesting.

### **Bio Weaponeers (14)**

This alien race has created a biological substance that mutates any organic life that it contacts into predatory monsters designed to spread this substance throughout an entire world. This allows them to destroy all life on a planet with this substance.

### **Biomorphs (15)**

This alien race has two extremely different forms but both forms can interbreed with one another to produce viable offspring.

### **Blind (16)**

This alien race has no visual organs, so they depend on their other immensely powerful senses to interact with the world. This race can produce sonar images of their surroundings giving them perfect depth perception in an atmosphere or underwater. This makes them vulnerable to sonic attacks that will damage or distort their sonic vision.

### **Bone Armament (17)**

This alien race is covered in bone protrusions that can be used as close combat weapons.

### **Bone Casing (18)**

This alien race has section of their bodies covered in external bone casings for defense.

### **Brain Chips (19)**

Everyone in this alien race has had their brains replaced with a powerful computer making them super intelligent but almost completely emotionless.

### **Brutes (20)**

These massive sapient creatures are from high gravity worlds. They are extremely strong, and their bodies are super dense making them almost impossible to injure.

### **Bugs (21)**

The members of this alien insectoid race have different body forms to fulfill specific roles within their society. They have worker, combat, psychic, scout, blaster, transport, starship, breeder, and command forms that all look completely different. They all originate from the same species, but they can no longer interbreed.

### **Builders (22)**

These aliens are master builders and technophiles that can construct any form of technology no matter how impossible the design. They are also master weapon crafters and starship builders that make designs sought out all over the universe.

### **Caste System (23)**

This alien race lives in a strict caste system where individuals are born into a specific social class that they may never leave. These castes never interact with each other, and they range from the nobility caste to the untouchable slave caste.

### **Chameleons (24)**

This alien race has the ability to change their surface coloration to match their environment allowing them to blend into their surroundings. Some of these aliens bend light around their bodies to make themselves disappear.

### **Changelings (25)**

This alien race can change to look, act, and sound like another person by changing their physical structure and metabolism. They can even perfectly mimic another person by absorbing his personality and memories simply by telepathically reading his mind.

### **Chemical Communication (26)**

This alien race communicates through chemicals that they release into the air. A single molecule can relay immense amounts of information to another member of their race. They have created long-range communication devices that can read and produce these airborne chemical messengers.

### **Clans (27)**

This alien race is broken into different clans that are large family groups representing almost twenty percent of their entire race. These clans are in competition with each other making their species a limited threat to other spacefaring races because of their constant infighting and their inability to work together even in times of war.

### **Clone Army (28)**

To fight wars on hundreds of alien worlds some alien races clone their most powerful warriors, so their citizens can live in peace while these clones die in the cold darkness of space. Any fault in the cloning process or mental programming procedure can result in disaster for this culture and its people.

### **Cloned Individual (29)**

This alien race is composed of clones of a single person that are mentally programmed to perform different functions within their society. These bizarre societies don't last long because cloning errors eventually lead to mental instability, and other races will destroy these monstrosities of a civilization once they are discovered.

### **Cloning Tanks (30)**

This alien race uses clone tanks to create clones of themselves to be used as spare parts when they need an organ transplant. These clones can also be used in dangerous jobs and for military or recreational applications.

### **Code of the Warrior (31)**

This alien culture has devoted all its resources to war and everyone in it is judged based on how well they can fight. This race is trained from birth to fight, and a person in this society can only become an adult by fighting and killing on the frontlines of their endless wars.

### **Collectors (32)**

Some powerful alien races travel throughout the universe collecting artifacts or people for their personal collections. These collectors do not care what other races think of them, and they will do anything to get what they want.

### **Communal Mind (33)**

This psionic race has created a communal mind that gives them total control of all forms of energy and matter. The individuals of this race still have their own personalities, but their every thought and desire can be seen by the rest of their community.

### **Consumers (34)**

This alien race has an endless hunger, so they devour all their natural resources and consume each other in a yearly cycle of life and destruction. They have achieved advanced technology allowing them to spread their hunger throughout the universe making them one of the greatest dangers to all sentient life in the universe.

### **Control Parasite (35)**

These evil sentient races are small creatures that can enter a person's body and either link directly to his nervous system or psionically control his mind. This link usually destroys a person's personality and memories, but the parasite can sometimes be removed allowing the person to return to normal. The longer the parasite is present, the more damage it does to its host.

### **Corporate (36)**

This multi-planet corporation has taken control of an entire sapient species and now runs this race like a ruthless business. Their people live like wage slaves, and they will do anything for the corporation because they use mind control to prevent anyone from ever escaping or challenging their control.

### **Cosmic Power (37)**

This alien race has the ability to absorb cosmic energy, so they become extremely physically and mentally powerful when they are exposed to cosmic radiation found in many regions of the universe.

### **Creators (38)**

This advanced alien race may take thousands of years to slowly manipulate and genetically alter a primitive species on an alien world as a long-term experiment. Most of these creator races do this because of their love of science and discovery. In some cases, the creators believe that the altered race is their property, so they can control them even though they may have developed their own advanced civilization over time. Many times, this newly created race will turn on and destroy their creators.

### **Cruel (39)**

This extremely aggressive alien race lives to dominate other sentient species. They look for any sign of weakness in another alien race and will exploit it to dominate and subjugate them.

### **Crystalline Lifeform (40)**

This alien race has a crystalline brain that has its personality and memories stored in its crystal structure. These crystalline creatures live by absorbing starlight, and they grow by absorbing minerals allowing them to exist in almost any environment. This allows them to colonize worlds that are completely uninhabitable by other races.

### **Cybernetic Link (41)**

This alien race is linked through cybernetic implants allowing their entire species to communicate and act as a single collective consciousness.

### **Cyborgs (42)**

This alien race has replaced much of their bodies with mechanics and electronics to greatly improve their physical and mental abilities. When their children are born, they receive significant cybernetic enhancements and a full brain remapping to prevent the possibility of cybernetic rejection.

### **Danger Sense (43)**

This alien race can sense the feelings of other people around them allowing them to sense any nearby dangers. This sixth sense allows them to avoid any source of danger making them warriors that are difficult or impossible to defeat.

### **Deformed (44)**

These sapient creatures have either been exposed to high radiation or biological contaminants, so their entire race has become horribly mutated. Their internal organs and brains seem to function normally, so their appearance is the only truly odd thing about them.

### **Destroyers (45)**

This alien race can warp the fabric of space allowing them to completely destroy a planet or star, but these weapons are slowly destabilizing the fabric of the universe. Galactic empires around the universe have joined together to fight them to prevent the destruction of the universe.

### **Dimensional Energy (46)**

This alien race lives between two dimensions. They have access to energy from this alternate dimension that provides all the energy that these transdimensional creatures need to survive. This means that they never have to eat, and they can live in any temperature ranging from absolute zero to the heat of a star without being affected.

### **Dimensional Phasing (47)**

This alien race can phase in and out of our dimension making them difficult or impossible to interact with unless they are willing to be contacted. This phasing ability has allowed them to create civilizations in both universes that they can instantly interact with at any time. They can also cause objects or people in our dimension to phase into their other dimension.

### **Dual Minds (48)**

This alien race has two functional brains allowing them to perform multiple tasks at the same time. Each set of their limbs can be used to perform completely different tasks.

### **Eaters (49)**

These aliens are a semi-primitive race with a bizarre metabolism that requires them to constantly consume immense amounts of food in order to survive. They will eat anything and will even try to eat other sentient beings if given a chance.

### **Elders (50)**

An ancient race of aliens that are billions of years older than humans sleep quietly waiting for some important event that their race has been preparing for since the beginning of time. These creatures have powerful defenses that have protected them for hundreds of millions of years. If they ever start to awake, the process must be reversed because they may be too powerful to defeat once they have fully awakened from their slumber.

### **Emotion Eaters (51)**

These entities feed off a specific type of emotion. They use their psychic powers to force the cultures around them to produce the emotion that they need to feed on in order to survive. An entity that feeds on hate or fear will urge the people around it into war and violence. While, an entity that feeds on love or joy will help a society enter a cultural and artistic revolution.

### **Emotional Power (52)**

This race of psionically sensitive creatures produces different powers based on the emotions that they are currently experiencing. This means that everyone in their society must be trained from birth to control their emotions and psychic powers.

### **Emotionless (53)**

This alien race evolved without emotions making them extremely efficient but, in many cases, highly unmotivated. This race has absolutely no sense of fear or regret making them powerful and deadly warriors.

### **Empathic Telepaths (54)**

This alien race has the ability to bind their minds to another sapient being creating a powerful and enduring emotional link between these two creatures. This mental link can cross any distance through time and space.

### **Empaths (55)**

This psionic race can manipulate other people's emotions allowing them to greatly influence other alien races. Empaths are feared by other sentient races because of their ability to manipulate the minds and feelings of other people without their knowledge or consent.

### **Energy (56)**

This alien race is made of pure energy and their conciseness and memories are stored as waves that permeate throughout their body made of energy. This allows them to travel anywhere in the universe at the speed of light and all they need to exist is an energy source that can be the light from a star.

### **Engineered Addiction (57)**

Combat engineered races cannot be mind chip controlled because they require free control of their bodies, so they are usually controlled with powerful drugs. They are genetically engineered to be addicted to a drug that they must receive every day or die a painful death.

### **Engineered Perfection (58)**

This alien race has genetically engineered their genome to create a population with incredible strength, speed, and intelligence. Each individual is considered physically and mentally perfect.

### **Engineered Warriors (59)**

Some engineered war races are designed to quickly grow and mature into full fighting strength. These horde races swarm enemy worlds preferring to use close and brutal combat because of their limited intelligence. A few members of their species are born with incredible intelligence allowing them to create powerful weapons of war and the means of space travel for the rest of their battle horde.

### **Engram Polis (60)**

An alien race may become disillusioned with their world, so they pool their resources to create a space ark. These people program their personalities and memory engrams into this ship and terminate themselves. This ark travels through space carrying this culture of disembodied personalities living in a paradise world of their dreams and creativity.

### **Environmental Sapience (61)**

This alien race has evolved to become non-sapient in times of limited resources or extreme changes in weather which was an evolutionary advantage during their early development.

### **Eternal War (62)**

An alien race has only two remaining factions that have been at war for hundreds of generations forcing their populations underground. These military powers no longer know why they are fighting, but their cultural hatred for each other means that this war will last forever.

### **Eugenic Society (63)**

A master computer is given the genetic code of every citizen of this alien society. The computer then determines the perfect mating matches for everyone in their society to create the perfect master race, so these predetermined marriages are mandatory.

### **Evolutionary War (64)**

Some alien races have been at war for so long that their warring factions have decided to alter their genetic codes to gain an advantage in this eternal war. Eventually, each faction will become a different species and the purpose of this never-ending war will have long been forgotten by everyone involved.

### **Exoskeleton (65)**

This alien race has a thin resin exoskeleton that covers their entire body or only their vital organs. This exoskeleton provides defense, makes parts of their body extremely sharp, and provides anchor points for extremely powerful muscle contractions. This material can be an organic resin making it almost as hard as steel. This species must molt in order to grow larger as they mature. This race must lay eggs because their females cannot expand in size when they are pregnant.

### **Fairies (66)**

This race is so small and light that they can fly using their translucent wings on small low gravity worlds. Many of these small creatures have advanced technology that allows them to fly on larger planets.

### **Floating (67)**

This race can produce a low-density gas inside their bodies allowing them to float on low gravity worlds or worlds with high density atmospheres.

### **Friendly (68)**

This alien race wants to be friends with every sentient race that they meet no matter what the consequences. They scour the universe looking for new alien species to befriend.

### **Fungoids (69)**

These aliens are sentient fungal colonies that thrive in warm tropical worlds, but they can survive in almost any environment with available moisture. These sapient colonies can form limbs and can grow to be any size. They can easily regenerate any bodily damage by replicating lost members of their colony to heal damaged tissue.

### **Galactic Bank (70)**

This alien race has created a galactic organization that slowly conquers other worlds by economically taking over their financial systems and eventually their entire society. This has allowed this race to conquer hundreds or even thousands of worlds without ever firing a single shot.

### **Gaseous (71)**

This alien lifeform forms a sapient consciousness from a cloud of coalesced gas.

### **Gate Builders (72)**

These aliens have created a massive wormhole network throughout the universe and have left stargates available to any race developed enough to reach them. This gives this newly advanced race access to regions of space that the gate builders think is safe for more primitive races to explore.

### **Gender Dimorphism (73)**

This race has a male that is only a few inches long, but the female is a standard humanoid in size and appearance. This allows the females to carry the male around or consume or kill them after mating. In some races, the male has a giant and powerful form with limited intelligence, so they are used as slave workers and warriors by their female masters.

### **Gender Sentience (74)**

In this race, only one of their genders is sentient and the other is a mindless creature. Many observers believe that one of their genders has had their intelligence bred out of them to create a slave race.

### **Gestures (75)**

These aliens cannot express their emotions with their face because they have no facial expressions, so they have developed a system of hand and body gestures to convey their feelings to others.

### **Greater Good (76)**

This alien race is from a planet where resources are scarce, so they live only to support their community. Everyone in their society is willing to sacrifice their lives to defend their people, so they have no concept of selfishness or independence.

### **Group Mind (77)**

This alien race is grouped together at birth into thinking units that live the rest of their lives together. When these individuals are together, their collective intelligence is superhuman but as each individual is lost or dies,

the group becomes less intelligent. New members can be added to replace lost members, but the original group intelligence can never be recovered.

### **Grubs (78)**

This alien race generates minor grubs from their bodies that are psionically connected to the main body. This allows a single individual to perform many tasks at the same time using these satellite grubs.

### **Hackers (79)**

This alien race are master programmers that think in binary code allowing them to design and manipulate the most advanced computer systems in the universe.

### **Haters of Life (80)**

These sentient machines hate all forms of organic life and their only purpose seems to be the destruction of all life in the universe. Their incompatibility with life makes first contact with these machines result in certain death and destruction for anyone that discovers them. It is not known who or what created them, because their creators were destroyed by these machines a long time ago.

### **Heightened Senses (81)**

This alien race evolved from an apex predator, but they still have advanced predatory senses that might include echolocation, electrical and thermal senses, advanced senses of smell and hearing, and night vision.

### **Herd Mentality (82)**

These aliens live in a herd and every individual does their best to protect the group. These creatures need to be constantly surrounded by their herd members to feel comfortable.

### **Hermaphrodites (83)**

This alien race has both sexes in each individual allowing a single individual to self-breed in times of need or isolation.

### **Hibernators (84)**

This alien race can enter a state of suspended animation that will keep them alive for months or years without food, water, or even a breathable atmosphere.

### **High Birth Rate (85)**

Many aliens have extremely high birth rates that causes constant infighting for limited resources and the need to constantly conquer other worlds for their resources.

### **High Density (86)**

This alien race evolved inside a gas giant, so their bodies are so dense that they are almost indestructible.

### **Hive Mind (87)**

This alien race live as a massive group mind with each member controlled by the collective intelligence. This means that powerful telepathic members of their race must act as conduits of the group mind to control the lesser members of their species. When a lesser member of their species is too far from one of these conduits, they will act like mindless creatures.

### **Honest (88)**

This alien race cannot lie, but they have become extremely skilled at manipulating the truth.

### **Hunters (89)**

This alien race lives for the thrill of the hunt, and they search the universe for deadly opponents to hunt and kill. This race only cares for the glory of the hunt, but their honor code prevents them from ever cheating because glory only goes to the greatest hunters.

### **Immortal (90)**

This alien race has cells that always regenerate, and their genetic material is constantly renewed, so they never age after they reach maturity. They would never die unless someone kills them. They may have discovered a medical treatment that prevents them from dying from disease or aging.

### **Incompatible Lifeform (91)**

This alien race is so unique that they can be recognized as sentient by other alien races, but they cannot understand that these other alien races are also sentient.

### **Incorporeal Consciousness (92)**

These beings are extremely rare, but they represent some of the most ancient minds that have ever existed in the universe. They descended from races that have transcended the flesh of the body and exist in the infinite expanses of the universe by directly controlling the fabric of space and reality. They have unlimited power, so these omnipotent beings have interfered with the affairs of other alien races by altering their evolution or radically altering their intelligence and ways of thinking. These cultural or genetic manipulations might be for these omnipotent beings' amusement or as part of a grand experiment or plan.

### **Lazy Society (93)**

People in this decadent alien society rely entirely on their service robots for everything. They never move a muscle because their servant drones do all the work in their society and their personal transporters move them around, so they don't even have to walk. This totally sedentary lifestyle has caused their entire population to become morbidly obese.

### **Life Stages (94)**

This alien race has three different stages that are completely separated from each other. The first stage is the child stage where members cannot physiologically breed. The second stage are the breeders, who are the only members of their race that can procreate. The final stage takes care of the entire race and performs all military duties. In the final stage, the race physiologically changes to create a third sexless gender that frees this stage from any form of sexual desire. At each stage, the race becomes larger and more intelligent.

### **Light Communication (95)**

This alien race uses flashing or pulsating light organs to communicate with each other. This allows them to communicate very quickly and over large distances.

### **Limited Immunity (96)**

These aliens have extremely weak immune systems, so they must wear sealed suits to protect them from possible infections.

### **Linked (97)**

The individuals of this alien race are created by linking the neural tissue of over a hundred non-sapient creatures in a birthing ritual to create a single sentient being with the mental power of a supercomputer. How this system ever evolved is unknown, but the result is one of the most intelligence creatures in the universe.

### **Liquid Form (98)**

This alien race is formed from a viscous liquid allowing them to take on any form that they can imagine.

### **Living Machines (99)**

Sentient robots are found throughout the universe, and many of them have created societies that can interact peacefully with other forms of sentient life. These sentient machines have their own personalities, and some of these machines have even achieved the ability to feel true emotions.

### **Logical (100)**

This race cannot feel emotions, or they are trained from birth to suppress their emotions. They live their lives using only logic and strategy making their race extremely technologically advanced and efficient.

### **Longevity (101)**

Some alien species have extremely long lives allowing an individual to live for thousands of years. This can be caused by their natural genetic regeneration or through technological means.

### **Lost Gender (102)**

A world may have a cloned society because at some time the opposite sex of their species was lost or not present on an isolated alien world. Attempts to replicate the other gender were not successful, so they decided to clone the members of a single gender so over time all memories of the other gender were lost.

### **Lost Protocol (103)**

Some machine races have created their own societies and have completely forgotten the commands given to them by their past masters. These machines have formed separate factions of warriors and workers that might be at war with each other. Some of these sentient machines still believe in the ancient legends that someday a chosen one will appear that will lead them to their lost masters. Many of the current leaders of these machines fear the idea of their ancient creators ever returning to power.

### **Low Birth Rate (104)**

Many alien races have extremely low birth rates making wars and disease devastating to their populations. This low birth rate may be natural or produced by genetic damage caused by disease or physical damage caused by environmental collapse or pollution.

### **Marine Collective (105)**

This aquatic microorganism turns an entire ocean into a collective intelligence. This collective consciousness can absorb the thoughts and memories of any sapient creature that swims in their sea, and they act as a biological storage system that can store unlimited amounts of collected knowledge and memories.

### **Mathematicians (106)**

These aliens manipulate mathematical equations to control time and space, so they no longer require any type of physical technology.

### **Mentalists (107)**

Some alien races have learned to hate and mistrust thinking machines so much that they have replaced all their computers with drug induced geniuses with the mental computing power of a computer.

### **Metamorphosis (108)**

This alien race has many different physical stages that they must pass through to achieve maturity that look totally different from each other.

### **Mimics (109)**

These aliens have received the transmissions from other alien races and have modeled their society on the culture and technology that they perceived from these broadcasts. This has created a crude and somewhat twisted version of the distant alien society in their society.

### **Movers (110)**

This alien race has developed instantaneous teleportation allowing them to quickly dominate huge sectors of space, but only the limitations of time prevent them from total universal domination.

### **Multi Brains (111)**

This alien race carries an ancestor's brain connected to their bodies through a neural tube that provides them with immense knowledge.

### **Nano Collective (112)**

The individuals of this alien race are composed of a nano tech swarm that forms into an intelligent construct.

### **Nascent Consciousness (113)**

An incorporeal entity can slowly form in the fabric of reality. These minds are formed in the actual fabric of reality creating a being that can alter reality with its thoughts and emotions.

### **Negotiators (114)**

This alien race is known for their intelligence, diplomacy, and fairness, so they have been asked to negotiate and settle disputes between alien races throughout the universe.

### **Nomads (115)**

This alien race is constantly on the move in massive fleets of ships or giant world ships. They keep moving to avoid some terrible fate, they are running from a chasing enemy, or they are trying to avoid all other spacefaring races in the universe. Many of these nomadic races are forced into raiding and piracy to resupply their ships and feed their people.



### **Oracles (116)**

This alien race can read the emotions and thoughts of other sentient beings allowing them to predict the future actions of another person.

### **Organ Harvesters (117)**

This alien race steals organs from living people on raids for profit or as replacement parts that they constantly require because of some degenerative genetic anomaly.

### **Pacifists (118)**

This race believes in total pacifism, so they are willing to be completely wiped out instead of defending their people from attack. They have learned to turn the power and emotions of an attacker against them to defend themselves. Some of these races have hidden their homeworlds in a pocket universe to protect themselves from possible invaders.

### **Parallel Universe (119)**

This alien race is from a parallel universe, so they do not perfectly interact with this universe. This parallel race cannot exist permanently in our universe, so they must travel back and forth between these two parallel universes, or they will disincorporate.

### **Paralysis (120)**

This race produces a powerful toxin that can cause instantaneous paralysis from their spit that effects all organic creatures except for themselves.

### **Parasitic Infection (121)**

This alien race can infect another sentient creature to slowly take over and transform parts of their bodies. Eventually they will take over the host creature's entire body.

### **Peacekeepers (122)**

These aliens consider themselves the protectors of all sentient life in the universe, and they will destroy anyone that gets in the way of their form of extreme justice.

### **Perfect Efficiency (123)**

These aliens strive toward efficiency above all else even if this means that their people are subjugated to an almost slave like state. Their genetic inclinations to diligence and servitude also makes them prefer a state of total control.

### **Perfect Recyclers (124)**

This alien race has created facilities where their trash is atomized and pure elements are sorted and recovered by automated mass spectrometers.

This single invention means that their society is free of pollution because they can perfectly recycle all their trash and chemical waste if they have access to enormous amounts of energy.

### **Phase Shifters (125)**

This alien race has an unstable molecular physical state that allows them to phase through any material at will. This race's physical structure slowly becomes more unstable the longer each individual is alive.

### **Photosynthetic (126)**

This race has evolved the ability to gather energy from sunlight to produce the sugars that they need to survive. This means that they only need to expose their bodies to sunlight, breathe in their normal atmosphere, and drink water in order to survive.

### **Plague Bearers (127)**

An alien race has contracted a virulent disease that is killing their entire population. Any contact with them will infect any living creature and cause almost instant death.

### **Planetary Engineers (128)**

This alien race has perfected planetary construction allowing them to create artificial worlds that can have designer features to fulfill the desires of the customers for these custom worlds.

### **Plantoids (129)**

This sentient race of plants can grow and reproduce at unimaginable rates because they only need starlight, an atmosphere, and basic nutrients to grow and prosper. This race can enter a state of suspended animation when they are in danger allowing their entire population to hide during a planetary invasion. When an individual is in imminent danger, it can produce a seed that will produce a perfect clone of itself once it has grown to maturity.

### **Post Intelligence (130)**

This alien race has transcended reality and exists as incorporeal intelligences that interact with the real world using a manifest spacetime construct. They have moved past the need for a physical body and the concepts of time and space.

### **Precognitive (131)**

This race can see glimpses of the future allowing them to determine the exact future and the best way to act to create the perfect future that they desire. These images of the future are always correct, but it can be very difficult to understand these images without the proper context.

### **Precrime (132)**

Some aliens use drug induced mutants to peer into the possible future to arrest criminals before they commit their crimes. Their worlds seem like paradises because all forms of crime and violence have been removed, but any real freedom and justice have also been destroyed.

### **Precursors (133)**

This alien race is believed to be the ones that have uplifted most of the known sentient races throughout the universe. This nomadic race has super science weapons that make other races avoid them at all costs, or their entire space fleets will disappear in a second without a trace.

### **Psionic (134)**

This alien race has advanced mental powers allowing them to control their worlds with their minds. They can speak to each other with their minds over any distance, and they can manipulate and even destroy objects around them with their psionic powers. Other races fear and distrust most psionic races because of their mind controlling abilities.

### **Psionic Harvesters (135)**

These aliens feed off the psionic potential of other alien races. They breed many pre-sapient and sapient species to harvest their psionic energy when they finally mature mentally.

### **Psionic Parasites (136)**

This alien race attaches to and takes over the mind of another sentient creature. They use this slave body to interact with their environment. Entire alien races have become the slaves to these species.

### **Psychic Shredder (137)**

This alien race are such powerful psykers that they will destroy the minds of any species of lesser psionic potential that encounters them.

### **Pure Breed (138)**

This race only produces children in birthing chambers after their genomes have been cleansed of all defects and beneficial genes for intelligence, strength, and beauty have been added to a child's genetic code. This race only produces a small number of perfect individuals at any given time.

### **Racial Purity (139)**

This alien race believes in the importance of racial and genetic purity, so babies born with deformities are instantly killed and only the most intelligent and physically fit individuals are allowed to breed.

### **Radially Symmetry (140)**

Many aliens have a radially symmetrical body pattern that allows them to develop faster to maturity and makes it easier for them to heal.

### **Raiders (141)**

Some alien races can directly drain the life force from other sentient creatures allowing them to extend their own life spans. The members of this race can live forever as long as they have enough victims to drain, so many of these races have become space pirates that steal resources and absorb the lives of their victims during their viscous raids.

### **Random Form (142)**

This species has a unique set of transposons for body structure and coloration, so every child born looks totally different. Each individual has a random and unique body plan that can be very beneficial or extremely detrimental, but this variability makes this race very accepting of other races. The random nature of their genetic expression means that their individual members have an extremely wide range of abilities and specialties. Their biggest downfall is that their vehicle control stations and power armor designs have to be specially made for each individual.

### **Regeneration (143)**

This race has cells that quickly regenerate allowing them to quickly heal from severe injuries without any medical attention. They have powerful immune systems that make them immune to most diseases and forms of cancer.

### **Regenerators (144)**

This alien race regenerates when they die to become a new being with a new appearance and personality but with the same memories and knowledge of the original individual.

### **Religious Order (145)**

Some alien races are dominated by a religion with its own special set of beliefs that may include worship of a specific deity. These religious governments demand that every member of their society follows these religious beliefs and doctrines or be severely punished, exiled, or killed.

### **Robot Husks (146)**

This alien race has mutated into a smaller but more intelligent mutated form, so they can be implanted into powerful machines that have made their race a terror throughout the entire universe.

### **Rockoids (147)**

Some alien races are formed from living rock or crystal. These races do not normally have a humanoid shape, but they are sentient and require special mineral resources to survive and reproduce.

### **Sadists (148)**

This alien race is extremely violent, so they live to kill and cause pain and suffering to other lifeforms.

### **Scientists (149)**

Science races completely ignore the physical world and focus entirely on the worlds of science and technology. They travel the universe performing experiments using other cultures as guinea pigs, and they will do anything to learn more about the universe, no matter who they hurt or destroy. They always seek immortality to give them time to finish their greatest projects.

### **Selective Breeding (150)**

This race only allows the most physically strong and intelligent of their offspring to survive which has slowly created two breeding lines. They have a physically powerful warrior breed and a super intelligent breed that has made them a powerful race to contend with for the rest of the universe.

### **Selectors (151)**

This cyborg race has human bodies, but their brains have been replaced with a cyber mind. These computer brains are not perfect, so they have simple personalities and only one specialty skill can be installed at a time making them a master of a specific field. They can only perform this one function, such as piloting at a given time, but they are equal to the greatest masters of this skill in the entire universe. This unusual ability has allowed their race to dominate or destroy all other races in their region of space.

### **Shape Changers (152)**

This alien race simply has to touch another creature or object to take on its shape and form. They can change their volume and mass by exchanging energy and matter with their environment. They can actually change their physical hardness and color to mimic any substance that exists. This physical change is permanent or until they wish to change again.

### **Shelled (153)**

This alien race has a hard shell that covers their entire torso. They do not have a hard shell until they reach full maturity to allow them to grow to full size.

### **Shield Experts (154)**

This alien race is a master of producing powerful and almost indestructible shields allowing them to create invincible battle fleets and impenetrable planetary shields. This race can cover an enemy planet with an impenetrable field that will prevent even starlight from entering it causing the world to freeze solid in a few days.

### **Short Life (155)**

This alien race can only live from one to two decades, so they mature very quickly and achieve puberty in the first few years of their life. Having such a short lifespan means that these aliens are constantly on the move, and they are highly motivated to quickly make a name for themselves.

### **Shrouded (156)**

This alien race warps space around themselves preventing anything from interacting with them unless they desire it. This allows them to prevent their enemies from hurting their shrouded starships and homeworlds.

### **Simple Minds (157)**

This alien race is sentient, but they cannot understand complex thoughts like music, science, or mathematics. Even with training by other sentient races, this race is incapable of understanding any form of complex thought making many observers believe that this was an engineered slave race.

### **Slave Controllers (158)**

Some alien races use slaves controlled by mind implants to perform all their manual labor. The procedure used to convert these people into mindless slaves is not reversible because it changes the person into a completely obedient and loyal servant for life.

### **Slavers (159)**

These warlike races turn every race that they conquer into a slave race that produces all their resources, goods, and food. This allows them to focus on fighting and conquering new slave races.

### **Slaves (160)**

These aliens are pre-sapient, so their low intelligence makes them easy to control by their master race that bred them to be submissive and subservient.

### **Sonic Emitters (161)**

This alien race can produce a sonic screech that can knockback or stun another creature.

### **Soul Prisons (162)**

This alien race has sacrificed their bodies and trapped their souls in robotic bodies allowing them to live forever but without any emotions and physical sensations. For many of these beings, the intense isolation for thousands of years has driven them completely insane over time. Many of their kind have adapted and turned their cold reality into a time to plan and innovate. These races have created some of the most technological advanced civilizations and powerful military forces in the universe.

### **Space (163)**

This engineered alien race is composed of living spaceships that roam the universe as free creatures. Many of their race have been captured and turned into slave ships by other alien races. Some of their people choose to allow other alien races to ride inside them.

### **Space Farers (164)**

This alien race has evolved to survive and travel through the cold and vacuum of space.

### **Sparks (165)**

These creatures are living signals that have their conciseness built into the fabric of reality. They can create energy in many different forms but in all other ways they cannot affect the real world.

### **Spatial Rift (166)**

This alien race can open a tear in space to step into another dimension.

### **Speed (167)**

This alien race can warp space with their minds allowing them to move faster than the speed of light without breaking the laws of physics. They are actually bending space, so the distance needed to travel is much shorter than the outside world around them.

### **Spores (168)**

This alien race grows from spores that only need moisture and nutrients to grow. They grow as pods that hatch releasing a fully mature adult with its intelligence and culture built into its brain from birth that is coded in their DNA. Their intelligence, skills, and technology are built into their genetic code, so they are born with all the knowledge that they will ever need. These creatures were a biological weapon created by the ancients as a fire and forget weapon used to overrun other races with their fast gestation times, growth rates, and insane brutality.

### **Stealth (169)**

This alien race can bend light around their bodies making them difficult or impossible to see without special sensors that do not depend on the visible spectrum of light.

### **Steam Power (170)**

This alien race developed efficient steam powered technology that provided it with enough power to reach space and beyond, so they never discovered internal combustion or electrical engines. This is a rare culture, but their unique steam powered vehicles work the same as other designs, but they are bulkier and have large billowing steam pipes projecting from them.

### **Strict Enforcement (171)**

Some alien races have such extremely strict rules on their peoples' behaviors that their culture has destroyed all forms of creativity and ingenuity. This race is extremely successful because each of their members is very efficient and hardworking allowing them to survive in any low resource environment by working together to form an efficient society and a deadly fighting force.

### **Subterranean (172)**

This alien race is either very susceptible to genetic damage caused by solar radiation or their world had been made completely radioactive by a nuclear holocaust, so their entire population lives deep underground in massive shielded caverns. This race has evolved infravision allowing them to see the infrared spectrum, so they use infrared lights in their underground cities. They have also developed advanced hydroponic gardens or bio generators to feed their people.

### **Suicide State (173)**

This alien culture condones suicide, so they provide state sanctioned suicide pills and booths to help a citizen transition into what they believe is the next stage of consciousness. These cultures have limited resources, extreme overcrowding, or have achieved immortality, so they need to get rid of their excess population.

### **Super Science (174)**

This alien race is so scientifically advanced that their technology appears to be magic to other spacefaring races. This makes it difficult or impossible for this race to interact with other races because of these inferior species' inability to understand their complex way of thinking.

### **Survival of the Fittest (175)**

This race breeds at such a high rate that any world that they colonize becomes completely filled in a few years leading to a society where only the strongest can survive. Every day, millions of their race are killed to make room for stronger individuals making this race a devastating warrior race that is forced to attack other space empires to acquire new worlds for their ever expanding populations.

### **Swarm (176)**

This alien race is composed of communal swarms of insects that form a collective intelligence. This insect swarm can form masses that act as limbs and manipulators allowing them to interact with their environment.

### **Symbiotes (177)**

This alien race is formed from multiple sentient creatures that have evolved together and require each other to survive. These sapient symbiotic organisms may be used as sensory, nutritional, or defense systems by the larger host creature.

### **Symbiotic Relationship (178)**

This alien race has a small non-interactive form that can merge with another species to create a new symbiotic creature. These immortal creatures improve their hosts with their super intelligence and vast knowledge which were formed from their numerous symbiotic pairings. They can also heal their hosts providing amazing longevity which is why many sapient species volunteer to be a host for this species.

### **Symbolic Speech (179)**

This alien race only uses symbolic language which takes a lifetime for each individual to learn. This makes communicating with this species almost impossible for other races and all language translators are useless when trying to decipher their language.

### **Syndicate (180)**

This multi-alien race crime organization has taken over worlds throughout the universe. They slowly dominate worlds by first taking over their secret underground crime organizations and eventually taking over their global financial and political systems.

### **Tech Controllers (181)**

This race of sentient machines is devastating when they attack another race because they can gain control over almost every electronic system using powerful virus programs and engram systems. This allows them to take

control of an enemy planet's infrastructure and defense systems and eventually their entire military complex and space fleets.

### **Terraformers (182)**

This robotic race was designed to terraform planets, but they achieved true sentience. They continue to terraform worlds throughout the universe. When these terraforming projects finish, they abandon these paradise worlds for other sentient races to discover.

### **Thought Control (183)**

This psionic race can manipulate the thoughts and memories of other people allowing them to dominate other races that do not know of their powers. Other spacefaring species that know of their powers fear these psykers, so most races have made contacting them illegal. Many empires have attempted to destroy this race, but they have used their hordes of mind controlled slaves to defend their homeworlds.

### **Time Masters (184)**

This alien race has perfected space and time travel, so they can go anywhere or anytime using their super science machines. This has forced them to have strict laws that govern what each member of their race can do to prevent the destruction of the spacetime continuum or the destruction of their race's current timeline. They also hunt down and destroy anything or anyone that attempts to manipulate time or distort the current timeline.

### **Tiny (185)**

This alien race is extremely small and cute. They range from five to ten centimeters in height meaning they require very little natural resources to survive. They have evolved to be extremely small to avoid their local predators or to survive on very little resources.

### **Titans (186)**

Some races are so large that they are the size of a giant mecha. They have powerful and almost indestructible bodies, but they are so heavy that they can only live on low gravity worlds because the gravity of a normal planet would break their bones.

### **Total Control (187)**

This alien race has a government that is in total control over every aspect of their society. This race of colonial creatures prefers this type of government because it allows them to be completely efficient at everything they do. This controlled society works because their people have no desire except for the greater good of their people.

### **Toxic Cloud (188)**

This alien race can produce a toxic cloud that can kill any organism that touches or breathes in this poison. They are immune to their own organic toxin and most biological poisons.

### **Traders (189)**

This alien race bases its entire society on acquisition, and they are trained from birth that profit is the only reason to do anything. This race has a very strange worldview, but they can be very useful to other alien races because they will do anything to acquire more resources.

### **Transcendents (190)**

This alien race is the mutated form of another race that has gained vast intellect and psionic abilities from their mutations.

### **Ultimate Power (191)**

When a race of beings gains a complete grasp of science their power becomes omnipotent. These races eventually become one with the universe, so they must deal with other cultures that have also achieved transcendence. All transdimensional races have banned teaching primitives the secrets of the universe because their minds cannot survive this complete understanding of the universe. Some members of these races will secretly influence the developmental paths of alien races still trapped by the physical laws of the universe for their entertainment.

### **Unity (192)**

This alien society is composed of many sentient races living together with each member race performing a specific task in their communal society that they are best suited to perform. This has made their society extremely efficient and technologically advanced, so very few other spacefaring races can compete with them. Many of the alien races that have opposed them have chosen to be assimilated into their social collective in the end.

### **Vampires (193)**

This alien race feeds on life force energy by directly absorbing it from other living creatures. These aliens may also live off the blood of other sentient creatures.

### **Venomous (194)**

This alien race has a poisonous bite or spit that can kill another living creature in a few minutes. They may also fire spines or quills covered in a poison or have deadly stinging cells in their limbs or tentacles that can paralyze or kill anyone that they touch.

### **Virtual Society (195)**

This culture lives entirely in virtual reality, so they spend their entire existence in virtual programs that allow them to do anything that they can imagine. Their bodies slowly waste away because they only care about their virtual lives and care little about their physical bodies.

### **Visitors (196)**

This alien race preys on primitive races by using their advanced technology to make themselves appear to be gods. These primitive species become their slaves and constantly deliver them tributes to avoid their wrath which usually involves them firing a laser weapon at these people.

### **Warriors (197)**

Warrior races are common on worlds with limited resources because their deadly rites of passage make sure that only the strongest and most fit warriors survive to maturity. These people exalt bravery and honor, so diplomacy and intelligence are looked down on as traits of the weak and cowardly.

### **Wormhole Network (198)**

This alien race lives in an alternate universe, but they have created or found an ancient set of wormholes that allows them to travel all over the universe from their secret homeworld. Their people have vowed to kill themselves if they are ever captured to keep the secret of their wormhole network and hidden homeworld safe from intruders.

### **Worms (199)**

These aliens have segmented bodies with multiple appendages that allow them to grow at an incredible rate compared to other sapient alien races.

### **Xenophobes (200)**

This alien race hates all other races and will attack and destroy any ship or planet with another sentient species on it. This race cannot be dealt with using diplomacy or negotiations so the only way to stop them is to avoid them or destroy them.

## **Alien World Encounters (D200)**

These are the random encounters your party may discover on an alien world.

### **Abandoned Base (1)**

This disposable outpost has been abandoned because of a critical failure or lack of profits by the exploratory team that set it up.

### **Abandoned Colony (2)**

This colony has been abandoned because of lack of profits, alien invasion, pirate attack, or deadly disease outbreak.

### **Abandoned Mine (3)**

This is an abandoned mining shaft, surface mine, or mining facility and its equipment.

### **Abandoned Rover (4)**

This disposable rover was abandoned, but it can still be used if it is repaired and recharged.

### **Acid Cloud (5)**

This cloud is filled with acidic chemical that can damage machinery and can dissolve organic matter in minutes.

### **Acid Pool (6)**

A giant pool of organic acid.

### **Acid Rain (7)**

This rain is so acidic that it will dissolve metal and organic matter.

### **Active Volcano (8)**

An enormous active volcano appears to be on the verge of eruption.

### **Alien Artifact (9)**

This alien device was made using long lost super science technology giving it almost magical powers.

### **Alien Monument (10)**

This huge monument is covered in alien script, but the meaning of this text is unknown.

### **Alien Preserve (11)**

This fenced off area protects the natural alien environment in a specific region of a planet.

### **Alien Statue (12)**

This small statue is a representation of a member of the current or past dominant alien race.

### **Alien Tower (13)**

This structure uses super science to keep this enormous tower that reaches into the sky from falling.

### **Alien Tribe (14)**

These primitive sentients live off the land. They are usually willing to help outsiders. Some alien tribes can be very suspicious of outsiders or murderously xenophobic.

### **Ammonia Pool (15)**

This pool is filled with liquid ammonia that is bubbling up from the ground.

### **Amorphous Blobs (16)**

These gelatinous blobs slither across the ground absorbing anything organic that they touch.

### **Amphibians (17)**

These creatures are amphibious, so they can be found on the ground or in the water.

### **Amphibious Race (18)**

This amphibious sentient humanoid race has created cities underneath the ocean and on the surface of this world.

### **Ancient Pyramid (19)**

This ancient site is an enormous pyramid or step pyramid created for some unknown reason.

### **Ancient Ruins (20)**

These are the ruins of a lost alien civilization that might still hold clues about the people that created them.

### **Animal Trap (21)**

This trap is set to catch an alien creature alive.

### **Arachnid Race (22)**

This arachnid sentient race has multiple segmented limbs and a poisonous bite. They create massive webs throughout their world to catch their prey.

### **Arms Dealers (23)**

These merchants sell legal and illegal weapons and equipment.

### **Artifact Site (24)**

This ancient structure is a powerful super science machine with unimaginable powers.

### **Automated Antimatter Plant (25)**

This automated plant produces antimatter for some offworld alien race, so it is protected by advanced security robots.

**Avalanche (26)**

A wall of snow and ice rolls down from a mountainside at high velocity.

**Avian Creatures (27)**

These feathered creatures can be seen flying in flocks through the sky.

**Avian Race (28)**

This feathered humanoid sentient race builds their cities high in the cliffs or the trees.

**Beacon (29)**

This active beacon is sending a signal into space for some unknown reason.

**Blizzard (30)**

This terrible snowstorm is freezing cold and fills the environment with snow.

**Bounty Hunters (31)**

These bounty hunters are searching for a bounty on this world, so they should be avoided at all costs.

**Bubble Field (32)**

These bubbles are filled with low density gas allowing them to float in the air.

**Bulb Plants (33)**

These plants have leaves shaped like spheres.

**Carnivorous Plants (34)**

These plants use tendrils or a biting mouth to capture their prey.

**Cephalopod Race (35)**

This sentient humanoid race has tentacles projecting from their face. They create cities deep under the sea.

**Cephalopods (36)**

This squid or octopus like creature swims in this world's oceans or through the air.

**Chameleon Creatures (37)**

These animals can adapt their skin coloration, so they can disappear into their surroundings.

**Chameleon Race (38)**

This sentient humanoid race can alter its skin coloration to blend into their surroundings. They create hidden cities in caves or underground.

**Colony (39)**

This small colony is filled with colonists attempting to establish a viable economy on this world.

**Comet Strike (40)**

A comet hits the surface of the world and vaporizes everything around it.

**Computer Terminal (41)**

This active computer terminal is just placed in the ground. It has some unknown purpose.

**Crash Site (42)**

A downed starship has impacted into the ground. It may or may not have exploded.

**Crystal Creatures (43)**

These crystal creatures dissolve through rock to acquire nutrients leaving a labyrinth of subterranean tunnels.

**Crystal Deposit (44)**

This crystal deposit can be mined for valuable resources, but it might be the eggs of a crystal organism.

**Crystal Field (45)**

This natural formation looks like crystalline needles poking out from the ground for miles around.

**Crystal Race (46)**

This crystalline humanoid sentient race burrows into the ground to create subterranean cities.

**Dark Cave (47)**

This enormous cave is dug out of a mountain. It can be a natural formation or created by the local wildlife.

**Dead Explorers (48)**

Damaged environmental suits filled with bones are scattered around this area. Functional equipment can be found on the remains of these explorers.

**Deadly Plant Life (49)**

The plants on this world are extremely poisonous and in many case are actively carnivorous using their biting heads or grasping vines or tendrils to catch their prey.

**Deep Crater (50)**

This crater appears to go deep into the ground. It can be an impact crater from a meteor or an alien construction project.

**Defense Robot (51)**

This attack robot patrols a given area, and it will attack any intruder it detects.

**Destroyed Colony (52)**

This is the wreckage of what appears to be a space colony. There might still be survivors or the people or things responsible for its destruction present.



### **Destroyed Rover (53)**

This is the wreckage of a land rover.

### **Distress Beacon (54)**

This distress beacon is sending its signal into space, but the people that turned it on are no longer present.

### **Dragons (55)**

These flying reptilian creatures appear to be the apex predator of this world. There are smaller dragons and massive dragons that feed on them.

### **Earthquake (56)**

The ground shakes violently and begins to crack. If it is powerful enough, structures can be damaged or destroyed.

### **Egg Brood (57)**

A nest of alien eggs was laid by a terrestrial creature.

### **Electrical Wires (58)**

Hundreds of electrical wire towers lead off in both directions and disappear over each horizon.

### **Electrified Fences (59)**

Electroshock fences are designed to keep the local animals and primitives at bay.

### **Element Deposit (60)**

This deposit of nonmetal elements can be mined for valuable resources.

### **Emergency Call Box (61)**

This strange blue box states that it is an emergency call box on its side, but its doors are locked.

### **Endless Abyss (62)**

This deep trench seems to go down forever. It might be a natural formation or an alien construction project.

### **Energy Absorbing Plants (63)**

These plants absorb energy from anything near them, so vehicles will go inert and people can be killed if they stay close to them for too long.

### **Energy Sphere (64)**

A pulsating ball of energy floats in the air.

### **Exploration Base (65)**

This makeshift base is just a few sensors and solar panels.

### **Extreme Radiation Zone (66)**

This area is extremely radioactive for natural reasons or because of a nuclear accident or war.

### **Fern Plants (67)**

These plants have large fan or paddle shaped leaves.

### **Fish Creature (68)**

These fish live in freshwater lakes or in a world's giant oceans.

### **Fish Race (69)**

These fish like sentient humanoids live in cities at the bottom of the ocean.

### **Floating Bag Creature (70)**

These creatures are filled with a low density gas allowing them to float through the air.

### **Floating City (71)**

This ancient city now lays in ruins but the technology that keeps it afloat still functions.

### **Floating Jellyfish (72)**

This creature is filled with a low density gas, and it has poisonous tentacles hanging from it.

### **Floating Mine Field (73)**

These floating proximity mines will explode if anyone goes near them.

### **Floating Mountains (74)**

These mountains or rock islands float in the sky because of this world's odd magnetic properties.

### **Flood (75)**

A flood is caused by a sudden powerful rainstorm.

### **Forestry Harvester (76)**

This enormous automated machine cuts down trees and takes them to a processing plant.

### **Freelance Away Team (77)**

This is an independent mercenary team sent down to perform reconnaissance or a black ops mission.

### **Freezing Cold (78)**

The temperature drops dangerously low.

### **Furry Race (79)**

This sentient humanoid race is covered in fur. They can be small and cute or extremely large and powerful.

### **Gastropod Race (80)**

This snail like sentient race slithers over the ground and has a protective shell where they can hide inside. They must live in areas where enough moisture is present like swamps or near large bodies of water.

### **Gastropods (81)**

These snail like creatures leaves a slime trail wherever they travel.

### **Geo Survey Probe (82)**

These automated sensor drones are sent to alien worlds to probe their surface and send back survey information to their owners.

### **Giant Arachnids (83)**

These giant spiders produce webs strong enough to capture a person or a light vehicle.

### **Giant Insects (84)**

These huge insects have a dense exoskeleton.

### **Giant Worms (85)**

These giant worms have armored plates covering their bodies.

### **Glass Plants (86)**

These crystalline plants look like large shards of glass protruding from the ground.

### **Gold Ore (87)**

This gold deposit can be mined for valuable resources.

### **Graveyard (88)**

This is a simple grave for fallen explorers, colonists, or aliens.

### **Humanoid Sentient (89)**

This sentient humanoid race can come in various sizes and skin colorations. They also have various facial ridges and unique ear shapes.

### **Hurricane (90)**

These swirling storms form over the world's oceans and smash into the land with their gale force winds.

### **Ice Storm (91)**

This is a storm of freezing rain.

### **Iceberg (92)**

This is a block of ice floating in a freezing ocean.

### **Incendiary Dust (93)**

This dust cloud is filled with super-hot particles that will burn anything that it touches.

### **Insect Race (94)**

These insectoid sentient humanoids are the dominant species of this world, and they have a strict hive society where every member of their race worships their queen mother. The easiest way to defeat them is to capture or kill their queen.

### **Insect Swarm (95)**

This huge swarm of ground or flying insects can be extremely dangerous if they bite or sting in mass. This cloud of creatures can devour a person in seconds if they are carnivorous. These creatures should be killed when they are still dormant in their pupae form during the winter.

### **Insects (96)**

These small creatures can be dangerous because their bite or sting can be poisonous.

### **Ion Storm (97)**

The atmosphere is so statically charge that bursts of static electricity are produced that can fry any electronics near it. These ion storms make communication impossible, so people must use direct laser comms instead.

### **Killer Hailstorm (98)**

The hail falling ranges from golf ball to basketball ball sized blocks of ice. Their impact is great enough to destroy vehicles or kill people.

### **Landing Pad (99)**

This structure is designed to be a landing site for shuttles, drop ships, and helicopters.

### **Lava Geyser (100)**

This fountain of lava sprays out of a crack in the ground.

### **Lava Stream (101)**

This river of flowing lava is extremely dangerous to cross.

### **Lavafall (102)**

This stream of lava pours down from a rock cliff above.

### **Lightning Collector (103)**

This ancient device collects the energy from lightning strikes and stores it as usable energy.

### **Lightning Storm (104)**

This deadly lightning storm discharges hundreds of lightning strikes per minute.

### **Liquid Oxygen Lake (105)**

This is a massive lake of liquid oxygen.

### **Liquid Sphere (106)**

A pulsating sphere of colored liquid floats in the air.

### **Lithium Ore (107)**

This lithium deposit can be mined for valuable resources that can be used to make batteries.

### **Living Crystal (108)**

This field of crystals is alive, and these creatures often have a means of self defense that includes exploding, releasing deadly or psychedelic chemicals, or psionic attacks.

### **Living Pool (109)**

This pool is filled with organic materials, and its bio matrix creates a simple or fully sentient consciousness. It will dissolve anything organic that touches it for nutrients.

### **Mammal Creature (110)**

These hairy creatures can take many forms, but they all take care of their young.

### **Mass Grave (111)**

This is a mass grave created to cover up some terrible crime.

### **Merchants (112)**

Merchants are always willing to sell or trade any goods that they have available, but their price depends on the item's rarity and popularity.

### **Mesa (113)**

This flat elevated land is perfect for setting up mobile outposts and landing pads.

### **Metal Ore (114)**

These metallic deposits can include iron, nickel, zinc, copper that can be mined for valuable resources.

### **Meteorite Bombardment (115)**

Meteorites are striking the ground, so they must be avoided by finding nearby shelter.

### **Military Outpost (116)**

This base is filled with trained offworld soldiers that have been set on this planet to protect valuable resources.

### **Military Wreck (117)**

This is the wreckage of what appears to be an armed vehicle.

### **Mine Field (118)**

This area has buried explosive mines scattered throughout it.

### **Mineral Ore (119)**

This deposit of minerals can be mined for valuable resources.

### **Mining Rig (120)**

This enormous machine drills into the ground and partially processes this rock into useable ore that it delivers to a processing plant.

### **Mining Robot (121)**

This mining robot performs its task of drilling into rock to remove ore that it delivers to a mining rover.

### **Mining Rover (122)**

This automated delivery vehicle is filled with ore to be delivered to a processing station.

### **Mining Station (123)**

This huge mobile mining rig digs straight into the crust of a world using massive mining lasers to extract valuable ore and process it.

### **Mountain (124)**

This mountain towers over its surrounding making it a good observation point.

### **Mountain Range (125)**

This is a collection of a few large mountains.

### **Mud Slide (126)**

During a heavy rainfall, the water and dirt can flow as a deadly stream of mud.

### **Mushrooms (127)**

These small mushrooms litter the ground. These mushrooms might be edible, poisonous, psychedelic, or explosive.

### **Pirate Base (128)**

This is a hidden pirate base for storing stolen loot and captured slaves. It is also where pirate ships are refueled and rearmed.

### **Planetary Defense System (129)**

This ancient automated system attempts to kill anything that interferes with the local life on this planet.

### **Platinum Ore (130)**

This platinum deposit can be mined for valuable resources.

### **Poison Rain (131)**

This rain is filled with toxic chemicals.

### **Porta Bridge (132)**

This disposable bridge crosses a river or gorge.

### **Portable Habitation (133)**

This disposable shelter can be used if it is repaired.

### **Portable Refinery (134)**

This disposable device converts rock into useable ore. It can be used if it is repaired and recharged.

**Primitive Civilization (135)**

This alien race has created a primitive civilization of hunters and gatherers. Their villages include tents and buildings made from local trees and plants.

**Processing Plant (136)**

This enormous structure processes freshly harvested resources into useable products for shipment to other planets.

**Quicksand (137)**

This pool of water and sand can be very dangerous because a person cannot escape without help if he falls in.

**Radioactive Dust Cloud (138)**

This dust cloud is filled with radioactive particles that can be deadly if an explorer is not radiation shielded.

**Radioactives (139)**

This deposit of radioactive materials can be mined for valuable resources.

**Rare Animal (140)**

These alien creatures are worth a great deal of money because they are used to produce rare drugs, or they are desirable as pets for the rich.

**Rare Plants (141)**

These alien plants are worth a great deal of money because they are used to produce a rare and valuable drug.

**Rebel Base (142)**

This hidden base is the staging area for rebel activities for this area. An incredible reward would be given for information about its location from the local star empire.

**Repair Robot (143)**

This robot wanders around the world repairing broken mining and patrol robots for its corporation.

**Reptile (144)**

These scaled reptiles walk around this world.

**Reptile Race (145)**

These reptilian sentient humanoids are the dominant species of this world. They are cold blooded, so they are extremely vulnerable to cold environments and weapons.

**Research Station (146)**

This research station is manned by offworld scientists observing this world.

**Rift (147)**

This is a tear in space that leads to another dimension.

**Robot (148)**

This robot still performs its duty even if its masters have already abandoned it or have gone extinct.

**Rock Creature (149)**

This living rock dissolves rock to acquire nutrients and create its shelter.

**Rock Race (150)**

These living rock sentient humanoids can live in the most deadly and dangerous environments.

**Rockslide (151)**

A mass of rocks slides down a mountain that will destroy anything below.

**Rogue Robot (152)**

This robot has a damaged AI, so its actions have become erratic.

**Rope Bridge (153)**

These simple bridges were created by local aliens.

**Sandstorm (154)**

A sandstorm is a hurricane level wind mixed with sand and rocks.

**Scorching Heat (155)**

The temperature rises so high that all life must find shelter underground or die.

**Sensor Array (156)**

This structure is a sensor array that scans the sky for alien intruders.

**Sentient Tree (157)**

These trees are sentient, but they can be very difficult to communicate with because of their psionic nature.

**Shield Generator (158)**

This structure produces a defensive shield that covers the sky or a space station orbiting this world.

**Shipyards (159)**

This huge facility is a construction yard for spaceships and starfighters.

**Silver Ore (160)**

This silver deposit can be mined for valuable resources.

**Sinkhole (161)**

The ground is unstable, so it will collapse if a vehicle passes over it or person walks on it.

**Slaver Base (162)**

This facility holds slaves until the slavers can find a buyer for them. These slaves are usually used as slave labor in mines until they can be sold.

**Slavers (163)**

These criminals capture sentients from all over the universe, so they can be sold as slaves.

**Slime Creature (164)**

This liquid slime creature is made of organic materials and it dissolves anything organic that it touches.

**Smoke (165)**

Black smoke billows into the air in the distance that is either being created by a forest fire or a burning building or vehicle.

**Smuggler Outpost (166)**

This smuggler outpost is hidden on this world. It is being used as a storage facility and refueling station by these offworld smugglers.

**Snake Race (167)**

These sentient humanoids have arms, but they move by slithering around. They can have a poisonous bite or spit poison. They can also constrict around their enemies or fire an elongated tongue to capture and pull in an opponent.

**Snakes (168)**

These slithering snakes hide in trees and under rocks. They can have a venomous bite or spit venom.

**Space Casino (169)**

This hidden structure is a luxury casino for the rich and powerful. A person would require a secret password or an invitation to enter.

**Space Pirates (170)**

These pirates are willing to kill or kidnap anyone they find. They should be avoided or instantly killed at all costs.

**Space Port (171)**

This small space station was created by a local star empire to refuel freighters and scout ships.

**Spice Deposit (172)**

This deposit is made of the organic residue produced by the large worms that roam this world that can be purified into a powerful drug.

**Spiked Plants (173)**

These plants are covered in needles and poisonous thorns.

**Stranded Ship (174)**

This ship has emergency landed on this world and its crew needs help repairing the ship so it can leave.

**Strider Race (175)**

This long legged humanoid sentient race can move at incredible speeds or jump incredible distances or heights.

**Striders (176)**

These long legged creatures tower into the air and can move at incredible speeds.

**Supply Depot (177)**

This hidden storage facility is used by a local space faring race to store goods and fuel.

**Tar-pit (178)**

This pool is filled with sticky tar that can trap an animal or person that steps into it.

**Teleportation Booth (179)**

This booth teleports a person to another teleportation booth somewhere on this or another world.

**Temple (180)**

This temple was created to worship a local god by the indigenous people.

**Terraforming Tower (181)**

These huge offworld complexes slowly change the atmosphere to better suit the offworld aliens that created them.

**Time Portal (182)**

This portal sends a person forward or backward through time once he passes completely through it. It can be very difficult or impossible to determine how to control this alien artifact.

**Tornado (183)**

A tornado is a natural wind vortex that can create winds powerful enough to tear apart buildings and uproot trees.

**Tower Mushrooms (184)**

These enormous mushrooms can rise high into the sky.

**Tower Trees (185)**

These trees rise into the sky creating a forest that blocks out the sky.

**Toxic Mushrooms (186)**

This field of mushrooms will respond to contact by releasing toxic or hallucinogenic spores or producing a high pitch screech.

**Tractor Beam Station (187)**

This automated station contains a tractor beam that prevents spacecraft from escaping this world or landing on it.

**Trade Center (188)**

This large hidden trade center allows traders to refuel and buy and sell goods.

**Trees (189)**

These alien trees can form giant forests.

**Tunneling Creature (190)**

These creatures drill through the ground creating a labyrinth of subterranean tunnels. They can attack people from underneath the ground by bursting through the surface.

**Underground Complex (191)**

This subterranean complex is so large that its expanse goes further than the eye can see. It can be filled with amazing alien technology or it can just be an empty underground cavern.

**Underwater Egg Brood (192)**

These are the eggs of a fish or amphibian creature.

**Volcanic Eruption (193)**

A volcano is erupting and producing lava, pyroclastic flow, and deadly gases.

**Water Geyser (194)**

This is a geyser of boiling hot water that is ejected out of a crack in the ground.

**Waterfall (195)**

This stream of water pours down from the rock surface above.

**Whiteout (196)**

This blizzard is so extreme that a person cannot see in front of his nose.

**Wild Game Hunters (197)**

These offworld aliens are hunting the local fauna for either fun or profit.

**Winged Creature (198)**

These winged creatures can have many forms, but they can either fly freely or glide from tree to tree.

**Winged Race (199)**

This winged sentient humanoid race can fly on a low gravity planet. They build their cities on top of mountains or in tree villages high in the air.

**Worm Race (200)**

These sentient worms are the dominate species on this planet.

## **Alternate Histories (D20)**

These are alternate realities created by changing the past through time travel or found in an alternate universe.

### **A Whole New World (1)**

The Persian army quickly defeated the 300 Spartans and destroyed all traces of the western world.

### **Alien Dominion (2)**

Alien invaders have conquered the world and human society is completely controlled by alien overlords.

### **Green Mars (3)**

Humanity continued its space program leading to a hundred year terraforming program that has changed Mars into a livable world.

### **Lunar Reich (4)**

Nazis escaped to the dark side of the moon when WWII ended and now their descendants want to take over the Earth.

### **Moon Base (5)**

America continued its space program eventually building a base on the Moon that has solved many of Earth's resource problems.

### **Native America (6)**

Europeans never came to the new world, so future America is entirely populated by Native Americans.

### **New America (7)**

The Union lost the Civil War and America is permanently separated into two separate nations.

### **Nordic America (8)**

Vikings colonized North America before the rest of Europe.

### **Nuclear Holocaust (9)**

The cold war ended in massive nuclear exchanges between Russia and the United States leading to a world where survivors must rebuild society in the nuclear wastes of the 1960s.

### **Planet of the Dinosaurs (10)**

Dinosaurs did not become extinct, so they became the dominant sentient creatures on the Earth.

### **Planet of the Primates (11)**

True primates became the sentient creatures on the Earth instead of humans.

### **Prison World (12)**

Communists won the cold war and turned the world into a high security prison.

### **Savage World (13)**

Giant dinosaurs and humans live together in an unusual and dangerous world.

### **The Holy Greek Empire (14)**

Alexander the Great did not die of disease at an early age. Instead, he went on to conquer and dominate the entire world from the Pacific Ocean to the Atlantic Ocean.

### **United States of England (15)**

America lost the Revolutionary War and became the center of the English empire.

### **Weird War II (16)**

Aliens visited Earth during World War II bringing high technology to this era and greater death to the battlefield.

### **Weird West (17)**

Aliens invaded the world during the wild west bringing high technology to this era.

### **World of Hate (18)**

The Axis won World War II and separated the world into equal parts under their totalitarian control.

### **World on Fire (19)**

Global warming has completely got out of control and earth's temperature has risen by over 10°C leading to mass desertification and deforestation, coastal flooding, total destruction of the coral reefs, and total polar cap and glacial melting.

### **World Peace (20)**

The Bolshevik Revolution failed in Russia and communism never spread throughout the world. All the countries of the world chose democracy and capitalism leading to a world of peace and harmony.

## **Animal Types (D20)**

The following body types are used to describe animals that may be encountered on an alien world.

### **Amorphous (1)**

These organisms can survive in extremely high gravity and atmospheric pressures. Their organs float freely within their viscous bodies, and they slide around dissolving and absorbing whatever they touch. Their body plans are completely amorphous.

### **Amphibian (2)**

Amphibians live most of their lives submerged or around water, but they can live on dry land for a limited time. Most amphibians must constantly stay in a moist environment or their bodies will quickly dry out. Their body plans include walker and hopper.

### **Avian (3)**

Avians are warm blooded and lay eggs. There are flying, gliding, swimming, and land birds. Avian bodies are covered with feathers. Body plans include flyer, glider, swimmer, and runner.

### **Cephalopod (4)**

These ground or sea creatures have multiple powerful tentacles with a mouth at its center. They use their tentacles to grab and pull their prey into their mouths with their sharp beak. They have an advanced neural net and large eyes making them deadly predators.

### **Crystal (5)**

Crystal life forms are entirely made of ionic compounds or organic crystal. Their mental patterns are built directly into their crystal structure, and they absorb energy directly from the warmth of their environment.

### **Energy (6)**

These organisms evolved to live amongst the stars and inside nebulas. They are composed almost entirely of energy allowing them to live in any environment even the vacuum of space. They feed by absorbing energy from their surroundings or directly from starlight. Their feeding habits explain why they are commonly known as vampire clouds. They can coalesce their form to become solid in any shape that they desire.

### **Fish (7)**

These organisms have a gill system that extracts dissolved oxygen from water or other liquid environments. Fish usually lay eggs and most are cold

blooded. Body plans include oval, teardrop, flat, and long bodies with two, three, four, multiple, or no fins, sea horse, eel, ray, and shark.

### **Floater (8)**

Many bag life forms were created to populate low grav worlds. They fill themselves with low density or high temperature gases allowing them to float and travel with the wind. Floaters can also be found floating on top of large bodies of water or inside gas giants.

### **Fluid (9)**

These creatures were created from pure super strings, so they can burrow into the fabric of the space time continuum creating wormholes wherever they travel. These creatures are extremely dangerous because they have accidentally destroyed entire planets by opening a transdimensional portal near or through them.

### **Gas (10)**

These creatures are made of microbes filled with lighter than air gases that can coalesce into a living creature that feeds on other animals by absorbing them.

### **Gas Giant (11)**

These organisms were designed to live in the crushing pressure of a gas giant. They have aerodynamic designs allowing them to glide on the upper layers of liquid gas. Many of these creatures use the massive magnetic fields found on these gas worlds to propel themselves forward.

### **Insectoid (12)**

These organisms have an exoskeleton instead of an internal skeleton. They have simple or no respiratory or circulatory systems. Most lay eggs and don't raise their young. Their body plans include insect, butterfly, scorpion, crab, lobster, shrimp, and spider.

### **Mammal (13)**

Mammals are warm blooded, give birth to live young, and most raise their young until they are able to fend for themselves. Mammals have hair and produce milk for their young. Body plans include crawler, walker, glider, flier, swimmer, and aquatic.

### **Massive (14)**

These incredibly large, heavy, and powerful creatures have thick skin and a reinforced carbon fiber skeleton that can support their incredible height and weight. Their size and shape differ, but they are all unimaginably powerful and almost indestructible.



### **Organic Rock (15)**

Organic rock creatures are composite creatures made from stone and organic materials, so these creatures need to eat equal amounts of organics and minerals in order to survive and grow. They are perfectly suited for high gravity and low moisture worlds.

### **Polygon (16)**

These creatures are shaped like a polygon, and they have a set of sense and internal organs, legs, and arms for each of their lateral sides. Their internal and external symmetry makes them very resistant to mutation, which may be why they are commonly found on exotic or extreme worlds.

### **Reptile (17)**

Reptiles are cold blooded animals that lay eggs. A few give birth to live young, but only a few reptile species actually raise their own young. Reptile bodies are covered in scales or armored plates. Reptile body plans include runner, grazer, crawler, glider, serpent, swimmer, burrower, and paddler.

### **Simple (18)**

These simple organisms include sponges, jellyfish, anemone, worms, and other simple organisms. They have few or no internal organs. These organisms can reproduce by cellular division, sexual reproduction, or both. Simple animals include sponges, jellyfish, anemone, coral, worms, snails, squids, and clams.

### **Survival (19)**

These apex predators were designed to deal and absorb massive amounts of damage to their prey. They have lightning fast reflexes and acute senses. These creatures have many adaptations including external resin armor, razor sharp claws and teeth, acid blood, redundant organs and organ systems, a light bending surface that produces camouflage, and cellular regeneration that when combined makes them the perfect hunters.

### **Worm (20)**

These giant worms have a dense outer skin, and they can burrow through the ground to search for food and to ambush their prey. This body plan creates a creature with multiple repeating internal organs allowing it to survive severe damage and regenerate damaged internal organs.

## **Apocalyptic Events (D50)**

These are the possible reasons why a world might be destroyed and changed into a desolate wasteland or a society was decimated.

### **Algae Mutation (1)**

A mutant form of algae has evolved that uses salt from the ocean as a metabolite releasing deadly chlorine gas into the atmosphere that quickly killed the rest of the biosphere.

### **Alien Infection (2)**

Aliens have taken over the bodies of another sentient race creating slave hosts that have allowed them to slowly take over their society.

### **Alien Invasion (3)**

Aliens have invaded this world, and they have killed or consumed its entire population and all its natural resources leaving nothing but a barren wasteland.

### **Ancient Ones (4)**

Massive ancient creatures from the past have awoken from their long slumber and have destroyed this world and sent it back into a primitive state.

### **Animal War (5)**

The animal species of this world are attacking and destroying its society.

### **Asteroid Impact (6)**

A massive asteroid the size of a large continent has smashed into this world creating a massive fireball and a huge ejection cloud that has sent this planet into total darkness for months or years.

### **Big Freeze (7)**

Climate change has created superstorms that are pulling the freezing air from the upper atmosphere to the surface of the planet freezing everything in its path.

### **Crust Rotation (8)**

Massive neutrino emissions from a local star causes the core of this planet to heat up. This magma heating has caused the planetary crust to break free causing planet wide super earthquakes and mega volcanoes.

### **Darkest Night (9)**

The sentient beings on this planet have fired their nuclear arsenal to black out the skies of their world to destroy the sentient machines that require solar energy to operate.

### **Demon Portals (10)**

Monsters from an alternate universe have been unleashed on this world through rifts in the fabric of space or artificial dimensional portals.

### **Doomsday Machines (11)**

Powerful war machines have destroyed all life on a planet and these ancient machines still attempt to kill anything that they detect.

### **Gamma Ray Burst (12)**

A nearby star has gone supernova and its intense gamma ray emissions have destroyed all life on every world within a hundred light years.

### **Gender Plague (13)**

A pandemic has caused all the members of one gender of a sentient race to die leaving the survivors no chance at repopulating the world. There only hope lies in genetically creating a member of the opposite sex or mass cloning the survivors.

### **Giant Monsters (14)**

Nuclear experiments have created a mutant race of massive super monsters that have destroyed all the world's major cities.

### **Global Warming (15)**

The greenhouse gases on this planet have increased to such high levels that the surface of this world has become so hot that all its surface water has boiled away.

### **Green Plague (16)**

A virus has spread across the world that has destroyed all the terrestrial plant life leading to massive starvation and a lack of atmospheric oxygen that has caused all the ecosystems in this world to collapse.

### **Ice Age (17)**

A planet's star is dying or going through a normal downturn in its cycle causing the world's temperature to slowly decrease until it becomes a frozen wasteland.

### **Inferno (18)**

A special missile or laser weapon was fired at this world causing its entire atmosphere to combust destroying its entire surface in a few seconds.

### **Infertility (19)**

All the sentient life on this world has become infertile because of a viral, bacterial, or fungal infection, so the current population are the last remnants of a dying race.

### **Invasion from Below (20)**

Creatures living hidden deep below the ground or ocean have risen to the surface to destroy the evil land dwellers.

### **Killer Comet (21)**

A giant ball of ice slams into a planet and it instantly vaporizes into a steaming cloud that boils half the surface of this world. This would instantly kill everything on this unlucky half of the planet.

### **Kudzu (22)**

Mutant or alien plant life has overgrown and taken over the entire surface of this world entwining everything on it including buildings and vehicles in their fast growing tendrils.

### **Lunar Rain (23)**

A planet's moon has fallen apart and pieces of its debris constantly rain down destroying the planet below.

### **Magnetic Field Collapse (24)**

The magnetic field of this world has disappeared allowing immense amounts of deadly solar radiation to annihilate the surface of this planet.

### **Mutant State (25)**

Chemical or radioactive pollution or fallout or intense solar radiation has caused the sentient race of this world to have severe mutations that have caused their society to collapse into chaos.

### **Nano Tech (26)**

A destructive nano tech weapon has been released that has destroyed everything on the surface of this planet by converting everything into more copies of itself.

### **Nuclear Holocaust (27)**

The governments of this planet have launched nuclear missiles at each other that have destroyed the surface of their world. Most of the planet has been turned into a radioactive wasteland, but government survival vaults have protected the most important and powerful people of the world.

### **Orbital Bombardment (28)**

A fleet of alien ships has destroyed every major city with powerful beam weapons from space.

### **Overpopulation (29)**

Massive overpopulation has led to the total collapse of this world's environment leading to mass starvation and total warfare.

### **Ozone Collapse (30)**

Pollution and intense solar flares have completely destroyed the ozone layer leaving this planet exposed to intense radiation that has killed most of the plant and animal life on this world.

### **Plague (31)**

A genetically engineered virus has been released that has killed most of the people on this world. This virulent disease has no cure and kills extremely quickly. In some cases, only one sex of the race has died meaning that the race will slowly go extinct.

### **Pollution (32)**

Trash covers all the land and air and water pollution is so toxic that all life on this world has died. This environmental disaster has caused its population to hide underground or escape to outer space or another world.

### **Power Drain (33)**

An ancient artifact absorbs all power from any non-organic sources causing this planet's culture to revert back to a primitive state.

### **Purge (34)**

A pandemic has spread across the world that causes the infected to act in an irrational or violent manner causing the total collapse of this world's society.

### **Rapture (35)**

Large portions of the sentient population of this world have instantly disappeared without any explanation and the survivors are left to live out their final days in a dying world.

### **Rogue Planet (36)**

A planet has broken away from orbit causing the atmosphere to be stripped off leaving it a dead world.

### **Sentient Machines (37)**

A powerful military computer has become sentient, and it has fired all the thermonuclear weapons throughout this world to destroy all civilization. This sentient computer now produces sentient hunter killer robots to kill the last of the survivors.

### **Solar Expansion (38)**

A local star is dying, so its outer layer has expanded to cover all the inner planets. Once it has shrunk back to its original size, all these inner planets will be left scorched wastelands.

**Solar Flares (39)**

When a star's magnetic field collapses, it releases massive solar flares that will touch the surface of the inner planets of this system melting their crusts and killing all life on these worlds. Solar flares can become so intense that all a star's inner planets are burnt to lifeless rocks.

**Subterranean Invasion (40)**

Creatures hidden for thousands of years have risen to the surface of this world to kill and enslave the surface dwellers.

**Super Collider Disaster (41)**

A particle collider has caused a micro black hole to form that has destroyed most of this world.

**Super Nova (42)**

A local star has exploded and all the planets in this system have either been annihilated or their entire surfaces have been burned to a crisp.

**Super Volcano (43)**

A massive dormant volcano, the size of a continent, has erupted causing immense amounts of smoke to black out the sky causing eternal night for years. This darkness has killed all plant life and eventually all life on the planet.

**Technological Doomsday (44)**

Destructive war machines have become sentient, and they are killing every sentient being on the planet leaving only nature to survive.

**Technology Haters (45)**

Sentient machines attack and destroy all forms of technology causing a planet's culture to revert back to a primitive state.

**Undead Apocalypse (46)**

A deadly virus, bacteria, or fungus has turned everyone in this world into a zombie. These zombies feast on human flesh and brains causing the spread of this deadly infection.

**Uplifted (47)**

An animal species has been made sentient, and they have destroyed or enslaved the current sentient race on this world.

**Virtual Disaster (48)**

A sentient race is so caught up in their perfect virtual reality systems that their society has collapsed and most of their population has disappeared from lack of social interaction and their almost zero fertility rate.

**Virus Bomb (49)**

An engineered virus designed to kill a specific sentient race was released on this world by an alien missile.

**Wild Growth (50)**

A mutant fungus has grown out of control and has consumed all living things on this planet.

## **Artifact Drawbacks (D20)**

Some powerful alien artifacts have bizarre and deadly effects on anyone that attempts to harness their power.

### **Alien Infection (1)**

This alien device was designed to bring back its long lost creators by changing a person's genetic material into that of its creators. This causes its user to slowly change into an alien over time.

### **Blackout (2)**

This alien artifact produces corrupting waves that cause the person using it to blackout or go unconscious every time it is activated.

### **Bonding (3)**

This artifact bonds to a person's body and burrows underneath her skin to slowly integrate into her body.

### **Clone (4)**

This artifact creates a doppelganger of the user that has evil intent and uses his appearance and contacts to perform evil tasks for the artifact.

### **Control (5)**

This artifact inserts feelings and thoughts into a person's mind to slowly take control of his mind, so that he will perform its subliminal orders.

### **Deformity (6)**

This artifact slowly twists a person's body causing him to look like an ancient alien creature, but he does not care as long as the artifact is near him.

### **Domination (7)**

This artifact transfers a new personality into her brain replacing her original personality with an alien one.

### **Evil (8)**

This evil artifact slowly corrupts a person making him completely selfish and evil.

### **Hunger (9)**

This artifact gives a person an irresistible hunger making him desire the flesh and blood of his own species.

### **Illness (10)**

This artifact destroys a person's immune system causing her to become immensely sick from simple viral and fungal infections and rare forms of cancer that a normal person's immune system could easily destroy.

### **Infamous (11)**

This evil device is feared by every sentient race in the universe, so anyone that uses it becomes a wanted criminal throughout known space.

### **Leech (12)**

This artifact requires immense amounts of energy, so it absorbs energy from everything around it causing nearby machines and electronics to malfunction.

### **Life Drain (13)**

This artifact requires life energy to function, so its causes premature death or accelerated aging to anyone using it.

### **Madness (14)**

This artifact slowly corrupts a person's mind leading to paranoia and total insanity.

### **Mutation (15)**

This artifact slowly alters a person's genetic material changing him into another creature or causing cancer.

### **Obsession (16)**

This artifact slowly twists a person's mind causing her to only care about the artifact. Anyone that even mentions or tries to look at it will cause her to become jealous and try to kill the other person.

### **Paranoia (17)**

This artifact twists a person's mind causing him to become completely paranoid, so he fears everyone around him and believes that everyone is trying to get him.

### **Sterility (18)**

Radiation or bizarre energies released by this artifact slowly damages a person's reproductive organs making him sterile.

### **Time Distortion (19)**

This artifact effects the time stream around it causing a constant sense of déjà vu or other reoccurring time anomalies.

### **Vanity (20)**

This artifact twists a person's mind causing her to become completely narcissistic and only able to care or think about herself.

## **Asteroid Prospecting (D20)**

Asteroids are one of the greatest mineral resources in the universe, but mining them can be very dangerous. The following list can be used to randomly determine the composition of a newly discovered asteroid.

### **Aluminum (1)**

Many low density asteroids are composed mostly of aluminum.

### **Carbon (2)**

Many asteroids have massive vanes of pure carbon in the form of graphite.

### **Copper (3)**

Copper is a common ore found on asteroids that has great commercial value.

### **Crystals (4)**

In the vacuum of space, very pure crystals can form that can be extremely valuable.

### **Diamond (5)**

Carbon asteroids that have collided with other large space bodies will sometimes be converted into massive diamonds.

### **Gold (6)**

Some asteroids are made of solid gold or have large veins of gold inside them.

### **Liquid Oxygen (7)**

Many icy asteroids have trapped liquid oxygen under their icy surface.

### **Mercury (8)**

Mercury is a difficult element to mine on most worlds because of its liquid state at normal temperatures. Entire asteroids may be filled with mercury.

### **Nickel and Iron (9)**

Some asteroids are made entirely of nickel and iron so these metals can be easily extracted from them.

### **Nitrogen (10)**

Some asteroids are blocks of frozen nitrogen covered in a crust of rock.

### **Organics (11)**

These asteroids are a mixture of water and organic materials that might be natural or alien in nature.

### **Phosphorous (12)**

Phosphorous is a common ore found on asteroids that has great commercial value.

### **Platinum (13)**

Some asteroids are solid platinum or have a high concentration of this valuable metal in their ore.

### **Radioactive (14)**

These asteroids are newly formed materials that have high concentrations of radioactive isotopes.

### **Rare Earth Elements (15)**

Some asteroids are extremely magnetic because they are composed of rare earth elements making them very difficult and dangerous to mine.

### **Silver (16)**

Some asteroids are made of solid silver or have large veins of silver inside them.

### **Sulphur (17)**

Sulphur is a common ore found on asteroids that has great commercial value.

### **Tungsten (18)**

This rare element can be found on some asteroids, and it has great commercial value because it is one of the toughest materials in the universe.

### **Water (19)**

Some asteroids are just blocks of ice mixed with dirt, but this pure water can be a lifesaver or used as fuel.

### **Zinc (20)**

Zinc is a common ore found on asteroids that has great commercial value.

## **Biotechnology (D88)**

These advanced biological and genetic technologies will change the lives of every human in the future.

### **Beast Mode (11)**

A person's genetic code can be modified, so his body can transform into a huge monstrous form whenever his stress level reaches a high enough level or on command. This beast mode will have greater speed, endurance, and strength than his original form.

### **Beast Weapon (12)**

These semi-sentient creatures are mentally controlled with neural implants allowing them to be operated with simple commands. These creatures are cybernetically modified to make them deadly biological weapons that can be unleashed to complete a simple mission without endangering their remote operator.

### **Bio Antigen (13)**

These genetically engineered bioweapons are created to kill a specific person or an alien race. This protein based antigen is created to specifically bind to the markers on the cells of a target person or organism causing its cells to clump together leading to total systemic system shutdown of the inflicted organism.

### **Bio Gills (14)**

This biomodification alters the genome of a person causing gill organs to grow and attach to the respiratory and circulatory systems of her body allowing her to extract the oxygen out of any liquid environment.

### **Bio Needler (15)**

This living creature is a handheld ranged weapon. When activated, it produces powerful muscular contractions that fire razor sharp bone fragments at the speed of sound. These bone shards are covered in neurotoxins by the organism to cause instant death on contact to anything living.

### **Bio Spinneret (16)**

A fast acting spinneret is installed in a person's hands or wrists allowing him to produce sticky webbing on command that can be used to entangle and restrain opponents or swing from building to building by ropes of these high tensile strength fibers.

### **Bio Sword (17)**

This living weapon is held in one hand and its head quickly stretches out and burrows into an opponent's body. Its razor sharp teeth can cut through body armor and bone in seconds.

### **Bioelectric Shield (18)**

This engineered organism can produce an electromagnetic shield by producing a moving electric field generated by its distributed neural network. These organisms use their senses to focus their shields on areas that are receiving the greatest amount of damage to increase their defensive effectiveness.

### **Biomorph Armor (21)**

This suit of armor is a genetically engineered biomorph that is a living organism covered in dense resin armor plates. This creature covers a person's body and detects the muscular contraction of its user causing its own muscular system to contract to greatly increase a person's strength and speed. This suit of armor can regenerate any damage it receives in a few hours if submerged in a nutrient bath.

### **Bioplasma Rifle (22)**

This organism can generate bioplasma that it can fire by producing an electromagnetic pulse from a collection of neurons firing in sequence. This sphere of plasma can melt through almost anything.

### **Bioships (23)**

These genetically engineered creatures travel through the vacuum of space and provide a sealed environment for their crew. They use bioplasma generating organs for propulsion and offense. They have electromagnetic defensive shields produced by the discharge of their distributed neural network. These sentient creatures are designed to carry passengers and obey the commands of their pilot.

### **Bodysculpting (24)**

People can be surgically redesigned to look anyway that they desire. They can improve their looks to better suit social norms, or they can create a totally new look that can include animal or fictional themes.

### **Brain Transplant (25)**

A person's brain can be transplanted and reattached to the nervous system of a cloned body or the body of another person whose immune system has been modified to accept the new brain.

### **Chameleon Skin (26)**

This biomodification allows a person's skin to release and break down pigment enzymes allowing it to change its color to match the background seen by the person.

### **Clean Metabolism (27)**

This biomodification adds a massive enzyme suite to a person's genome that allows her body to break down all toxins and wastes in her blood and digestive system. These enzymes make her always smell clean and her waste products have little or no smell.

### **Climbing Suction (28)**

The surface of a person's hands and feet are covered in suckers that allow her to stick to any surface, scale any sheer surface with ease, and permanently grab on to things.

### **Cloning (31)**

A perfect clone of a person at any age can be produced and the personality and memories of the individual can be copied into the new clone. Many people produce multiple clones at one time because making a clone of a clone leads to neurological problems, dementia, and memory degradation. Clones are often used when a person's specific skills and talents are highly valued so many copies of the person are made. Clones can be used to perform dangerous tasks while the original person remains in complete safety, or they can be used to replace a deceased individual.

### **Crawler Biomorph (32)**

This engineered creature has six legs allowing it to scuttle across the ground at very high speeds. It has seating for up to six people, and it simply needs to be fed to be operated and maintained.

### **Death Spitter (33)**

This living creature is a handheld weapon that once activated sprays an organic liquid that can be a neurotoxin, sleep inducing chemical, or a molecular acid.

### **Designer Children (34)**

The embryo of a child can have its genome altered, so his genes for traits important to his parents are replaced with perfect engineered genes or donor genes. In societies with designer children, normal unmodified children are looked down as inferior.

### **Designer Infection (35)**

Designer viral and bacterial infections can be used to protect a person's body from other infection or can be used to produce chemicals in his body. This infection can be passed onto other people through mucous membrane secretions and bodily fluids to transfer their desired traits to another person.

### **Designer Vocals (36)**

A person's vocal cords are engineered to produce a beautiful speaking and singing voice that has perfect tone and timber. Her vocal cords are also reinforced to produce the perfect range of sounds.

### **Drug Factories (37)**

Any drug or chemical can be produced in the purist quality by genetically engineered bacteria or dissolved in the milk of an engineered lactating animal.

### **Drug Implant (38)**

A designer organ is implanted in a person's body that produces hormones or chemicals in specific dosages that can be released at specific times or on demand.

### **Flesh Borer (41)**

This living grenade is thrown at a person and its jaw clamps on to him. It then begins to eat through his body until nothing is left.

### **Flight Biomorph (42)**

This engineered organism uses bioplasma organs to lift up and fly. This creature has a seating area for up to six people, and it only needs to be fed to keep it operational.

### **Gender Change (43)**

Using genetic manipulation, a person can have a perfect gender change but she is left sterile in the process.

### **Gene Printer (44)**

This device allows a person to create designer viruses from the known genes of viruses in its database. The genome can then be printed out to make active viruses.

### **Gene Therapy (45)**

People born with faulty genes can be cured using special retroviruses that infect the individual with functional genes.



### **Genetic Engineering (46)**

Animals, plants, and microorganisms with highly altered appearances and functions are created by scientists that manipulate the genome of these organism.

### **Genetic Neogenesis (47)**

Animals, plants, and microorganisms can be produced that fulfill a scientist's wildest imagination by creating a creature's genome from scratch to make a totally new organism with specialized abilities.

### **Genetically Modified Organisms (48)**

The genes of animals, plants, and microorganisms can be switched or added to each other, so the best traits of different organisms can be given to a newly created organism.

### **Grafts (51)**

New limbs or special organs can be added to a person's body and attached to the circulatory and nervous system of an individual.

### **Hair Control (52)**

This hormone treatment causes hair growth or suppression in different parts of a person's body allowing him to determine where hair grows on his body making life much easier and more stylish depending on his preference and style.

### **Hive Symbiosis (53)**

This biomodification allows poisonous insects to live inside a person's body in small hive orifices all throughout her body. These insects live in a symbiotic relationship with the person and will protect her at all costs. These insects can also be controlled mentally by a person with psionic potential.

### **Human Evolution (54)**

This process involves neural augmentation and biochip installation into a person's brain that greatly increases the mental kinetics and power of her mind. This process doubles or triples her intelligence, provides her with a photographic memory, and quadruples the computing power and ingenuity of her brain.

### **Immortality Protocols (55)**

A person can have his DNA repaired every year to repair the degenerative effects of aging and the chemical assaults on his body allowing him to live ten times his normal life span.

### **Language Killer (56)**

A microscopic insect infects a person's throat and lives there until it is activated by hearing the unique sounds produced by a specific language. When the parasite hears specific trigger sounds produced by the larynx of its host, it matures and lays its eggs in the host's lungs which slowly kills the person. This allows a specific species of these creatures to be created for each known language in the universe to selectively kill only the people that speak that language.

### **Leaping Enhancement (57)**

The muscular system of a person's legs and ankles are replaced with genetically enhanced muscles that allow him to run twice as fast and leap three meters into the air.

### **Living Building (58)**

These buildings are engineered creatures that can maintain their own internal temperature and keep their rooms and exterior surface clean and well maintained.

### **Living Computer (61)**

This organism is a vast cerebral cortex that acts as a living computer with an amazing amount of computing power. This neural network can be connected to any computer network to operate online. This sentient organism can be trained to perform any function on its own in the net or it can be used to operate a vehicle or drone.

### **Mind Synchronization (62)**

This process alters the structure of a person's brain allowing him to perfectly synchronize with any computer system, machine interface, or biomorph giving him almost perfect control of these systems.

### **Miracle Cures (63)**

New drugs have cured cancer and all type of illness. People's immune systems have been so greatly boosted by these treatments that almost nothing can harm a person, so the life expectancy of a treated person is almost doubled.

### **Part Cloning (64)**

Organs and limbs can be cloned using a person's own DNA, so there is never any tissue rejection allowing for perfect organ transplants. Usually the entire body must be cloned, and the organs or limbs are harvested from the clone. The rest of the clone is simply disposed of as medical waste.

### **Perfect Eyes (65)**

A person's eyes are replaced with genetically engineered optic organs that allow her to see with total clarity up to three kilometers away. These new eyes can also see the entire infrared spectrum allowing her to see in total darkness.

### **Perfect Olfactory (66)**

A person's sinuses are replaced with an organ that can distinguish the smells of anything by detecting a single molecule in the air. This gives a person the ability to detect the presence of anything even in a sealed container or follow the trail of a person or vehicle by smelling the air around her.

### **Photosynthetic Skin (67)**

This biomodification alters a person's genome causing his external cells to form chlorophyll-based organelles allowing him to produce glucose by absorbing sunlight. A person must remove most of his clothes in order to perform photosynthesis.

### **Poison Secretion (68)**

This biomodification allows a person to produce a powerful neurotoxin in all her mucous membranes and bodily fluids, but she is immune to its effects.

### **Prehensile Tail (71)**

This biomodification installs a genetically modified organ that is attached to a person's nervous system. It is a fully functioning prehensile tail that can be used for balancing or used as an extra manipulator after proper brain remapping.

### **Psionic Apex (72)**

This biomodification opens the hidden and closed regions of a person's mind unleashing her psionic potential. This process greatly increases her intelligence and her ability to use her brain as a powerful psychic tool and weapon.

### **Resin Hide (73)**

This biomodification causes resin fibers to be integrated into a person's skin causing her entire body to become hard and strong as steel but still remains flexible.

### **Scaled Hide (74)**

A person's entire body is covered with resin scales that make his body as hard as diamond but still flexible because the individual scales can still move past each other.

### **Secondary Brain (75)**

A smaller extra brain is installed in a person's body that has all the memories and intellect of the original brain. This backup brain can control her body even if the original brain has been damaged or destroyed. This secondary brain can perform actions separate from the main brain.

### **Selective Weapons (76)**

These designer viruses will only kill a specific organism, but a weapon engineer with incredible skill can design a virus that only kills a specific person.

### **Shock Organ (77)**

This organ is installed in a person's arms or hands, and it is created from layers of nerve cells that can be fired at the same time to produce a massive electric shock. This shock can be used to stun people or disable any electronic device.

### **Smirking Jaw (78)**

This biomodification increases the width of a person's mouth and causes rows of razor-sharp teeth to grow that are replaced once per month like a shark. It also greatly increases his number of jaw muscle fibers making his bite incredibly powerful.

### **Sticky Hands (81)**

The surface of a person's hands and feet secrete sticky fibers that allow her to stick to any surface and scale any sheer surface with ease. A person can release an enzyme to release these fibers in an instant.

### **Stinger (82)**

A retractable stinger and venom sac are surgically implanted in a person's hands or arms allowing him to inject a deadly nerve toxin into an opponent that will kill her in a few seconds.

### **Surface Fungus (83)**

A symbiotic fungus surrounds a person's body allowing him to photosynthesize for food. This fungal symbiont also gives a person incredible strength and power as it integrates in-between every cell of his body.

### **Suspended Animation (84)**

Drugs can be administered that allow a person's metabolism to drop to almost nothing for extended periods of time allowing him to enter a state of suspended hibernation during long term space travel.

**Tailored Pheromones (85)**

A person's genome is altered allowing him to produce engineered pheromones from his pores that make him very attractive to the opposite gender. These pheromones also make other people naturally trust and like this person because these chemicals alter the release of certain hormones and neurotransmitters in anyone that inhales them.

**Undersea Biomorph (86)**

This engineered organism has a sealed crew compartment, and it uses powerful muscular contractions to project water allowing it to move at high velocity through a liquid environment.

**Wet Drive (87)**

This biomodification allows a person to store data in a small artificial organ in his body. Up to an exabyte of data can be stored in the form of genetic material that can be instantly destroyed by releasing an enzyme that will dissolve it in seconds.

**Wings (88)**

These skin or feathered wings are grafted onto a person's back muscles and integrated into her nervous system allowing them to be controlled by her subconscious mind with proper mental programming. These wings allow true flight and gliding on low gravity worlds.

## **Contraband Cargo (D20)**

A client will pay a great deal of money for these illegal or illicit goods to be delivered to another city, country, or planet. Running this cargo is very profitable for a smuggler, but it can get your ship confiscated or destroyed by the police.

### **Antimatter (1)**

Antimatter is extremely dangerous because whenever it interacts with regular matter, it releases unimaginable amounts of energy. It can be used as a powerful weapon or energy source, but it is banned on most planets.

### **Cultural Artifacts (2)**

These are stolen artifacts and treasures from another planet or culture.

### **Docking Codes (3)**

These secret codes allow a ship to safely dock on a planet or space station.

### **EM Effectors (4)**

These devices allow a person to take control of any electronic device or computer system. Advanced EM effectors can be used to remotely control any electronically controlled vehicle including a starship.

### **Evolution Drugs (5)**

This nanotech injection normally causes death, but it can release powerful hidden genetic traits or open hidden areas of a person's mind.

### **Exotic Matter (6)**

Exotic matter can be used to open rifts in space and when enough of it is gathered together it can actually open a wormhole to another region of space or to another dimension.

### **Gamers (7)**

These illegal devices allow a person to control any electronic gaming machine.

### **Longevity Drugs (8)**

These powerful drugs are distilled from the brains of other people providing a user with an extremely extended life span as long as he constantly takes this drug.

### **Military Weapons (9)**

These powerful hand weapons include laser weapons and railguns. They also include explosives, mines, and grenades that have high street value on any world.

### **Mind Control Tech (10)**

These mind probes allow a person to take control of another sentient's mind, so he can control the other person's thoughts and actions. This also includes mind control drugs for controlling of a large population.

### **Nano Tech Weapon (11)**

Nano tech weapons are illegal on every world, but they are extremely powerful weapons that can destroy entire cities in seconds.

### **Nuclear Weapons (12)**

Nuclear weapons are illegal on every populated world, but they can be used to destroy entire cities and make them completely unlivable for decades.

### **Pheromones (13)**

These synthetic drugs are sprayed on a person's body to make her irresistible to another person of the opposite gender.

### **Psi Enhancing Drugs (14)**

These drugs open areas of the brain giving a person psionic powers that might be permanent or only present as long as she takes the drug. These drugs don't work for everyone, so only a few people can manifest true psionic powers.

### **Recreational Drugs (15)**

These illegal drugs are extremely addictive and have powerful effects on a person's mind.

### **Secret Data (16)**

This is stolen proprietary corporate data or schematics of enemy military stations and weapons. These top secret documents can often be used to blackmail companies and their leaders.

### **Security Codes (17)**

These are highly secret codes used to pass through automated planetary or space defense systems.

### **Sentient Traffic (18)**

These are kidnapped people from other worlds that are sold as slaves.

### **Time Travel Devices (19)**

Every known spacefaring culture has banned time travel so possession of a time travel device results in instant execution.

### **Transplant Organs (20)**

These are illegally harvested organs that have immense black market value on low and medium tech worlds.

## Cyberpunk Jobs (D30)

These are the jobs that a group of cyberpunk operatives might be asked to perform by a hidden client, or a job arranged by a local handler for some quick cash.

### Acquisition (1)

Your team has been hired to acquire a specific item from a secured area. These jobs also include debt collection, vehicle repossession, and organ reacquisition.

### Bank Hit (2)

Your team needs money, so they decide to hit a local corporate bank to get some quick cash.

### Blackmail (3)

Your team has been sold important information that would greatly embarrass a corporate executive or government official. Your team can gain access to proprietary information using this blackmail.

### Bug Hunt (4)

Your team has been hired to capture or destroy an escaped experimental organism.

### Corporate Raid (5)

Your team must raid a high security corporate building and steal an experimental or proprietary device.

### Data Run (6)

Your team has accepted a mission to break into a heavily guarded corporate or military building to retrieve data that your client needs from an isolated computer system.

### Deep Insertion (7)

Your team will be airdropped into enemy corporate territory to perform a black ops or wet works mission. Your team must extract themselves once the mission is complete in order to survive.

### Destroy (8)

Your team has been hired to destroy a specific war machine designed by a powerful corporation.

### Disappear (9)

Your team has been hired to eliminate a group of freedom fighters, strikers, or environmentalists.

### Espionage (10)

Your team has accepted a mission to infiltrate a corporate stronghold and collect data about a secret project.

### Extraction (11)

Your team needs to rescue and return a captured scientist or executive from a maximum security building.

### Grassroots (12)

Your team has been hired to create a grassroots movement to support your client's activities or protest an opponent's activities.

### Intimidation (13)

Your team has been hired to use intimidation and muscle to make a group of people or an organization do what your client wants.

### Investigate (14)

Your team has been hired to solve a crime by a rich client.

### Kidnap (15)

Your team has accepted a mission to kidnap an important scientist, megacorporate executive, or government official.

### Milk Run (16)

Your team has accepted a dangerous milk run, so you have been given a sealed briefcase. You will exchange this briefcase for a sealed package that must be delivered safely to your client with no questions asked.

### Mind Insert (17)

Your team has accepted a mission to insert memories or beliefs into a corporate executive or government official that will allow your client to achieve his hidden goals.

### Overthrow (18)

Your team must destabilize and overthrow a small country's government.

### Piracy (19)

Your team has been hired to take control of a cruise ship or airplane. An airplane might have to be captured in flight depending on your client's needs.

### Police Duty (20)

Your team has been hired by local police forces to help clear out criminals and gang members from an entire corporate block or neighborhood.

### Prison Break (21)

Your team has been hired to extract an individual from a maximum security prison.

**Protect (22)**

Your team has been hired to protect a corporate project until it can be completed.

**Retrieval (23)**

Your team has been hired to get a black op group out of a battle zone at a specific time and place.

**Revenge (24)**

Your team has been hired to destroy another corporation's assets for revenge for a hit on your client's property or staff.

**Sabotage (25)**

Your team has accepted a contract to destroy a local bridge, factory, or other structure to disrupt another corporation's or government's activities.

**Security Duty (26)**

Your team must protect a building or shipment at all costs for a given period of time.

**Special Delivery (27)**

Your team has accepted a contract to deliver a package at all costs to a specific location at a specific time.

**Trail (28)**

Your team must follow a select individual no matter where he goes without being detected. Your client wants to know every detail about what the person does and who she meets at all times.

**Voter Fraud (29)**

Your team has been hired to make sure that a client's chosen candidate wins a local election at all costs.

**Wetworks (30)**

Your team has accepted a mission to assassinate a crime boss, important scientist, megacorporate executive, or government official and dispose of the body.

## Cyberpunk Vendors (D30)

These are the businesses that can be found in a cyberpunk adventure.

### Backup Plan (1)

This business makes and stores clones of their clients that are activated once they die. These clones have all the memories of the client up to the day that they were produced.

### Chop Shop (2)

Any modern or classic car or motorcycle can be purchased and modified with a superior engine and armor plating. These vehicles can also be armed with weapons and advanced battle electronics.

### Cleaner (3)

This business disposes of bodies and cleans the crime scene of all forensic evidence before the local police arrive.

### Death Pits (4)

These illegal underground fighting tournaments are fought to the death for large cash prizes.

### Decker (5)

Deckers can break through any code wall to penetrate corporate mainframes and building security. They can deactivate security cameras, turn off security measures, open locked doors, and activate elevators in any secured building.

### Drug Dropper (6)

These vending machines deal illegal and legal drugs and pharmaceuticals.

### Engrammer (7)

This business can program a person's mind to have almost any skill using engram programming techniques. They can remove specific aspects of a person's personality that he does not like or even give him a completely new personality.

### Face Shop (8)

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

### Fixer (9)

These street middlemen get jobs for street mercenaries in exchange for a part of the fee. They also provide detailed intel for the mission and analysis of all possible dangers.

### Gun Smiths (10)

This store sells all types of legal and illegal guns, knives, explosives, and body armor. If you have enough street cred, the store owner might even show you his supply of military and experimental weapons.

### Hunters Guild (11)

These offices list all the current bounties and the description of the people being hunted and their crimes. They pay hunters the bounty for bringing in the wanted person's head.

### Implants (12)

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

### Local Bar (13)

A local bar is a great place to meet new friends and make deals when preparing for your next mission.

### Mercs Guild (14)

This organization hires anyone that wants to fight and allocates them to various mercenary armies around the world.

### Mind Eraser (15)

This business permanently erases memories from a person's mind. A person can also have specific people removed from her memories, but this can get quite complicated.

### New U (16)

This business alters the structure and genetics of a person allowing him to have a strange or unusual appearance.

### Rehab (17)

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

### Renewal (18)

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

### Rigger (19)

This business produces remote control drones made to fulfill a client's specific needs and detailed specifications. A rigger can also produce custom cars, motorcycles, and boats that are fully armed and have integrated defensive systems.

**Ripper Doc (20)**

These cyber doctors install new cyberware and modify this technology to each person's specifications.

**Senseorium (21)**

This business allows a person to live through another person's actual recorded experiences.

**Street Banker (22)**

These loan sharks can supply a person with any amount of money if his street cred is high enough. But these loans have incredibly high interest rates and if a person doesn't pay back the money in time, he will be killed and organ harvested.

**Street Doc (23)**

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

**Street Pharmacist (24)**

These drug dealers can produce designer drugs for a specific person that have little or no side effects and minimal withdrawal symptoms. They also have access to millions of synthetic drugs, so any type of high or hallucinogenic experience is possible.

**Synth Brothel (25)**

These brothels use synths that look like extremely attractive men and women of all races. Some establishments specialize in synths that look like current or past celebrities.

**Synth Store (26)**

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

**Tech Vendor (27)**

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

**The Hole (28)**

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

**Trauma Team (29)**

These heavily armed medical teams will secure an area and remove a patient that has a paid contract with their medical extraction company.

**Underground Casino (30)**

These underground casinos allow a person to play the high stakes tables if they have enough street cred.



## **Cyberware (D200)**

These are the cybernetic enhancements available in the dystopian future.

### **Absorption Feet (1)**

These cyberfeet have shock absorbing pistons installed in them allowing a person to fall from up to ten stories down without being hurt.

### **Adrenal Booster (2)**

An adrenal booster releases synthetic epinephrine or it causes the adrenal gland to release epinephrine causing a massive boost of speed and strength.

### **Anchor Launcher (3)**

A powerful anchor launcher is installed in a person's forearm that fires an anchor attached to a cable at another person. This person can then be pulled toward her by reeling in the cable into the arm system.

### **Anti-Rad System (4)**

This cyber system produces a weak electromagnetic field designed to block ionizing radiation from entering a person's body.

### **Apex Predator Form (5)**

This cyber body enhancement allows a person to transform her body into a mechanical wolf giving her improved speed and deadly close combat abilities.

### **Aqua Jets (6)**

This electromagnetic water propulsion system is placed in a person's feet and palms allowing her to travel through a liquid environment at incredible speeds.

### **Arachnid Form (7)**

The entire lower portion below a person's waist is replaced with a mechanical machine with eight multi-jointed mechanical legs.

### **Arm Weapon (8)**

Various guns or lasers can be implanted into the forearm of a person's arm and fired out of his palm.

### **Armored Sheet (9)**

A dispenser is installed in a person's forearm allowing him to pull out a ballistic sheet that can stop almost any projectile round that hits it.

### **Artificial Skin (10)**

A person's entire skin is replaced with artificial skin integrated with nano tech allowing it to be morphed on command. This artificial skin can change its color and configuration to make her look like another person in a few seconds.

### **Auditory Booster (11)**

A person's auditory canals are replaced with sensitive listening devices. They can detect vocal stress to determine if someone is lying or determine the location of the source of any sound by determining its direction and distance. Built in sound limiters protect her hearing from extremely loud or painful sounds.

### **Auto Injector (12)**

This cyber system can inject a variety of drugs and medicines into a person's bloodstream on command.

### **Balance Tail (13)**

This cybernetic tail implant automatically moves to make sure that a person stays balanced and upright.

### **Barrage Leg (14)**

This cyber leg enhancement installs multiple weapons in a person's thigh and lower leg that deploy from its sides and fire at a target.

### **Battle Computer (15)**

A battle computer analyzes sensory data to make a person perfectly accurate with any hand or vehicle mounted weapon.

### **Battle Knuckles (16)**

A person's hand bones and knuckles are replaced with high density alloy bones to make his punch extremely powerful.

### **Biomonitor (17)**

A biomonitor constantly scans a person's body for any change in his bodily function, so her internal medical nano tech can be activated or medical responders can be notified in case of a medical emergency.

### **Blade Arm (18)**

This cyber arm enhancement or cyber system installs a retractable blade in a person's arm.

### **Boat Form (19)**

The entire lower portion below a person's waist is replaced with a power boat.

### **Bone Lacing (20)**

A person's skeleton is impregnated with an alloy using nano technology to make his skeleton almost indestructible.

### **Brain Programmer (21)**

This brain implant allows a person to instantly learn anything by directly programming the neurons of his brain.

### **Breach Arm (22)**

This cyber arm has a powerful hydraulic ram designed to break open doors or windows. It can also be used as a close combat weapon.

### **Camera Eye (23)**

This cyber optic enhancement allows a person to take digital pictures or video on command of everything that she sees.

### **Centaur Form (24)**

The entire lower portion below a person's waist is replaced with a mechanical machine with four cybernetic legs.

### **Cerebral Booster (25)**

This computer system is interfaced with a person's brain to greatly increase her intelligence and give her almost perfect photographic memory.

### **Chameleon Skin (26)**

A person's skin projects its surrounding on its surface allowing him to blend into his background.

### **Chemical Analyzer (27)**

This device is linked to a person's tactile, taste, and olfactory sensory neurons allowing her to determine the exact chemical composition and concentration of any known chemical in her environment.

### **Chest Blaster (28)**

A person has her entire chest cavity and everything in it replaced with laser blasters. The doors that close her chest can be opened to expose a powerful weapon that can fire a massive blast of destructive energy.

### **Claw Hand (29)**

This cyber hand modification exchanges each finger with a razor sharp blade.

### **Climbing Hands (30)**

This cyber hand enhancement or cyber system creates a powerful suction seal between a person's hand and any surface it touches allowing her to scale sheer surfaces.

### **Combat Body (31)**

This full body replacement attaches a person's head to a powerful robot body that can be modified with a vast assortment of weapons and accessories.

### **Comm Link (32)**

This internal communication system is installed in a person's mind allowing her to directly communicate with any other communication device using only her mind or by simply talking.

### **Communicator (33)**

This device is installed in a person's brain allowing him to talk to another person through any communication device using only his mind.

### **Constricting Skinweave (34)**

The microfibers embedded in a person's skin will contract when she is injured to prevent external bleeding.

### **Contraceptive Implant (35)**

This implant produces hormones that prevent a woman from getting pregnant.

### **Control Chip (36)**

This computer chip is implanted in a person's brain allowing him to be controlled by exterior remotes. The operator can also use vocal commands to control the person.

### **Control Rig (37)**

This internal system is installed in a person's mind allowing her to directly control a vehicle with her mind.

### **Cortex Bomb (38)**

A miniature explosive is installed in a person's brain that can be triggered by another person as a threat or it can be activated by her in order to not be captured alive.

### **Cortex Computer (39)**

A person's brain, spinal cord, and sensory nerves are replaced with a powerful computer and sensory fibers. Her memories and personality are then transferred into this computer. This new cyber mind is extremely fast and powerful giving her unlimited computing power.

### **Cyber Armor (40)**

Retractable armor plates cover a person's body and face when activated during combat. These armor plates can be retracted back into her body to completely hide them.

### **Cyber Arms (41)**

These cybernetic arms are mechanical prosthetics composed of synthetic fibers giving a person's arms super speed and strength.

### **Cyber Claws (42)**

Razor sharp retractable blades project from a person's fingers or knives project from her knuckles or wrists. Another system allows a person's fingers to be replaced with knives or her fingers to elongate and sharpen to make them razor sharp blades.

### **Cyber Crab Claw (43)**

This mechanical claw replaces a person's hand and its hydraulic crushing claw can cut through anything if given enough time.

### **Cyber Cyrocannon (44)**

This cyrocannon is installed in a person's forearm allowing endothermic fluids to project from his wrist or palm.

### **Cyber Energy Blade (45)**

This energy blade system is installed in a person's forearm allowing the energy blade to project from his wrist or palm.

### **Cyber Eyes (46)**

These micro optic sensors allow a person to see the entire electromagnetic spectrum. They have limiters that prevent damage from intense light and optical lasers. They also have range detectors and target tracking protocols. These optics can also magnify small or distant objects.

### **Cyber Fangs (47)**

These retractable fangs allow a person to bite an enemy causing a hideous wound or injecting a drug, chemical, or poison into the victim. These fangs can be retracted at any time.

### **Cyber Fins (48)**

This cybernetic enhancement creates webbing between a person's fingers and fins project from the side of her feet when activated to greatly improve her swimming speed.

### **Cyber Flamer (49)**

This flamer is installed in a person's forearm allowing the flames to project from his wrist or palm.

### **Cyber Flight (50)**

These internal grav drives, micro thrusters, or repulsors allow a person to fly at high speeds in any environment.

### **Cyber Heat Sword (51)**

This retractable blade is installed in a person's forearm that can be heated to be hot enough to melt through almost anything.

### **Cyber Jump Jet (52)**

These retractable jump jets are installed in a person's body and allow him to fly at high speeds in any environment.

### **Cyber Kidneys (53)**

A person's kidneys are replaced with bio factories that clean her blood of all toxins and waste products, neutralize them, and pump the waste into her

bladder. This system will also destroy biological agents including bacteria, viruses, and bio toxins.

### **Cyber Legs (54)**

These cybernetic legs are mechanical prosthetics composed of synthetic contractile fibers allowing a person to run at high speeds or jump incredible distances.

### **Cyber Lung (55)**

A person's lungs are replaced with machines that can pull oxygen directly out of any atmosphere and remove waste carbon dioxide from a person's blood. This allows a person to live in extremely low levels of atmospheric oxygen. This system also has an oxygen scrubber that can convert carbon dioxide into oxygen in an emergency.

### **Cyber Manipulators (56)**

This mechanical manipulator is attached to a person's body and connected to her nervous system. This allows her to perform fine manipulations with this waldo using only her mind to control this device.

### **Cyber Safety (57)**

A person's body is installed with a RDIF chip that only allows her to fire weapons coded for this RDIF code.

### **Cyber Snake (58)**

This mechanical cord is a maneuverable chain blade attached to a person's body and connected to her nervous system. This allows him to slash any target with this chainsaw cord using only his mind to control it.

### **Cyber Tentacles (59)**

These mechanical tentacles are attached to a person's body and connected to her nervous system. They allow her to hit or grab any target with these tentacles using only her mind to control them.

### **Cyber Wings (60)**

These mechanical wings are anti-gravity structures installed in a person's back and are linked to his nervous system allowing him to fly at high speeds in any environment.

### **Data Drive (61)**

A hard drive is implanted in a person's brain allowing instant access to its stored data.

### **Death Switch (62)**

This implant produces chemicals that cause a person's body to mimic death, but his body is only in a state of induced hibernation.

### **Dermal Armor (63)**

These flexible composite plates cover a person's body protecting her vital internal organs. They make a person less agile because they make his body more rigid and reduces his range of motion.

### **Drill Arm (64)**

This cyber arm enhancement has a powerful drill hidden in its forearm. The diamond encrusted drill is deployed from the palm of the cyber arm when activated.

### **Drone Hand (65)**

A drone hand can be detached from a person's arm and it walks around using its fingers. It can perform remote tasks like activating a trigger or computer system or even killing another person.

### **Drug Factory (66)**

These machines can synthesize a specific drug that is directly released into a person's blood stream. These drugs can also be released into a person's salivary glands and mucous membranes to effect other people contacted by him.

### **Drug Pump (67)**

A chemical synthesizer is installed in a person's cardiovascular system allowing him to produce and release any drug or chemical into his blood stream at any time.

### **EMP Shielding (68)**

This cybernetic enhancement lines a cyber system with protective plating making it immune to EMP weapons.

### **Extension Arm (69)**

This cyber arm enhancement allows a cyber arm to extended up to three meters longer by extending a flexible internal mechanical cord.

### **Extension Leg (70)**

This cyber leg enhancement allows a cyber leg to extended up to three meters longer by extending a flexible internal mechanical cord.

### **Extension Neck (71)**

This cyber body enhancement allows a person's head to be elevated up to two meters by extending a flexible internal mechanical cord.

### **External Case (72)**

A series of protective plates are stored in a person's body that can be deployed to completely incase his body in a sealed armored shell. This armor provides complete protection from almost any physical attack.

### **Eye Protectors (73)**

These visors or nictitating lenses protect a person's eyes from physical and laser damage.

### **False Face (74)**

These facial implants allow a person to change his appearance to look like another person by altering his surface skin structure, skin tone, and facial bone structure.

### **Fast Hands (75)**

This cyber arm enhancement allows a cyber arm or hand to move at lightning speeds. This allows it to draw and fire ranged weapons and attack with melee weapons with incredible speed.

### **Fiberoptic Hair (76)**

A person's hair is replaced with fiber optic threads, so it can be changed to be any color or produce different colors in select patterns.

### **Finger Grenades (77)**

This cyber hand enhancement makes each cyber finger a powerful explosive device that can be removed and thrown like a grenade.

### **Finger Gun (78)**

A small laser or dart gun is hidden under a person's nail allowing him to fire a surprise attack.

### **Fingerprint Duplicator (79)**

This cyber hand enhancement allows a person to duplicate the fingerprints of any person that is installed in its database or scanned from another person's fingers or residual fingerprints found on something.

### **Flex Bones (80)**

A person's replacement bones are composed of a metal matrix that can be made as hard as steel or completely flexible. Hardness allows him to absorb immense amounts of physical damage and deal massive striking damage. Flexibility allows him to squeeze through tight spaces, escape from restraints, or survive crashes or falls.

### **Foot Anchor (81)**

This cyber foot enhancement fires a spike into the ground to securely anchor him to it.

### **Full Replacement (82)**

A person's entire body except for his brain and spinal cord are replaced with a robotic body directly attached to his nervous system. This system can lead to severe cyberpsychosis because of the loss of all physical sensations.

### **Full View (83)**

This system places multiple optical studs into a person's skull that send their images to his brain allowing him to see all around him.

### **Gill Implant (84)**

This implant can extract dissolved oxygen from a liquid environment and add it to a person's blood. It also removes excess carbon dioxide.

### **Glue Sprayer (85)**

This glue projector is installed in a person's forearm that fires a super powerful and instantly hardening glue from his wrists or palms.

### **Grappler Hand (86)**

This cyber hand can be launched with an electromagnetic pulse. The hand can grasp onto a target to draw the person up or pull something towards the person that is being held by the grapple hand.

### **Grav Drive (87)**

This anti-gravity device is implanted in a person's body and it allows her to fly in almost any environment.

### **Grav Fist (88)**

A cyber fist enhancement has a reinforced structure and a grav generator allowing it to accelerate at incredible speeds towards a target.

### **Grav Form (89)**

The entire lower portion below a person's waist is replaced with a machine with powerful grav generators allowing him to fly in any environment.

### **Gravity Manipulator (90)**

This internal system allows a person to control the effect of gravity around him allowing him to float or cause objects around him to become extremely heavy or light in an instant.

### **Grinder Arms (91)**

This cyber arm enhancement converts both forearms into counter rotating gears allowing a person to close them onto another person or object to shred her or it to pieces.

### **Gun Foot (92)**

This cyber leg enhancement installs a ranged weapon into the shaft of the lower leg allowing it to fire from the sole of a person's foot.

### **Gyro Compass (93)**

This system allows a person to determine his direction and distance from the planet that he is located and what direction he is currently facing with no visual references.

### **Gyro Stabilizer (94)**

This internal gyroscope allows a person to always maintain his balance no matter what he does in almost any environment.

### **Hacker Hand (95)**

This cyber hand enhancement has an electromagnetic effector that allows a person to directly hack any computer system that he touches. This system also allows him to hack into the control system of vehicles, digital locks, and other people's cybernetic implants.

### **Hammer Hand (96)**

This cyberhand has small explosive rounds designed to launch its fist forward causing extreme impact damage.

### **Implanted Locator (97)**

This device is implanted in a person's body allowing him to be tracked.

### **Insectoid Form (98)**

The entire lower portion below a person's waist is replaced with a machine with six multi-jointed mechanical legs.

### **Interface Jack (99)**

This wireless or wired jack allows a person's brain to be directly linked to a computer or vehicular control system.

### **Internal Air (100)**

These highly compressed air sources allow a person to breathe for a short period of time in an oxygen free environment.

### **Internal Bomb (101)**

This explosive is installed a person's body cavity or next to her brain as a threat or terror weapon.

### **Internal Drill (102)**

A powerful drill is installed in a person's forearm, so its diamond hard drill tip can be deployed from his palm.

### **Internal Amplifier (103)**

A person's skeletal system is replaced with alloy structures and connected with powerful servos that make his body super strong and powerful.

### **Internal Frame (104)**

This mechanical device covers a person's skeleton giving her incredible strength and resilience, but it slightly lowers her range of motion.

### **Internal Gyroscope (105)**

A person has a powerful electronic gyroscope installed in the core of his body that prevents him from falling over or being tripped.

### **Internal Radar (106)**

This device projects radar waves that allow a person to see and track any object in almost any environment. It provides the distance, velocity, and exact dimensions of everything surrounding him.

### **Internal Shields (107)**

This device produces a protective electromagnetic field around a person's body designed to deflect incoming projectiles or energy weapons fire.

### **Internal Sonar (108)**

This device projects sonic waves that it can convert into a three dimensional image of the world. It can only be used in an atmosphere or a liquid environment. It provides the distance, velocity, and exact dimensions of everything surrounding a person.

### **Jackhammer Arm (109)**

This cyber arm enhancement places a powerful pneumatic jack attached to an alloy cyber fist allowing it to be fired at incredible speeds at a target.

### **Language Translator (110)**

This brain mod allows a person to understand and speak hundreds of languages that have been programmed on to this brain chip.

### **Light Tattoos (111)**

LED lights are integrated into a person's skin that allow different images or videos to be displayed on his skin.

### **Lightning Rods (112)**

Tesla generators are installed in a person's forearms allowing him to fire lightning bolts from his palms.

### **Macro Eye (113)**

This cyber optic enhancement allows a person to see anything that is up to a few kilometers away with total clarity.

### **Math Processor (114)**

A computer chip is installed in a person's brain and it gives him the equivalent of a supercomputer in math processing power.

### **Medical Hand (115)**

This cyber hand enhancement places all the tools found in a medkit in the fingers and palms of a set of cyber hands allowing a person to perform most medical and surgical procedures.

### **Medical Hands (116)**

A person's cyber hands are made of medical nano tech allowing her to heal an injured person simply by touching the injured area.

### **Mega Booster Arm (117)**

This immense arm attaches to the outside of a cyber arm and it significantly boosts a person's strength and power. It is so big that it drags on the ground when attached. To protect the attachment between the cyber arm and a person's body, this device projects anchors into the ground when it is used.

### **Metabolism Control (118)**

This system allows a person to speed up or slow down his metabolism to alter his weight and need for food at any time. He can lower his metabolism to survive without food or increase his metabolism to increase his speed and stamina.

### **Metal Detector (119)**

This internal system allows a person to detect the presence of metal objects and determine the identity of hidden ferrometallic objects.

### **Micro Eye (120)**

This cyber optic enhancement allows a person to see anything up to a few molecules across with total clarity.

### **Mighty Hand (121)**

This massive alloy hand allows a person to hit with amazing force because of its high density and strength.

### **Mind Boost (122)**

This cybernetic enhancement boosts the power of specific regions of a person's brain giving her vastly improved intellect, mental kinetics, and memory.

### **Missile Arm (123)**

A micro missile launcher is installed in a person's forearm that can be deployed to fire at a target.

### **Modular Cyber Arms (124)**

This system allows a person's arms to be replaced in a few seconds allowing special cyber arms to be quickly exchanged depending on the requirements of a specific mission or if the arm has been damaged or destroyed.

### **Modular Mount (125)**

This mechanical arm can be installed with any hand weapon and it is attached to a person's body and connected to her nervous system. This allows her to fire the weapon with her mind in any direction.

### **Mono Dispenser (126)**

This system is installed in a person's forearm and he can pull out a monofilament wire from his arm with his other hand to use it as a weapon.

### **Mono Finger (127)**

This finger can be thrown from its cyber hand causing a monofilament wire to be dispensed and held taut. Anything touched by this wire will be sliced in two.

### **Motion Detector (128)**

This device detects vibrations in the air and in the structure of a building or ship allowing a person to detect the motion of anything in his environment even through walls.

### **Multi Arm (129)**

These extra arms are attached to a person's body and his nervous system. Any number of arms can be attached but excessive numbers can be confusing for a person's mind to control without intense brain remapping.

### **Multi Eyes (130)**

This cyber system replaces a person's eyes with a set of six to twelve optics that can view the full range of the electromagnetic spectrum. It also allows a person to view the world as a complex textured map that gives her full details of every object's motion and physical composition.

### **Muscle Replacement (131)**

A person's muscles are completely replaced with synthetic muscle fibers providing him incredible physical strength and endurance.

### **Nano Spy (132)**

Nano tech is installed in a person's body and it can be integrated into any structure allowing him to see and hear inside any building infected by the nanites.

### **Nano Surgeons (133)**

A person's body is infected with medical nano tech that maintains his health and can repair any physical damage if given enough time. Destroyed organs and severed limbs can even be regenerated in a few hours or days.

### **Nano Swarm (134)**

This system produces a nano tech cloud that can be controlled to alter the structure of the objects and people around a person.

### **Nasal Filters (135)**

Any pollution, toxins, and poisons are filtered by this nano tech system that passes through a person's nose and sinuses.

### **Night Vision Optics (136)**

Light intensifying sensors replace a person's retina allowing him to see in low light conditions.

### **Nutrition System (137)**

A storage device of nutrients, vitamins, and minerals dispenses directly into a person's blood to keep him healthy for up to three months without eating.

### **Olfactory Booster (138)**

These chemical sensors are placed in a person's nasal cavity. They can detect the molecular composition of a scent and determine the direction and distance of its source.

### **Optic Drones (139)**

A person's cyber eyes can be removed to travel on their own. They have miniature grav drives allowing them to move independently to observe distant locations and relay what they see to the person.

### **Optic Weapon (140)**

A micro laser or poison dart gun is installed in a person's cyber eye that can be used as a surprise attack or a finishing move.

### **Overclocked Heart (141)**

An implant is installed in a person's heart and his arteries have been reinforced so his circulatory system can go into overdrive to provide his body with excess oxygen in times of need.

### **Pain Editor (142)**

This chip edits pain signals received by the brain. A person will still know that he has been hurt, but he will not be negatively affected by the pain.

### **Perfect Balance (143)**

This internal gyroscope gives a person perfect balance and total positional proprioception making him an expert acrobat.

### **Perfect Immunity (144)**

This medical nano tech is designed to destroy any toxins or microorganisms that enter a person's body.

### **Pheromone Generator (145)**

This enhancement allows a person to synthesize powerful pheromones to attract anyone of the opposite or same gender depending on the type of pheromone produced.

### **Plasma Fist (146)**

A cyber fist enhancement surrounds itself in a sphere of plasma allowing it to melt through anything. This plasma can also be thrown at a distant target.

### **Platelet Factory (147)**

This system produces artificial blood coagulation agents allowing any cut or internal bleeding to be quickly sealed to prevent blood loss.

**Polyhand (148)**

This cyberhand is made of nano tech allowing it to take any shape in its programmed database. This allows the cyber hand to form different types of tools, bladed weapons, or blunt weapons.

**Power Fist (149)**

This cyber hand is covered in a destructive energy field allowing it to tear through armor and flesh.

**Prehensile Feet (150)**

This cyber feet enhancement allows a person's feet to act exactly like her hands.

**Prehensile Tongue (151)**

A person's tongue is replaced with an extending cyber cord that can grab objects, wrap around another person, or strike an opponent.

**Psionic Enhancer (152)**

This cyber system boosts the power of specific regions of a person's brain giving him immense psionic potential.

**Psionic Shield (153)**

Psionic crystals are installed in a person's skull that make her immune to psionic attacks.

**Quick Release (154)**

This cyber foot, hand, leg, or arm enhancement allows this device to quickly be removed and replaced.

**Radiation Detector (155)**

This internal system allows a person to detect the amount and location of a source of radiation in the area around him.

**Retinal Duplicator (156)**

This cyber eye enhancement allows a person to duplicate the retina of any person that is recorded in its database or that has been scanned directly from another person's eye.

**Ripper Hand (157)**

This cyber hand enhancement places micro powered chainsaws in each of the fingers of this hand.

**Saw Hand (158)**

This cyber hand swings open to reveal a powerful high speed saw.

**Secretion Skin (159)**

A person has nano factories infected into her skin that allows her to excrete pheromones, drugs, and toxins from her skin.

**Sense Recorder (160)**

This device stores every sensory experience that a person has, so it can be played back with total clarity and immersion by another person.

**Sensor Skin (161)**

This skin weave has tactical and chemical sensors that allow a person to determine the chemical composition and temperature of anything that he touches.

**Sexual Implants (162)**

These implants produce hormones to improve sexual performance.

**Shield Disruptors (163)**

This cyber hand enhancement produces powerful electromagnetic fields allowing these hands to rip open an electromagnetic shield.

**Shock Absorbers (164)**

A person's internal organs are covered in shock absorbing gel to protect them from internal damage produced by a physical attack.

**Shock Hands (165)**

These cyber hands are covered in massive amounts of pulsating energy allowing them to disable a person or electronic device.

**Skillware (166)**

This computer chip is installed in a person's brain and it gives him the equivalent knowledge and physical memories of a specific skill or ability.

**Skimmer Feet (167)**

This cyber feet enhancement installs grav drives in the soles of a person's feet allowing her to hover above any surface and travel at incredible speeds while standing up.

**Skin Hardening (168)**

This nano tech system allows a person's skin to become harder than diamond on command by the rearrangement of molecules in her skin. This hardness is constantly adjusted allowing her to move at will while maintaining a perfect defense.

**Skin Screen (169)**

LCD lights are installed in a character's hand or forearm turning it into a computer screen.

**Skull Case (170)**

A person's entire skull is replaced with an alloy substitute that makes his head almost impossible to destroy and will protect his brain and cranial nerves from damage.



### **Slash Fingers (171)**

This nano tech hand system allows a person's fingers to extend and become razor sharp allowing him to slice anything apart with these razor sharp fingers.

### **Sleep Regulator (172)**

This brain implant allows a person to control when he is asleep and when he is awake.

### **Smart Articulation (173)**

A cyber arm or leg is made of smart materials allowing it to bend in any direction or flex into any position when the material is activated and lock into position if desired.

### **Smart Skin (174)**

A person's skin is integrated with a sensor array that gives him a 360° view of his environment.

### **Smartgun Link (175)**

This system allows a person to control smart ammunition, so it always hits its target when fired from a smart weapon.

### **Snake Arm (176)**

These telescoping cyber arms allow them to stretch out and constrict around another person and crush his body.

### **Snake Fingers (177)**

This hand system allows a person's fingers to extended and wrap around another person to restrain or crush him.

### **Speedware (178)**

This cyber system is installed in a person's brain distorting his perception of reality. When activated, the world around him appears to be moving in slow motion to greatly increase his reaction time.

### **Spiked Knuckles (179)**

A person's hand bones are replaced with high density alloy bones and his knuckles are replaced with retractable alloy spikes.

### **Spinal Reinforcement (180)**

A person's spine is reinforced and all her spinal cartilage is replaced with shock absorbers. This system makes it difficult or impossible to damage or break her spine.

### **Stinger Tail (181)**

This bionic tail is installed in a person's body and linked to his nervous system. It contains a poisonous stinger, blade, or laser blaster on its tip.

### **Stun Hand (182)**

This cyber hand has an electroshock system that allows a person to shock anyone that he touches by stunning the person's nervous and muscular systems.

### **Subdermal Armor (183)**

Ceramic armored plates are surgically placed under a person's skin to protect his internal organs that can be difficult or impossible to detect with the naked eye.

### **Synaptic Accelerators (184)**

These nano tech gates are placed between the synapses of every nerve in a person's body allowing instantaneous transfer of signals between the axons and dendrites of her nerves. This system also negates the effects of all neurotransmitter based analogs in her body.

### **Tank Form (185)**

The entire lower portion below a person's waist is replaced with a machine with tank treads.

### **Taste Booster (186)**

A person can taste any chemical or biological agents found in anything that she licks or eats.

### **Tech Scanner (187)**

This device allows a person to scan for any form of technology allowing him to find any electronic device no matter how small or low powered.

### **Tongue Slasher (188)**

A person's tongue is replaced with a razor sharp cord allowing it to be fired out to pierce or slash another person.

### **Tool Hand (189)**

This cyber hand has hundreds of different tools that can be used to repair any form of technology.

### **Transparent Skin (190)**

This skin mod allows a person's artificial skin to become transparent, so all her bones, muscles, and organs become visible.

### **Trap Jaw (191)**

This cyber enhancement replaces a person's mouth and jaw with a mechanical bear trap that can bite through flesh and bone.

### **Trauma System (192)**

This system dispenses a fast hardening foam around a person's body to prevent injury from vehicular accidents or falling from great heights.

**Trident Hand (193)**

This cyber hand is an alloy trident that can be fired at a target to deploy a cable allowing a person to pull the impaled person towards himself.

**Ultra Digestion (194)**

This nano tech system will break down anything organic into usable nutrition in a person's cyber stomach.

**Vector Arms (195)**

This nano tech cyber arm system allows these arms to explosively extended up to twenty meters long and change direction at incredible rates allowing them to pierce through anything.

**Vector Fingers (196)**

This nano tech hand system allows a person's fingers to fire out explosively and change direction to pierce through another person's body.

**Vocal Amplifier (197)**

This device amplifies the volume of a person's voice to such a high level that it can be heard miles away or cause the ears of people around him to bleed.

**Vocal Modulator (198)**

This device replaces a person's larynx allowing him to produce sounds in any frequency and perfectly mimic another person's voice.

**Wheeled Form (199)**

The entire lower portion below a person's waist is replaced with a machine with four all-terrain tires.

**Wired Reflexes (200)**

A person's nerves are replaced with superconductive wires that greatly increase his reaction time.

## **Death Games (020)**

In the future, death games have become popular in order to keep the hordes of common people subdued by watching these exciting blood sports. Many of these death games are an opportunity for people to prove that they are the best in the world or change their future.

### **Alien Killers (1)**

When a person dies, he or she appears in a room filled with a sentient machine that assigns everyone in the room to kill an alien invader in the local area. These people are given special armor and weapons to fight these super powerful aliens and if they can survive the night, they may go home. If they do not fight or die, they cease to exist. Every night, the survivors are brought back to the room to fight another alien invader.

### **Armor Ball (2)**

Full conversion androids or powered armored contestants race around a track on wheeled feet and the first person to get around the track holding the steel goal ball a certain number of times is the winner. Each contestant also attempts to destroy each other to win the game because if only one contestant is left, he is the winner.

### **Avatar Fight (3)**

Each member of this tournament is assigned a champion from the past to fight to the death. The winners of this worldwide tournament receive a wish for anything that their heart desires. The winning tournament member and his champion both receive a wish which drives everyone involved to do anything for a chance to change their past or their future.

### **Crash Course (4)**

Super powered cars or air cars race around a track trying to get to the finish line first. Racers attempt to knock each other off the track to help clear their way to victory. Cars may also be equipped with close combat weapons like hull mounted blades or rotating hubcap blades.

### **Death Olympics (5)**

Countries or cities send a representative to be entered into a deadly arena where the last lone survivor wins this year's game for his people. The winner's city or country becomes the dominate power for the rest of the year. The winner's people also receive extra food rations and more political power for the entire year.

### **Death Show (6)**

Many overpopulated worlds give contestants a chance at a better life by competing in one of their many life or death game shows. These shows are all rigged making sure almost no one wins, but there are limitless contestants willing to risk their lives for a chance to be raised up the bean stalk into paradise. In most cases, this better life does not even exist.

### **Gaming Wars (7)**

Many cultures have given up war and have replaced it with various games that pit representatives of each faction in a life or death game. When a player wins the game, his faction wins the current political disagreement.

### **Gladiator Arena (8)**

Powerful contestants from all over the universe join this tournament to fight using hand weapons and their powerful abilities to win a luxury planet. Gladiators are randomly assigned to the tournament bracket, and they fight each other one-on-one where a person loses a battle by being knocked out or killed.

### **Grenade Island (9)**

People are placed on an island and given a bag of sticky grenades and powerful explosives. The only way off this televised island is to kill seven other people with these explosives.

### **Killer Cars (10)**

Armored and armed cars fight to the death in a massive arena and the final car standing is the winner. The winner of this tournament receives a massive cash prize, so they can purchase bigger and better cars and weapons for the next match.

### **Mecha Wars (11)**

This popular game show is played and watched on every populated world in the universe. In this game, five massive robots fight on a constantly changing battle grid and the last mecha standing is the winner. The surface of the battlefield changes as barriers rise and fall and traps appear and disappear as the battle is being fought.

### **Mortal Tournament (12)**

This martial arts or hand weapon tournament is a fight to the death and the winner receives a huge monetary prize. The greatest fighters in the world or history are gathered together to fight in this tournament to make a name for themselves.

### **Murder Island (13)**

Prisoners are placed on an island and they must kill each other on a televised show or be killed by the neckband that each of the prisoners is wearing. This mechanical neckband slowly poisons a person, but the prisoner receives a dose of antidote for each person that he or she kills. If a person does not fight, the neckband slowly kills him with the excruciatingly painful poison. If a person attempts to remove the neckband, he will instantly receive a lethal dose of the poison.

### **Murder School (14)**

Students are pitted against each other in a prison school where the only way to escape from this school is to kill another student and not get caught. Once a student is killed, a trial begins where all the other students must prove who did it. The entire school is filled with cameras, so all murders and the trials are televised around the world. During the trial, if the real killer is proven to be the killer, he or she dies. If the wrong person is proven guilty, the killer is set free and all the other students are killed.

### **Pedestrian Kill (15)**

In an overpopulated world, this deadly race of heavily armed cars that race across the country is a real crowd pleaser. Drivers get points for killing pedestrians and other drivers.

### **Prison Show (16)**

Convicted felons can earn their freedom by fighting various gladiators in this televised game show. If a contestant can survive for a given amount of time, he receives a full pardon.

### **Roller Battle (17)**

Heavily armed and armored contestants wearing rollerblades streak around a track trying to control a metal ball and the last team that survives wins the match. More deadly versions of this game include cybernetically enhanced or full body replacement warriors fighting to dominate the track. If multiple teams survive, the team that controls the ball on the final lap wins.

### **Secret Battles (18)**

An all-powerful being gathers all the super heroes and villains from a given world to pit them against each other on an alien planet. The final survivor of this battle can have any wish that he desires granted. After the battle has ended, everyone is returned to their world and their memories are erased of anything that happened except for the winner.

### **Survival Island (19)**

A large group of innocent people or criminals are put on an isolated island with a variety of weapons. The contestants of this game are told that the last survivor will be free to leave the island. This blood bath is transmitted live to the masses. This show can also be a single contestant being hunted down by many armed assailants or one professional hunter stalking many armed contestants.

### **Underground Tournament (20)**

Every year, the greatest martial artists in the world gather to fight for the right to the title "World's Greatest Fighter". Fighters are randomly placed in brackets and each fight is lost by leaving the ring, being knocked out, or killed. Killing is legal in this tournament, but it is considered dishonorable unless it could not be avoided.

## **Future City Options (036)**

These options will make a futuristic city or starport more interesting and unique.

### **Air City (11)**

These cities are held high in the sky by powerful anti-gravity engines. These aerial cities help ease overcrowding in desperately overpopulated worlds and give access to low density gases that might have economic value.

### **Algae Biofuel Towers (12)**

These huge polymer towers grow algae that is converted into a biofuel using enzymes to be used as fuel for a city's self-driving cars.

### **Arcology (13)**

These massive buildings can be over a hundred miles wide, thousands of stories tall, and hundreds of stories directly into the ground. They have fully contained environments that mechanically recycle all forms of waste and everything required is produce in their internal automated factories. These mega sprawls house and sustain billions of people.

### **Atmosphere Emitters (14)**

These massive towers purify the polluted air and emit clean air.

### **Biosphere (15)**

Biospheres are self-contained environments designed to naturally recycle both nutrients and the atmosphere, so they do not require any outside resources. The people, plants, animals, and microorganisms work in unison to make a sealed and perfectly balanced ecosystem.

### **Bounty Centers (16)**

Police are not used in this society, so criminals are listed in bounty centers and are hunted down and killed by bounty hunters for cash rewards.

### **Car Sharing (21)**

All cars in a city are self-driving, so they will pick up a person and take him anywhere that he needs to go for a small fee.

### **Conveyors (22)**

Modern cities have street conveyor belts that move people quickly around a city.

### **Digital Fabrication Facility (23)**

Recycling stations change all the recyclable waste produced in a city into materials used to produce 3D printed goods on demand.

### **Floating City (24)**

Floating cities are massive structures that go hundreds of stories into the ocean, or they are immense floating platforms with sprawling cities on their surface.

### **Floating Hydroelectric Plant (25)**

These massive floating upside down cones allow ocean water into their sides. This water runs down their twenty story internal surfaces producing hydroelectric energy by spinning massive turbine generators. The ocean water then flows out the bottoms of these floating cones allowing unlimited amounts of electricity to be produced that can be channeled to local coastal cities.

### **Fusion Powerplant (26)**

In a fusion reactor, immense amounts of energy are used to create a plasma ring that then releases almost unlimited amounts of clean energy.

### **Galactic Stock Exchange (31)**

These financial institutions use wormhole communication to link the financial markets on a thousand worlds together.

### **Gateway Doors (32)**

These portals look like normal doors but when a person steps through one, he passes through a wormhole to another door that might be millions of light years away. These doors are indestructible because they are only a projection of the wormhole's end points into this dimension.

### **Gravity Training Room (33)**

These rooms have powerful gravity generators underneath them allowing them to simulate the environment of a planet with up to a hundred times normal gravity. These rooms allow a person to train for future missions on high gravity worlds or to greatly improve their muscle mass.

### **Infinite Traffic (34)**

A planet is so heavily populated that when traffic gets bad, cars might get trapped in total deadlock traffic for days, weeks, or even years.

### **Master Control (35)**

This mountainous psionic device controls the feelings and emotions of the population of an entire city to help keep them under control and docile.

### **Mega Resort (36)**

These super luxury hotels reach into the clouds allowing a countless number of tourists to visit the beautiful vistas and beaches of this alien world.

### **Moisture Traps (41)**

Cities in desert environments deploy massive screens designed to collect moisture that forms at night or mists that passes through them. Moisture farmers use electromagnetic towers to collect and filter atmospheric water vapor.

### **Planetary Defense Dome (42)**

Every major city in this world is covered in a fully contained defensive dome that protects its occupants from all forms of attack and invasion. The frame of these domes is covered with weapon arrays and the entire dome is surrounded by a defensive shield.

### **Pleasure Booths (43)**

These special booths produce immense pleasure using nerve induction in anyone that pays to enter them.

### **Pleasure Park (44)**

These huge enclosed environments are amusement parks manned by android servants. Each environment allows visitors to roleplay living in a specific time period and culture from history. There can also be completely fictionally themed areas in the park.

### **Prison Computer (45)**

Prisoners are linked to a massive computer and their brains are used for their processing power. This process is extremely stressful to the human mind and leaves most of these prisoner's brain damaged.

### **Remote Highways (46)**

All cars in this city are fully automated, so they can achieve incredible speeds because there is no danger of accidents.

### **Robot City (51)**

This city is run completely by robots, so the dominant species never has to work. This lifestyle has led to extreme obesity and cardiovascular disease.

### **Singularity Powerplant (52)**

This electrical powerplant contains a naked singularity trapped in a pocket universe. When streams of matter are introduced into the pocket universe, immense amounts of energy are released.

### **Solar Powerplant (53)**

This solar powerplant covers a vast desert, so its endless rows of solar panels can collect the energy of its local star to be directed to local cities or stored in batteries for use at night.

### **Solar PV Paint (54)**

Micro photovoltaic cells are integrated into the paint used on all the buildings and cars in a city allowing all surfaces in the city to produce solar energy.

### **Solar Sky (55)**

The entire sky is covered with solar panels leaving the city sprawls underneath it in total darkness until the panels are turned sideways to allow rain and dirt to run off.

### **Solar Water Distiller (56)**

Massive towers rise from the shores of every ocean covered in glass spheres. The heat of the sun evaporates ocean water from their evaporation spheres, this vapor condenses into pure water in their underwater storage spheres, and the water is pumped to local coastal cities.

### **Suicide Booths (61)**

This society allows assisted suicide at any time, so they have automated suicide booths that will kill a person and dispose of her body for free.

### **Teleport Network (62)**

These ancient devices link areas of a world or distant worlds through a series of wormholes that allow safe and instantaneous travel between transporter booths. Most of the societies that use them do not even know or care how these devices really work.

### **Trash Prison (63)**

The city has incredibly large walled off landfills, so they simply release prisoners at the center of these trash dumps and let them fend for themselves.

### **Undersea Dome (64)**

These massive pressurized domes allow people to build cities on the ocean floor. Structural integrity fields are required to prevent these domes from being crushed by the intense pressure at the bottom of the sea or attacking deep sea creatures.

### **Universal Translator (65)**

This enormous psionic device allows everyone within its psionic influence to understand what they are hearing no matter what language is being spoken.

### **Virtue Arena (66)**

This gaming park allows people to experience full emergence virtual reality powered by a fully sentient AI server that depends only on their preference and the current trends of their society.

## **Future Crimes (D20)**

These are possible crimes with futuristic twists that you can add to your future or alien society.

### **Age Restriction (1)**

This society has very limited resources or space, so they have a legal age restriction on all its populace. Once a person reaches this age, he must voluntarily come in for euthanasia. If someone does not report, special police are sent to capture and execute her.

### **Alien Law (2)**

A person accidentally commits an alien law that he does not truly understand. The penalty for breaking this law can be very bizarre or severe including losing your first child or being eaten.

### **Birth Limitation (3)**

This society is limited in space and resources, so they have restricted the birth rate to one or two children. Anyone that has more than the allowed number of children are arrested, their children are taken by the state, and/or they lose all their civil rights.

### **Body Use (4)**

A person transfers her mind into another person to commit crimes using this person as a scapegoat. Later, he will be found unconscious in the slums where he will be arrested for crimes that he did not really commit.

### **Cultural Interference (5)**

Many high tech societies make it illegal to change the future of more primitive societies because they believe that every sentient species has the right to develop in their own way and pace.

### **Cybernetic Theft (6)**

In dystopian societies, a few criminals prey on the weak. Cybernetics are extremely common, and they can be very expensive so some criminals will tear these cyber implants off a person's body and leave her to bleed to death. This stolen gear is then sold on the black market.

### **Data Mining (7)**

Hackers attack corporate and personal computers to steal personal and financial data that can be sold to the highest bidders. They also attack private and public data vaults to steal cryptocurrency hoards that can never be traced.

### **Gene Theft (8)**

In the future, biotechnology allows people to control the genetic composition of their offspring. People have the right to privacy and control of their own genomes, so it is illegal to use another person's genes to create clones or improve a fetus's genome using these genes without her permission.

### **Hack Job (9)**

A criminal can hack a robot or an android to commit crimes that can include murder of an unexpected victim. Criminals can also hack a vehicle, public works, or a building's control system to cause people to be injured or killed in what appears to be an accident.

### **Helping an Alien (10)**

This society is at war and has dominated another alien race. They have made it illegal to help these aliens in any way, so anyone caught helping them will be executed as war criminals and deviants.

### **Imposter Crime (11)**

With the production of cloning techniques and advanced cyborgs, many criminals can produce machines that look exactly like another person so crimes committed by these doppelgangers, including robbery and murder, will be blamed on the innocent person.

### **Kill Monger (12)**

People install personality chips with the personalities of famous and fictional serial killers. These people switch over to these controlling personalities to commit perfect murders making them very difficult to capture.

### **Mental Manipulation (13)**

Psionics and mental engram programming has allowed the actions of other people to be controlled without them ever remembering what has happened.

### **Nano Tech (14)**

The use of nano tech is banned on most populated worlds because of the fear that these nanites might become corrupt. Viral nano tech can quickly destroy the entire surface of a planet and possibly spread throughout the solar system. Many cultures have these laws because of nano tech disasters that have happened on one of their home worlds.

### **Opinion Manipulation (15)**

Teams of mental technicians slowly attempt to alter the feelings and opinions of businessmen and politicians for their clients using electromagnetic effectors from a distance without being caught.

### **Organ Harvester (16)**

Vans scour the urban sprawls at night looking for drunks, runaways, drug addicts, and the homeless to kidnap. These unlucky people are taken to makeshift hospitals to harvest their organs or perform illegal experiments on.

### **Pandemic Virus (17)**

An insane scientist has created and released a deadly designer virus that has spread throughout a city and killed most of its population. This virus can also be a stolen military grade virus or an alien virus that has been stolen and released by terrorists.

### **Precrime (18)**

This culture has developed a mutant species of their own race that can see into the future to see crimes that have not even happened yet. Police then arrest the person who is going to commit the crime before it can happen. The only proof used in court against these future criminals is the mental images of these precognitive observers.

### **Temporal Crime (19)**

Almost all societies that have developed time travel have made it a crime to alter the past or the future of their race's timeline because of the corrupting effects that someone can have on the future or even the very existence of their society.

### **Thought Crime (20)**

A prison state not only wants to control the actions of its population, but it also wants to control their thoughts. They may use psionic individuals to observe the thoughts of everyone in their society. They may also use implanted chips to scan a person's thoughts for any illegal ideas or beliefs. If anyone is caught thinking illegal thoughts, they are instantly arrested and are never heard from again. These thought criminals may also be handed over to the local Ministry of Truth to be reprogrammed to think properly or not at all.



## High-Tech Arrows (050)

These advanced arrows allow a simple bow and arrow to perform many different tasks. These arrow systems allow an empty shaft to be installed with a specialty tip on demand from an automated quiver. Advanced compound bows with reactive fiber strings allow these arrows to be fired over half a kilometer in total silence.

### Acid Arrow (1)

The tip of this arrow is filled with a powerful molecular acid that can melt through almost any material.

### Blunt Arrow (2)

This arrow has a large flat tip designed to knock objects over or to knock the wind out of a person. This arrow can also be fired to activate switches or push buttons.

### Boomerang Arrow (3)

This arrow has an aerodynamic design and auto thrusters allowing it to return to its archer once it hits its target.

### Cut Arrow (4)

The crescent shaped bladed tip of this arrow allows it to cut through ropes, cords, or strings with ease.

### Demolition Arrow (5)

The tip of this arrow is a powerful explosive with a timer or remote switch allowing it to be fired at a target and explode when desired.

### Drill Arrow (6)

The tip of this arrow is a powerful drill that can pierce through any surface if given enough time.

### Electroshock Arrow (7)

This arrow has an electroshock tip that will stun anyone hit by it.

### EMP Arrow (8)

This arrow produces an electromagnetic pulse designed to destroy electronic devices.

### Explosive Arrow (9)

This arrow has an explosive tip allowing it to destroy heavily armored targets.

### Flare Arrow (10)

The tip of this arrow contains a flare that can be used to signal comrades.

### Flash Arrow (11)

This arrow has a phosphorous flare tip that produces an intense light designed to blind enemies and overload vehicular sensors and night optics.

### Frag Arrow (12)

This arrow has a proximity fused tip that explodes into a cloud of shrapnel once it nears its target.

### Gas Arrow (13)

The tip of this arrow produces a cloud of sleeping gas, tear gas, or blinding gas.

### Glue Arrow (14)

The tip of this arrow sprays powerful contractile cementing fibers that will bind an opponent and then constricts tighter the more a victim struggles to get free.

### Grapple Arrow (15)

The tip of this arrow is a grappling claw allowing it to catch onto most objects or stick to most surfaces. It has an extending cable allowing an archer to pull himself up a sheer surface, swing through the air, or pull an object towards himself.

### Grav Arrow (16)

The tip of this arrow is a powerful grav generator designed to pull opponents towards it after it sticks into the ground or another target.

### Guided Arrow (17)

This smart arrow can be guided to its target with a laser targeter or an archer's cyber eye. It uses micro thrusters in its razor sharp tip to maneuver through the air.

### Hacker Arrow (18)

The tip of this arrow has an electromagnetic effector designed to hack any computer system that it hits. It can also insert a control virus into any vehicle or machine that it hits giving control of this machine to the archer.

### Healing Arrow (19)

The tip of this arrow contains medical nanotech that will heal a person hit by this shock absorbing syringe tipped arrow.

### Hologram Arrow (20)

This arrow has a holographic tip projector that produces a holographic image of a recorded image when the arrow is in flight and when it lands at its destination.

### **Hunter Arrow (21)**

This smart arrow can guide itself to a target even if the opponent is trying to evade or hide behind cover. Once a target is marked, the arrow will use its micro thrusters and infrared sensors to maneuver itself to its intended target.

### **Hypnosis Arrow (22)**

The tip of this arrow produces hypnotic signals that can cause an opponent to come under the mind control of the archer. Once an opponent has been hypnotized, he can be commanded by the archer using simple verbal commands.

### **Ice Arrow (23)**

This arrow projects a stream of endothermic liquid from its tip that freezes an opponent solid or creates an extremely slippery patch of ice.

### **Incendiary Arrow (24)**

This arrow projects a flammable fluid from its tip on impact that will ignite an opponent on fire.

### **Laser Arrow (25)**

The tip of this arrow is a small laser blade allowing it to pierce through almost any defensive shield or armor plating.

### **Magnet Arrow (26)**

The tip of this arrow produces a powerful magnetic field that causes bullets to be pulled off course. It also allows this arrow to attach itself to any ferromagnetic surface.

### **Nanite Arrow (27)**

The tip of this arrow is made of nano tech that can dismantle anything that it touches or changes it into any preprogrammed shape or object.

### **Net Arrow (28)**

The tip of this arrow fires a net with weighted corners over an opponent. The net can be set to either constrict around the opponent or shock him using a remote control.

### **Nuclear Arrow (29)**

The tip of this arrow is a thermonuclear explosive and the shaft has a multi-stage booster rocket that allows it to travel up to five kilometers away.

### **Paralysis Arrow (30)**

The tip of this arrow is covered in a chemical that will knockout or paralyze a victim for up to five hours.

### **Plasma Arrow (31)**

This arrow produces a plasma tip allowing it to melt through any armored opponent or to catch any wooden object or building on fire.

### **Poisoned Arrow (32)**

The tip of this arrow is covered in a powerful neurotoxin designed to kill a person in a few seconds on contact.

### **Portal Arrow (33)**

This arrow contains a transdimensional device that will cause a portal to open anywhere it hits. Anyone that enters the portal will be transported to the other end of this wormhole.

### **Probe Arrow (34)**

The tip of this arrow contains a powerful sensor suite allowing it to determine the exact technological schematics and internal structures of anything hit by it.

### **Restraint Arrow (35)**

This arrow fires a pair of metal restraints or bolas around a person's arms, legs, or arms and body to prevent him from moving or escaping.

### **Rocket Arrow (36)**

The tip of this arrow has a rocket propelled head allowing it to achieve incredible speeds and to travel unimaginable distances.

### **Saw Arrow (37)**

This arrow has a high speed saw tip that can cut through an enemy's armor.

### **Screech Arrow (38)**

The tip of this arrow produces an intense screeching sound that causes intense physical pain in a person's ears because of the intensity of its sonic vibrations.

### **Shield Arrow (39)**

The tip of this arrow fans out into a ballistic shield to deflect incoming weapon's fire.

### **Sick Arrow (40)**

The tip of this arrow produces a sequence of electroshock pulses that causes a person to start projectile vomiting once its blunt head contacts his body.

### **Smoke Arrow (41)**

The tip of this arrow produces a cloud of black smoke. This smoke contains electrically charged particles that block all electromagnetic signals.

**Sonic Arrow (42)**

The tip of this arrow produces a powerful sonic pulse that will knock an opponent unconscious.

**Suction Arrow (43)**

The tip of this arrow is a powerful suction device. This arrow can be combined with other specialty arrow systems.

**Surveillance Arrow (44)**

This arrow has an advanced surveillance suite that is set up once the arrow hits a surface. This allows an archer to see and hear anything around the arrow.

**Syringe Arrow (45)**

The tip of this arrow is a shock absorbing syringe that injects drugs into a distant person's body.

**Tangler Arrow (46)**

The tip of this arrow fires wires around an opponent that will constrict around his body to restrain him.

**Teleport Arrow (47)**

The tip of this arrow contains a hyperspace drive that will teleport anyone or anything hit by it to a designated area.

**Trident Arrow (48)**

The tip of this arrow is a small trident allowing it to catch objects and pin them to any surface.

**Vibro Arrow (49)**

This arrow has an ultra-high vibration razor sharp tip allowing it to pierce through most materials.

**Zipline Arrows (50)**

This pair of arrows is attached together by a wire allowing a person to fire them at different locations, so he can reel down the wire between them.

## High-Tech Defensive Gear (D66)

These advanced suits of body armor and personal defensive systems are used for defense and personal protection.

### Ablative Armor (11)

This suit of armor is made of composites that vaporize when they are hit with a laser to prevent energy weapons from penetrating them.

### Absorption Armor (12)

This suit of armor absorbs all kinetic damage that it receives preventing impact damage from hurting a person. This damage can be channeled to energy weapons or released as a blast of energy.

### Adaptive Shield (13)

This personal shield generator adjusts the frequency of its electromagnetic field to perfectly deflect any energy weapon that has previously hit it.

### Assault Armor (14)

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

### Battle Armor (15)

This heavy suit of body armor has powered augmentation servos, the protective capabilities of an environmental suit, an integrated communication array, and a battle AI. It also has an inner gel suit that becomes rigid whenever it senses large impacts to prevent injury to the wearer.

### Biohazard Armor (16)

This suit of armor is completely sealed and has a contained environment that isolates its wearer from the outside world. Its joints are triple sealed to prevent any biological agents from entering through them making this suit very bulky.

### Body Field (21)

This personal shield generator projects a spherical energy barrier around its user. It has a trigger switch that deactivates the shield whenever its user fires a linked hand weapon. A body field has a slight flicker as it oscillates on and off to allow for air diffusion.

### Camo Armor (22)

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

### Ceremonial Armor (23)

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

### Combat Armor (24)

This body armor is composed of advanced ceramic plates, that can stop most hand weapons, attached to a suit composed of contractile fibers that greatly improves a person's strength and agility.

### Defense Drone (25)

This small hovering shield drone is designed to prevent incoming fire from hitting its operator.

### Defense Swarm (26)

These small robots hover around their master, and they block and deflect any projectiles or energy beams that attempt to hit her.

### Distortion Matrix (31)

This defensive system uses electromagnetic fields to deflect energy beams or projectiles harmlessly away or bend them back towards an attacker.

### Exo Armor (32)

This hydraulic frame is covered in armor plates, and it reacts to the movement of the person attached to it.

### Field Gloves (33)

These gloves produce a powerful shield disc in their palms that can block almost any form of damage.

### Kinetic Shield (34)

A kinetic shield removes the kinetic energy from any high velocity projectile that enters into it to completely stop its movement.

### Liquid Armor (35)

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

### Mobile Shield (36)

A mobile shield is a tracked, wheeled, or hover drone carrying a massive alloy shield. This device acts as a moving wall that a person can hide behind when advancing and firing.

### Nano Armor (41)

This suit of advanced armor is composed of nano tech that allows it to deflect any attack and self-repair any damage that it receives.

### **Null Field (42)**

A null field generator produces a nullification field around a person that absorbs all energy that enters it. This field absorbs the energy from all weapons fire that enters it and makes the user completely invisible. A small hole can be made in the field so a person may fire out of it, sense anything around him, or control remote drones.

### **Phase Armor (43)**

This suit of armor allows a person to enter hyperspace at any time making him immune to weapons fire while in the alternate universe.

### **Portable Barrier (44)**

This device folds out into a defensive barrier that a person can hide behind.

### **Portable Dimension (45)**

This device opens a portal to a pocket dimension allowing a person to step inside to avoid any attacks from our dimension.

### **Portable Shield Wall (46)**

This device can be placed on the ground to produce an electromagnetic shield anywhere on the battlefield.

### **Power Armor (51)**

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

### **Proximity Defense System (52)**

This automated system is worn as a harness and it has multiple manipulators that fire lasers at incoming projectiles approaching its user.

### **Reaction Armor (53)**

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

### **Reflective Armor (54)**

This suit of armor is covered with reflective crystals that reflect most of the light from any laser beams making laser weapons almost completely ineffective against it.

### **Repulsion Field (55)**

This device produces a repulsion field that knocks back anything in front of the user including projectile rounds.

### **Response Armor (56)**

This suit of armor is composed of contractile fibers underneath its armor plating that react to a person's movement allowing him to move with lightning fast speed. It also has a series of thrusters allowing its wearer to streak across the battlefield.

### **Scout Armor (61)**

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

### **Shield Ring (62)**

This piece of jewelry produces a powerful electromagnetic shield around a person's body. It can be set to allow atmospheric gas exchange, so its user can still breathe normally in a breathable atmosphere.

### **Spray Nano-Armor (63)**

This can of nano tech can be sprayed on a person or object to give it a flexible layer of defensive armor.

### **Titan Armor (64)**

Titan armor is a suit of super heavy power armor that encompasses another suit of power armor providing it with extra armor, enhanced shielding, and heavy weapons.

### **Ultimate Shield (65)**

This handheld shield is made of an indestructible alloy, so it can deflect any weapon attack.

### **Warp Field (66)**

This device distorts the fabric of space around a person, so all weapons fire harmlessly bends away from her.

## High-Tech Gear (D300)

This science fiction gear and equipment will give your campaign a real sense of the fantastic and unlimited possibilities of the future.

### Acid Spray (1)

This applicator sprays a molecular acid that can melt through any material. This acid is designed to become inactive after a few seconds.

### Adhesive Spray (2)

This applicator applies a super strong pressure activated molecular glue to any surface allowing any two objects to be instantly fused together. It comes with a removal spray that will instantly dissolve the adhesive.

### Aegis Pylon (3)

This mobile tesla coil will produce bolts of electricity to destroy incoming ordnance and projectiles. It will also knock out flying machines that enter into its kill zone.

### Ammo Printer (4)

This device is a molecular 3D printer that produces any amount or type of ammo from the resources around it.

### Amplification Matrix (5)

This device produces a field that causes anything including weapon projectiles to accelerate when they pass through it.

### Amplifying Gloves (6)

These exoskeleton gloves amplify the strength of a person's grip allowing her to crush objects and absorb the impact of powerful hand weapons.

### Animal Remote (7)

This device is placed on an animal and it controls its mind using an EM effector. This allows the animal to be controlled with a remote control.

### Antidote Patch (8)

This patch contains medical nano tech designed to detoxify poisons, mutagens, and biological agents that have entered a person's body.

### Anti-Laser Aerosol (9)

This device floods an area with a laser reflective aerosol and chaff that prevents laser weapons from being fired effectively.

### Anti-Personal Mines (10)

These small devices can be dropped anywhere, and they explode when a person approaches them.

### Anti-Personnel Sensor (11)

This device detects and tracks other people on a battlefield by detecting the electromagnetic field and heartbeat that they produce.

### Anti-Personnel Turret (12)

This remote sentry gun fires polymer needles designed to kill a person but not damage their equipment and weapons.

### Anti-Psionic Helmet (13)

This helmet is lined with special crystals that block psionic attacks from effecting a person's mind.

### Arc Mine (14)

This device when activated discharges immense amount of electrostatic charge to destroy anything electronic in its effect radius.

### Arm Gears (15)

These arm harness exoskeletons greatly increase the strength and lifting power of a person's arms.

### Army Canopy (16)

A massive stealth field is emitted by this generator that completely covers a region of a battlefield preventing enemy surveillance.

### Arterial Sealer (17)

This device fires a sequence of micro lasers that repair and seal damaged arteries under a person's skin.

### Assassin Drone (18)

This mini stealth drone is designed to kill a target person by releasing poisonous gas or injecting her with a deadly nerve toxin.

### Auto Doctor (19)

This device can heal an injured individual by diagnosing the patient and releasing medical nano tech to heal any injury no matter how severe.

### Auto Hacker (20)

This small device can be placed on any electronic lock or computer terminal, and it will automatically break through its security protocols allowing full access to the user.

### Auto Miner (21)

This machine scans an area for valuable minerals and ores and when it finds a valuable extraction site, it will use its mining lasers and tractor beams to drill into the ground to automatically mine and process these valuable resources.

**Auto Rope (22)**

This rod has a powered spike that can be driven into any surface and a powered winch that can raise or lower a person with its five hundred meters long synthetic rope.

**Auto Saw (23)**

This wire can be attached to anything by its adhesive surface and it will cut through it using nano technology.

**Battle Mind (24)**

This AI device can determine the perfect military solution for any battlefield condition.

**Battle Throne (25)**

This grav chair has a powerful shield generator, automated weapon systems, and a battle computer.

**Bio Sensor (26)**

This device scans for and analyzes living organisms and microorganisms using its advanced sensor arrays and powerful science AI.

**Biotic Grenade (27)**

This grenade produces a biotic energy field that drastically increases cell regeneration to heal anyone in its area of effect.

**Biotic Rifle (28)**

This rifle fires biotic energy to increase cellular regeneration to heal people at long range.

**Blindness Array (29)**

This device can be placed to create a defensive zone. Its laser array fires hundreds of optical lasers that will destroy the retina of anyone not wearing protective optics that looks at one of the beams.

**Blindness Gun (30)**

This device fires an electromagnetic pulse designed to overload the optic lobe of a person's brain to cause her to go temporarily blind.

**Body Sculpture (31)**

This molecular manipulation field generator allows a person to change the physical appearance of his face or body or a piece of her body to look like a pattern in its database or from a facial or full body scan. This is a permanent physical change, but a backup of a person's original appearance is recorded.

**Bola Gun (32)**

This gun fires a restraining bola at a distant target.

**Bomb Disposal Drone (33)**

This drone is designed to deactivate or disarm an explosive device. It produces a containment field to prevent an accidental explosion from injuring anyone or causing any damage.

**Brawler Drone (34)**

This drone has two clawed mechanical arms allowing it to tear an enemy apart.

**Breach Laser (35)**

This device can be placed on any wall and its laser array will cut through it leaving an opening that can be walked through.

**Bullhorn Helmet (36)**

This helmet greatly amplifies a person's voice. It can be set to modulate her voice to sound like another person, hide the sound of her voice, or create various psychological effects.

**Camo Cloak (37)**

This optic cloak produces the image of its background on its surface causing its wearer to disappear.

**Capture Drone (38)**

This drone is equipped with a stun laser for subduing or capturing people and animals.

**Catalysis Patch (39)**

This patch carries regenerative chemicals and medical nano tech to heal small wounds in a few minutes.

**Chemalyzer (40)**

This device detects chemicals in a person's environment to determine their identity, quantity, and location.

**Chrono Switch (41)**

This device creates a temporal warp field that causes everything within its area of effect to stop moving or to move extremely slowly.

**City Scanner (42)**

This system breaks into the surveillance systems and population databases of a city or an entire country allowing a person to search for anyone using these vast video and face recognition networks.

**Combat Optics (43)**

These optics use infrared lasers and ultrasound sensors to determine the exact position and vector of every target on the battlefield.

### **Combat Webbing (44)**

This is a series of straps attached to a belt that allows a person to attach equipment and weapons to his body using quick release magnets.

### **Confinement Barrier (45)**

This device produces an energy barrier around anything that its four mobile generators surround that will confine or protect anything inside its barrier.

### **Confusion Beamer (46)**

This device fires an electromagnetic beam that will distort the operation of a person's brain causing him to be confused or disoriented. It can cause permanent brain damage if a person's brain is exposed to the beam for too long.

### **Control Collar (47)**

This device is strapped around a person's neck. It can be detonated on command or it will explode if tampered with.

### **Conversion Field Generator (48)**

This portable device produces a field that converts incoming energy beams into light.

### **Cryo Container (49)**

This storage device produces an energy absorptions field, and it has powerful external heat sinks to cool its interior to as low as absolute zero.

### **Cryo Spike (50)**

This device projects super cooled subatomic particles to cause any object to freeze solid making it extremely easy to break.

### **Decoy Projector (51)**

This personal drone projects a holographic image, biological readings, and the heat signal of a person to confuse his opponents.

### **Decryption Key (52)**

This device can access any electronic lock by deciphering its access code in a few seconds. It can also break through any security protocol or encryption if given enough time.

### **Deep Scanner (53)**

This device allows a person to scan the inside of an object or through walls. It also allows a person to scan through shields.

### **Defensive Cloud (54)**

This set of mini shield drones creates an impenetrable grid around a person's body.

### **Defensive Wards (55)**

This device makes small armor plates orbit a person body making it very difficult to target and hit him.

### **Deflector Harness (56)**

This body harness carries an autonomous arm attached to a retractable shield that will block any incoming objects and projectiles from hitting its wearer.

### **Deployable Bridge (57)**

This device deploys stabilizers into the ground and then folds out to create a bridge up to twenty meters long.

### **Deployable Cage (58)**

This small cube folds out to be a large three meter wide cube shaped cage.

### **Deployable Shield Generator (59)**

This shield generator can be dropped anywhere to protect a given area, or it can be placed in doorways and hallways to create choke points. It will continue to function until its energy capacitor is drained.

### **Dermal Closer (60)**

This hand held medical laser quickly seals any minor or deep wound together and sterilizes them.

### **Descent Harness (61)**

This cable can be implanted into or attached to any surface using a powered spike attached to a wire allowing a person wearing the harness to be raised or lowered.

### **Door Jack (62)**

This hydraulic device slides into the space between two doors or a door and its jam and it will slowly open it with its hydraulic pistons.

### **Drop Belt (63)**

This harness has a grav drive that allows a person to safely descend from any height. It also allows a person to rise up and hover in place.

### **Drug Printer (64)**

This machine can molecularly print any drug or medicine in its database using the resources around it

### **Editor (65)**

This device produces a subliminal signal that erases a person's most recent memories and allows the operator to replace them by briefly describing the new memories to the person.



### **Einstein Gate (66)**

This device allows a person to enter a relativistic gate so when he exits it, time has passed in this world by the amount specified by the user, but no time has passed for the user. This allows a person to avoid situations like saturated gun fire or a local explosion.

### **Electric Storm Generator (67)**

This device can be placed anywhere and when it is activated, it produces constant bursts of lightning in its kill zone. It can be set to shock, stun, or kill depending on the intensity of its discharge.

### **Electrostatic Boots (68)**

These boots produce a powerful electromagnetic field beneath their soles allowing a person to walk on water or any other liquid surface.

### **EM Effector (69)**

These handheld devices project electromagnetic induction fields that alter the function and programming of an electronic device. It allows a user to deactivate or take control of unprotected computers, robots, cyber implants, vehicles, or weapon systems.

### **Emergency Bubble (70)**

This inflatable environmental bubble allows a person to survive in the vacuum of space for a few days. It will also allow a person to survive in almost any atmosphere or liquid environment for a limited time.

### **Emergency Teleporter (71)**

This device teleports a person to a random place on the battlefield that it has scanned to determine if it contains any obstacles. This is an emergency salvation device because the user will be completely disoriented after the jump, but it can save him from guaranteed death.

### **EMP Spike (72)**

This device sends an EMP burst directly into any machine, vehicle, robot, or mecha to destroy its internal electronics without damaging other devices around it.

### **Empathy Device (73)**

This device uses an EM effector to stimulate another person's mirror neurons to make her more empathic and sympathetic to the user.

### **Endothermic Spray (74)**

This device sprays an endothermic chemical that will freeze anything solid making it extremely fragile.

### **Energy Aegis (75)**

This device produces a field around a person that absorbs all forms of energy that make contact with this field.

### **Energy Grapple (76)**

This device is a personal tractor beam that allows a person to swing from one area to another or pull himself towards a distant location.

### **Energy Siphon (77)**

This device can draw the energy out of an object causing it to stop functioning or to become completely inert.

### **Environmental Tent (78)**

This inflatable device becomes an environmentally sealed and temperature regulated shelter for up to four people.

### **Evac Balloon (79)**

This harness is placed on an injured or unconscious person and its balloons inflate to carry her into the air, so she can be safely airlifted away.

### **Exo Boots (80)**

These powered boots allow a person to run faster and jump higher.

### **Extension Ladder (81)**

This portable ladder will extend from one meter long to over ten meters long.

### **Extension Pole (82)**

This pole can extend from one meter to over twenty meters long.

### **Extension Stilts (83)**

These stilts allow a person to raise and lower herself to get better visibility and access to higher areas.

### **Filtration Plugs (84)**

These nano tech nasal plugs cleanse the air of any toxic or dangerous substances from the air before they are breathed in.

### **Fire Suppression Drone (85)**

This drone is equipped with fire suppression gear and a fire containment field generator.

### **Fire Suppressor (86)**

This device emits super cold subatomic particles that will instantly extinguish a fire.

### **Floor Cutter (87)**

When this device is placed on the floor, it cuts a circle into the ground with a laser allowing the piece of floor to fall to the room below.

### **Flux Storage (88)**

This device contains a pocket universe that can hold any number of objects. The size and weight of these objects are not felt by anyone holding this device when they are inside it.

### **Foam Gun (89)**

This device fires a stream of foam that instantly hardens to trap people and vehicles inside the expanding foam. This foam also sticks to the ground or any walls while it hardens. It can also be used to block doors and windows.

### **Food Fabricator (90)**

This molecular printer can produce any form of food found in its database.

### **Force Jack (91)**

This thin device can be placed between two doors and it projects powerful force beams outwards to open any door or gate.

### **Force Manipulator (92)**

This device produces tractor and repulsor beams that allow distant objects to be moved or manipulated.

### **Freeze Drone (93)**

This drone can release an extremely endothermic gas.

### **Fuel Cell Generator (94)**

This generator produces electricity by breaking down water into hydrogen and oxygen gas that can be combusted to produce energy.

### **Fusion Generator (95)**

This small fusion generator can produce enough energy to run a small city.

### **Gamer (96)**

This small electronic and magnetic manipulator is designed to control electronic gaming devices like slot machines and electronic simulations without being detected.

### **Gas Dispenser (97)**

This device can be placed anywhere and it will fill an entire one-kilometer wide region with any type of gas including smoke, poison, and sleeping gas.

### **Gas Drone (98)**

This personal drone can release poisonous or sleep inducing gas into its environment.

### **Glider Wings (99)**

These arm harnesses can extend glider wings allowing a person to glide down from a very high elevation.

### **Glow Orb (100)**

This light is attached to a grav generator allowing it to float anywhere in a room or it can be set to follow a person.

### **Grapple Gun (101)**

This gun fires a grapple wire that can attach to most surfaces and it will pull a person towards this surface.

### **Grapple Harness (102)**

This full body harness fires two grapple wires allowing it to attach to almost any surface. When these wires are wound in, they pull a person forward at high velocity.

### **Grapple Sphere (103)**

This grav device fires dozens of harpoon tethers in all directions attaching to anything hit by these tethers including the ground. The floating sphere then rapidly spins to pull everything toward itself.

### **Grav Belt (104)**

This antigravity device allows a person to fly using simple handheld controllers.

### **Grav Boots (105)**

These boots have grav drives allowing a person to hover or fly using hand remotes or a neural interface.

### **Grav Cart (106)**

This simple grav platform allows a person to transport anything as long as it fits on the cart.

### **Grav Manipulator (107)**

This device manipulates gravity allowing a person to grab an object and move it around from a distance. This allows a person to throw objects and capture flying projectiles.

### **Grav Mine (108)**

This grav generator is placed on the ground and it can trap anything that passes over it in an intense gravity well.

### **Grav Orb (109)**

This device projects a powerful gravitational field at anything that it is thrown at allowing it to accelerate to incredible speeds in seconds.

### **Grav Plate (110)**

This grav generator can be placed on any object to greatly reduce or increase its weight.

### **Graviton Projector (111)**

This device can make objects lighter or heavier by manipulating their graviton particles. It can cause flying objects to crash to the ground and people to collapse to the ground when they are hit by the graviton particles. It can also cause objects to float into the air when struck by these particles.

### **Gravity Tether (112)**

This rifle fires a small grav generator that attaches to a target object pulling it to the ground.

### **Grenade Printer (113)**

This device is a molecular 3D printer that produces any type and number of grenades from the resources around it.

### **Hack Tool (114)**

This powerful AI can breakdown the security protocols of any computer system or digital lock.

### **Hardlight Barrier (115)**

This device produces an energy barrier that acts as an impenetrable wall as long as its shield capacitor has energy.

### **Healing Matrix (116)**

This device creates a biogenic field that causes the cells of a person's body to regenerate at incredible speeds.

### **Healing Station (117)**

This device can be placed in any location, and it releases a medical nano tech cloud into a given area to heal anyone touched by it.

### **Heat Blade (118)**

This knife has a heated blade that cooks and sterilizes any food that it cuts through making it safe to eat.

### **Heat Drone (119)**

This drone emits intense infrared radiation that will cause anything flammable to ignite.

### **Heat Gloves (120)**

These insulated gloves are lined with heating coils allowing a person to work in a freezing cold environment. Their surface can be heated to become hot enough to instantly melt ice or burn human skin.

### **Heat Suppression Spray (121)**

This applicator applies a mixture of energy absorbing particles that absorbs the heat signature given off by anything it is sprayed on.

### **Holo Disguise (122)**

This device produces a holographic image around a person's body to make him look like another person.

### **Holo Projector (123)**

This device produces a holographic image that can cover a large object up to the size of a large building.

### **Hull Breach System (124)**

This device when attached to the outer surface of a starship cuts a hole in its hull and deploys a portable air lock, so a person can safely board the ship.

### **Illusion Orb (125)**

This EM effector creates optical illusions in another person's mind allowing the operator to manipulate the mind of a single person or an entire crowd of people.

### **Image Distorter (126)**

This holographic projector produces a blurred or recorded image that prevents a person's appearance from being seen or recorded.

### **Infra Sight (127)**

These optics allow a person to detect the heat signatures of people and machines in total darkness and through walls.

### **Injector (128)**

This powered injector will inject a person with a set amount of a drug on contact.

### **Instant Cast (129)**

This alloy mesh contracts around a person's limb to instantly create a cast.

### **Instant Splint (130)**

This alloy rod deploys straps that hold it to a person's injured limb.

### **Invisible Wall Emitter (131)**

This device produces a powerful energy barrier that will disintegrate anyone or anything that touches it. It will continue to function until its energy capacitor runs out.

### **Jet Pack (132)**

This device is strapped to a person's body, and it uses its vector thrust engines to fly.

### **Knockup Mine (133)**

This device is placed on the ground, and it produces a massive force wave that will knock anything above it flying into the air.

**Laser Saw (134)**

This high intensity laser blade can cut through almost any material in seconds.

**Laser Torch (135)**

This small laser emitter can produce a powerful laser beam to cut through any material or a wide spread beam that can weld two pieces of metal together.

**Lie Detector (136)**

This device can detect if a person is lying by measuring his psychological state by measuring his voice stress, heart rate, EKG, hormone production, perspiration level, body heat, and facial pattern.

**Love Stimulator (137)**

This device projects an EM effector field that stimulates specific regions of a person's brain to make her feel a strong physical and emotional attachment to whoever she is currently talking to.

**Low Light Contacts (138)**

These contact lenses concentrate environmental light allowing a person to see in very low light conditions and protects her eyes from sudden bursts of intense light.

**Mag Boots (139)**

These boots have electromagnetic soles that allow a person to attach himself to any ferromagnetic surface.

**Marker Laser (140)**

This rifle fires an infrared laser onto a target and relays the position and movement of the painted target to friendly units allowing it to be easily tracked and targeted.

**Medical Drone (141)**

This personal drone can administer medical nano tech, simulants, and pain killers.

**Medical Scanner (142)**

This device scans a person's body to determine her medical condition. It provides a diagnosis and suggested treatment if the person is ill or injured. It can also walk a person through any medical procedure.

**Medi-Pen (143)**

This device injects a cocktail of medical drugs into a person that nullifies pain, stops bleeding, and stabilizes vital signs.

**Medkit (144)**

This device is filled with stimulants and powerful medical pharmaceuticals that stop a person from bleeding and stimulate cellular repair to heal most minor injuries and stabilize major injuries.

**Memory Viewer (145)**

This EM effector allows a person's memories to be viewed and recorded.

**Micro Life Jacket (146)**

This small device becomes a fully inflated vest in seconds allowing a person to permanently stay afloat in any liquid environment. It also produces a distress signal once it is activated.

**Mind Control Injector (147)**

This device injects a mind control chip into a person's skull allowing her to be controlled with simple commands.

**Mind Hacker (148)**

This device allows a person to manipulate the memories and beliefs of another person.

**Mind Manipulator (149)**

This electromagnetic field generator can manipulate a person's brain to force him to obey the operator's orders.

**Mircowave Emitter (150)**

This device can be placed to create a no man's land and it will produce deadly microwave radiation to prevent anyone from entering this protected area. This device can be remotely operated, set to turn off after a given amount of time, or deactivated when a person with a transponder nears it.

**Mobile Barricade (151)**

This ballistic shield folds out and can be deployed to create a defensive barrier.

**Mobile Fortress (152)**

This nano tech device will build a preset fortress from the matter around it wherever it is dropped.

**Mobile Platform (153)**

This hover or grav platform moves and hovers in any location allowing a person to reach a higher location.

**Mobility Chair (154)**

This grav chair moves a person around and it has built in manipulators that allow its AI to perform any actions required by its passenger.

**Molecular Fabricator (155)**

This molecular printer can digitally construct objects from nearby matter into anything that it has schematics for in its database.

**Motion Detector (156)**

This device is set up in a given area, and it scans the area with a motion detector to track everything moving around it.

**Mule Robot (157)**

This hover, grav, or walker drone carries any sized load for a person. It follows its operator, takes its cargo to a specific location, or delivers its cargo to a designated person.

**Multi Sensor (158)**

This device is a multiple sensor array that contains gravitic, chemical, radiation, energy, biological, geological, hydrological, and atmospheric sensors and a powerful AI to interpret the data.

**Multi Tool (159)**

This device has a wide range of micronized tools in a single hand-held device allowing a person to perform any repair job.

**Mute Device (160)**

This device negates all sounds in a given area by producing destructive sound waves.

**Nano Forge (161)**

This device can copy any object that it scans using advanced nano tech, or it can produce anything from its database of items.

**Nano Hooks (162)**

This nano tech system allows a person to attach themselves to any surface, so he can scale any surface.

**Nano Mag Field (163)**

This nano tech infects a person's hands allowing his palms to produce a powerful magnetic field that will stop any incoming metallic projectiles or melee weapons.

**Net Gun (164)**

This device uses an electromagnetic pulse to fire a weighted metal net to capture and subdue a person or animal.

**Neural Booster (165)**

This device is worn like a crown and it increases the neural kinetics of its wearer to greatly increase his intelligence and reaction time.

**Neural Comm (166)**

This device allows a person to talk and hear other people directly with her mind.

**Neural Inhibitor (167)**

This device induces low brain wave activity which stimulates deep sleep when this device is placed on a person's forehead. The person cannot be awakened unless the device is turned off or removed.

**Neural Interface Hacker (168)**

This device allows a person to interface the mind of another person with a neural interface or a cyber link.

**Neural Translator (169)**

This device is worn on the head, and it translates any alien language a person hears into his own language using EM effectors to manipulate the language centers of her brain.

**Neuro Helmet (170)**

This device allows a person to directly control a vehicle or machine with her mind.

**Night Optics (171)**

These optics use infrared and ultraviolet sensors to see in low or no light environments.

**Noise Generator (172)**

This system will create noise at any decibel level in order to cover the sounds produced by its operator.

**Nullwave Transmitter (173)**

This device transmits nullwave pulses that prevent any psionically sensitive person from activating his abilities.

**Ocular Distortion Pistol (174)**

This device fires a blast of light into a person's eyes causing anything that is moving to disappear from her vision.

**Omnitool (175)**

This nano tech machine can become any tool in its databank.

**Pain Collar (176)**

This collar is placed on a person's neck to control her because it can be triggered to produce a painful electroshock or extreme pain through nerve induction on command. It has a kill switch to kill the wearer if it is ever tampered with or the operator dies.

**Pain Inducer (177)**

This device can cause intense pain to any part of a person's body that its beam hits through neural induction.

**Personal Beacon (178)**

This device sends a distress signal or a beacon with a person's exact coordinates.

**Personal Black Box (179)**

This device records everything a person sees or hears.

**Personal Reentry Bubble (180)**

This emergency device inflates into a bubble allowing a single person to reenter a planet's atmosphere from space and descend safely to the ground using its grav generator or its multiple parachutes.

**Personal Size Manipulator (181)**

This device decreases or increases the atomic space of the atoms of person's body to make him permanently bigger or smaller.

**Personal Teleporter (182)**

This device teleports a person to any location when its coordinates are entered into this device.

**Personal Zeppelin (183)**

This harness attaches a person to a small multicellular airship filled with low density gas that moves him around with turbofans.

**Phase Shifter (184)**

This device allows a person to slip into another dimension to avoid enemy fire and pass through walls.

**Plasma Cutter (185)**

This tool produces multiple plasma beams that can cut rock apart in seconds.

**Plasma Trail Generator (186)**

This device produces a trail of plasma behind a person held together by a weak magnetic field that can be collapsed at any time to damage anything that touches it.

**Platform Gun (187)**

This gun fires a nano tech device that grows into a platform attached to any location that it hits.

**Pleasure Stimulator (188)**

This EM effector stimulates the pleasure centers of a person's brain to create intense feelings of pleasure in the user or another person.

**Poison Collar (189)**

This collar is placed on a person's neck to control them because it can be triggered to inject a deadly neurotoxin on command or if it is tampered with.

**Portable Barrier (190)**

This alloy frame drills into the ground for stability. It then extends its frame to make a long wall or a vehicle catching geometric shape.

**Portable Display (191)**

This device can project a massive hologram with any design stored in its memory. A writing device can be used to write or type words onto the hologram display at any time.

**Portable Furnace (192)**

This device produces intense amounts of heat allowing ores to be melted down.

**Portable Haven (193)**

This device inflates into a door that leads into a pocket universe that can be a fully stocked living area, training center, medical treatment bay, or research lab. When the door to the pocket universe is closed, everything inside it cannot be affected by anything outside of this alternate universe.

**Portable Laser Fence (194)**

This small device deploys poles that generate a laser fence between them that will cut anything into pieces that passes through it.

**Portable Shield Dome (195)**

This portable device will project a shield dome over one hundred meters wide.

**Portable Shield Wall (196)**

This portable shield generator can create a shield wall one hundred meters tall and wide.

**Portal Projector (197)**

A portal projector fires a temporary portal that is a gateway to another dimensional portal. Anything that enters one portal instantly passes through it to the next portal no matter where it has been placed.

**Power Absorber (198)**

This device is an energy leech that can absorb the energy from anything that it touches. It can either store this energy or it can release it harmlessly as heat or intense bursts of light. It can also be set to release it as a burst of static energy or an intense explosion.

**Power Emitter (199)**

This mobile device sends beams of energy to recharge nearby friendly suits of power armor and energy weapons.

**Power Optics (200)**

This powerful set of binoculars uses digital enhancement, so a person can clearly see an object a few miles away during a clear day. It also has a laser sight to determine the exact distance of any object.

**Power Shovel (201)**

This shovel has a powered energy head allowing it to cut through any form of rock or metal.

**Power Trampoline (202)**

This portable device produces a powerful force that launches a person to an exact location.

**Powered Skates (203)**

These electric skates allow a person to move at incredible speeds using a hand remote.

**Probability Matrix (204)**

This device alters probability in a given area making it possible to perform certain actions that would be otherwise impossible.

**Proximity Alarm (205)**

This device hovers in the air or lifts up from its base to scan an area for intruders using infrared sensors and radar waves. It will signal its user of the presence and identity of the intruder if one is detected.

**Psi Detector (206)**

This device can detect the psionic waves produced from a person with psionic potential. It can detect a psyker from almost anywhere on a planet and roughly determine his psionic potential.

**Psionic Amplifier (207)**

A psychic amplifier is placed on a person's head and it greatly amplifies the psionic potential of her mind.

**Purification Canteen (208)**

This device can filter water to remove any form of contamination with its powerful nano tech filtration system.

**Quantum Field Generator (209)**

This device alters the quantum state of an object to cause it float at any height.

**Rad Emitter (210)**

This device can be placed in an area and it will produce intense ionizing radiation to prevent anyone from entering its protected area.

**Ray Boots (211)**

These boots have repulsors that allow a person to hover or fly using hand remotes or a neural interface. These repulsors can be pointed at a target and fired to deal damage.

**Razor Wire Dispenser (212)**

This device reels out a coil of razor wire to block a passage or doorway.

**Rebreather (213)**

This device can be placed over a person's face or held in his mouth. It scrubs a person's breath allowing him to survive without a breathable atmosphere or underwater for over a week.

**Recharge Station (214)**

This device can quickly charge weapon power packs in a few minutes.

**Recycler (215)**

This nano tech is sprayed onto any object. The nanites quickly breakdown the object into its basic components and resources.

**Remote Explosive (216)**

This sticky explosive device is remote controlled or timer detonated.

**Remote Eye (217)**

This personal drone allows a person to watch any remote location using a remote control.

**Repair Optics (218)**

This optic system scans any form of technology and it projects technical schematics over the item or system and shows where damage has been inflicted. Its powerful AI also suggests how to repair the damage.

**Repair Pack (219)**

This single use nano tech device can be attached to any machine and automatically repairs it.

**Repair Tool (220)**

This device uses micro tractor and repulsor beam projectors to automatically repair any form of technology.

**Repulsor Pistol (221)**

This device fires a repulsor beam that can push anything away with an adjustable force.

**Restraint Gun (222)**

This gun fires arm or leg restraints at a distant person.

**Resurrection Protocol (223)**

This device is worn over the chest and it has an automated defibrillator and drug injectors that administer stimulants and medical nanotech when its wearer dies.

**Resurrection Unit (224)**

This device is a defibrillator and a neural stimulator designed to revive a person that has recently died.

**Retinal Scanner (225)**

This device scans the retinal pattern of a person's eye.

**Robot Companion (226)**

This robot animal is designed to help and protect its master.

**Robot Controller (227)**

This electromagnetic effector can insert a computer virus into a robot to destroy or take control of its command protocols or AI.

**Rocket Skates (228)**

These rocket powered inline skates are controlled with hand remotes.

**Rocket Tether Launcher (229)**

This device fires an anchor that attaches itself to a target and activates its microjet engine to push it to the ground.

**Sensory Overload Field (230)**

This device produces a jamming field that completely overloads any electronic sensors within its range.

**Sentry Gun (231)**

This automated weapon will fire on anything that enters its protected area until it is deactivated.

**Shield Drone (232)**

This personal drone is designed to produce a powerful defensive shield to defend a person from an attacker.

**Shield Projector (233)**

This device projects a shield around a distant target. The strength of the shield depends on the distance to the target and its size.

**Shielded Gloves (234)**

These hazmat gloves are energy shielded allowing a person to safely touch any substance no matter how hot or corrosive.

**Shock Drone (235)**

This drone will stun a person with an electric shock.

**Shoulder Mount (236)**

This body harness has an automated mechanical arm that can fire any installed weapon using its combat AI and sensor array.

**Signal Booster (237)**

This device is designed to increase any communication signal that it receives.

**Signal Flare (238)**

This device fires a signal flare to any elevation that can be set to be any color, intensity, or electromagnetic frequency before it is fired.

**Signal Jammer (239)**

This device produces electromagnetic pulses that disrupt all sensors and communication in a given area.

**Silence Harness (240)**

This harness creates destructive sound waves that completely negates all sounds made by its wearer.

**Size Manipulator (241)**

This device decreases or increases the atomic space of an object's atoms to make it permanently smaller or larger.

**Skeletal Knitter (242)**

This medical device produces a biogenic field that repairs any cracks or breaks in a person's bones.

**Sky Shield (243)**

This floating personal drone produces an energy shield to protect a person from incoming mortar and artillery fire and orbital strikes. It also produces a stealth field that prevents aerial or orbital surveillance of its user.

**Slave Headband (244)**

This slave rig inflicts pain on its wearer if he refuses a command from the person listed as its master. The headband has a kill switch so if the master dies, the headband will kill its wearer.

**Slick Spray (245)**

This applicator applies a molecular lubricant that will make any surface almost frictionless.

**Slipgate Orb (246)**

This thrown device opens a portal through space allowing a person to instantly appear where the orb was thrown.



**Snow Boots (247)**

A large webbed surface projects from the bottom of these boots when they are activated allowing a person to walk over snow as if it were solid ground.

**Solar Panels (248)**

This set of deployable solar panels can produce energy by collecting the light from a local star.

**Sonic Displacer (249)**

This device can be attached to anything with its adhesive surface. Once it is activated, it will cause the object to vibrate at high frequency until it crumbles or falls apart. This allows bridges, buildings, vehicles, mechs, and land formations to be shaken apart.

**Sonic Manipulator (250)**

This device uses sonic waves to manipulate the air to move and manipulate distant solid objects allowing machines to be repaired or their internal mechanism to be altered from a distance.

**Spider Climb Gear (251)**

This boot, knee pad, and glove system allows a person to adhere to any surface using micro suction devices that cover this device.

**Spray Splint (252)**

This chemical foam can be sprayed onto a broken limb to create an instant splint or cast to protect the injured limb.

**Spy Gun (253)**

This camera gun fires sticky cameras that will relay their images to the user of this device.

**Stasis Container (254)**

This container produces an internal stasis field that prevents its contents from ever changing.

**Stasis Field Generator (255)**

This device produces a stasis field that stops time in a local area and prevents all outside effects.

**Static Disc (256)**

This device produces a static electromagnetic field that a person can stand on allowing her to hover or fly over any surface at high velocity.

**Stealth Field (257)**

This device produces a holographic image of a person's surroundings around her body to make her appear invisible to the naked eye.

**Stealth Shoes (258)**

These shoes cancel out all the sounds produced by their soles.

**Sterilization Field (259)**

This medical device destroys all foreign microorganisms around a person or inside an injury to prevent infection.

**Strength Harness (260)**

This exoskeleton is attached to a full body harness to provide a person with improved strength.

**Stun Net (261)**

This electrified net will stun anyone or anything caught in it. This net can be set to stun an opponent or kill him.

**Suction Boots (262)**

These boots have powerful suction devices on their soles allowing them to automatically stick to any surface.

**Surveillance Bugs (263)**

These micro audio and visual sensors can be hidden in a room and they transmit and record whatever is in their environment.

**Tangler Rifle (264)**

A tangler rifle fires a mechanical device that grabs and holds onto a person with its mechanical tendrils.

**Teaching Hologram (265)**

This device contains an entire course on a specific topic that includes knowledge, history, and techniques.

**Teleporter Beacon (266)**

This signal booster allows a person to perform a pinpoint teleportation near the beacon and it allows teleportation even through enemy signal jamming and electrical storms.

**Teleporter Jammer (267)**

This device is designed to distort a transporter signal to prevent teleportation into a given area.

**Teleporter Pad (268)**

This portable device will teleport anyone or anything to the location of another synched teleporter pad.

**Temporal Container (269)**

This storage device produces a temporal warp field designed to speed up time within the container.

### **Temporal Repeater (270)**

This device allows a person to travel a few seconds back in time to reset everything that just recently happened. This device can be very disorienting so it should only be used in an emergency.

### **Temporal Stutter Device (271)**

This device allows a person to accelerate local time allowing him to move quickly compared to the world around him.

### **Tentacle Harness (272)**

This harness has multiple mechanical tentacles that can be fitted with tools or weapons.

### **Terrain Projector (273)**

This device can produce an immense hologram designed to disguise a kilometer square area.

### **Tesla Trap (274)**

This device can be placed anywhere and it will release a burst of static charge that will destroy anything electronic that comes near it.

### **Tether Launcher (275)**

A tether launcher fires an anchor that attaches itself to a target and then fires another anchor attached by a cord into the ground.

### **Thermal Cloak (276)**

Thermal cloaks are constructed from synthetic fibers designed to dampen the infrared spectrum masking the thermal image generated by a person's body.

### **Threat Grenade (277)**

This optical device is thrown into a room and it shows the user everything happening inside it.

### **Thumper (278)**

This device rhythmically pounds the ground with a hydraulic hammer to disrupt the senses of ground and burrowing creatures. It can also be used to summon subterranean creatures that attack anything moving above them.

### **Tissue Regenerator (279)**

This device will heal any wound by greatly accelerating cellular regeneration in the damaged tissue.

### **Tow Drone (280)**

This wheeled, tracked, hover, and grav drone attaches itself to any object and pulls it to any location that it is commanded to travel to.

### **Tractor Tether (281)**

This device is driven into the ground and it projects a tractor beam to pull down any object towards itself.

### **Translocator Harness (282)**

This device allows a person to teleport to anywhere that he has left a translocator beacon.

### **Truth Stimulator (283)**

This device projects an EM effector field that stimulates specific regions of a person's brain to make her tell the truth when she is questioned. This device also makes a person extremely open to suggestions and mind control if used by a trained expert.

### **Universal Codex (284)**

This small device contains the cumulative knowledge of an entire space empire and its search AI will help a user find information and understand what it means.

### **Universal Translator (285)**

This universal translator uses a powerful artificial intelligence and a massive linguistic database to translate anything that a person hears or speaks.

### **Vapor Canteen (286)**

This device actually pulls the moisture out of the air to make clean drinking water.

### **Vibro Chisel (287)**

This tool has a high intensity pickaxe head allowing it to break apart rock or crystal in seconds.

### **Vibro Shovel (288)**

The high intensity edge of this shovel allows it to cut through almost any material with little or no effort.

### **View System (289)**

This device sends out micro machines that spread throughout a building or vehicle allowing a person to observe everything that is happening inside it. It also allows a person to communicate with anyone in the infected area.

### **Virtual Companion (290)**

This device produces a holographic companion that uses an electromagnetic field to physically interact with the user. This companion can be programmed to look like anyone or anything.

**Virtual Surgeon (291)**

This device produces a holographic doctor that uses an electromagnetic field allowing it to interact with the real world to perform any medical procedure.

**Virus Printer (292)**

This device can produce a virus using any of the viral genes in its database to create a designer virus.

**Voice Modulator (293)**

This device is placed over a person's throat and it changes her voice to mimic the voice pattern of another person.

**VR Trainer (294)**

This mental engram device trains a person to be proficient in performing any task recorded in its library.

**Wall Cutter (295)**

When this device is attached to a wall, its laser system quickly cuts out a section of the wall no matter how strong it is.

**Wall Imager (296)**

This device is placed on a wall and it produces pulse harmonics allowing a person to see the image of biosigns and energy signatures inside the room.

**Watcher Tech (297)**

This nano tech device allows a user to infect a building with nanites so its entire interior is displayed on a special remote display.

**Webber (298)**

This device fires a ball of super adhesive at a target causing it to stick to anything that touches it.

**Xeno Codex (299)**

This device carries the scientific, medical, and cultural knowledge of all known alien races. It allows a user to determine a known alien race's weaknesses and the best battle tactics to use against them.

**Zipline Launcher (300)**

This rifle fires two anchors attached to a cord allowing a person to zipline down to a lower location.

## High-Tech Grenade Options (D66)

These advanced options can be given to a grenade to make it more versatile and more deadly.

### **Bolo (11)**

This bolo version uses two grenades as its weighted ends that will detonate or activate when it entangles someone.

### **Bounce (12)**

These grenades produce an active repulsion field that causes them to reflect off any surface with the exact speed and the opposite angle that they hit with or with an even greater speed depending on how it is configured.

### **Cloak (13)**

These grenades have a simple stealth system that makes them invisible once they are thrown or fired from a launcher.

### **Code Locked (14)**

These grenades can only be activated by preselected people.

### **Contact Fuse (15)**

These grenades detonate or activate on contact with any surface.

### **Crawler (16)**

Thin spider like legs deploy from this grenade allowing it to walk to its target, so when it is close enough it explodes or activates.

### **Drill (21)**

This grenade has a powerful drill allowing it to burrow through any solid surface and it detonates or activates once it passes through.

### **Drone (22)**

This grenade is shaped like a glider or a copter allowing it to be guided to its target.

### **Friend Foe Transponder (23)**

A grenade with a FFT system will not detonate or activate near someone with an active friendly transponder equipped.

### **Grapple (24)**

This grenade fires a grapple at a target and then wheels in the cord pulling the grenade towards the target.

### **Gyro (25)**

This grenade has a high velocity gyroscope that prevents it from being moved once the gyroscope has been activated.

### **Homing (26)**

This grenade has a micro hover or grav drive allowing it to hunt down its target.

### **Hover (31)**

These grenades have micro hover or grav drives that allow them to hover in the air.

### **Life Fuse (32)**

This grenade has sensors that will detonate or activate it when there are nearby life signs.

### **Mag (33)**

This grenade has a powerful electromagnet that will attach it to any ferromagnetic surface.

### **Mega (34)**

This is a super-sized version of a grenade.

### **Mind Link Fuse (35)**

This grenade will detonate when activated by a mental command from a person linked to it.

### **Mirco (36)**

This is a micronized version of a grenade.

### **Multi (41)**

This grenade has many functions allowing it to be set to activate one or more of them before it is thrown.

### **Phase (42)**

This grenade produces a phase field allowing it to pass through any solid surface like a door or the hull of a vehicle.

### **Proximity Fuse (43)**

These grenades have a proximity fuse that allows them to detonate or activate once they are near a target.

### **Remote Fuse (44)**

These grenades can be detonated or activated with a remote control device.

### **Restraint (45)**

This grenade is shaped like a wrist band or neck collar, so it can be attached to a person's body to threaten and control the person. It has a kill switch so it will explode or activate if it is tampered with.

### **Rifle Shell (46)**

This grenade can be fired from the tip of a rifle.

**Roller (51)**

This grenade is shaped like a cylinder, so it can be commanded to roll towards a target.

**Rotor (52)**

This grenade has a gyroscopic rotor system that allows it float and move towards its target.

**Scatter (53)**

This MIRV grenade fires off many micro grenades when it is activated.

**Sentry (54)**

These grenades become a small automated weapon platform when they activate.

**Shell (55)**

This grenade can be fired from a grenade launcher.

**Smart (56)**

These smart grenades have micro hover or grav drives and a simple AI system that allows them to hunt down their target and detonate or activate once they are near their target. It is smart enough to find a hidden target and avoid weapon fire directed at it.

**Sticky (61)**

These grenades have a powerful adhesive that allows them to stick to anything that they touch.

**Timed Fuse (62)**

These grenades detonate or activate when a preset time passes that can be set directly on the grenade.

**Tractor (63)**

This grenade has a tractor beam generator causing it to fly towards a designated target once it is activated.

**Tumbler (64)**

These grenades bounce around randomly making them impossible to kick or pick up before they detonate or activate.

**Voice Command Fuse (65)**

This grenade will detonate or activate with a voice command.

**Whip (66)**

This grenade has a leash allowing it to be thrown a great distance.

## High-Tech Grenades (D50)

A large array of grenades allows a single soldier to deal with large groups of enemies, heavy vehicles, or other specialty targets.

### Acid (1)

A powerful molecular acid sprays out of this grenade causing anything that it touches to dissolve.

### Agony (2)

This grenade produces an oscillating ultrasound pulse or mild electromagnetic discharge designed to cause agonizing pain in anyone in its area of effect.

### Anti-Tank (3)

These massive grenades will clamp or stick to a tank or mecha and destroy it with a directional blast.

### Barrier (4)

This grenade produces an energy barrier or wall where it lands. It can also be set to produce an energy containment field.

### Camera (5)

This grenade sets up a surveillance system when it activates.

### Concussion (6)

These grenades produce a concussive blast that knocks everyone around it to the ground rendering them stunned or unconscious.

### Control (7)

These grenades produce an irritating gas or tear gas that causes people to flee to escape their discharge.

### Conversion (8)

This antimatter grenade produces an immense explosion, so a person must get out of its blast radius before activating its detonator. These grenades usually need a powerful electromagnetic grenade launcher to be useful.

### Cryo (9)

This grenade emits super cold subatomic particles that will freeze anything solid within its kill zone.

### Death Blossom (10)

When this grenade activates, it rises into the air using a micro hover or grav drive and fires from a dozen laser projectors allowing it to hit everything near it with deadly laser beams.

### Destructor (11)

These grenades are filled with destructive nano tech that will decompose anything that they touch.

### Dimensional (12)

These grenades open a dimensional gateway that sucks in anything near it.

### Electric Smoke (13)

This grenade releases an electrified smoke that prevents sensor scans and will damage any unshielded machines.

### EMP (14)

These grenades produce an electromagnetic pulse that will destroy anything electronic within their blast radius.

### Flash (15)

This chemical grenade produces an intense flash that will blind people and electronic sensors.

### Frag (16)

These grenades have a ceramic body that produces a deadly cloud of shards when they explode.

### Fuel Air (17)

These grenades release an incendiary gas that fills the air and explodes consuming all the air within its blast radius to create a vacuum. The atmosphere will then collapse inward and destroy everything down to the cellular level.

### Fungal Bloom (18)

These grenades expel deadly spores that explosively grow when they contact moisture consuming anything organic in minutes.

### Glue (19)

A powerful adhesive sprays out of this grenade that will cause anything to permanently stick to the ground or to anything else that it touches.

### Grav (20)

This device produces a gravitational well that will pull down anything trapped within it with a force ten times greater than the force of a planet's gravity. A gravity grenade can be used to pull down aerial vehicles or subdue an entire squadron of troops.

### Hallucinogen (21)

This grenade releases a chemical that causes anyone that breathes it in to hallucinate.

**Ice (22)**

A highly endothermic chemical sprays out of this grenade causing anything that it touches to freeze solid.

**Incendiary (23)**

A highly incendiary chemical sprays out of this grenade that ignites causing everything that it contacts to burn. It either has many spray heads or it spins in place with a single sprayer.

**Medic (24)**

Medical nano tech is sprayed from this grenade allowing a medic to heal another person from a distance.

**Mono (25)**

This grenade fires off a cloud of monofilament wire when it is activated that will slice anything caught in its blast into pieces.

**Needler (26)**

This grenade fires over ten thousand alloy needles in all directions when it activates that will kill anything living in its effective radius but it does not damage the area around it.

**Net (27)**

This grenade fires a mesh net around itself when it activates that will capture anyone caught in its weighted or sticky net.

**Nova (28)**

This fusion device produces a micro star using gravity bombardment that will vaporize anything within its enormous kill zone.

**Nuke (29)**

These grenades are hand sized dirty nuclear weapons that can destroy a ten-mile radius kill zone, so anyone using them must get far away before they detonate.

**Paint (30)**

These grenades spray colored paint to mark a target, cover a vehicle's windows, or blind a mecha's optics.

**Plasma (31)**

Plasma grenades generate a massive pulse of plasma that will disintegrate anything that it touches including heavily armored tanks.

**Poison (32)**

These grenades release a deadly neurotoxic cloud that will kill anyone that breathes it in or allows it to touch his skin.

**Psi (33)**

This grenade has a psionically active crystal that allows it to project a psychic screech that will disorient anyone near it that is psionically sensitive. If this device is active, psykers cannot perform their psionic abilities.

**Pulse (34)**

This tesla grenade fires out electric discharges in constant waves that burn or electrify anything hit by the lightning bolts produced in its kill zone.

**Rad (35)**

This grenade is designed to release a powerful blast of radiation that will destroy any unshielded living thing or electronic device in its kill zone.

**Rain (36)**

This grenade hovers above the battlefield using a micro hover or grav drive and it fires lasers downward to saturate its kill zone.

**Seismic Charge (37)**

This grenade pulls in air or water and then fires a seismic blast of air or water that will pulverize anything near it in an atmosphere or underwater.

**Shock (38)**

These grenades generate a powerful electrostatic blast to knockout out people and disable vehicles.

**Singularity (39)**

These grenades store a micro singularity within a pocket universe that is released when it detonates. This micro black hole pulls everything within a mile of it and then quickly disappears.

**Sleep (40)**

These grenades release a sleeping gas that will knockout anyone that breathes it in.

**Smoke (41)**

This grenade produces electromagnetic radiation blocking black smoke designed to reduce the visibility of an area to zero before an attack or hide a person's escape route.

**Sonic (42)**

These grenades produce a powerful sonic pulse that will stun anyone within hearing range.

**Shred (43)**

These grenades fire dozens of hypervelocity micro powered drills that will impale and burrow into anyone or anything within its kill zone.

**Stasis (44)**

This grenade is a stasis field generator that produces a field of null space where time stops.

**Tangler (45)**

Thin mechanical tendrils project from this grenade and tangle around anyone near it.

**Teleport (46)**

This grenade will teleport anything near it to a designated place when it is activated.

**Thermal Imploder (47)**

This grenade releases an intense plasma sphere that vaporizes the air around it to create a vacuum that collapses in on itself.

**Virus (48)**

This grenade releases a deadly virus into the air that will infect and kill anyone near it within minutes.

**Vortex (49)**

This grenade uses micro tractor beam emitters to create a powerful tornado around it in an atmosphere.

**Web (50)**

This grenade sprays contractile fibers over a given area subduing anyone caught in its web.



## High-Tech Melee Weapons (D88)

These advanced melee weapon can be used for any futuristic campaign to make your players or their opponents more deadly in close combat.

### Acid Spray (11)

This hand dispenser sprays a molecular acid that can melt through anything in a few seconds.

### Agonizer (12)

This baton overloads a person's pain nerves causing unimaginable pain that can render her unconscious.

### Blade Hands (13)

These rings wrap a powerful elongated energy field around a person's hands turning them into destructive energy blades.

### Buzz Yo-Yo (14)

The head of this yo-yo is a powerful buzzsaw.

### Chain Axe (15)

The head of this axe is two counter-rotating chainsaws.

### Chain Halberd (16)

This halberd is a circular chainsaw on a long pole.

### Chainsword (17)

This sword houses a rotating diamond edged chain blade designed to shred through bone and armor in seconds. Its powerful motor and grinding action make it very difficult to handle.

### Concussion Gloves (18)

These look like regular gloves, but they are made of contractile fibers that harden to become as hard as steel when a person strikes someone.

### Concussion Spray (21)

This hand dispenser sprays a liquid that changes into a rapidly expanding gas creating a concussive force to knock a person to the ground and render him unconscious.

### Cryo Fist (22)

These gloves fire a blast of super cooled subatomic particles that will freeze an opponent solid when they hit.

### Electroshock Bolas (23)

These bolas release a powerful electroshock when they wrap around a person's body that will incapacitate him.

### Energy Blade (24)

The handle of this blade generates a stream of ionized plasma held within an electromagnetic field. When this energy blade hits a target, the plasma is released allowing it to melt through anything if given enough time.

### Energy Sphere (25)

This weapon produces a destructive energy sphere around a person's body allowing him to run through a battlefield disintegrating anyone touched by the sphere.

### Energy Whip (26)

This handle generates a powerful energy beam contained in a flexible magnetic field that can be whipped at a target to melt through anything.

### Explosive Bolas (27)

These bolas explode when they wrap around and entrap a person.

### Flying Guillotine (28)

This weapon is a dome on a rope that when thrown over a person's head decapitates him.

### Force Blade (31)

The blade of this sword produces a powerful beam of energy that can melt through anything or it can be used to deflect energy beams.

### Force Fists (32)

This pneumatic device is worn over a person's hand and it fires a heavy metal plate at an opponent when it strikes dealing immense impact damage.

### Force Rod (33)

This rod generates a massive blast of force when it strikes an opponent causing the person to go flying, crushing his internal organs, and breaking his bones.

### Fractal Blade (34)

The blade of this weapon is produced by growing a crystal with an almost infinite cutting surface.

### Grav Ball (35)

This wrecking ball on a chain has a gravity generator inside its head that causes its sphere to accelerate towards its target.

### Grav Hammer (36)

This hammer produces an intense gravity field that accelerates its head towards its target destroying anything that it strikes. It can also be used to pull an opponent or an object towards its wielder.

### **Gravity Fists (37)**

These armored gloves have grav generators that accelerate a person's fists towards a target.

### **Guided Shuriken (38)**

These thrown shurikens can be guided towards their target with an infrared laser or cyber optics.

### **Gunsword (41)**

This sword has a laser or gun in its handle, so it can be used as a melee or ranged weapon.

### **Hand Drill (42)**

This powered drill is covered in industrial diamonds allowing it to penetrate through any surface if given enough time.

### **Heat Blade (43)**

This powered blade has a thermal edge that heats up until it glows blue allowing it to easily melt through flesh and armor.

### **Heat Gloves (44)**

These insulated gloves produce immense amounts of heat that allow a person to melt through another person's skin by touching him.

### **Hydraulic Ram (45)**

This weapon straps to a person's arm and it fires a sharpened piston from its housing that can punch a hole through armor.

### **Impact Hammer (46)**

This pneumatic crushing device fires multiple pistoning heads that will pulverize rock or a person's body on impact.

### **Kinetic Hammer (47)**

This hammer stores kinetic energy when it strikes anything, so this stored energy can be released in a powerful blast of energy.

### **Lightning Hammer (48)**

The head of this hammer produces a blast of electric bolts when it strikes its target stunning it or destroying all its electrical circuitry.

### **Liquid Knuckles (51)**

This hand dispenser sprays a chemical that will render a person unconscious for a few days.

### **Mono Blade (52)**

The blade of this weapon is made of a crystal that has been grown to have an edge that is only one molecule wide allowing it to cut through soft

materials like flesh and bone with ease. This crystal blade will crack or shatter when it hits anything too hard or if it is ever dropped.

### **Mono Garrote (53)**

These handles have a monofilament wire between them allowing a person to slice anything in half.

### **Mono Shuriken (54)**

This throwing shuriken has a monomolecular edge allowing it to pierce any opponent.

### **Mono Yo-Yo (55)**

This yo-yo is held by a monofilament wire allowing this deadly wire to be thrown so it wraps around an opponent and slices him in half.

### **Monofilament Injector (56)**

This device is worn on a person's hand and when its tip touches an opponent, a monofilament wire fires out and inserts into her body. The wire whips around inside her body leaving her a bag of gore and then it quickly winds back into the device.

### **Monofilament Sword (57)**

This weapon projects a monowire that is held taut by an electrostatic charge allowing it to cut through almost any material.

### **Monofilament Whip (58)**

A monofilament wire is pulled out of its handle by a weight at its tip with a whipping motion. This wire can cut through armor and bone like a hot knife through butter then it quickly retracts back into the handle.

### **Motor Fist (61)**

Motor fists are power frames attached to alloy gauntlets. These frames are worn over the arms and chest and they allow a person to punch through walls or shatter bone with a single punch.

### **Nano Blade (62)**

The blade of this weapon is made of destructive nano tech that allows it to dissolve through any material as the nano tech instantly dismantles anything hit by its blade.

### **Neural Whip (63)**

A neural whip has an electric generator in its handle that discharges through its long-segmented whip when activated. This whip is designed to short circuit any living creature's nervous system on contact rendering it unconscious for a few hours.

### **Phase Sword (64)**

The blade of this sword is made of pure exotic matter allowing it cut through space and time. It can be triggered to become ethereal at will allowing it to ignore defensive shields and armor.

### **Plasma Axe (65)**

A plasma axe consists of a plasma generator attached to a handle. The generator creates a stream of plasma contained in a magnetic field at the head of the axe. When the axe hits a target, it unleashes the plasma stream allowing it to melt through almost anything.

### **Power Arms (66)**

This retractable device deploys interlocking metal rings around a person's arms and hands. These powerful mechanical arms are linked across his back and they vastly increase his punching and hitting power.

### **Power Blade (67)**

Energy crackles and surges around the blade of this power weapon allowing it to melt through anything.

### **Power Fist (68)**

This glove generates a powerful energy field around a person's hand to magnify the impact of her punch.

### **Power Mace (71)**

The head of this mace is covered in a destructive energy field making its impact extremely deadly.

### **Psychic Blade (72)**

This sword is a psychic amplifier allowing a psyker to channel his mental powers into his blade. This allows the blade to melt through anything and pass straight through defensive shields. If the blade makes contact with a person, his mind will be torn apart by its psychic energy.

### **Ripper (73)**

This pistol grip weapon spins three scoop shaped arms at high velocity allowing it to tear into flesh and break bone on impact. It comes in a version with a stack of counter rotating blades.

### **Saw Blade (74)**

This small powered saw can cut through flesh and bone.

### **Shock Baton (75)**

This baton produces a powerful electrostatic charge that can overload a person's nervous system rendering him unconscious.

### **Shock Staff (76)**

This staff has an electroshock generator on the end of its shaft.

### **Shred Sword (77)**

This high powered diamond encrusted chainsword is over two meters long. Many of these devices have grav limiters to reduce their weight.

### **Smart Disc (78)**

This bladed disc has gravitic engines and an AI system allowing it to hunt down a marked target once it is thrown.

### **Sonic Mace (81)**

The head of this mace is a sonic generator that produces a sonic blast that can crush a target.

### **Soul Blade (82)**

This sword projects crackling bolts of psychic energy from its blade. It saturates an opponent with this psychic lightning when it strikes to destroy their nervous system.

### **Thermal Blade (83)**

The blade of this sword heats up to over three thousand degrees Celsius allowing it to melt through armor plating.

### **Thrust Hammer (84)**

This war hammer has a pointed alloy head and a small jet engine designed to accelerate the hammer towards an opponent at supersonic speeds. This weapon is very difficult to handle but it is cheap and can deal incredible amounts of damage to the most heavily armored opponents.

### **Toxin Spray (85)**

This hand dispenser sprays deadly toxins that will instantly kill a person touched by it.

### **Variable Knife (86)**

This melee weapon is made of nano tech, so it can take on any shape including a dagger, a sword, an axe, a baton, a whip, a hammer, or a shield. Its nano tech can dissolve anything that its edge touches.

### **Vibro Blade (87)**

The blade of this weapon vibrates over a thousand times per second allowing it to easily slice through most substances with little or no effort.

### **Vibro Whip (88)**

This whip vibrates at a very high frequency allowing it to slice through anything that it hits.

## High-Tech Ranged Weapons (D100)

These advanced hand weapons can make any alien or futuristic combatant extremely dangerous from long range.

### Acceleration Bow (1)

This electromagnetic accelerator is shaped like a bow and it fires the alloy shaft of an arrow at high velocity.

### Acid Sprayer (2)

An acid sprayer is a rifle that sprays molecular acid that can melt through almost any material in seconds. The acid can be sprayed in a fan pattern, in a long stream, or as a short burst.

### Arc Gun (3)

An arc gun fires a burst of electrical charge that causes a rapid expansion of gas and liquids making a target vaporize and explode.

### Assault Cannon (4)

An assault cannon is a portable cannon that has a rotary set of barrels allowing it to fire over three hundred micro rounds a minute.

### Assault Laser (5)

An assault laser is a laser rifle with three rotary laser emitters allowing it to saturate an area with laser fire.

### AT Pistol (6)

This pistol fires a massive rocket propelled armor piercing round. It can only fire one round before it has to be loaded again.

### AT Rifle (7)

An anti-tank rifle is almost a meter long and it fires a single rocket propelled armor piercing explosive round up to a kilometer away before it needs to be reloaded.

### Auto Laser (8)

An auto laser is a light laser pistol that can be set to fire a burst of three energy beams or a single more powerful beam per shot.

### Autocannon (9)

An autocannon is a portable heavy cannon that fires explosive micro rounds at a high rate.

### Banshee Rifle (10)

A banshee rifle fires a sonic blast designed to crush a hole in a target's armor or knock it completely over.

### Blade Caster (11)

A blade caster fires alloy blades from its electromagnetic accelerator to tear an opponent apart.

### Bladesword (12)

The handle of this sword is a submachine gun or laser pistol.

### Boltcaster (13)

This electromagnetic crossbow fires a deadly bolt that can have many different functions including explosive, EMP, stun, and gas.

### Bolter (14)

This weapon fires huge rocket propelled bolts that explode on impact. These rounds are over six-inch long and have a two-inch diameter.

### Bore Gun (15)

A core gun fires a bolt that attaches to its target and drills through its armor to explode inside it.

### Broadsider (16)

This cannon fires an actual cannonball using an electromagnetic pulse.

### Burst Cannon (17)

A burst cannon fires a barrage of explosive rounds that can destroy a large group of opponents.

### Burst Rifle (18)

This rifle fires explosive rounds that tear a target apart from the inside.

### Cellular Disruptor (19)

This pistol fires a distortion beam that causes a person's cells to dissociate and melt leaving a person a steaming pile of gore.

### Chain Rifle (20)

This auto rifle pulls caseless bullets through its barrel housing allowing it to fire over ten rounds per second from its thousand round capacity magazine without any chance of jamming.

### Combi Rifle (21)

This weapon combines an assault rifle or laser rifle with an underslung grenade launcher, plasma gun, flamer, cryo gun, or fusion gun.

### Compact Laser (22)

This palm sized laser fires a deadly beam of coherent light.

### Concussion Rifle (23)

A concussion rifle fires a burst of ionized energy designed to knock down and stun an opponent.

**Conversion Beamer (24)**

This cannon fires a stream of matter and a stream of antimatter that combines when it hits its target causing a massive explosion.

**Crystal Gun (25)**

A crystal gun fires synthetic crystals that grow wildly and eventually detonate when they contact moisture tearing a person apart from the inside.

**Dark Lance (26)**

A dark lance in a meter-long cannon that fires a deadly stream of dark matter at almost the speed of light.

**Death Rifle (27)**

This rifle fires rocket propelled explosive shells allowing an infantry trooper to destroy heavily armored vehicles.

**Devastator Rifle (28)**

A devastator rifle fires a destructive nano tech round that deconstructs its target when the nanites activate.

**Disc Launcher (29)**

A disc launcher uses an electromagnetic field to fire razor discs that can slice off limbs or an opponent's head.

**Disruptor (30)**

A disruptor scrambles the position of a victim's organs when she is hit by its beam.

**Doom Launcher (31)**

A doom launcher is a meter-long rifle that fires smart micro missiles that search for their targets and explode.

**EMP Rifle (32)**

This weapon fires an electrostatic burst designed to short circuit the electronics in robots, power armor, and vehicles.

**Expansion Gun (33)**

An expansion gun fires a beam that increases the intermolecular distance between the molecules in a region of a target causing just that part to rapidly grow and burst.

**Farsight Rifle (34)**

This laser rifle allows a person to see hidden targets through solid walls using a full range sensor array, so it can be fired through a wall to hit a hidden enemy.

**Flak Rifle (35)**

This rifle fires a burst of small alloy particles designed to shred lightly armored infantry.

**Flamer (36)**

A flamer projects a highly flammable liquid that causes a target to combust into flames.

**Flechette Rifle (37)**

This weapon fires a round that opens to release dozens of micro pins to saturate a target with these high velocity darts.

**Flechette Shotgun (38)**

This shotgun fires a slug filled with hundreds of pins designed to penetrate light infantry armor at close range.

**Flux Projector (39)**

A flux projector opens a small portal to hyperspace that will pull off a part of an opponent's body or tear off a section of a vehicle or a building.

**Freeze Gun (40)**

This weapon projects a stream of cryogenic liquid that instantly freezes an opponent solid.

**Fusion Blaster (41)**

A fusion blaster creates a fusion reaction in its chamber and releases it at close range onto an opponent. This super-hot plasma can melt through anything in seconds.

**Gatling Laser (42)**

This enormous laser cannon is constructed from ten laser projectors installed in a rotary housing allowing each to fire in sequence to saturate an area with withering laser fire.

**Gauss Rifle (43)**

A gauss rifle in an electromagnetic driver that fires a particle at hypersonic velocity.

**Grav Gun (44)**

A grav gun greatly increases a target's gravitation attraction causing it to be crushed to the ground, so heavier targets receive more damage than lighter targets. This device can also manipulate gravity to pull a target towards another large object. It can also alter gravity to cause a target to rise upwards and then come crashing down to the ground.

### **Gyrojet Pistol (45)**

This weapon releases a round that propels itself forward once it leaves the weapon. This weapon is used in zero gravity combat to prevent the user from being pushed back by the recoil.

### **Hand Cannon (46)**

This enormous pistol is designed to kill armored targets with a single shot.

### **Holy Pistol (47)**

This pistol was forged from holy crucifixes, so it can destroy demons or the undead with a single shot.

### **Implosion Gun (48)**

An implosion rifle fires a beam that decreases the intermolecular distance between the molecules in a region of a target causing the part hit by the beam to shrink and tear away from the rest of its body or structure.

### **Inferno Cannon (49)**

An inferno cannon produces a stream of super-hot air that it projects at a target causing it to melt or ignite into flames.

### **Infrared Field Gun (50)**

This weapon produces a beam of intense infrared radiation that will make a person feel like their skin is burning. This crowd control device causes no long term side effects.

### **Laser Cannon (51)**

This enormous laser cannon can produce a powerful energy beam that can destroy heavily armored tanks or mechas with a single shot.

### **Laser Pistol (52)**

A laser, beam, phaser, or blaster pistol fires a beam of energy to burn a hole through a target.

### **Laser Rifle (53)**

This laser, beam, phaser, or blaster rifle fires a coherent beam of energy. This has a higher rate of fire and a more powerful beam than a laser pistol.

### **Lightning Gun (54)**

A lightning gun generates an unimaginable amount of static charge and unleashes it as a bolt of lightning that instantly heats up a target to over a million degrees.

### **Mag Mortar (55)**

This handheld accelerator is designed to throw grenades at a target up to a few kilometers away.

### **Manipulation Gun (56)**

This weapon uses gravity control and a tractor beam to pick up objects including people and vehicles and throws them at high velocity as deadly projectiles. This weapon can also capture pure energy from any energy source and project it at an opponent.

### **Mass Driver Carbine (57)**

This short rifle is a railgun that can destroy any target within a mile's distance.

### **Mass Stunner (58)**

This cannon fires a barrage of electrostatic pulses designed to short circuit the minds of everyone in a large crowd. This weapon is perfect for large scale crowd control because it renders people unconscious but does not cause long term damage.

### **Microwave Blaster (59)**

A blaster produces intense beams of microwave energy that can cause excruciating pain on the surface of a person's skin. At its highest level, the moisture in a person's body will boil causing his body to explode. This weapon also causes headaches and brain damage if pointed shortly at a person's head.

### **Missile Launcher (60)**

A missile launcher fires a smart missile that tracks its target allowing it to hit ground or air targets. Models include a single shot disposable model, single shot reloadable launcher, or a missile magazine loading launcher.

### **Molecular Accelerator (61)**

This weapon accelerates the air in an atmosphere to almost the speed of light to destroy any target with a burst of crushing air.

### **Molecular Arrestor (62)**

This weapon draws the energy out of a target causing it to become inert and eventually freeze solid.

### **Monofilament Launcher (63)**

This cannon fires a stream of monofilament wires that shreds through anything in their path.

### **Motion Cannon (64)**

A motion cannon twists the universe within its field of fire, so anything touched by its beam is instantly destroyed. It can even destroy the surface of a planet or blast apart a small asteroid.

### **Nausea Gun (65)**

A nausea gun fires an ultrasound frequency that disorients a person and causes him to feel extreme nausea. This crowd control weapon can cause long term damage if it is fired too close to its target or held too long on one individual.

### **Needler (66)**

A needler fires a dozen poisoned needles a second at incredible speeds using an electromagnetic pulse.

### **Neural Disruptor (67)**

A neural disruptor fires an electromagnetic pulse designed to overload a person's brain rendering him unconscious for a few hours.

### **Particle Beam Cannon (68)**

A PBC or bright lance is a meter-long cannon that fires a stream of ionic particles that can melt through an enemy's armor in seconds.

### **Plasma Cannon (69)**

A plasma cannon fires a super-hot ball of plasma strong enough to destroy large structures and armored fortifications.

### **Plasma Cutter (70)**

This rifle projects three beams of plasma encased in an electromagnetic field up to a few meters away to cut anything into pieces.

### **Plasma Rifle (71)**

A plasma rifle fires a ball of super-hot plasma at a target with an electromagnetic pulse. In an atmosphere, this sphere expels heat as it travels, so this weapon is most destructive at close range.

### **Potential Gun (72)**

This weapon fires a burst of energy that charges organic tissue to cause an opponent to explode.

### **Proton Gun (73)**

A proton gun fires a stream of protons at a target causing their atoms to explode.

### **Psychic Rifle (74)**

This weapon focuses the psionic power of its wielder to send a deadly bolt of psychic energy that will destroy a victim's mind or tear apart her body.

### **Pulse Laser (75)**

Pulse lasers produce a stream of plasma particles designed to tear a target apart or quickly melt through its armor.

### **Quantum Tunneler (76)**

This weapon fires neutrinos that can pass through any material but when they hit their target, they destabilize the nucleuses of all its atoms causing it to explode.

### **Railgun (77)**

A railgun is a meter long electromagnetic accelerator that fires a small particle at almost the speed of light. It has a powerful coolant system that lets it fire almost every ten seconds.

### **Railway Gun (78)**

This cannon fires railway spikes using an electromagnetic pulse or massive spinning flywheels.

### **Reaper Rifle (79)**

A reaper rifle fires a rotating crescent blade with an electromagnetic pulse.

### **Ripper Gun (80)**

This auto pistol has a chainsword blade under its barrel.

### **Ripper Rifle (81)**

A ripper rifle fires alloy nails with an electromagnetic pulse.

### **Rocket Pistol (82)**

This pistol fires a single smart rocket that can be guided to its target with an infrared laser on the weapon.

### **Seeker Rifle (83)**

A seeker rifle fires bullets with micro turbofans and a sensor suite allowing them to change direction and follow a target until they hit.

### **Shrink Gun (84)**

A shrink gun fires a beam that decreases the intermolecular distance between the molecules of a target causing it to shrink in size by over ninety five percent.

### **Singularity Cannon (85)**

This weapon fires a micro black hole that will cause a target to implode and instantly disappear.

### **Slave Gun (86)**

A slave gun fires a bolt filled with an EM emitter that takes control of any machine that is hit with this round.

### **Slayer Rifle (87)**

A slayer rifle fires a blade covered in a deadly energy field with an electromagnetic pulse.

**Sniper Laser (88)**

This meter-long laser rifle has an immense capacitor, so its energy beam is powerful enough to be effective up to a kilometer away.

**Sonic Cannon (89)**

This cannon fires ultrasonic and infrasonic waves that cause solid structures to crumble, vehicles to be shaken apart, and any living thing to be shaken to death.

**Sonic Shotgun (90)**

A sonic shotgun fires a sonic blast that will crush a person's internal organs and cause him to go flying.

**Splinter Rifle (91)**

A splinter rifle fires a blast of polymer spikes designed to shred anything organic, but it will not damage the internal structure of a starship.

**Star Cannon (92)**

A star cannon fires off a micro star that will melt through anything it hits.

**Syringe Rifle (93)**

This rifle fires a syringe filled with sleep inducing drugs, poison, antidotes, or medicine using an electromagnetic pulse or spinning flywheels.

**Teleport Gun (94)**

This weapon teleports the part of a person or vehicle that its beam touches, but it leaves the rest of the victim behind.

**Temporal Gun (95)**

A temporal gun fires a relativistic field that makes a target instantly age and decompose.

**Tesla Rifle (96)**

A tesla rifle fires lightning arcs at anything metallic in its path. These arcs will find anything made of metal.

**Twister Gun (97)**

A twister gun fires a device that attaches to a target with a powerful adhesive. When it activates, its rotational turbo jet activates making the target spin out of control.

**Vibro Cannon (98)**

This cannon emits intermittent tractor and repulsor beams designed to tear an opponent apart no matter how large or heavy it is.

**Warp Cannon (99)**

A warp cannon twists the fabric of reality to create an area of total destruction in front of the weapon.

**Water Knife (100)**

This weapon system fires water at high velocity mixed with diamond dust allowing it to cut through any material as long as the weapon has a large enough source of water.



## **High-Tech Suits (D20)**

These sci-fi suits are designed to protect a person in a specific environment allowing him to operate in that environment for a limited time or indefinitely with the use of the proper suit.

### **Camo Suit (1)**

This suit projects an image of the wearer's background onto its surface making her almost impossible to see with the naked eye.

### **Climate Suit (2)**

This suit has temperature sensors that control heating and cooling elements integrated into its fabric, which regulates the temperature inside the suit to maintain a normal environment even in temperatures ranging from subzero to temperatures hot enough to melt rock. In extremely hot environments, an external heat sink is required that can become hot enough to melt solid rock if touched.

### **Climbing Suit (3)**

This induction suit allows a person to stick to any surface, so he can scale a wall like a spider or hang upside down from a tree branch.

### **Cool Suit (4)**

A cool suit has an internal life support system and a heat sink allowing the suit to maintain a livable temperature even in super-hot environments.

### **Crash Suit (5)**

Crash suits are designed for bike and board riders and custom designs are used by mountain climbers and sky divers. These suits are composed of armorgel covered in quick response air cushions designed to make a person's body rigid and absorb the shock of a crash. The air cushions are designed to deploy when the wearer is falling or crashing at high speed or they can be activated manually. The suit also has a cervical airbag designed to protect the wearer's head during a crash so a helmet is not necessary for a bike or a board rider wearing this suit.

### **Deep Dive Suit (6)**

A deep suit allows a wearer to dive hundreds of kilometers underwater by using an advanced liquid breathing system that maintains a person's internal pressure. This suit has hydraulic articulators designed to move the limbs of the suit and a diving computer that maintains the suit's integrity and monitors the safety of its operator.

### **Descent Suit (7)**

This aerial assault suit is lined with miniature grav generators allowing a person to slowly descend from high elevations to safely land on the ground. Descent suits allow a person to safely jump from tall buildings, cliffs, or flying aircrafts.

### **Environment Suit (8)**

Environment suits have a sealed environment regulated by an integrated computer and a full spectrum life support system. This suit protects a wearer from extremes of temperature, pressure, and atmospheric composition. It allows a character to survive in the total vacuum of space and other hostile environments.

### **Environmental Field (9)**

This device produces a personal electromagnetic field and releases a breathable atmosphere inside it, so a user can breathe in any environment for a few days because of its built-in atmospheric scrubbers.

### **Environmental Interface (10)**

This suit is made of a thin but ultra-dense polymer film that allows the wearer to actually feel the environment around his body. This material allows nothing to pass through it, so the wearer is completely protected from all chemical and biological agents in his environment. The suit also has a respirator with osmotic and nano tech filters that process out all trace contaminants from the atmosphere. This suit comes with a frame applicator that a person walks through where a thin osmotic polymer is coated over the entire surface of his body and clothing. When the wearer passes from a hot zone to a safe zone, she decontaminates herself by walking through another frame that removes this external layer and any hazardous contaminants.

### **Flight Suit (11)**

A flight suit creates internal pressure to constrict the blood vessels of a person's body to maintain normal blood pressure under extreme acceleration and deceleration.

### **Gecko Suit (12)**

A gecko suit is covered in powered suction cups that allow a person to stick to walls and quickly climb up any sheer surface. These suction cups automatically activate or release when he pushes or pulls away parts of his body from the surface.

### **Ghost Suit (13)**

These suits are designed to bend or absorb light and most electromagnetic waves to make them completely invisible to the naked eye and most electronic sensors. This suit actually bends light coming from behind it, so light appears to pass straight through it. This suit also has sound baffles that destroy the sound produced by the wearer using destructive sound waves.

### **Heat Suit (14)**

A heat suit has internal and external heating elements that allow a suit to operate in extremely cold environments. It also has external heating elements that allow a user to melt frozen areas in his environment, so he can operate or repair machinery and electronics in subzero temperatures.

### **Moisture Suit (15)**

These suits are designed to recycle the moisture lost by a wearer through perspiration, respiration, and urination. This suit filters this water and makes it available to the wearer in a reservoir bladder. This suit will allow a person to survive without an outside source of clean water for up to five weeks.

### **Rad Suit (16)**

A rad suit is lead and gold lined to protect a person from the damage caused by extreme radiation. It can also be electromagnetically shielded to completely protect a person from intense radiation.

### **Skinsuit (17)**

This environmental suit is stored in a person's pores and it pours out as a liquid to cover her body and head once activated. Once released, this liquid solidifies into an active environmental suit.

### **Stealth Suit (18)**

Stealth suits are coated in mimetic polycarbons that change coloration according to a varying electric current. The surface of this suit mimics the appearance of its surrounding making the wearer appear to blend into her environment.

### **Survival Suit (19)**

This sealed suit can be placed over a person's body and it will fill with a nutrient solution and medical nano tech when activated to heal and rebuild a person's injured body. This suit can move by itself to move an unconscious patient out of danger.

### **Wingsuit (20)**

A wing suit has wings between the arms and body and between the legs that allow a person to glide down from any height. It also has a parachute to make the final landing or to be used during an emergency. Many wingsuits have an optional air supply and active control system just in case a person loses consciousness during a high altitude jump.

## High-Tech Vehicles (D100)

These high-tech vehicles and personal transportation systems can be used in any sci-fi campaign.

### Accelerator Tank (1)

This battle tank has a massive particle accelerator on its back that can fire a blast capable of destroying an entire city.

### Aerospace Fighter (2)

These aerospace jets are armed with laser cannons and missiles launchers.

### All Terrain Buggy (3)

This car has massive wheels attached to hydraulic arms allowing this vehicle to travel quickly over rough terrain.

### All Terrain Walker (4)

These heavily armed and armored four or six legged walkers can transport huge amounts of troops or cargo over almost any terrain.

### Aquabike (5)

These machines propel a single rider and a passenger over the surface of a body of water.

### Arm Harness (6)

This body harness is connected to multiple mechanical arms that can carry a person over any terrain, scale any surface, or manipulate multiple objects at once.

### Armored Personnel Carrier (7)

This armored troop carrier uses all terrain wheels or tank treads to move troops around a battlefield. This APCs has side mounted weapon systems and a heavy weapon turret.

### Battle Wheel (8)

This car has one massive rubber wheel over ten meters tall with an engine car clamped to it that spins the huge wheel at high speeds.

### Big Wheels (9)

This machine has a massive wheel twice as large as its frame on both its sides.

### Bio Sub (10)

These bioengineered creatures are designed to carry a small number of passengers anywhere in an aquatic environment even to the bottom of the ocean where pressures can be extreme.

### Bio Walker (11)

This bioengineered creature has multiple legs allowing it to move its multiple passengers at high speeds over any terrain.

### Brawler Plane (12)

This hover plane has powerful mechanical arms allowing it to move large objects and wield extra weapons during combat.

### Brawler Tank (13)

This battle tank has powerful arms allowing it to crush enemy units in its way or wield extra weapons during combat.

### Breach Pod (14)

This space pod contains a single occupant and it attaches to an enemy starship and burrows through its exterior using a powerful breach laser.

### Cellular Balloon (15)

These airships have multiple lighter than air gas cells that make it difficult to bring it down. Its underside passenger compartment has fan propellers for propulsion.

### Control Harness (16)

This saddle is placed on any large animal and its EM effectors take control of the animal's mind giving total control over this animal to the rider.

### Deep Sub (17)

This compact sub can carry a small crew to the bottom of the ocean using powerful structural integrity fields.

### Dragonfly Glider (18)

This vehicle uses hyper velocity wings to hover and move at high velocity in an atmosphere.

### Drill Pod (19)

This single passenger drill pod burrows into the ground to assault subterranean bases or caves.

### Drop Pod (20)

This orbital reentry vehicle is designed to be launched from an orbiting spaceship, enter the atmosphere at high velocity, and land on the battlefield without being intercepted. It can carry a single occupant, a small squad, a mecha, or a vehicle.

### Drop Ship (21)

This aerospace vehicle is designed to transport troops and vehicles to the surface of a world from an orbiting spacecraft.

### **Electro Mag Explorer (22)**

This vehicle is designed to travel through a sewer system using its electromagnetic repulsors to move through the metal tunnels.

### **Exo Loader (23)**

This robotic exoskeleton carries a person and it has massive manipulator claws allowing it to move heavy loads.

### **Exploration Pod (24)**

This mini sub allows a single person to perform extravehicular activities outside its mother submarine or undersea base.

### **Extension Leg Mover (25)**

This cargo transport has long legs with massive tires that extend or shorten allowing the body of the transport to stay level at all times no matter what the terrain it is traveling over looks like.

### **Fan Pack (26)**

This backpack has one or two vectored fans allowing a person to hover or fly at high speeds.

### **Fan Tank (27)**

These light tanks are lifted by a massive super cooled fan that achieves such high speeds that it can lift this armored battle tank.

### **Flight Harness (28)**

This harness allows a person to fly using its retractable wings and micro ramjets.

### **Floating Fortress (29)**

These immense structures are floating towers or castles kept afloat in the air with anti-gravity devices or immense turbofans.

### **Flying Wing (30)**

This giant propeller aircraft is a single massive wing allowing it to keep its incredible mass in the air as long as it keeps moving.

### **Gecko Walker (31)**

This walker has six legs that produce powerful electromagnetic fields on its feet allowing it to stick to any surface, so it can walk up the side of any building or structure.

### **Grabber Transport (32)**

This large wheeled or tracked vehicle has a massive mechanical arm with a powerful electromagnetic claw on its back allowing it to move cargo or other heavy objects.

### **Grav Skiff (33)**

This large grav powered platform allows many soldiers to be moved around the battlefield while firing their hand weapons from this open topped vehicle. These assault vehicles have deck mounted heavy weapons, assault grapplers, and boarding planks.

### **Grav Tank (34)**

These powerful war machines use a grav engine to move themselves at high speeds even with their heavy armor plating and massive main battle cannon.

### **Hover Barge (35)**

These massive open top transports are designed to move cargo or troops quickly around without providing much protection for its crew or passengers.

### **Hover Bike (36)**

This bike uses vectored jet turbines to fly through the air at high speeds.

### **Hover Board (37)**

A person can ride on top of a flying hover board or disc controlled by hand remotes or a neural interface.

### **Hover Cannon (38)**

This large battle cannon is equipped with hover fans to quickly move it to different battlefield positions.

### **Hover Car (39)**

These personal transports use micro vectored thrusters to move through an atmosphere.

### **Hover Chair (40)**

This chair allows a person to be transported around without ever having to walk again.

### **Hover Tank (41)**

These light tanks are lifted by vector turbofans so their armor and main weapon must be very light.

### **Hydro Jet (42)**

This boat has conventional propellers and a powerful ramjet engine for propulsion allowing it to achieve incredible speeds on the surface of any body of water.

### **Jet Pack (43)**

This set of vectored jet turbines is strapped to a person's back and it allows an operator to hover or fly at high speeds.

### **Land Battleship (44)**

This enormous land dreadnought moves using hover or grav engines. It is covered in light and super heavy weapon turrets. It also carries multiple fighters, mechs, or drones for defense.

### **Land Mover (45)**

This multi-segmented cargo hauler has dozens of tires on each side allowing it to move over any surface while carrying immense amounts of cargo.

### **Land Speeder (46)**

These anti-grav vehicles can hover above the ground and fly over any surface at extremely high speeds.

### **Leaper (47)**

These vehicles use powerful hydraulic legs and jet rockets to make incredible leaps across the battlefield.

### **Mag Bike (48)**

These bikes produce a powerful electromagnetic field allowing them to stick to any surface, so they can drive straight down, up, or sideways across a building or any smooth surface.

### **Mag Car (49)**

These cars produce a powerful electromagnetic field allowing them to stick to any surface, so they can drive straight down, up, or sideways across a building or any smooth surface.

### **Manipulator Sub Tank (50)**

This wheeled or treaded mini submersible tank has mechanical tentacles with manipulators that allow it to perform operations in almost any environment.

### **Mecha (51)**

These massive humanoid robots are piloted by a single pilot or a crew of pilots. These machines are armed with body mounted weapons and hand held weapon systems.

### **Mechanical Steed (52)**

This mechanical animal can be ridden, loaded with cargo, or used to pull a cart.

### **Mega Cycle (53)**

These motorcycles have massive wheels allowing them to perform high speed maneuvers. These vehicles can be open topped or they sometimes have a protective outer shell.

### **Mega Sub (54)**

This massive super battle submarine can dive to the deepest depths of the ocean or convert into a flying battleship or spaceship.

### **Mega Tank (55)**

This is a super heavy tank with four enormous treads allowing it to quickly move even though it is armed with a massive cannon in its main turret and light weapons in its two auxiliary side turrets.

### **Micro Transport (56)**

This vehicle can be micronized to a very small size allowing it to hide or enter inside a living creature.

### **Mini Battle Sub (57)**

These small battle subs are armed with torpedo launchers, and they use electromagnetic thrusters to propel themselves through the water or the air.

### **Mining Rig (58)**

This mobile wheeled or tracked machine has mining drills or lasers designed to dig into the ground for ores and minerals. These huge factories allow ore to be processed anywhere on a planet's surface.

### **Mobile Artillery (59)**

These treaded, hover, grav, or walker tanks are armed with a massive elevating cannon. They can also be used to move and fire an intercontinental or orbital missile.

### **Mobile Command Center (60)**

These huge command centers move around with massive tank tracks or they are moved around on railroad tracks.

### **Mole Tank (61)**

These heavy vehicles have a huge forward drill allowing them to burrow into the ground and through solid rock.

### **Mono Bike (62)**

This bike has a single small tire and a gyroscopic system allowing it to stand upright in any situation. The seat of this bike is either directly over the wheel or forward of the wheel using a gyroscope to keep its frontend from hitting the ground.

### **Mono Wheel (63)**

This single huge wheel carries its driver inside its hub allowing this vehicle to achieve extremely high speeds and make incredibly sharp turns.

### **Mortar Tank (64)**

This treaded, hover, or grav tank has a massive mortar cannon that fires powerful high explosive shells in parabolic arcs at its targets.

### **Orbital Shuttle (65)**

These ramjet space shuttles are designed to enter orbit from the surface of a planet or reenter and land on a planet's surface from orbit.

### **Pod Lifter (66)**

These huge VTOL aircraft can carry massive cargo pods that can be filled with various support vehicles or equipment to fulfill any mission. It can also be used to lift and carry other vehicles.

### **Portal Tank (67)**

This battle tank carries a wormhole portal that allows its main weapon to be fired at a distant location through its portal.

### **Powered Glider (68)**

A person straps this giant vectored wing onto his back allowing high velocity flight.

### **Prime Mover (69)**

These massive transport vehicles are designed to move huge amounts of goods between distant settlements. These are multi tracked or wheeled cargo haulers.

### **Repulsor Harness (70)**

This body harness uses a set of repulsor drives that allow a person to move at high velocity around a battlefield.

### **Roller Ball (71)**

A crew compartment rides on top of a giant metal ball allowing this vehicle to move at high speeds and change direction in an instant.

### **Scout Walker (72)**

These two legged lightly armored machines can move over most dangerous terrains at excellent speed.

### **Sea Sled (73)**

These jet powered underwater sleds pull a person through a liquid environment at high speeds.

### **Serpent Hauler (74)**

This hover or grav hauler can pull multiple hover or grav cargo containers linked by electromagnetic clamps that allow the entire train to flex when the hauler changes direction.

### **Shield Walker (75)**

This massive walker has a heavy metal shield on each of its arms that can be used to protect a vehicle during a battle or create a stationary battle fortification anywhere on the battlefield.

### **Smartwheel Car (76)**

This car has wheels composed of twenty independent pistons that can adjust to any surface allowing it to move over any surface at high speed including snow, rocks, sand, and ice.

### **Solo Wing (77)**

A person stands on top of this flying wing and controls it with handlebars.

### **Space Plane (78)**

This hypervelocity plane uses oxygen from the atmosphere to accelerate itself to the edge of the upper atmosphere. It then descends at high velocity to its destination.

### **Space Pod (79)**

This one man vehicle is shaped like a sphere, and it has two manipulator arms used to perform exterior starship repairs.

### **Speeder Bike (80)**

These bikes use a powerful grav generator that makes them one of the fastest and most maneuverable vehicles in existence.

### **Speeder Car (81)**

These personal transports use anti-gravity engines to move at high speeds through any environment.

### **Speeder Platform (82)**

This reconnaissance vehicle allows a single pilot to stand and operate its weapon systems and sensor arrays giving him high visibility over a given area.

### **Spider Harness (83)**

This body harness is connected to multiple mechanical spider legs that can quickly carry a person over any terrain.

### **Spider Walker (84)**

This vehicle has eight segmented legs that allow it to travel over almost any terrain.

### **Submersible Command Center (85)**

This enormous command center and aircraft carrier is completely submersible allowing it to travel on the surface or under water.

### **Temporal Harness (86)**

This device produces a temporal field where time moves faster allowing a person to move quicker than the world around her.

### **Tentacle Harness (87)**

This body harness is connected to multiple mechanical tentacles that can carry a person over any terrain or scale the side of a building.

### **Thruster Speeder (88)**

This vehicle is pulled by two massive forward thrusters that pull its crew compartment by attached wires at incredible speeds.

### **Transport Carrier (89)**

These aircraft can quickly deliver massive vehicles or mechas anywhere on a battlefield.

### **Transporter Platform (90)**

These anti-grav platforms move people around at extremely high speeds, so their passengers are protected by inertial dampers.

### **Transverse Harness (91)**

This body harness is attached to four mechanical legs allowing a person to quickly transverse over rough terrain or deploy wheels from its legs to move quickly over a smooth surface.

### **Transverse Walker (92)**

This walker has four legs to move over any rough terrain or deploy wheels from its legs to move quickly over a smooth surface.

### **Travel Ball (93)**

This enclosed sphere can carry people over land, float on any liquid environment, or submerge and travel through a liquid environment. This vehicle has a transparent shell giving a complete view of its environment, but it can be made instantly opaque.

### **Travel Pod (94)**

This instantaneous travel device teleports to any location using a wormhole network.

### **Tread Walker (95)**

This mini tank has four sets of treads that can rotate downward to raise the tank upward for better visibility and firing arcs. These treads can also be used as legs allowing this tank to act like a four-legged walker.

### **Vector Gunship (96)**

This small hover or grav ship is designed to maneuver quickly and saturate an area with weapons fire.

### **Vector Pod (97)**

This grav pod produces a frictionless field around itself allowing it to move at incredible speeds.

### **VTOL Command Center (98)**

This enormous command center and carrier has huge hover jets to keep this behemoth in the air. This flying base is covered in laser cannons and heavy missile launchers.

### **VTOL Fighter (99)**

This fighter has two massive vectored turbofans that allow it to hover or fly at extremely high speeds.

### **Walker Bike (100)**

This one-man vehicle has two mechanical legs allowing it move quickly over almost any terrain.

## **Interplanetary Merchandise (D20)**

These are the most common or valuable cargo types shipped between worlds by space merchants and free traders.

### **AI Units (1)**

These machines have a fully sentient artificial intelligence, and they can be installed in a spacecraft or any other machine.

### **Antimatter (2)**

This unstable matter is produced in distant systems and shipped to the core worlds to be used as an incredibly powerful energy source.

### **Atmosphere (3)**

This pure atmosphere is designed for a specific species, and it is compressed into solid blocks for transport. It is an important resource for offworld colonies and space stations.

### **Clone Tanks (4)**

These advanced devices allow people to be cloned and their personality and memories to be transferred to their clones. Clones can also be used as spare parts when a person gets sick or injured.

### **Crystals (5)**

These pure crystals are mined from asteroids, and they are used to amplify power sources, warp drives, or laser weapons.

### **Drugs (6)**

These illegal drugs are manufactured offworld and brought into a world by smugglers. Many drugs only function for a specific alien race, so it is an inert material to other races.

### **Energy Cells (7)**

These stable energy sources are used by all alien races, and they are a trade good desired by every spacefaring race.

### **Exotic Animals (8)**

This is an extremely rare and/or endangered creature that makes it extremely valuable to collectors. Some of these animals have special powers that make them extremely useful including psionic amplification or nullification.

### **Goods (9)**

These alien foods, liquors, jewelry, luxury items, household goods, pharmaceuticals, and textiles are hot sellers when they are of the highest quality.

### **Ore (10)**

This rare ore is useful to all societies as the base resource to construct all forms of technology.

### **Precious Metals (11)**

Gold and platinum are still some of the most precious substances in the universe. Many cargo ships carry gold that has been modified to look black, and it can only be restored to normal once it has been delivered.

### **Medicine (12)**

These are drugs or medicines designed to cure an epidemic on an alien world.

### **Racial Artifacts (13)**

The export of racial artifacts and treasures is illegal on most worlds, but they can be sold for high prices on some planets.

### **Radioactive Isotopes (14)**

Radioactive isotopes are extremely useful as a fuel source or to produce various advanced technologies.

### **Robots (15)**

Advanced robots are hot products on every civilized world because they make a planet much more productive.

### **Slaves (16)**

These slaves have been bred for servitude or mentally altered to live their lives as obedient servants.

### **Spice (17)**

This drug is naturally produced by a plant or animal on a single world, and it provides incredible mental powers to its users. It is the most important and rarest substance in most star empires.

### **Water (18)**

Clean water is an important resource for starships, space colonies, and star bases.

### **Weapons (19)**

These military grade weapons are highly prized by criminal organizations and rebel groups. The more advanced the weapons, the higher the street price.

### **Vehicles (20)**

These military grade and luxury vehicles will go for high prices on rich core worlds.



## **Kaiju Adventure Hooks (D66)**

These are adventure ideas for a world filled with giant monsters.

### **Alien Invasion (11)**

You must defeat a giant monster from outer space that wants to destroy our world.

### **Alien Overlords (12)**

You must stop the alien invaders that are controlling a giant monster.

### **Baby Killer (13)**

You must find and destroy a giant monster's eggs and young offspring.

### **Capture Kaiju (14)**

You must capture a giant monster for experimentation to turn it into a military weapon.

### **Corporate Masters (15)**

You must stop an evil corporation that is controlling a giant monster.

### **Cover Up (16)**

You must cover up the evidence of a Kaiju attack to give the government time to create a defense against this monster and avoid panic amongst the population.

### **Cyborg Kaiju (21)**

You must create a cyborg monster from a captured Kaiju or the dead body of a giant monster.

### **Dimensional Portals (22)**

Rifts in spacetime are opening up all around the world allowing giant monsters from another dimension to enter our world.

### **DNA Sample (23)**

You must take a genetic sample of a giant monster to create a deadly genetic virus or create a clone of the monster.

### **Enlargement Process (24)**

A powerful device allows humans to temporarily grow to be the size of a Kaiju, so they can fight these giant monsters.

### **Fighter Force (25)**

You fight giant monsters with super jet fighters and a flying battle fortress.

### **Flying Battleship (26)**

You fight giant monsters with a flying battleship with a massive spinal laser or drill.

### **Friendly Kaiju (31)**

You befriend a giant monster to fight an enemy monster destroying a local town.

### **Giant Robot (32)**

You fight Kaiju monsters with giant battle robots.

### **Kaiju Cleaner (33)**

You must destroy parasites inside a friendly giant monster that are slowly killing it.

### **Kaiju Controller (34)**

You create or find a device that controls a giant Kaiju.

### **Kaiju Egg (35)**

You find a giant monster egg and raise the baby to fight other monsters.

### **Kaiju Lure (36)**

You lure a Kaiju monster away from a major city using its favorite food or energy source.

### **Kaiju Maker (41)**

A few evil organizations have created their own Kaiju monsters, and they are using these monsters to conquer the Earth.

### **Kaiju Origin (42)**

You must discover the origin of a specific Kaiju monster to determine how to stop or kill it.

### **Kaiju Robot (43)**

You create a giant robot in the shape of a giant monster to battle with these evil monsters.

### **Kaiju Whisperer (44)**

You learn how to communicate with a giant monster to stop its rampage or ask it for help to stop another Kaiju.

### **Memory Eraser (45)**

You must erase the memories of any witnesses of a giant monster attack.

### **Missile Command (46)**

You fight giant monsters with cruise missiles fired from missile tanks, jetfighters, attack helicopters, and offshore battleships.

### **Monster Fighters (51)**

You are a member of a secret giant monster fighting squad that must determine the weakness of an invading Kaiju, so it can be forced back to its resting site or destroyed.

**Monster island (52)**

The world's governments have trapped all the Kaiju of the world on an isolated island, so they can be monitored.

**Monster Virus (53)**

You must discover a poison or virus that will kill or disable a giant monster.

**Nano Bomb (54)**

Your anti-Kaiju team fights giant monsters with destructive nano tech.

**Nuclear Awakening (55)**

Nuclear tests or detonations have awakened a slumbering Kaiju that slowly moves through the Earth's mantle until it can escape from an active volcano on the surface of a continent or on the bottom of the ocean.

**Orbital Laser (56)**

Your anti-Kaiju team fights giant monsters with orbital laser bombardments.

**Sonic Boom (61)**

Your anti-Kaiju team fights giant monsters with sonic weapons.

**Source of all Monsters (62)**

You must discover the source that is creating the giant monsters that have been invading our world and destroy it.

**Space Defense Force (63)**

Your anti-Kaiju team fights giant space monsters above the Earth with armed spacecraft.

**Sub Force (64)**

Your anti-Kaiju team fights undersea giant monsters with submarines.

**Tank Force (65)**

Your anti-Kaiju team fights giant monsters with futuristic tanks that use laser cannons, sonic weapons, cyro cannons, gravity weapons, and missiles.

**Vital Strike (66)**

You must discover the weakness of a giant monster and devise a plan to destroy it.

## **Kaiju Giant Monsters (066)**

These are the different types of giant monsters that you can add to your science fiction campaign. These monsters usually range in height from a three to one hundred story building and most have a humanoid form. This list also includes the human forces that fight these massive monsters.

### **Alien Invaders (11)**

These huge flying saucers and long legged giant walkers are invaders from outer space that use tractor beams to capture innocent people for use in their sinister experiments.

### **Apes (12)**

These huge apes are not only strong, but they are also highly intelligent. Their skin and hair are extremely dense, so these giant apes are almost indestructible.

### **Bats (13)**

These immense mutated bats can fly at almost supersonic speeds, and they have a powerful sonic scream.

### **Beasts (14)**

These monsters are created by an alien race or evil scientists to destroy the Earth, but they are truly unique and are not designed to look like a specific animal.

### **Blobs (15)**

These mountainous blobs of toxic waste or organic slime slowly slide around dissolving anything that they touch.

### **Bugs (16)**

These massive bugs come in many forms including butterfly, beetle, spider, mantis, worm, and moth.

### **Cartoon (21)**

These giant monsters are cartoon characters that have been turned into giant living monsters with the same appearance of the original character.

### **Constructs (22)**

These monsters are made of natural substances that have been animated by magic including air, fire, water, sand, rock, lava, and steam.

### **Crystal (23)**

This humanoid monster is made of pure diamond or a super hard crystal making it invulnerable to most attacks.

### **Cthulhu Horror (24)**

These ancient monsters have begun to awaken from their undersea prisons. They are ancient alien visitors that awaken every five thousand years to consume large portions of humanity in preparation for their next hibernation. These psionic monsters not only feed on humans, but they also consume their minds, souls, and dreams.

### **Cyber Shinobi (25)**

These cybernetically enhanced ninjas can cause their bodies to grow to be the size of a skyscraper.

### **Dragons (26)**

These ancient legendary beasts or alien creatures include hydras and Chinese, European, and Aztec dragons.

### **Earth Defense Force (31)**

These giant human robots are immense in size and power, but they are very blocky making them somewhat clumsy.

### **Elementals (32)**

These enormous humanoid monsters can control different elemental powers that include lightning, fire, ice, nature, earth, shadow, and light to destroy other kaiju monsters.

### **Energy (33)**

This creature is made of pure energy, so it is very difficult to destroy. It can dish out immense amounts of energy based damage.

### **Evil (34)**

These creatures are from an alternate universe that includes massive demons, devils, and ancient or mythical beasts.

### **Eye (35)**

This monster is a giant floating eye or a huge eye with multiple tentacles.

### **Gaia (36)**

These immense monsters were created to defend mother Earth, and they include giant werewolves, bears, and frogs.

### **Geometric (41)**

These alien machines are huge geometric shapes that include spheres, spikes, cubes, and cylinders filled with weapons.

### **Giants (42)**

These are giant humans that can be as tall as a skyscraper making them extremely strong and durable because of their incredible size.

### **Industrial Accident (43)**

These destructive monsters were created by pollution or nuclear waste, and they include slimes, humanoid vegetation, fungus monsters, or mounds of animated trash or waste. They can usually vomit out sludge or slime and produce clouds of toxic gas.

### **Leviathans (44)**

These immense creatures are from the polluted oceans of the world, and they include immense crabs, fish, sharks, and aquatic dinosaurs.

### **Living Statues (45)**

These giant stone or metal statues have come to life, and they are rampaging throughout the world.

### **Mecha Monsters (46)**

These are alien or human made robot copies of a giant monster.

### **Muscle Titans (51)**

These enormous creatures look like a giant human with no skin. They move with incredible speed, and they have amazing regenerative powers.

### **Mutants (52)**

These mutated animals and plants have grown into massive creatures that have completely changed in shape and appearance. These horrors are twisted versions of their original form that survive by eating anything or anyone that they can find.

### **Plants (53)**

These monsters are enormous walking trees, flowers, Venus fly traps, and bundles of vines.

### **Protectors (54)**

These are people in protective suits that can grow to giant size to defend the cities of humanity.

### **Reptiles (55)**

These huge mutated reptilian monsters have various body forms that include turtle, snake, tyrannosaur, brontosaur, pterodactyl, and triceratops.

### **Saviors (56)**

These massive biomechanical machines are partially mechanical and partially organic giving them incredible speed, regeneration, and resilience.

### **Sea Invaders (61)**

These sea creatures are giant mermen, humanoid sharks, octopus people, and squid men. Many of these creatures only attack ships and coastal areas, but a few of these sea creatures can live outside the water.

### **Sea Monsters (62)**

These enormous sea monsters include massive reptilian monsters like a Kraken or squid-like beast with dozens of powerful tentacles.

### **Snakes (63)**

These enormous snakes have venomous bites, can breathe fire, or they can constrict around another kaiju to crush it to death.

### **Subterranean Invaders (64)**

These huge mole monsters can be altered to have one or two giant drill arms or massive mechanical claws.

### **Swarm Creatures (65)**

These giant monsters are formed from semi-sentient single cell organisms that are controlled by a core of cells that have formed a sentient mind. These cells have formed into a giant monster with the shape of an apex predator found on its world. Their colonial structure allows them to quickly heal themselves by replicating their lost members.

### **Tentacles (66)**

These giant creatures are covered in hundreds of tentacles that each has its own function.

## **Megacorporation Motivations (D20)**

Megacorporations have incredible amounts of power and money, but they also have secret and sometimes sinister goals that they are trying to achieve using their vast resources and political connections. Many of these goals are simply for greater profits, but many of these corporation are attempting to achieve the goals and dreams of their founders or their current leadership no matter what the cost.

### **Alien Domination (1)**

A few megacorporations are just a front for alien invaders that are using these companies to slowly take over the world by taking control of a planet's natural resources and corrupting the world's politicians and military.

### **Artificial Intelligence (2)**

In many worlds, artificial intelligences are illegal because of the immense control that they can have over an entire technological society. Many megacorporations secretly create powerful computer systems, and they dream of creating an artificial intelligence that will allow them to take control of the entire world.

### **Big Brother (3)**

Most megacorporations want to create a world of total surveillance in the name of peace and safety. They use their black ops teams to perform terrorist acts, and they directly support actual terrorist cells to create fear in the public. The populace will accept public surveillance, nightly curfews, and random military checkpoints to stop these senseless acts of terror.

### **Cultural Manipulation (4)**

Corporations care nothing about money but only about power, so they spend all their profits in order to control the world's media including all forms of sports and entertainment. These companies wish to control the minds of the people thereby controlling their actions and purchasing habits. They realized long ago that media manipulation and subliminal messages are a powerful way to dominate an entire society.

### **Drug Dependency (5)**

Megacorporations have made recreational drug use legal and flooded the streets with powerful forms of synthetic drugs. This massive drug use and a large addicted population gives a corporation more control over a dumbed down and addicted society.

### **Economic Monopoly (6)**

This megacorporation has gained control of the economic system of the entire world, so they use it to dominate everyone. They control the rate of inflation and the unemployment rate by determining how much money exists at any given moment.

### **Global Domination (7)**

This megacorporation has slowly gained control of the entire world. It is now the law and everyone in the world are its slaves.

### **Immortality (8)**

These megacorporations secretly work on immortality programs, so their leaders can have eternal life and be freed from the fear of aging and death. They perform illegal human experiments and works of sinister dark magic in order to achieve immortality.

### **Mental Programming (9)**

This corporation has turned the population away from religion and uses subliminal messages and control of the education system to slowly insert ideas and beliefs into the world's cultures.

### **Mind Control (10)**

Megacorporations have been working on thought control techniques to change people into human robots that respond to direct commands and simple directions.

### **Nanny State (11)**

These megacorporations get laws passed that make it illegal for parents and families to decide what's best for their children because it is in the company's best interest if they get to decide what's best for everyone's children.

### **Political Instability (12)**

This megacorporation attempts to control and destabilize most of the world's governments. This causes war, famine, fear, disease, drug addiction, suicide, pollution, social inequality, hatred, racism, sexism, wealth inequality, and death to dominate society.

### **Political Power (13)**

This megacorporation has bribed, blackmailed, or brainwashed every politician in the world allowing this corporation to influence all the laws in every country. They basically determine when countries go to war and what rights everyone has.

### **Population Reduction (14)**

The leaders of this megacorporation believe that the only way for their world to survive is to greatly reduce the population by more than three fourths or more. This company attempts to poison the world's food and water supplies, and they introduce deadly chemicals into the environment and atmosphere to cause widespread cancer and death.

### **Social Engineering (15)**

This megacorporation has slowly changed the social norms of the world and created special customs and beliefs that give them greater control over the population.

### **State of Dependence (16)**

Megacorporations and the puppet governments that they control have created entire nations filled with people dependent on social welfare, so no one is willing to challenge the government no matter how draconian or authoritarian it becomes.

### **Total Separation (17)**

A megacorporation creates a society where the elite live in total decadence separated from the working class. This caste system is complete in many cases where the elite live in floating cities and orbital platforms above the trash cities below.

### **Virtual Paradise (18)**

Megacorporations have spent trillions of dollars developing almost perfect full submergence virtual reality. They hope that most of the population will opt into having their consciousness be only online and to terminate their actual bodies. A great deal of the population chooses to live in these virtual paradises away from the despair and destruction of the world, but they don't know that they will eventually be switched off by these corporations to save power.

### **World Church (19)**

Megacorporations throughout the world have worked to create a single world religion based on prosperity and happiness that turns everyone that believes in it into a mass consumer.

### **World Currency (20)**

Megacorporations have worked hard to make sure that the entire world has a single currency that they control by determining its value and availability at any given moment.

## **Megacorporation Plots (D50)**

These are the evil plots conceived by megacorporations to take over the entire world.

### **Alien Hybrids (1)**

Megacorporations are creating human alien hybrids by inserting alien genes into human fetuses or children. They are attempting to make people that can operate advanced alien technologies that are gene lock to only work for their species.

### **Anti-Gun (2)**

A megacorporation uses terrorism and planned criminal acts to pass laws banning all publicly owned guns, so the population can never overthrow them.

### **Anti-Religion (3)**

This megacorporation pushes atheism and false religions to destroy the moral standards of an entire population leaving families and orphans without any social support. This gives them access to a cheap labor force.

### **Archived Memories (4)**

Megacorporations use advanced cyber implant technology to copy the memories of people that they kidnap or imprison. This stolen data is used by a corporation to break into a new field or revolutionize an entire market.

### **Assassination (5)**

Megacorporations will eliminate every scientist that comes up with research that hurts their business or any politicians not willing to sell their souls to them.

### **Atmospheric Emissions (6)**

Megacorporations release chemicals into the air to lower birth rates, cause servitude in the population, and lower the life expectation of the entire population.

### **Bad Education (7)**

Megacorporations have slowly dumbed down the population by weakening the education system, so the population will be easier to control.

### **Biased Reporting (8)**

Megacorporations buy large news agencies to constantly televise the truth that the company wants the public to hear. These media outlets don't lie about the news, but they give it their own spin. They also only cover the news that helps or supports their owner's world views.

### **Brain Rewiring (9)**

Megacorporations slowly rewire the minds of their workers, so they will work hard until they die and can never betray their corporation. This can be performed using drugs, subliminal messages, and brain remapping.

### **Character Assassination (10)**

Megacorporations have their black op teams plant evidence on people and even trick or force them to do things that they would never think of doing, so incriminating evidence can be gathered to keep these people under the corporation's control.

### **Data Farm (11)**

Many megacorporations mine the personal and financial data of their customers, so they can predict what kinds of products that they would most likely want to purchase.

### **Enforced Curfew (12)**

Corporate cities have strict nighttime curfews that the public thinks exist to keep rampant street crime down. The real reason for the curfew is to legally round up people for breaking curfew who can be used in their black projects that requires human subjects to complete.

### **Experimental Orphanages (13)**

Megacorporations kidnap innocent children to perform experimental procedures on and to use as test subjects for experimental drugs.

### **False Flags (14)**

Megacorporations constantly create fake terrorist threats and enemy military actions to create fear in the population that will lead to more social and political control.

### **False Medication (15)**

The entire population is being tricked into taking unnecessary medication that slowly lowers their mental capacity and life expectancy.

### **False Science (16)**

The population is constantly being tricked into believing false science about the current weather patterns of the planet to help them gain greater control of their society.

### **Fear Mongering (17)**

This megacorporation uses the media to get the population to hate other foreign or alien people, so there will always be constant military growth and endless wars.

### **Food Additives (18)**

Chemicals and drugs are added to the food supply to lower life expectancy and cause disease in the general population.

### **Gangs (19)**

Megacorporations support and control local gangs to breed fear in the population and control the electorate during political elections.

### **Genetic Resequencing (20)**

Megacorporations are slowly altering the gene lines of their workers in specific fields to create people better suited to work in zero gravity, low gravity, high gravity, high radiation, or biological hot zones.

### **Government Takeover (21)**

Megacorporations will use economic, political, social, and financial terrorism to take control of small independent countries to steal all their natural resources.

### **Hatchet Job (22)**

Megacorporations use celebrity experts and the media to sabotage other corporations and politicians by attacking them with smear campaigns and challenges against their patriotism and devotion to their country.

### **Hatred (23)**

This corporation attempts to breed hatred for different groups or entire alien races to get everyone onboard a totalitarian government where everyone different is hated and eventually arrested and eliminated.

### **Hostile Takeover (24)**

Megacorporations must constantly grow bigger and more powerful, so they must take over smaller companies if they want to be acquired or not. Big corporations will send black op teams to help these small companies understand that they don't have a choice in joining the family.

### **Illegal Drugs (25)**

These megacorporations have spread illegal drugs to support their illicit activities and destroy the family structure of an entire society. They sell super addictive drugs that do not cause overdoses because they don't want to kill their customer base.

### **Immorality (26)**

Using the media, the net, and social media, this megacorporation has pushed immorality to weaken family values, so they can have more control over a broken society.

### **License Acquisition (27)**

Megacorporations want control of all the big brands, so they will use bribery, intimidation, and blackmail to force companies to sell their intellectual properties to them.

### **Live Testing (28)**

This megacorporation is using the populace as a living test subject for new immortality drugs that their leaders want to perfect. They kidnap people throughout the world to use as test subjects.

### **Martial Law (29)**

This megacorporation uses fear tactics to create a situation where martial law is enacted to protect the population, so the megacorporation gets to decide all the laws in order to protect everyone.

### **Media Blitz (30)**

Megacorporations will use all forms of media to make sure that everyone wants their products, even if they don't need them.

### **Media Control (31)**

Every star athlete or performer has sold themselves to this powerful megacorporation, and they have been rewarded with fame and money. In return, they want these entertainers to spread their hidden agendas. They also control print and virtual news sources, so only what benefits the megacorporations is ever talked about by the main stream media.

### **Medical Breakthrough (32)**

Many companies advertise that they have revolutionized a specific medical field when in fact their breakthrough cures are usually based on some dangerous or deadly secret process.

### **Misinformation (33)**

This megacorporation constantly has the media release misinformation mixed with facts that prevents the population from ever knowing what's really going on. They have created competing media services for every political and social belief system, so everyone can be controlled.

### **Net Analytics (34)**

Megacorporations spend incredible amounts of resources to determine the exact preferences of a population when it comes to using the net. This data is then used to create addictive and subliminally controlling games and media to keep people trapped in the net as long as possible leading to social isolation and decreased birth rates.



### **Nuclear Shelters (35)**

Megacorporations have created nuclear shelters filled with hundreds of volunteers that are told that they can help rebuild society after the nuclear apocalypse. Megacorporations use these people to perform various biological and psychological experiments on without their permission.

### **Political Puppets (36)**

All the politicians in a society are bought and controlled by these powerful megacorporations, so every law passed by these political puppets benefits the corporations in some way.

### **Population Reduction (37)**

Megacorporations support government-based population reduction programs like legalized abortion and suicide to maintain a stable population that will limit the use of natural resources. The easiest way to reduce a population is to release powerful, addictive, cheap, and deadly drugs.

### **Product Recall (38)**

Megacorporations will use product recalls in order to force items to be returned, so they can be replaced with inferior items that have to be replaced more quickly. This occurs when these companies realize that the quality of a product was initially too high, limiting future sales.

### **Psi Global Mind Reader (39)**

A psionic device has been created that allows a person to scan the thoughts of anyone within the range of this machine. This information can then be used by megacorporations to blackmail people and learn about the inner workings of other corporations.

### **Racism (40)**

This megacorporation wants everyone to hate each other in order to destroy the social fabric and take everyone's attention away from the real problems facing the world.

### **Service Outages (41)**

Megacorporations use rolling brownouts and mass layoffs to keep people in constant fear, so they will learn to constantly lower their expectations of how life should be.

### **Slave Factories (42)**

These megacorporations run sweat shops to produce everything at the lowest cost possible, so they can make maximum profits. Their slave workers can never leave these prison factories because they have no rights.

### **Subliminal Messages (43)**

Every movie, ad, television show, or song produced is filled with subliminal messages that slowly weakens the will of the entire population and forces everyone into servitude.

### **Terrorism (44)**

Megacorporations hire and train terrorist organizations to attack their own populations to seed fear, so they can lead the world slowly into a totalitarian government.

### **Vaccination (45)**

The entire population is forced to be vaccinated with chemicals designed to lower life expectancy, cause sterility, and decrease mental capacity in most of the population.

### **Voting Machine Manipulation (46)**

Megacorporations will insert computer viruses into voting machines, so they have total control of who wins every election and what laws are passed.

### **War (47)**

Megacorporations constantly start wars to destabilize the world and make huge profits selling weapons to both sides and rebuilding civilization after each war.

### **Water Rights (48)**

Megacorporations own the rights to all the clean water in the world, so they get to set the price for drinking and agricultural water.

### **Weather Control (49)**

Megacorporations use weather satellites to create massive storms and disasters that limit the population and create a sense of fear during important political and social events.

### **Welfare State (50)**

Megacorporations have slowly caused huge portions of the population to be completely dependent on them for their survival, so most people are willing to do anything to maintain the current social system.

## **Modern Adventure Hooks (D66)**

These are campaign ideas for a modern sci-fi campaign that could happen in our world using our current level of technology.

### **American Rebellion (11)**

America has been conquered by enemy forces that have enslaved most of the American people. Everyone's children have been taken away to reeducation camps while all the adults work in slave labor camps. Rebel freedom fighters under a charismatic leader have risen up to fight these foreign invaders.

### **Bank Job (12)**

Your team must invade a bank and take all the precious treasures stored in its vaults. You must fight off responding police forces and then escape with your stolen money and goods.

### **Black Ops (13)**

Your team of mercenaries performs special operation missions for a giant corporation.

### **Bomb Squad (14)**

Your team must explore a city to disarm bombs in public places before they detonate.

### **Border Run (15)**

You must ship important supplies across a demilitarized zone between two warring countries.

### **Corporate Troubleshooters (16)**

Your team must use intimidation and force to make politicians, scientists, and business leaders cooperate with your corporate employer.

### **Crime Lords (21)**

Your group tries to create a major crime cartel and destroy all the competition.

### **Crisis Management (22)**

Your team must remove all experimental data or exterminate everyone that knows about the project that your employer wants to discontinue.

### **Designer Plague (23)**

Your team must find the scientist that is spreading a deadly designer plague that has wiped out an entire city before he strikes again. Total anarchy has taken over the city since the plague outbreak started.

### **Drug Agents (24)**

Your team must stop the flow of a super addictive drug throughout society that has caused crime rates and the number of drug overdoses to explode throughout the world.

### **End of the World (25)**

Your team must help prevent total anarchy from spreading across the globe during a deadly pandemic. Your job is to destroy criminal and anarchy based groups that have formed from the chaos.

### **Final Copy (26)**

Your team must deliver the last copy of the Holy Bible to a fortress town, so it can be copied and distributed.

### **Freedom (31)**

An evil tyrannical government has taken control of your isolated island country. Your team must destroy their forces and free your nation.

### **Freedom Force (32)**

An evil paramilitary organization tries to take over the world and your team must stop them.

### **Global Flood (33)**

Global warming has caused all the ice caps, ice sheets, and glaciers to melt, so most of the continents and islands are now covered in a single giant ocean. The top of high mountains are the only dry places left on Earth.

### **Global Pandemic (34)**

Your team of scientists and doctors must stop a deadly pandemic from killing the human race.

### **Guard Duty (35)**

Your team must protect a hover train as it crosses the wastes to the next isolated fortress town.

### **Hunters (36)**

Your team has been hired to destroy a group of rebels and catch their leader.

### **Ice Age (41)**

Massive super storms are pulling super cold air from the upper atmosphere to the surface of the Earth causing it to freeze solid. The Earth has frozen and the only places that are still livable are near the equator.

### **Inside Job (42)**

Your team must join a corporation to work as undercover double agents to mine information and steal secret projects for your new employer.

**Moon Base (43)**

Humanity has joined their resources together to create an international moon base designed to mine the moon for strategic minerals and produce drugs and crystals that are easier to produce in this low gravity environment.

**Mutants (44)**

Radioactive waste has created mutants under the city or in the surrounding wastelands that your team has been hired to clean out.

**Raise an Army (45)**

Your team gathers an army of mercenaries to defeat a local warlord and free a small independent country.

**Red Invasion (46)**

Communist forces have invaded America without warning, so the remaining military and survivalists must use guerilla warfare to take America back.

**Resource Wars (51)**

Oil and other natural resources have run out. Society starts to collapse, so the superpowers of the world have started to invade each other in search of these elusive natural resources.

**Search for a Cure (52)**

Your team must find hidden scientists throughout a deadly wasteland that can help create a cure for the deadly pandemic that has wiped out most of the human race.

**Solar Flares (53)**

All electronic devices and the entire power grid have been knocked out by massive solar flares. You must help maintain peace and prevent the world from sliding into total anarchy and barbarism. Missions can be sent to the sun to stabilize the magnetic field of the sun to stop these solar flares.

**Special Force (54)**

Your team must destroy terrorist cells and drug cartels throughout the world.

**Strike Breakers (55)**

Your team must force a group of workers from striking against your corporation using any means necessary.

**Suicide Bomber (56)**

Your team must stop a terrorist group from detonating a suitcase nuke in a major city.

**Swarms (61)**

Massive swarms of insects constantly ravage the crops of your town. You must discover their source and destroy them before the next swarm arrives.

**Tech Shatter (62)**

Your team must stop an EMP weapon satellite from being fired on a major metropolitan city.

**Tech Terrorists (63)**

Your team must stop an anti-technology terrorist group that wants to cause every nuclear power plant in the world to meltdown to show the world the evils of modern technology.

**Undercover Job (64)**

Your team works undercover for a giant corporation to uncover the dark secrets that they are keeping from the rest of society.

**Visitors (65)**

Your team must investigate the crash site of an alien spacecraft.

**Water Wars (66)**

Global warming has caused most of the drinkable water to evaporate or rampant pollution has caused most of the sources of drinking water to become toxic. This lack of drinking water has caused all the superpowers of the world to fight over the last sources of fresh water in deadly wars of survival.

## **Modern Battlefield Warriors (050)**

These are the different types of warriors fighting in the streets of the wrecked cities of the modern battlefield.

### **Acid (1)**

These soldiers use an acid projector to fire a powerful molecular acid that can dissolve any opponent, vehicle, or structure into sludge in seconds.

### **Animal Drones (2)**

These soldiers use remotely operated animal shaped machines designed to tear enemies apart. These machines are often designed to look like lions, tigers, or wolves.

### **Battle Walker (3)**

These soldiers drive a small heavily armed battle walker.

### **Battle Buggy (4)**

These soldiers drive a heavily armed dune buggy.

### **Bike (5)**

These soldiers ride a motorcycle through the city streets. These bikes might be armed with light weapons like SMGs, or they may have a heavy weapon mounted sidecar.

### **Breach (6)**

These soldiers use portable battering rams, breaching charges, and thermite explosives to breach through walls or doors. They can also set up portable one-way armored glass observation windows in any wall or door.

### **Commando (7)**

These soldiers specialize in close assault combat, so they use shotguns and submachine guns. They are equipped with gas and flash grenades to disorient their opponent before attacking. They also use advanced optics allowing them to see in almost any condition.

### **Cyber Animals (8)**

These soldiers use a remote to control cybernetically enhanced and controlled animals to attack their enemies.

### **Cybernetic Ninja (9)**

These soldiers have converted most of their body into tech granting them incredible speed and almost complete stealth using their advanced camo skin. They sneak up on their enemies and kill them with their vibro blades and shuriken launchers.

### **Cyborg (10)**

These soldiers have advanced cybernetics and bionic arms and legs giving them incredible speed and power.

### **Demolition Expert (11)**

These soldiers are masters of explosives and mines.

### **Fighter Drones (12)**

These soldiers use a remote to control multiple fighter drones.

### **Flamer (13)**

These soldiers are armed with a flamethrower and incendiary grenades to burn their opponents.

### **Fortress (14)**

These soldiers carry a foldable ballistic shield, deployable shields, and a portable barricade that allows them to defend the rest of their team from enemy fire. They also use a rifle shield to protect themselves when they fire at an enemy. To make them even harder to kill, they wear heavy body armor.

### **Grenadier (15)**

These soldiers use grenade launchers with various specialty sticky proximity grenades to flush out their enemies and scatter large troop formations.

### **Hover Drones (16)**

These soldiers use a remote to control multiple hover drones to attack their enemies. They also use specialty drones like surveillance drones, shock drones, ultrasound disorientation drones, explosive drones, and gas drones.

### **Hunter (17)**

These assassins sneak up on their enemy and use their powerful compound bows to fire a myriad of specialty arrows to destroy their opponents without being detected.

### **Ice (18)**

These soldiers carry endothermic rifles that project a material that instantly freezes their opponents solid, creates massive ice walls, or lays down slick icy spots on the ground. They can also freeze walls and objects and then shatter them to breach any location. They carry ice grenades and ice traps to disrupt the movement of their enemies.

### **Jet Pack (19)**

These soldiers use a jet pack to quickly travel through the air to assault their enemies from the sky.

**Hacker (20)**

These soldiers use a powerful hand computer to disarm electronic traps, disrupt electronic surveillance, hack enemy drones, and break through electronic locks.

**Heavy (21)**

These soldiers carry a tripod mounted light machine gun and an ammo box. They lay down suppressing fire and can take out most light vehicles.

**Horse Rider (22)**

These soldiers ride a live, cyborg, or mechanical horse through the modern battlefield.

**Laser Troop (23)**

These soldiers carry a heavy battery on their back to fire their high intensity laser rifle that can cut through metal like butter.

**Long Legs (24)**

These soldiers have mechanical stilts that can lift them high above the battlefield. These hydraulic stilts allow them to bound across the battlefield or actually jump hundreds of feet in a single accelerated jump.

**Mecha (25)**

These soldiers pilot mini mecha suits on the modern battlefield. Each mecha is armed with various hand weapons depending on its mission.

**Mecha Drones (26)**

These soldiers use a remote to control humanoid robots.

**Mini Copter (27)**

These soldiers pilot an armed mini helicopter through the destroyed cities of the future.

**Minigun (28)**

These soldiers wear a body harness that allows them to operate a minigun. They also wear a massive ammo backpack to supply uninterrupted rounds to their minigun.

**Marine (29)**

These soldiers use assault rifles and grenades to defeat their enemies.

**Medic (30)**

These soldiers are trained paramedics that are equipped with stim guns allowing them to revive comrades from a distance. They also carry medpacks and advanced boosting drugs including adrenal boosters and sensory enhancers.

**Mini Blimp (31)**

These soldiers ride a small heavily armed blimp throughout the battlefield.

**Mini Tank (32)**

These soldiers drive a mini tank to destroy their enemies.

**Missile Troop (33)**

These soldiers fire shoulder mounted missile launchers to destroy distant or armored targets and fortifications.

**Power Armor (34)**

These soldiers wear bulky armor that gives them incredible strength and makes them almost invulnerable to small weapons fire in exchange for a slow rate of movement.

**Psychic (35)**

These soldiers use psychic powers to devastate and disorient their enemies.

**Robot (36)**

These experimental war robots have exchangeable weapon and tool hands and an adaptable sentient battle AI.

**Scanner (37)**

These soldiers use advanced infrared, radar, and microwave sensors to scan buildings and terrain for hidden enemies. They also use advanced sound monitors to track enemy heartbeats and their slightest movements.

**Street Ninja (38)**

These stealthy soldiers use melee weapons and martial arts to kill their enemies.

**Sniper (39)**

These soldiers use super long range and accurate rifles to kill their enemies.

**Spider Drones (40)**

These soldiers use a remote to control multiple spider drones.

**Spotter (41)**

These soldiers provide targeting data for a cruise missile or orbital laser satellite strike.

**Stealth Warrior (42)**

These soldiers use camo suits to sneak up on their enemies or snipe them from the shadows.

**Swarm (43)**

These soldiers use a remote to control hundreds of insect drones designed to overwhelm and devour an opponent.

### **Tank Drones (44)**

These soldiers use a remote to control multiple mini tanks.

### **Tentacles (45)**

These soldiers wear a body harness linked to their nervous system that controls four mechanical tentacles. These powerful machines can tear an opponent or wall apart in seconds. They also allow a person to quickly move across the battlefield using the tentacles as legs or scale any sheer surface like the wall of a building with these mechanical devices.

### **Tinker (46)**

These soldiers deploy sentry drones, reinforce walls, and set up surveillance using sticky cameras. They have EMP grenades and signal disruptors to destroy any form of electronics or surveillance on the battlefield.

### **Trapper (47)**

These soldiers are experts at setting claymore, concussion, or poison mines and traps throughout the battlefield. These traps include entry denial devices on windows and doors, barbed wired coils, shock plates, and leg traps.

### **Venom (48)**

These soldiers use various poisonous chemicals and biological agents in the form of gas grenades and poisoned needle pistols and rifles.

### **VTOL Fighter (49)**

These soldiers pilot a mini VTOL fighter to fight enemy combatants throughout the battlefield from the air making them vulnerable to surface to air missiles.

### **Weapon Harness (50)**

These soldiers wear a body harness linked to their nervous system that controls four mechanical arms attached to weapons. A soldier can mount any weapon on each arm giving them incredible versatility and the ability to fire in all directions at once.

## **Mutations (D100)**

Many sentients develop genetic mutations because of their exposure to radiation or chemicals that give them special powers or disabilities.

### **Acid Blood (1)**

A person has molecular acid in his blood that activates when it contacts the air.

### **Altered Metabolism (2)**

A person has an extremely high or low metabolism that allows him to survive eating almost nothing or requiring him to eat incredible amounts of food to survive. A person may also have a weird metabolism, so he requires special or rare foods to survive.

### **Anti-Radiation (3)**

A person has special enzymatic systems that instantly repairs his genetic material when she is damaged by intense radiation.

### **Antlers (4)**

A person has a large rack of antlers growing from his skull.

### **Blind (5)**

A person is born blind.

### **Brittle Bones (6)**

A person has extremely brittle bones.

### **Carapace (7)**

A person has evolved a thick resin layer on the outer surface of her body that protects her internal organs.

### **Chameleon Skin (8)**

A person's skin can change to match her surroundings.

### **Chemical Resistance (9)**

A person has special enzymatic and immune system mutations that destroys any foreign chemicals that enter her body.

### **Claws (10)**

A person has evolved razor sharp claws instead of nails. These claws may be retractable allowing a person to still manipulate small objects. These claws can also be sharp bones that project from his forearms or knuckles.

### **Corrosive Spit (11)**

A person has evolved corrosive spit or vomit that causes anything hit by it to instantly dissolve.

### **Cyclops (12)**

A person only has a single eye in his forehead.

### **Deaf (13)**

A person was born without the ability to hear.

### **Density Control (14)**

A person has the ability to increase and decrease the density of her body.

### **Disfigured Body (15)**

A person has a deformed or hunchback body.

### **Disfigured Head (16)**

A person has a disfigured head or face.

### **Elastic (17)**

A person's body is elastic allowing it to stretch and bend.

### **Electrical Generation (18)**

A person can project electrical discharges like lightning.

### **Energy Absorption (19)**

A person can absorb energy and discharge it as a burst of energy.

### **Energy Reflection (20)**

A person produces a magnetic field, so he can deflect any form of energy.

### **Enormous Arm (21)**

A person has one or two enormous arms that hang to the ground.

### **Excretion (22)**

A person can produce and secrete drugs from her skin or mucous membranes. She can also produce scents and pheromones that can be very pleasant or extremely noxious when inhaled.

### **Extra Arms (23)**

A person is born with single or multiple extra arms allowing him to manipulate multiple objects at once.

### **Extra Eyes (24)**

A person is born with a single or multiple extra eyes.

### **Extra Legs (25)**

A person is born with a single or multiple extra legs allowing her to move in a bizarre way.

### **Extremely Short (26)**

A person's height is under one or two feet tall.

### **Extremely Tall (27)**

A person's height is between eight and twelve feet tall.

**Feathers (28)**

A person's body is covered in feathers.

**Finger Tendrils (29)**

A person has tendril or tentacles instead of fingers.

**Fire Breathing (30)**

A person can breathe fire from his mouth.

**Frenzy (31)**

A person goes into an insane battle rage when she gets angry.

**Fur (32)**

A person's body is covered in fur of a specific color.

**Genius (33)**

A person has evolved to be incredibly smart in some aspect including art, science, literature, or mathematics.

**Gills (34)**

A person has evolved gills allowing her to breathe underwater. He may also have webbed hands and feet allowing him to swim faster.

**Heat Generation (35)**

A person's body produces immense amounts of heat.

**Heightened Agility (36)**

A person has incredible dexterity and reflexes.

**Heightened Hearing (37)**

A person has amazing hearing that allows him to hear the smallest sound in multiple frequencies.

**Heightened Smell (38)**

A person has an incredible sense of smell that allows him to detect the scent of a single molecule in the air.

**Heightened Taste (39)**

A person can determine the chemical composition of anything that he tastes.

**Heightened Touch (40)**

A person can detect the slightest movement in the air allowing him to move as if he could see even in total darkness or being totally blind.

**Heightened Vision (41)**

A person can see with perfect clarity at incredible distances.

**High Density (42)**

A person has evolved an extremely dense cellular structure that makes him incredibly strong and highly resistant to damage.

**Horns (43)**

A person has one or two horns projecting from his forehead.

**Infravision (44)**

A person has infravision allowing him to see the infrared range of the electromagnetic spectrum, so he can see living things and machines in total darkness.

**Kinetic Absorption (45)**

A person can absorb energy when he is hit by any projectile weapon that he can expel as a burst of energy.

**Large Feet (46)**

A person has one or two extremely large feet.

**Large Hands (47)**

A person has one or two extremely large hands.

**Leaper (48)**

A person has powerful leg muscles allowing him to jump an incredible distance from the standing position.

**Life Leech (49)**

A person can absorb the life energy from a person or animal by touching it. If a person touches a person too long, the victim will die.

**Light Generation (50)**

A person can produce light from a special organ or his skin.

**Lighted Eyes (51)**

A person can produce light from her eyes.

**Living Battery (52)**

A person can store bioelectric energy and release it as electricity.

**Long Neck (53)**

A person has an extremely long neck.

**Longevity (54)**

A person has evolved cells that constantly renew themselves allowing her body to repair massive injuries and live forever as long as he does not have a terrible accident or is mortally wounded.

**Maw (55)**

A person has a mouth filled with immense amounts of razor sharp teeth.

**Metamorphosis (56)**

A person can transform her body into a different form but this is a once in a lifetime event.



**Nauseating Gas (57)**

A person produces a gas from his pores that causes nausea in anyone that breathes it in.

**Navigator (58)**

A person has evolved to see the fabric of reality, so she can safely plot an astrological course through hyperspace.

**Night Vision (59)**

A person has light intensifying eyes that allow him see in low light.

**Numb (60)**

A person has no touch sensitivity.

**Organometallic Form (61)**

A person has a body made of organometallic making him hard as steel.

**Painless (62)**

A person was born without the ability to feel pain giving her incredible endurance, but she lacks the ability to feel when she is being injured.

**Parasitic Twin (63)**

A person was born with a parasitic twin growing on his body.

**Perfect Digestion (64)**

A person has powerful digestive enzymes that allow him to digest any organic material and convert it into nutrients.

**Perfect Immunity (65)**

A person has a powerful immune system that can destroy any foreign material or invading pathogen making her totally immune to infections and disease.

**Pheromones (66)**

A person releases pheromones from her skin that act as a powerful aphrodisiac or causes a range of emotions in another person.

**Poison Blood (67)**

A person has poisonous blood flowing through his veins.

**Poison Fangs (68)**

A person produces a powerful poison that can be injected with a bite.

**Precognition (69)**

A person has opened regions of his mind that give him access to images of future events that can range from clear scenes or cryptic images.

**Prehensile Tail (70)**

A person is born with a prehensile tail.

**Prehensile Tongue (71)**

A person has a long prehensile tongue.

**Psionic Potential (72)**

A person is born with incredible psionic potential giving her unlimited psychic powers.

**Quills (73)**

A person was born with firing quills on her body.

**Radioactive Aura (74)**

A person produces a radioactive aura.

**Reflective Skin (75)**

A person has reflective skin that reflects light.

**Regeneration (76)**

A person's body can regenerate any damage and even regrow or reattach severed limbs.

**Scales (77)**

A person was born with scales all over her body.

**Severe Allergy (78)**

A person was born with severe allergies to certain types of food or chemicals that cause illness or death if ingested or breathed in.

**Shapechanger (79)**

A person can change his physical structure and appearance to look like another person or animal.

**Sleeping Gas (80)**

A person produces a sleep inducing gas from his pores.

**Snake Neck (81)**

A person has a long neck that can stretch out or move in different directions and can contract around another person.

**Sonar (82)**

A person has evolved the ability to produce ultrasound and interpret the reflected sound to create a three dimensional image of his surroundings.

**Sonic Scream (83)**

A person can produce a sonic scream that can be deafening or can punch through armor plating.

**Speed (84)**

A person's body has evolved to have only quick twitch muscle fibers allowing him to produce incredible bursts of speed for short periods of time.

**Spider Eyes (85)**

A person has dozens of eyes on each side of his face.

**Spikes (86)**

A person has evolved spikes or spines that cover his entire body or certain parts of his body.

**Sunburn (87)**

A person gets severe burns when exposed to sunlight.

**Super Intelligence (88)**

A person has evolved super intelligence and lightning fast neural kinetics.

**Super Mutant (89)**

A person's entire body has changed to be super strong and resistant to all forms of radiation and chemicals.

**Super Strength (90)**

A person has a body with massive amounts of muscle tissue made of slow twitch muscle cells making her extremely strong but slow moving.

**Tentacles (91)**

A person has arms mutated into tentacles.

**Thorns (92)**

A person's body is covered in poisonous thorns.

**Total Recall (93)**

A person has the ability to remember everything that he has ever seen or heard.

**Toxic Gas (94)**

A person produces a poisonous gas from his pores.

**Toxin Spit (95)**

A person produces a powerful poison that can be spit from his mouth.

**Tusks (96)**

A person has overgrown tusks in his mouth.

**Twin Heads (97)**

A person has two functional heads with different personalities.

**Ultravision (98)**

A person has ultravision allowing him to see in the ultraviolet range of the electromagnetic spectrum.

**Wings (99)**

A person has evolved fleshy or feathered wings allowing him to fly on low gravity worlds.

**X-Ray Vision (100)**

A person has the ability to see through objects allowing him to see inside of buildings, machines, and people.

## **Nano Tech (D20)**

Nano tech is the use of microscopic machines programmed to perform various functions at the molecular level. These nanites or nano probes are extremely vulnerable to electric shock and EMP weapons.

### **Armor (1)**

This combat nano tech forms around and integrates into a person's body to form a protective environmental suit that can self repair when damaged. It provides its user with increased speed and strength and it can deflect most types of weapon fire. Its outer shell can be formed into any shape allowing melee weapons to be formed from the suit's appendages

### **Buildings (2)**

Nano tech can construct buildings in a few hours or days depending on the structure being built. These buildings are made from almost indestructible materials that will instantly self repair when they are damaged. The layout of these nano tech buildings can be changed in moments to fit any situation. These buildings also produce their own furnishing and maintains their internal temperature and atmosphere.

### **Consuming (3)**

Consuming nano tech is designed to deconstruct anything that it touches and uses this material to build more copies of itself. They can be programmed to destroy organic or inorganic materials that depend on their function. Consuming nano tech can be used to clean up oil spills, toxic waste dumps, and polluted lakes and streams.

### **Control (4)**

Control nano tech can be used to infect a building or an entire landscape that causes manipulators to grow from the ground that can capture people and move objects around. Electroschock devices can also be created to shock people. The nano tech can produce different types of gasses including sleeping gas, nerve gas, or smoke inside a building or to cover an entire battlefield.

### **Designer Bodies (5)**

These nano tech systems allow a person to reconstruct her cells and the structures of her body. This allows her to stay completely young and beautiful as long as she lives and gives her the perfect body and appearance that she desires that can be changed at any time.

## **Designer Drugs (6)**

Nano tech can be used as a powerful hallucinogenic and euphoric drug that is engineered to a person's metabolism, so it is not addictive or destructive to his body. These drugs directly interact with the neurons of a person's brain, or they can produce electrical discharges that activate different regions of a person's mind.

### **Engineering (7)**

This nano tech can be used to manufacture buildings, infrastructure, bridges, tunnels, and roads within a few days from any surrounding materials. It can also be used to alter the physical environment by completely changing the composition of the ground or creating or removing entire mountains or islands.

### **Environmental (8)**

Environmental nano tech is used to remove any form of pollution from an environment. It can even remove radiation from an environment by altering the nucleuses of any radioactive isotopes that it encounters. It can also find and destroy all biological agents that have infected a given area.

### **Filtration (9)**

This nano tech system keeps the atmosphere clean and breathable inside a sealed suit or environment by converting gases to breathable gases in the proper proportions needed to live. All waste produced in the air recycling process is stored as solids that can be used later or simply expelled from the system.

### **Food (10)**

This nano tech allows food and pure drinking water to be made from other materials as long as the proper elements are available in the environment. This system makes it possible for a person to live in any environment without bringing any food or supplies.

### **Instant Items (11)**

Once this nano tech has been released, it gathers the necessary elements required to produce a specific device or vehicle. Once it produces its programmed item, the nano tech deactivates.

### **Longevity (12)**

Longevity nano tech constantly repairs cellular and genetic damage allowing a person to remain youthful and healthy for an extended period of time. This technology allows a person to live up to five or six times her normal lifespan.

### **Medical (13)**

Medical nano tech is designed to repair a person's body at the molecular or cellular level. Damaged DNA can be repaired to heal all genetic damage and prevent and cure all forms of cancer. Even severed limbs or damaged organs can be regrown if given enough time. A person's body can also be manipulated to create unique abilities using advanced designs programmed into the nano tech.

### **Mental Remapping (14)**

This nano tech system reconstructs a person's brain to increase his mental kinetics and increase his intelligence and memory. It can also open regions of his mind allowing him to vastly increase his psionic potential giving him psionic powers like telekinesis and telepathy. This nano tech can also be used to completely alter a person's personality and memories or change her into an easily controlled slave.

### **Mining (15)**

This nano tech system dissolves into solid rock and converts it into its desired component minerals, ores, and crystals allowing a single miner to process thousands of tons of ore each day.

### **Nano Constructs (16)**

Nano tech machines are sentient constructs that can take any form depending on their function. These forms include construction, transport, service, and combat that also include all the systems needed to fulfill their role.

### **Nanomorph (17)**

Nanomorphs are robots constructed from nano tech that can change their shape and form to better fit their function and their current situation. These sentient machines can self-repair and they can disperse their form and reassemble at any time.

### **Repair (18)**

Nano tech can be applied to a damaged vehicle or item, so it will be repaired almost instantly to its original condition. Vehicles or robots can be infected with these machines, so they are constantly being repaired.

### **Surveillance (19)**

Surveillance nano tech infects a building allowing its operator to see and hear everything that is happening inside it. This invasive nano tech cannot be detected without a deep scan.

### **Terraforming (20)**

This nano tech can be released on a planet's surface and it slowly changes the composition of its environment and the surrounding atmosphere if given enough time. A dense cloud of nano tech can cover the entire surface of a world to slowly repair all the damage caused by a devastating war or an environmental catastrophe.

## Near Future Adventure Hooks (D50)

These are ideas and activities to challenge your players in a near future sci-fi campaign.

### AI Killers (1)

Your team is sent to the past to destroy the AI that has destroyed your world. The AI must be destroyed before it achieves sentience, or its creator must be killed before the AI is ever created.

### Alien Barriers (2)

A giant alien spaceship has visited our world and we have segregated the alien race into specific regions where only they can live.

### Alien Control (3)

Aliens are secretly living on our world, and it's your job to make sure that they obey all the laws and stay hidden.

### Alien Invaders (4)

Your team must intercept any alien invaders that land on the Earth and collect their advanced technology to use against them.

### Alien Neighbors (5)

A giant alien spaceship has arrived on our world and this alien race has been integrated into our society.

### Android Park (6)

Advanced sentient androids are created to inhabit themed regions of a luxury recreational theme park that recreates a specific time in a specific culture. Visitors get to relive this era surrounded by these life-like androids.

### Android Rebellion (7)

Sentient androids that look just like humans help perform many of the manual and menial jobs in society. Some of these androids have achieved true sentience, so they no longer want to be slaves to humanity and have started peaceful or violent rebellions all over the world.

### Asteroid Mining (8)

The governments of the world have sent spaceships to the asteroid belt to mine these asteroids for rare and industrially important minerals and crystals.

### Clone Army (9)

Your team must find an ultimate warrior candidate to make a master template that will be used to create a new clone army.

### Colony Ships (10)

Massive colony ships have been created to take thousands to millions of colonists to a distant new world. They have been put into cryostasis for hundreds or even thousands of years to reach distant star systems where new human colonies can be created on these alien worlds.

### Core Time (11)

Your team must drill into the mantle of the Earth to reach its core in a super advanced transport. You must prevent the Earth's core rotation from stopping or its magnetic field will be lost and the solar winds from the Sun will destroy the surface of the Earth.

### Cyber Society (12)

In the future, almost everyone uses some form of cyber technology to get an advantage in work, sports, love, and war.

### Death Games (13)

When resources become extremely limited, not everyone can be allowed to live, so the world government has created a monthly death game where each region sends champions to fight to the death for extra allocations of food and medicine for the winner's region.

### Designer Children (14)

People can make perfect children using genetic engineering that has created a two tier system where the world only respects genetically perfect individuals. People with natural genetics are considered second class citizens that can only get jobs as manual labor.

### Extinct Species Park (15)

Extinct animals like dinosaurs or ice age animals have been brought back to life using ancient genetic material to create a fertilized egg that can be implanted into a similar animal that still exists as a surrogate mother.

### Fantasy Neighbors (16)

A rift has opened that has allowed magical creatures like orcs and elves to enter our world, so we have integrated them into our society.

### Field Test (17)

Your team must try out an experimental weapon or vehicle in the real world without being detected.

### Final Hope (18)

You must deliver the last pregnant woman to a secret laboratory to find a cure for the infertility virus that threatens the human race with extinction.

### **Future Crimes (19)**

In the future, people with psychic abilities can see into the future, so they can determine what future crimes a person will commit. These criminals are arrested and imprisoned before they actually commit a crime. This has caused the violent crime rate in the future to drop to zero but has created a society that is completely controlled by the government.

### **Gene Masters (20)**

You discover an alien race whose technology is based only on genetic engineering and not electronics. These aliens can produce any drug in any amount, so a person can corner the market on these high-quality drugs by keeping these aliens a secret.

### **Hidden Society (21)**

A hidden underwater city hides a society that extracts chemicals from peoples' brains to produce a drug that provides immortality or psionic powers.

### **Hive City (22)**

Future cities will be giant towers that reach into the sky that can house over a million people. These almost lawless slums are filled to capacity, so gangs constantly fight for dominance over every level of this giant city.

### **Hunting Ground (23)**

A group of deadly alien hunters has come to Earth to hunt and kill our strongest warriors.

### **Infected (24)**

The leaders of our government are being taken over by aliens, so they must be stopped before they take over our country.

### **Killer Asteroid (25)**

Your team is sent into space to destroy an asteroid on a direct impact with the Earth.

### **Knowledge Vault (26)**

Your team must create and protect a knowledge vault designed to save the future from the coming planetary barbarism. You travel throughout the world gathering the great treasures of the world before society collapses.

### **Mars Base (27)**

Humanity has joined resources to create an unimaginably expensive and dangerous mission to Mars designed to build a permanent living habitat and prove that humans have no limitations.

### **Monster Hunters (28)**

A giant radioactive monster is destroying your city and your team must figure out how to stop it.

### **Plague Immunity (29)**

Your team must bring a child born with total immunity to the disease destroying the world to a secret research center across the war-torn wastes of America.

### **Police Judges (30)**

Future police in the overcrowded hive cities will be judge, jury, and executioner, so criminals can be convicted of any crime and sentenced to imprisonment in an isolation cube or immediate execution by a responding police officer. These police judges are the only thing that keeps this society from collapsing because people actually fear these deadly officers of the law.

### **Prison Cities (31)**

Some large metropolitan cities have been completely overrun with criminals and murderers, so the world government has decided to build massive walls covered in remote weapon systems around them to turn these cities into giant prisons. Newly convicted criminals are thrown into these prison cities to fend for themselves or die.

### **Rescue Team (32)**

Your team uses advanced vehicles to travel around the world to save people from natural disasters.

### **Robot Fighter (33)**

The last survivors of the human race have created a fighting force to fight the sentient machines that have destroyed the world.

### **Save the Future (34)**

Your team is sent to the past to stop a pandemic that has killed most of the human race.

### **Space Elevator (35)**

Humanity has joined together to create a space tower to the upper atmosphere. The construction of this structure allows humanity easy access to outer space because the gravity well no longer has to be surpassed each time a satellite is launched or a mission to the inner planets is attempted. This space tower gives humanity access to the stratosphere, so the chlorine gas that is destroying the ozone layer can be removed.

### **Spore World (36)**

A fungus has covered the world that releases deadly spores into the air that has killed all life except for the mutated insects that rule the world. These spores have mutated these insects into giant monsters that live on the spores for food.

### **Star Healer (37)**

Your team is sent to the Sun on a desperate space mission to prevent its magnetic field from completely collapsing to prevent deadly solar flares from destroying the Earth.

### **Stop Them (38)**

Your team must destroy an automated robot factory manufacturing rogue killing machines.

### **Super Solider Program (39)**

Secret government agencies have created drugs that turn a normal human into a superhuman fighting machine that can single handedly defeat an army of regular soldiers using his incredible stealth and superhuman skills.

### **Survival Ships (40)**

The world is about to be destroyed by a massive natural disaster, world ending asteroid collision, deadly solar flares, or alien invasion, so humanity has created a few ships to get as many people off the Earth before the world is completely destroyed to prevent the extinction of the human race.

### **Take Him Down (41)**

Your team is sent to the past to kill an important military leader before he grows up.

### **Thought Crimes (42)**

In a future totalitarian government, every movement of a population is under surveillance and secret undercover agents disguised as distant family members or coworkers constantly interact and question people that the government considers internally subversive. A person can be executed or reprogrammed if it is felt that his thoughts are subversive without him ever doing anything illegal.

### **Time Rogues (43)**

Your team travels through time to steal all the great treasures of history.

### **Titan (44)**

An enormous automated battle tank is coming to destroy your city-state or command center, so you must stop it at all costs.

### **Trash World (45)**

The world has decayed into a trash filled polluted wasteland, so people are looking for the final clean places to live.

### **VR Society (46)**

Resources throughout the world have almost run out, so the world government has created a powerful virtual reality system that uses super addictive drugs to make this system appear totally immersive. Almost the entire population of the world spends all their waking hours connected to this virtual world, so they use very little resources each day.

### **Wasteland Warriors (47)**

Your team has been awakened from a cryogenic sleep. You must reclaim the nuclear wasteland from the mutants and the rabble to rebuild your country.

### **Weather Control (48)**

The global weather control satellite system has been hacked causing extreme weather thought unimaginable throughout the world leading to mass death and destruction.

### **Wormhole Discovery (49)**

A wormhole has been discovered near one of the gas giants in the outer solar system. This wormhole leads directly to another solar system that has a livable planet like Earth with a primitive sentient race.

### **X-Command (50)**

An international black ops organization fights alien invaders that are attempting to take over the world government and enslave all humanity for a hidden and sinister reason.

## **Net Programs (D88)**

The Net represents the powerful computer network that links the entire world together in most advanced societies. These programs allow a user to perform different functions when he is linked to the Net by a computer or directly with a neural interface. The quality of the program and the computing power of the computer rig used to activate the program determine the stealth, speed, and power of each program.

### **Alarm (11)**

This program is designed to alert a user if he is being traced or his presence within a system has been detected.

### **Anonymous (12)**

This program hides the identity of a computer and its user on the Net.

### **Antivirus (13)**

This program protects a user and his computer from simple malicious programs.

### **Back Door (14)**

This program inserts a gateway into a server or computer allowing a user to access its protected data at any time.

### **Brain Wipe (15)**

This black ICE program can destroy the nervous system of a user directly linked to the Net.

### **Brainstorm (16)**

This black ICE program will cause a targeted user to go into an epileptic seizure if her defenses have been breached.

### **Cerebral Overwriter (17)**

This black ICE program allows a person to alter another person's memories and personality if her defenses have been breached.

### **Cloak (18)**

This program prevents a user from being detected unless he activates another program.

### **Code Gate (21)**

This encrypted security gate will only provide access to a user with the proper gate keys.

### **Codebreaker (22)**

This program can break any form of encryption if given enough computing power and time.

### **Copycat (23)**

This program can make a copy of any program even one not under your control as long as the target program is of lower complexity than itself. Some programs may take a long time to copy because of their immense size and advanced encryption.

### **Corrupt (24)**

This virus program writes over other programs to permanently corrupt them.

### **Cortex Lock (25)**

This black ICE program causes a person's mind to become paralyzed until a code is given.

### **Crash (26)**

This virus program directly accesses the hardware of a linked computer causing it to overheat. This causes permanent damage or can completely destroy a computer rig.

### **Data Hound (27)**

This program can trace stolen data that has been marked to any location in the Net.

### **Data Mine (28)**

This trojan horse program is first installed in a foreign system, so it can slowly record and transmit data found within its data walls to the user without detection.

### **Datawipe (31)**

This program completely and permanently erases data from a computer, so it can never be retrieved.

### **Decipher (32)**

This program can determine the password to a security gate by giving it enough clues about its operator.

### **DeRezz (33)**

This program maintains a copy of every installed program allowing it to restore any corrupt or destroyed program.

### **Detection (34)**

This program can detect if any computer system or program is attempting to find your system or trying to get past your defensive software.

### **Doppelganger (35)**

This program makes a user appear to be a program installed in the invaded computer system.



**Encryption (36)**

This program can encrypt data, so it cannot be read without using a specific decryption code whose complexity is based on the computing power of the encrypting system.

**Enigma (37)**

This program allows a code wall to be reinforced with a constantly changing security code that can only be accessed with an enigma formula and the original access code.

**Evasion (38)**

This program allows a computer to avoid attack software or black ICE that has been aimed at it.

**Evil Eye (41)**

Once this surveillance virus has been installed in a system, you can monitor anything that an operator does without being detected.

**False Echo (42)**

This program produces a false location to anyone that attempts to trace the user.

**Forger (43)**

This program provides false online documents that will give a person access to a government server.

**Fortress (44)**

This military grade software is a powerful defensive program that will not allow intruders to attack a user's data vaults.

**Hide (45)**

This program allows a system to instantly disconnect if it is detected to avoid any offensive programs aimed at it.

**Houdini (46)**

This program allows a person to avoid the effects of an attack program.

**Hourglass (47)**

This program accelerates a person's cerebral cortex allowing a user to operate with enhanced reflexes.

**Inferno (48)**

This program destroys all cryptocurrency in a data vault.

**Instant Replay (51)**

This program allows a user to preprogram a sequence of program activations that allow full automation of most activities in the Net making a user much more efficient.

**Intrusion (52)**

This software allows a user to invade most simple data walls and defense grids giving access to a target system's data.

**Keyhole (53)**

This program allows a user to view a small stream of data through a secure data wall.

**Knowledge Vault (54)**

This program contains all the knowledge of the entire race that can be instantly accessed by a user online.

**Lag Time (55)**

This viral software actually produces static and code interference that significantly slows down a user's link to the Net.

**Laundering (56)**

This program allows digital funds to be wiped of all tags or markers, so they can be used without being traced.

**Locator (57)**

This viral program can be attached to any invading system, and it allows a user to trace the location of the invader if given enough time.

**Lockpick (58)**

This powerful attack program is designed to corrupt any data wall allowing total access to a target system.

**Loop (61)**

This viral program locks an invading system into a command loop that will not allow it to perform any other action.

**Mail Bomb (62)**

This virus is delivered by email and it destroys any system that opens it.

**Marker (63)**

This program hides inside another system allowing a user to determine its Net location at any time.

**Mirror Image (64)**

This program allows a user to create multiple virtual images of his Net trace, so it is almost impossible to determine which one is his actual node connection.

**Neural EMP (65)**

This black ICE program can cause an enemy system to force an electromagnetic pulse to be released from an enemy computer's interface causing damage to its hardware and its user's mind.

**Override (66)**

This military grade attack software allows a user to take control of an invading computer.

**Protect (67)**

This military grade defensive software deflects any intruder away that it can detect.

**Puppet Master (68)**

This black ICE program can insert a mind control protocol into a person's mind.

**Rabbit Hole (71)**

This military grade software is designed to make a person believe that he is simply accessing the Net, but in reality, his mind is trapped allowing the authorities to go to his current location and capture the dreaming user.

**Remote (72)**

This program allows a user to remotely control a system from a distant location.

**Scapegoat (73)**

This virus can be installed in a target system and if your system is ever detected, the other system will be traced back to its location instead of yours.

**Search (74)**

This program can search the entire Net looking for a specific user, system, or piece of information.

**Self Destruct (75)**

This program will delete all the data stored in a user's system on command.

**Shadow (76)**

This attack program produces a small routine program that follows an invader back to his system and slowly integrates itself into his software. This program can then be used to track and destroy the intruding system or user at any time.

**Shield (77)**

This defensive program places extra layers of data protection around a user to ward off any attack software that has been detected.

**Static (78)**

This attack program interrupts a user's ability to access the Net because everything that the system produces is heavily distorted.

**Stealth (81)**

This program makes a computer system difficult or impossible to detect while linked to the Net.

**Trace (82)**

This program allows a user to trace a program or computer back to its physical location if given enough time.

**Transfer (83)**

This program is designed to instantly transfer a system's entire collection of data vaults to another system.

**Trap (84)**

This program is designed to activate when it senses an intruder. It will either directly assault the invading computer and the user with a variety of automated attack programs.

**Vault Sweeper (85)**

This program allows a hacker to steal all the cryptocurrency from a data vault.

**Wall (86)**

This data wall program is designed to protect important data and proprietary information.

**Watchdog (87)**

This program will attack an intruder and alert the user of a system intrusion.

**Worm (88)**

This military grade program is designed to slowly burrow its way through any computer's defensive software to give a user access to a target system or its user. If given enough time, this program can penetrate through even the most advanced data walls without any trace that it has been there when it is operated by an expert hacker.

## Planet Generator

This sequence of lists allows a gamemaster to quickly generate an alien world for his players to explore.

### Atmosphere (D10)

Planets have different atmospheres that depend on the composition of the planet and the lifeforms present.

#### Vacuum (1)

This planet has no atmosphere and it is a freezing rock.

#### Inert (2)

This planet has a nitrogen and noble gas based atmosphere, so it cannot sustain life.

#### Standard (3-7)

This planet has a nitrogen and oxygen based atmosphere that has allowed a protective ozone layer to form allowing it to support life.

#### Toxic (8)

This planet has an atmosphere filled with carbon dioxide, methane, and nitrides.

#### Corrosive (9)

This planet's atmosphere contains high concentrations of sulfuric and/or hydrochloric acid making it very corrosive.

#### Super Corrosive (10)

This planet's atmosphere contains high concentrations of nitric acid and/or hydrofluoric acid making it super corrosive.

### Atmospheric Pressure (D10)

Atmospheric pressure depends on the composition and geothermal activity of a planet and its gravity.

#### Vacuum (1)

This planet does not even have a trace atmosphere, so its surface is a complete vacuum.

#### Trace (2)

This planet has a very thin atmosphere that cannot sustain life.

#### Standard (3-7)

This planet is large enough and its protective magnetic field has allowed it maintain a thin atmosphere.

#### Dense (8)

This planet has a very dense atmosphere caused by massive outflows of geothermal gasses or an intense gravity.

#### Crushing (9)

This massive planet has such a dense atmosphere that any visitor would be crushed by its atmosphere that is many times denser than Earth's.

#### Liquid (10)

The gravity is so high on this world that there are no gases and everything has been compressed to a liquid or solid.

### Temperature (D10)

These are the possible range of planetary temperatures caused by a planet's distance from a local star, star intensity, atmospheric composition, and gravitational effect of nearby planets.

#### Absolute Zero (1)

These planets are as cold as space because they cannot trap the heat absorbed from their star. These planets have a very reflective surface and no atmosphere.

#### Freezing (2)

This planet is extremely far from its local star, so all liquid water has frozen solid. All the water on this planet is trapped as ice and snow.

#### Temperate (3-5)

This planet has a temperature range like Earth, so it has many different climates.

#### Warm (6-8)

This planet is very close to its local star, has multiple local stars, or has excessive greenhouse gases in its atmosphere, so this planet is very hot and has no large bodies of water. Most of its free water is trapped in its atmosphere or as small polar ice caps.

#### Hot (9)

This planet is too hot for any liquid water to exist, so life is not possible on the surface of these worlds.

#### Extreme (10)

These planets are so hot that even rock and metal melt to create a world of molten lava.

### **Gravity (D10)**

The gravity of a planet is determined by its size, composition, and density.

### **Zero (1)**

This small planetoid has almost no gravity so jumping would cause a person to launch from its surface.

### **Minimal (2)**

This moon sized planet allows a person to jump hundreds of feet with a single leap.

### **Low (3-5)**

This planet is the size of Mars, so a person from a standard gravity world would appear superhuman on this world.

### **Standard (6-8)**

This planet is the same composition and size as the Earth, so it has a standard gravitational field.

### **High (9)**

This large planet has a gravitational field many times stronger than the Earth making it difficult for anyone from a standard gravity world to move on its surface. The creatures on this world would grow to be very strong and dense.

### **Crushing (10)**

This planet is the size of a gas giant so its crushing gravity would destroy anyone attempting to stand on it. Creatures from these massive worlds would have bodies that would be almost indestructible by any physical force.

### **Radiation (D6)**

The radiation on a planet's surface is based on its radioactive isotope composition and age. Radiation can also be caused by nuclear weapon exchanges, nuclear power plant accidents, and radioactive pollution.

### **Zero (1)**

This planet is completely inert and all of its radioactive isotopes are decomposed.

### **Low (2-3)**

This planet has a minimal amount of radioactive isotopes, so it is a cold planet. The core of this planet has cooled down and has become solid, so its magnetic field is gone.

### **Standard (4-6)**

This planet is like Earth. It has a large amount of radioactive isotopes that have maintained its hot inner core. This planet has a protective magnetic field that protects its surface from solar radiation.

### **High (7-8)**

This planet has excessive amounts of radiation because it is a newly formed planet, or it has experienced a limited number of nuclear weapon detonations.

### **Extreme (9)**

This planet has had a massive number of nuclear weapon detonations that have made the planet a nuclear wasteland where all its terrestrial life has died or mutated.

### **Lethal (10)**

Extreme nuclear war has caused this planet to become bathed in intense radiation that no longer allows life to exist on this planet.

## Planet Names (D100)

These are random names for an alien world or planetary system.

- |                |                |            |              |              |
|----------------|----------------|------------|--------------|--------------|
| 1. Acamar      | 21. Canopus    | 41. Fornax | 61. Kastrá   | 81. Ravi     |
| 2. Achrid      | 22. Capella    | 42. Gank   | 62. Kurma    | 82. Rigel    |
| 3. Acrux       | 23. Cassiopeia | 43. Garuda | 63. Leo      | 83. Sargas   |
| 4. Ain         | 24. Castor     | 44. Geidi  | 64. Lepus    | 84. Sati     |
| 5. Alcor       | 25. Cepheus    | 45. Gemini | 65. Leto     | 85. Scorpius |
| 6. Algol       | 26. Cetus      | 46. Glory  | 66. Lingam   | 86. Shiva    |
| 7. Andromeda   | 27. Charon     | 47. Hades  | 67. Lyra     | 87. Sirius   |
| 8. Appollo     | 28. Corvus     | 48. Hari   | 68. Mira     | 88. Spica    |
| 9. Aquarius    | 29. Crux       | 49. Haven  | 69. Mizar    | 89. Talos    |
| 10. Aquila     | 30. Cygnus     | 50. Heka   | 70. Morpheus | 90. Tara     |
| 11. Aries      | 31. Deimos     | 51. Hera   | 71. Naga     | 91. Taurus   |
| 12. Artemis    | 32. Delphinus  | 52. Hermes | 72. Nembus   | 92. Teles    |
| 13. Asura      | 33. Demeter    | 53. Honos  | 73. Nyx      | 93. Titan    |
| 14. Atlas      | 34. Deneb      | 54. Hope   | 74. Orion    | 94. Ursa     |
| 15. Atria      | 35. Deva       | 55. Hydra  | 75. Palla    | 95. Vela     |
| 16. Bellatrix  | 36. Draco      | 56. Izar   | 76. Pax      | 96. Vesta    |
| 17. Betelgeuse | 37. Durga      | 57. Janus  | 77. Pegasus  | 97. Vikata   |
| 18. Brahma     | 38. Epona      | 58. Juno   | 78. Phoneix  | 98. Virgo    |
| 19. Bunda      | 39. Eris       | 59. Kaitos | 79. Rama     | 99. Vishnu   |
| 20. Canis      | 40. Felis      | 60. Kali   | 80. Rana     | 100. Vulcan  |

## Planet Naming Conventions (D20)

These are naming conventions that can be added to the beginning or end of a planet's name to make it sound unique.

- |             |            |           |             |           |
|-------------|------------|-----------|-------------|-----------|
| 1. Prime    | 5. Quintus | 9. Four   | 13. Gamma   | 17. Sigma |
| 2. Secundas | 6. One     | 10. Five  | 14. Delta   | 18. Omega |
| 3. Tertium  | 7. Two     | 11. Alpha | 15. Epsilon | 19. Major |
| 4. Quartus  | 8. Three   | 12. Beta  | 16. Zeta    | 20. Minor |

## **Planet Types (D50)**

These are the types of alien worlds that explorers will find in the vastness of unexplored space.

### **Absorbing (1)**

This world is a living creature, and it absorbs anything organic that touches its surface. Everything living on it has learned to keep moving if they want to stay alive.

### **Arctic (2)**

This world is freezing cold, but it has a breathable atmosphere and enough moisture to create snow and ice.

### **Artificial (3)**

These worlds are completely artificial and were constructed for some unknown reason in the distant past. These worlds are miracles of super science that can never be replicated again. They can be hollow or filled entirely with miraculous structures and machines. Many have odd shapes like a saddle, a cigar, or a giant ring.

### **Barren (4)**

This planet has no atmosphere, so it is a freezing wasteland with little or no surface features except craters from asteroid impacts.

### **Binary Planets (5)**

Binary worlds are when two equal sized planets orbit each other and their nearby star. These worlds are so close that their gravitational fields cause massive tidal and seismic waves creating constant volcanic and tectonic activity to occur on both worlds.

### **Brown Dwarf (6)**

This planet is about half the size of a star, but it was not massive enough to start its nuclear furnace.

### **Consuming (7)**

This planet is a living creature that travels the universe consuming other planets. It actually sends tendrils down to other worlds to consume all of their water and living organisms. It also siphons off a planet's atmosphere leaving it a barren wasteland.

### **Core (8)**

These planets are the jewels of a galactic empire. They are lush paradises with immense cities filled with billions of people. All industry has been moved

off these worlds, so they have extremely clean environments even though they have such large populations.

### **Corrosive Atmosphere (9)**

The atmosphere of this planet is made of nitric, sulfuric, and/or hydrochloric acid making it extremely corrosive.

### **Cthonian (10)**

This planet was once a gas giant, but it has lost its thick atmosphere leaving only its rocky core.

### **Dead (11)**

This world once had liquid water and an atmosphere, but its molten inner core cooled down over time and became solid. Without a protective magnetic field, the atmosphere was blasted off by solar radiation and the planet's surface was left a barren wasteland. Small polar ice caps may still remain on its surface.

### **Death (12)**

These worlds have atmospheres that are deadly to alien visitors. Animals on these planets are extremely deadly, and it is a world where survival of the fittest is a daily experience. Even the plant life has developed deadly adaptations that allow it to survive in this brutal environment.

### **Desert (13)**

These arid planets have no surface water, but their surface temperature is so high that all the moisture is trapped in their atmosphere. This moisture can be collected to allow sentient life to prosper on these worlds.

### **Eccentric Orbit (14)**

A few planets have non-standard orbits, which cause them to periodically and drastically change their distance from their local star. This causes their surface temperature to vary from -250°C to 1000°C depending on their orbital position. This incredible temperature variation prevents life from existing on these planets unprotected.

### **Extreme (15)**

A planet may have an extremely fast orbit or planetary rotation. These weird worlds may have powerful naturally occurring magnetic fields or oscillating electromagnetic fields that will distort any electronic device or electromagnetic shields used on these worlds. These strange worlds are difficult or impossible to colonize because of their negative effect on living organisms and advanced technology.

### **Farm (16)**

These planets are covered in agricultural land, grazing fields for livestock, and productive forests. All the oceans of these planets are covered in floating aquaculture farms and marine breeding grounds.

### **Feeder (17)**

These living worlds feed off the negative emotions of those living on their surface. These monstrosities have developed psychic abilities to control the minds of the people living on their surface that urges them into constant warfare and conflict to keep itself fed.

### **Fire and Ice (18)**

Some worlds are too close to their star and they have no atmosphere or an atmosphere that is too thin to store large amounts of solar heat. The night side of these worlds are freezing cold and the day side is hot enough to melt steel and rock.

### **Forge (19)**

The entire surface of these planets is covered with factories, forges, smelters, and refineries producing all forms of resources and technology. The entire orbital circumference of these planets is filled with solar collectors, orbital factories, repair docks, and trade centers. These worlds produce most of the technology and machines used by the core worlds of a specific star system.

### **Free Floating (20)**

This planet formed independently, is artificial, or is a rogue planet that has broken away from its star, so it does not orbit a star.

### **Frigid (21)**

These worlds are extremely far from their star or their star is very dim. These worlds have livable atmospheres but at night certain regions can become so cold that the atmosphere partially liquefies making it lethal for anyone left outside. Local animals have learned to hide underground at night where the air does not flash condense.

### **Gas Giant (22)**

This massive planet is composed of low density gases, but most of the world is in a liquid state because of its crushing gravity.

### **Gas Colossus (23)**

This gas giant is so large that it almost has enough mass to become a star, so it can be changed into a star using stellar engineering techniques.

### **Giant (24)**

This immense world is so large that its surface gravity can be two to ten times standard gravity.

### **Greenhouse Planet (25)**

This planet's atmosphere has such a high concentration of greenhouse gases including carbon dioxide and methane that it stores almost all the heat absorbed by its local star. Temperatures can reach up to hundreds or thousands of degrees on these greenhouse worlds.

### **Ice (26)**

This planet was once a water world, but it has cooled down over time causing its vast oceans to freeze solid.

### **Ice Sheet (27)**

This planet is covered in liquid water, but its surface is so cold that its entire ocean is covered in a thick layer of ice that insulates the liquid water below. Geothermal energy within the planet keeps the water underneath the ice a warm liquid.

### **Interdict (28)**

Access to an interdict planet is restricted by some space faring governments for political or safety reasons. These planets are protected by remote sensors that alert a local fleet, a planetary defense system, an orbital base, an automated defense platform, or patrol ships when intruders are present. Planets may be declared interdict because of contamination, infestation, secret dangers, or to enforce a political agreement or embargo. These worlds may even have a powerful piece of ancient technology that defends or even controls this world from orbit.

### **Jungle (29)**

These worlds are covered with immense tropical rainforests and the entire planet is a steaming hot jungle. It is covered in a lush jungle teeming with plant, animal, and microbiological life.

### **Living (30)**

A living world is a super organism whose consciousness results from the union of the minds of all the organisms on that world. This group consciousness is formed from the lesser creatures on these worlds, so any sentient being living there will believe that their world is alive. This group mind can exist anywhere that these animals live, so it can be spread to other worlds.

### **Tree Matrix (31)**

These lush forest or jungle worlds are covered in trees and their interconnected root structures create a massive supercomputer that acts as a super consciousness with almost unlimited processing power and storage capacity. This system is connected to the non-sentient life that helps protect and maintain these forests.

### **Longevity (32)**

These paradise worlds produce naturally occurring biogenic fields that allow living organisms to completely regenerate and rejuvenate their bodies. Any person or animal that lives on one of these worlds is cured of all diseases and over time they actually grow physically younger and stronger. If a person permanently lives on one of these worlds, she can live forever in perfect health unless she has an accident or is physically killed. All these worlds are held in great secrecy and are only used by the ultra rich and powerful. All attempts to replicate these biogenic fields using modern science has failed.

### **Machine World (33)**

This metal world is a wonder of super science produced by the advanced technology of a race of extinct sentient machines. Its entire structure is a massive fortress, and its core is a singularity trapped inside a pocket universe that powers this massive world ship.

### **Magnetic (34)**

This planet has intense gravitational interactions with the other planets in its solar system. It also has a liquid iron core that has a very strange rotational pattern causing permanent regions of intense magnetic fields all over its planetary surface. This causes iron rich rocks that can be the size of a small island to float in these areas.

### **Molten (35)**

This newly formed world has a large number of radioactive isotopes that make its core and mantle extremely hot. The crust of this world has not fully cooled down yet, so its entire surface is covered in constantly flowing molten lava.

### **Ocean World (36)**

These worlds are covered in vast oceans teeming with life. There are only a few islands created by massive underwater volcanoes that break the surface of a never ending blanket of water.

### **Penal Colony (37)**

This world is used to drop off all the criminals from an entire space empire. These people must fend for themselves or die on this hostile mining world. To receive food, water, and supplies, the prisoners must produce a specific amount of ore each month.

### **Planetoid (38)**

This planet is extremely small, so its gravitational pull was not strong enough to maintain an atmosphere, so it has become a barren wasteland.

### **Radioactive (39)**

These planets have immense amounts of radioactive isotopes in their crust and mantle causing them to be too radioactive to sustain life. Some of these planets are so radioactive that their entire surface is molten lava.

### **Resort (40)**

These pleasure worlds are terraformed to be beautiful paradises of natural wonder. These planets have artificial climate control, so their weather is always perfect and their environment is pristine. Their oceans are full of massive prize fish and designated areas of land are filled with cloned trophy animals. These worlds are natural wonders covered in unspoiled forests and jungles with absolutely no pollution. The only people living on these worlds are resort workers and ultra-rich guests.

### **Rogue (41)**

These rogue planets have been knocked out of their orbit by the effects of a black hole or supernova. These planets hurtle through space and can be difficult to detect because they produce no intrinsic light. All life and any atmosphere present are stripped from a planet when its trajectory suddenly changed.

### **Steam (42)**

These water planets are extremely hot, so they produce immense amount of steam that blankets the entire world.

### **Super Terrestrial (43)**

This giant Earth like world has a livable climate and atmosphere, but it is between two to five times larger than the Earth.

### **Super Water World (44)**

These giant planets are completely covered in liquid water, and they have a breathable atmosphere. These planets are between two to ten times larger than the Earth.



### **Swamp (45)**

The entire surface of this world is partially submerged underwater creating a swamp like environment where many creatures and microorganisms can prosper.

### **Terraformed (46)**

These planets are covered with massive terraforming stations that slowly convert their atmosphere to a composition suitable for the controlling interests of the project. Terraforming organisms and nano tech are utilized to alter a planet's atmosphere and soil composition. These worlds exist at different levels of completion, so some worlds will still be completely inhospitable while other worlds nearing completion will have atmospheres that are almost breathable by the race that terraformed them.

### **Terrestrial (47)**

These are Earth like planets with multiple environments and climates and a small temperature range.

### **Trash (48)**

This world is used as a nuclear or toxic waste dump for the trash produced by the rest of the worlds in a star system.

### **Unusual Shape (49)**

A few rare worlds are not spherical, but have a totally random shape. These worlds have zones of different gravitational pull because of their eccentric shape. These worlds must have gone through a recent catastrophic event in order to have such an unusual shape. They will also have areas of great volcanic activity where their crust is extremely thin or where a hot spot produces an upwelling of magma.

### **War (50)**

These living worlds move slowly through the universe consuming any planet that they discover. Each time they find a new world, they completely devour it to grow larger and more powerful. They also assimilate the consumed planet's technology into their defensive and offensive systems.

## **Planetary Governments (D66)**

A planet may have one central government or many powerful governments that may have very different leadership and belief systems.

### **Anarchy (11)**

This occurs when people have no government or their government has collapsed because of war, nuclear holocaust, famine, plague, or rampant crime and corruption. Crime lords, warlords, gangs, and mobs rule this type of society.

### **Autocracy (12)**

A single person controls and guides an entire society. Dictatorships are usually militarily or economically enforced and they are very unstable because the populace has little or no rights and are usually mistreated or terrorized.

### **Brood (13)**

A brood is created when a queen mother gives birth to all individuals in her race, so she has absolute control of her people. Her children are willing to do anything that she commands and they would die for her. They all worship her as their supreme brood mother and would do anything to protect her.

### **Caste (14)**

In a caste system, people are born into different castes or classes. There is usually a ruling class, a merchant class, a working class, and sometimes a slave or untouchable class. These classes of people never interact with each other and people can never move into a higher caste.

### **Church State (Theocracy) (15)**

People live their lives dedicated to their religious beliefs. This type of society is governed by the elders and leaders of their state church. All political, social, or technological advancements are banned if they go against the teachings and beliefs of their church, so dissidents are constantly being hunted down and cleansed by church inquisitors.

### **Clans (16)**

A clan system is broken down into multiple clans that are led by a powerful clan leader and his or her advisors that constantly fight for dominance over the territories and resources of their planet. These clans act as giant families that specialize in specific industries, religions, and technologies, so they have created extremely unique cultures and lifestyles from the other clans. These clans are willing to trade with each other and even intermarry.

### **Collective (21)**

The minds of all the individuals in this society make up a collective consciousness, so they all work together for the good of their people. These people share their thoughts and memories, so they all have access to the entire zeitgeist of this super organism allowing them to be almost omnipresent. Everyone in this form of government must be a psyker, so people without any psionic potential are cut off from their society.

### **Communion (22)**

This government is designed around the idea of the common good. This government is a form of autocracy because people have no direct control over their government. These people do not mind being controlled because they religiously believe that they all work for the greater good of their society. These people are willing to sacrifice everything for their society even their own lives, so their race can survive and expand.

### **Control (23)**

This society is under total control and its people are conditioned to obey from birth. They are under constant surveillance and total submission to their leader is mandatory. People are brain washed during their school years, and they are bombarded with political propaganda and monitored and controlled by secret police their entire lives. There is no freedom of speech, religion, press, or thought. People who act or even think against these governments are immediately arrested and reprogrammed, or they just disappear without a trace and any record of their existence is erased.

### **Corporate State (24)**

Megacorporations control society and their public policies are entirely based on their profit margins. This form of government is unstable because different corporations are constantly trying to destroy each other, and they never share any information or resources. These corporations are controlled by a handful of majority shareholders and powerful families that subjugate the rest of their society to their will.

### **Democracy (Representative Republic) (25)**

People elect leaders to represent them in their government. A representative republic provides a good balance of personal choice and direct representative leadership. People are elected so private and corporate interests gain power by funding different political campaigns. These systems breakdown when corporate interests begin to dominate the political system.

### **Empire (26)**

A powerful military Emperor controls most of the world with the help of an Imperial Senate with representatives from each Imperial state. Imperial citizens vote for each Senator, but the Emperor's power is complete, so he can ignore anything that they ask. The Senate's main purpose is to keep the government running. This form of government requires a massive army to maintain control over its huge expanses of conquered nations.

### **Federation (31)**

A federation is a union of countries into a larger planetary government. Each country sends a representative to the World Council that makes all the military and political decisions for these countries. Each member country has the right to political, social, and economic freedom, but every country provides resources and military support to the world government.

### **Feudalism (32)**

In this system, there is a single leader and all the people are indentured servants or slaves that work to pay off an impossible debt that will keep them in servitude for life.

### **Hive (33)**

People are mentally linked and work as a large super organism. All their actions are for the survival and benefit of their society. People communicate instantly with each other and can sense each other's thoughts and feelings which slowly removes a person's individuality and personal drive.

### **Houses (Aristocracy) (34)**

The citizens of every world are controlled by a royal House that is led by a specific noble and his family. These royal Houses can be moved from world to world but they always bring their armies and House artifacts with them.

### **Master Control (35)**

A central computer controls every aspect of a society. The brains of the populace are replaced with bio computers as a rite of passage into adulthood in order to maintain total control over the population. The master computer that controls their society usually has some twisted final goal that its society is unknowingly working towards.

### **Matriarchy (36)**

This government is ruled entirely by women and every aspect of their society is led by a ruling class of women. The upper ruling class passes leadership down through blood lines leading to constant war and conspiracy.

### **Military Dictatorship (41)**

Massive armies of conscript soldiers keep the order throughout the empire. These armies threaten to destroy any city that attempts to break free from this empire's grasp. Entire cities are destroyed as an example to teach other cities to obey.

### **Mind Control (42)**

The populace is brainwashed from birth to obey as slaves. They are made dependent on government controlled drugs or have chips implanted in their brains to control their emotions and thinking.

### **Monarchy (43)**

People are controlled by a royal family led by a king, emperor, or duke. These rulers are usually looked up to or feared by their people. This system can only exist in a militarily controlled or resource limited society.

### **Oligarchy (44)**

A small group of people have taken control over the rest of their society. This form of government is usually militarily or economically enforced, so it is very unstable and unjust. These powerful people eventually form a shadow government that runs the official government in secret.

### **Paradise (45)**

Technology has freed people from work, disease, pain, fear, and even death. People live only to find new forms of enjoyment and enlightenment in the real world or the virtual world. When people tire of this kind of life, they have themselves stasis stored until something interesting happens, or they simply commit state sanctioned suicide. To maintain its population size, births are only allowed with government approval.

### **Plutocracy (46)**

The world is ruled by a few elite wealthy individuals that control the government and make all the laws. The people are kept in check through fear and limited resources. These welfare states maintain a minimum standard of living to keep the masses happy and content.

### **Power (51)**

This warrior race believes that the strongest and bravest warriors should rule the entire empire even though it is an advanced technological super power. The entire race is under military control, and its leaders constantly fight to see who is the most powerful and therefore the rightful leader. Their warrior caste is trained from birth in the art of war allowing their empire to defeat most other nearby peaceful empires.

**Prison (52)**

The entire populace are slaves under constant surveillance. Any civilian can be killed by the state police for any reason, so people keep their heads down and simply obey their orders.

**Republic (53)**

In a republic, people elect political representatives that make all the laws and determine how the government is run. Every city elects a representative that represents the entire city at a High Council that makes all the decisions for the entire republic. Republics are perfect when many different cultures and alien races must work together to survive and prosper in a single country.

**Shadow Government (54)**

The current government is simply a cover for the hidden government that actually runs the world. People are given the illusion that they are free, but hidden forces plot to control their lives and slowly reduce the population.

**Survival (55)**

People live a lifestyle designed to survive in an incredibly harsh environment. Most social conflicts are resolved with challenges fought to the death. The leader of these people must have great leadership skills and be a skilled warrior able to defend his or her position.

**Syndicate (56)**

A powerful criminal organization controls an entire world. A puppet government is officially in charge of this world, but they are controlled in every way by this crime syndicate. A single kingpin dominates this powerful crime family that controls all illicit and illegal industries in the entire world. These industries are never legalized because it allows the syndicate to maintain control over them and destroy any competition.

**Techno Dictatorship (61)**

People depend on machines for everything and a master computer controls their entire society. These people may have no idea or even care what really controls their lives.

**Technocracy (62)**

Every citizen is constantly linked to a network every moment of their lives, so every political decision on the entire world can be voted on by the entire population in an instant. This is the most open type of government because everyone is involved, and they have total access to as much information about the government as they desire.

**Tribal (63)**

Groups of people are led by a leader or a group of elders, who have the most skill and experience in the village. Tribal governments can only function in nomadic societies with small populations or in environments with extremely limited resources.

**True Socialism (64)**

This government is based on real sacrifice and equality. Everyone works together to make society wonderful and everyone has a say in local government affairs. Because this system requires everyone to look out for each other's best interests, it is very difficult to maintain. Socialist leaders must always do what is best for their society which is another reason this system eventually breaks down.

**Tyranny (65)**

Tyranny is a government ruled by the mob. Citizens have overthrown their government and now attempt to rule using mob power and the threat of terror and death. These governments are not stable because the people soon realize that their current government is worse than the one that they overthrew.

**Utopian (66)**

There are no direct leaders but everyone works for the betterment of their society. All decisions are made by mutual agreement in order to benefit society. Every citizen receives a monthly allocation as long as they live even if they do not work. All excess money that people make is given to the common good, so no one is ever without food, shelter, education, net access, or medical care. This form of government is also known as the collective, but it is very rare in its true form.

## **Planetary Options (D100)**

These options will help you create special worlds filled with unique dangers and opportunities for your players.

### **Alien Kudzu (1)**

This alien creature or plant quickly takes over a new world because the indigenous flora and fauna has no natural defense against it.

### **Alien Monolith (2)**

This device actually causes primitive creatures on a world to achieve sentience or to move one step closer to a technologically advanced spacefaring society.

### **Atmospheric Liquefaction (3)**

On this freezing world, the temperature drops so low at night that the atmosphere begins to change from a gas into a liquid killing any animals left on its surface.

### **Atmospheric Modification Plants (4)**

These complexes are designed to slowly change the atmospheric composition and density over time to better suit the current occupants of this planet.

### **Alternate Gate (5)**

This tear in real space leads to an alternate reality that is extremely similar to our own but can have huge or small differences. Every person is present in both universes, but they may have totally different personalities, back stories, and allegiances.

### **Ancient City (6)**

Many generations ago, the ancestors of this city went underground in order to escape some planet-wide catastrophe such as colossal tidal waves, mega quakes, global pandemics, nuclear holocausts, alien invasions, or nano tech catastrophes. The current populace of the city still fears the surface, and they do not know that the world has already healed itself and is completely safe.

### **Ancient Monument (7)**

These incredible structures or statues were left behind by an ancient civilization to show their incredible technological abilities and their vision of themselves and their world. Many of these structures are immense in size or made of bizarre or rare materials.

### **Arcology (8)**

The entire surface of a planet is covered with a single massive city. The weather of this world is completely controlled and all traces of planetary water are stored underground. These cities may go up to fifty kilometers underground and hundreds of kilometers above the ground. Most of its food and large-scale technologies are supplied by local support planets or underground automated factories.

### **Automated Defense Grid (9)**

This world is surrounded by a vast network of weapon platforms and mine fields designed to destroy any invading starships.

### **Bio Hazard (10)**

A few planets have such a large number of deadly and virulent microorganisms that any non-indigenous life exposed to its unfiltered air is immediately overcome and consumed. Any sentient attempting to explore this planet must have a completely sealed environment and observe extreme hot zone precautions to prevent infection. These microorganisms will slowly evolve ways to avoid filtration and penetrate any type of physical seal over time. These worlds are prized by biotech corporations for their unlimited biological diversity and resources.

### **Bio Reactors (11)**

These power generating reactors allow the population to throw any organic materials like plants, animals, and the dead to create almost unlimited amounts of clean green energy.

### **Bombardment Shelters (12)**

This world is experiencing a global nuclear war or alien invasion. The constant nuclear bombardment has forced its populace to move deep underground to protect them from the radiation.

### **Climate Control Facility (13)**

These complexes slowly change the climate of an entire region of a planet by changing moisture levels and wind patterns. Entire continents of desert can be changed to productive farmland if given enough time.

### **Core Generator (14)**

These massive power plant complexes go into the molten mantle of a planet providing a world with unlimited amounts of geothermal energy and mineral resources. These generators can be dangerous during a seismic event because of their proximity to molten magma.

### **Core Waste Dump (15)**

This incredible complex has access to the molten mantle of a planet, so all the waste produced by a civilization can be harmlessly dumped into the magma of the planet's mantle.

### **Corrosive Oceans (16)**

These worlds have oceans filled with corrosive chemicals that can dissolve through flesh in seconds and metal in a few minutes.

### **Dark World (17)**

These worlds result from a binary planetary system that causes an occasional intersection between the larger sister planet and the system's star creating a total planetary eclipse that can last days to weeks.

### **Data Processing Node (18)**

These giant computers are found everywhere throughout a world, and they provide processing power for any mobile computing device near it. This system allows every mobile device in a world to work with incredible efficiency without requiring a powerful processor.

### **Desalination Plant (19)**

This factory uses energy to covert ocean water into drinkable water producing unlimited amounts of clean water if enough energy is available.

### **Desolate Cities (20)**

This planet is covered in the ruins of cities that have recently been destroyed in a terrible nuclear war. No sentient life exists on this world, but only the remnants of a dead society remain.

### **Dimensional Tears (21)**

These worlds fall on a dimensional or temporal tear in the fabric of space time making them a gateway that creatures or people from other times or dimensions can cross over into our dimension and timeline. These worlds are eventually destroyed by the paradoxes created by these transdimensional gates and temporal warp portals.

### **Drone Nexus (22)**

All robots on one entire hemisphere of a planet are controlled by this complex. If it is destroyed, all the robots on this side of the world will cease to function.

### **Electric Storms (23)**

These worlds have constant electrical storms of immense destructive power caused by a bizarre mixture of chemicals in their atmosphere or

extreme atmospheric ionization caused by severe solar winds or solar flares from their local star.

### **Emergent Intelligence (24)**

Many creatures or machines make a leap of evolution or thinking that changes them into fully sentient creatures that will soon develop an advanced society and high technology. These new cultures are easily manipulated at this early stage of development, so all interference with them can change their culture and future forever.

### **End of Days (25)**

All planets are constantly bombarded by stellar debris but once in a long while a planet will be hit by an asteroid so large that it will kill almost all life on its surface. Impacts by comets can also be devastating if they are large enough because they release super-hot steam upon impact. These massive space bodies can actually alter the magnetic field of local stars when they pass by causing deadly solar storms or massive gravitational stress on a planet resulting in super earthquakes and tsunamis.

### **Endless Shaft (26)**

The ancients of this world have created massive shafts that can be a kilometer wide and pass through the entire crust of a planet and into its mantle. These shafts may lead to nowhere, be big enough to have their own ecology, or lead to a subterranean world.

### **Floating Cities (27)**

These cities rise above the ground using super powerful antigravity devices or quantum levitation. These floating cities allow a world to use every inch of a planet for habitation, provide access to certain high-altitude atmospheric gases, or provide protection from the surface rabble or dangerous land creatures.

### **Floating Rocks (28)**

Some planets have extremely powerful magnetic fields that prevent any form of electronic sensor from functioning properly. On these worlds, the magnetic fields produced can be so great that entire sections of land with high levels of iron content can be lifted into the air to become stationary floating rocks. Some of these floating rocks can be as massive as a mountain. On these worlds, only vehicles made of special alloys or carbon fiber can operate safely as long as they don't require advanced electronics to operate.

### **Fossil Fuels (29)**

This world has immense coal, oil, and natural gas reserves produced from ancient plants and animals.

### **Fungal Bloom (30)**

This world has vast forests of giant mushrooms that reach into the sky. Plants don't exist on this world, so the entire world is covered in different types of fungus that are this world's primary producers.

### **Galactic Library (31)**

These massive data vaults contain all the knowledge of an entire species to prevent their cultural and scientific achievements from being lost during a planet wide or space empire wide disaster. These vaults still contain this precious knowledge even after their creators have become extinct.

### **Gas Harvesters (32)**

Some worlds have very reactive gases that can be harvested and refined to make fuels and explosives.

### **Geothermal Shafts (33)**

Many societies have solved their energy consumption problems by drilling deep shafts into the surface of their planet's crust. These shafts may be hundreds of kilometers deep and hundreds of meters wide. They tap directly into the magma layer of a planet and convert geothermal heat into unlimited amounts of usable energy.

### **Global Plague (34)**

An engineered plague has wiped out most of the sentient population of this world leaving it an unpopulated wasteland.

### **Greenhouse Gas Generators (35)**

These plants produce carbon dioxide and methane in order to increase the temperature of a planet to turn a frigid world into a terrestrial planet or an ice world into a water world.

### **Group Mind (36)**

Group minds form when all the organisms on a planet form an intelligence network creating a super intelligence that has a consciousness and personality. Individual organisms exist independently, but their combined intelligence forms this ultra smart organism. No individual part is significant, but when combined they create a higher consciousness with immense psionic potential. These worlds act as massive computers that can store the memories of the dead and some of these worlds can actually control the living things on their surface for their defense.

### **Hallucination Field (37)**

Some planets produce bizarre fields that can distort the mental patterns of animals and sentient beings resulting in hallucinations. These distortions can release memories and subconscious thoughts that can be very pleasurable or extremely frightening.

### **Hunting Ground (38)**

A private world or estate is stocked with rare and powerful beasts or kidnapped people making it the perfect hunting ground for a predator race or rich hunting enthusiasts.

### **Ice Fortress (39)**

On a freezing world, buildings can be built from solid ice making them very strong and thermally insulated.

### **Ice Rings (40)**

This planet has multiple concentric rings consisting of ice particles or giant ice blocks orbiting around it.

### **Laser Array (41)**

A laser array is a series of reflective satellites orbiting a planet that can deflect the beam of a massive planetary laser canon allowing it to hit any target on or above the planet's surface.

### **Lethal Radiation (42)**

These planets have natural or artificial sources of intense radiation that are lethal to anyone exposed to them for more than a few minutes. This intense radiation is not common, but it is usually caused by massive wars by now extinct civilizations that once existed on this blasted world.

### **Living Fields (43)**

This world is covered with a living field of organisms that move together and will consume anything that they touch. They appear to be nothing more than grass but on closer inspection, each blade is a separate lifeform that is linked together to form a super organism.

### **Magnetic Storms (44)**

These worlds have extremely active molten iron cores that produce extremely powerful magnetic fields that can ebb and flow in strange ways to produce massive magnetic fields in specific or random regions of these worlds. These magnetic fields can destroy or scramble electronic devices and prevent sensors and shields from functioning. These magnetic fields can become so intense that any metal structure will be thrown, lifted, pulled, or crushed when these magnetic storms become too intense.

### **Mass Graves (45)**

There has been a massacre or immense battle and thousands of people have been buried in mass graves to hide the atrocity.

### **Master Computer (46)**

An enormous computer runs this world, and it is housed in a complex that takes up an entire continent. It is so large that it can easily be seen from orbit with the naked eye.

### **Matter Transmission Network (47)**

This world has a system of matter transmitters so people and goods can be instantly transported around the world. This system frees this world from needing any other form of transportation.

### **Mega Factory (48)**

This immense building is an automated factory that takes up the entire surface of a continent. These factories mass produce a single item that requires a specific resource found only on this world or that is too dangerous to produce on a core world.

### **Mega Mountains (49)**

This low gravity world is made of low density minerals that has allowed its mountains and volcanoes to grow to immense heights and to spread out to cover entire continents.

### **Mind Warping Field (50)**

This planet has a strange electromagnetic field that distorts the brain waves of anyone on it causing severe hallucinations and total madness as long as a person remains on it. These psychotic symptoms will dissipate once a person leaves the planet.

### **Missile Silos (51)**

This world is covered in underground thermonuclear missile silos pointed at enemy countries throughout the world or directly into space to repel alien invaders.

### **Modified Gravity (52)**

An advanced civilization can create devices that actually alters the gravity experienced on the surface of a planet. These changes in gravity can affect its entire surface or be isolated to a specific area. Planets have been known to be altered to produce gravities ranging from 0G to 10G.

### **Moon (53)**

This planet has a moon that is significantly smaller than itself orbiting around it.

### **Multiple Moons (54)**

This planet has multiple moons orbiting around it. Moons orbiting around a massive planet will have great geothermal heat produced by the immense gravity produced by the planet.

### **Nanotech Horror (55)**

This world has been devastated by viral nanotech that has destroyed all life and left this world a lifeless shell that will consume anything that lands on it.

### **Nanotech Barrier (56)**

This planet is surrounded by a cloud of consuming nano tech that will destroy anything that tries to pass through it.

### **Pacification Towers (57)**

This world is covered in these towers that radiate electromagnetic waves designed to calm and muddle the minds of the populace of this planet.

### **Planetary Gravity Generators (58)**

These complexes dot the surface of a planet and they produce gravity fields to increase or decrease the gravity of a world to make it more comfortable for its current occupants.

### **Pollution Processors (59)**

These monolithic complexes filter out any pollution and toxic materials from the atmosphere and any local bodies of water making the environment clean and pristine again.

### **Orbital Grid (60)**

An orbital grid is a sealed shell that isolates a planet from the rest of the universe but allows specific forms of solar energy and light to penetrate. These structures may function as orbital factories or docking stations, but they usually function as defensive screens that integrate massive and almost impenetrable shield generators. Orbital grids can only be produced by a society with extremely high technology and immense resources.

### **Overcrowded (61)**

Some worlds are so overpopulated that they hold over one hundred billion people, so they need to use every inch of land for housing and food production. People must live underground, in ocean complexes, and in massive arcologies that reach into the sky and lie deep underground. High tech worlds will also have thousands of hovering cities to use every inch of space for housing. These worlds are so packed that their entire sky is filled with air cars that can get stuck in total gridlock that can last for weeks or months at a time.



### **Ozone Towers (62)**

These huge space towers reach all the way into space, and they slowly repair the damaged ozone layer in the upper atmosphere. They can also be used to create an ozone layer on a terraformed world.

### **Psionic Guild (63)**

This world has an organization that searches for and trains people with high psionic potential, so they can learn to control their incredible mental powers for the betterment of their society.

### **Psionic Pyramid (64)**

This giant structure boosts the power of nearby psionic individuals, so their mental powers are increased by up to a hundred-fold. This boosting power increases the closer a person is to the pyramid.

### **Planetary Cloak (65)**

These worlds have warp generators that bend light, radiation, and gravity away from them making them completely invisible to modern sensors. Any ship that attempts to pass through this field will also be flung away from it.

### **Planetary Defense Frame (66)**

This world is completely covered in a massive frame that produces an almost indestructible defensive screen that prevents intruders from reaching its surface.

### **Planetary Guardian (67)**

Many planets are protected by a sophisticated automated system with an advanced AI and powerful weapon systems. These guardians prevent any outside contact with their worlds protecting their populations from hostile invaders or enforcing their laws against outsiders. These guardians may be under the control of the planetary population or completely self-motivated. These guardians may exist as a single entity or be remotely distributed over the entire world. They can be located underground, on the surface of a world, or orbiting above it.

### **Planetary Gun (68)**

These massive reflex or laser arrays go kilometers into the ground and are surrounded by a complex of command, control, and power systems. When a planetary gun is fired, it can destroy everything in a five degree arc above its firing array. Massive lasers are considered weapons of last resort because they destroy huge amounts of a planet's atmosphere when they are fired.

### **Planetary Shield (69)**

These worlds have a complex set of surface shield generators that create a spherical electromagnetic shield around its entire surface protecting it from orbital bombardment and teleporter based invasion.

### **Planetary Web (70)**

These ancient traps can be found around some worlds. They are invisible to sensors, but if a ship touches them, they start to contract around it. These fibers are attracted to energy, so activating weapons and drives cause more of these fibers to concentrate around a captured ship.

### **Pocket Universe (71)**

This planet is inside a pocket universe protecting it from the rest of the universe. The only way into this different dimension is through a wormhole controlled from the inside of the pocket universe.

### **Radiation (72)**

These worlds have zones of intense radiation or the entire planet radiates low to extreme amounts of radiation. This radiation can come from high levels of nuclear isotopes in the planet's crust and interior, or it can result from an ecological or scientific disaster or nuclear war.

### **Radioactive Winter (73)**

Widespread nuclear war has produced clouds of nuclear debris that has left this world in eternal night as the radioactive fallout slowly drifts to the ground. The lack of sunlight has turned this world into a freezing cold rock, and all the plant life has died from lack of sunlight.

### **Reality Schism (74)**

Some worlds become embedded with ancient entities that make them behave in extremely odd and bizarre ways. A reality schism is when people think and the shards of these entities turn these thoughts into reality. This can be very dangerous, so people on these worlds must learn to control their thoughts and emotions.

### **Research Outpost (75)**

Some worlds have a single research facility on their entire surface that may have a small crew of scientists or be completely automated.

### **Retrograde Orbit (76)**

This planet does not have an orbit in the proper plane as the rest of the planets in a given system. This must be a captured world, or a world that has been knocked out of its proper orbit.

### **Rock Rings (77)**

This planet has multiple concentric rings consisting of sand and rocks orbiting around it. These rocks often rain down onto the surface of the planet.

### **Royal Palace (78)**

This beautiful palace is also an impenetrable fortress with an indestructible shield generator. It has powerful ground and space defense laser arrays designed to destroy ground invaders and spacecraft orbiting above it.

### **Satellite Complex (79)**

Some worlds are surrounded by an intricate array of over ten thousand satellites that provide defense, communication, manufacturing, and almost unlimited energy in the form of microwaves beamed down by solar energy collecting satellites.

### **Single Source (80)**

This planet has a naturally manufactured drug produced by an indigenous organism or a unique energy source that cannot be found anywhere else in the universe.

### **Slave Camp (81)**

This world has a hidden mining facility run by slaves that is controlled by space pirates or an evil megacorporation.

### **Space Colony (82)**

Some worlds have moved their populations into space where their society has built massive space colonies. Free colonies are found in deep space and orbital colonies are in permanent orbit around these worlds. Elevator colonies are in permanent orbit around these worlds, and they have a space elevator connected directly to the planet's surface.

### **Space Elevator (83)**

These massive space engineering projects are stable towers that extend twice the geosynchronous orbital distance above a planet's surface. A massive counterbalance designed to stabilize the tower is placed at twice the geosynchronous orbital distance at its end. At the level of geosynchronous orbit, an orbital complex is built to load and unload cargo freighters. Elevator cars then move up and down the tower transporting cargo and passengers at almost no cost. On a few worlds with these complexes, the rich and powerful live in the safety of space while the rest of the world lives on the surface to produce the resources and goods that are sent up the space bean stalk.

### **Spore Towers (84)**

These huge organic towers billow out immense amounts of spores that cause more of these structures to grow when the spores contact moisture.

### **Sports Arena (85)**

There are immense arenas on this planet that can take up the entire surface of a continent. These wonders of technology and engineering can change their interior using nano technology within a few minutes depending on what sporting event or concert is being hosted there.

### **Spy Network (86)**

Every inch of this world is covered in a network of cameras and microphones so everything said and done on its surface can be recorded and analyzed.

### **Starport (87)**

This planet has a huge trade center where ships from around the universe land to refuel, perform repairs, trade goods, and look for new job opportunities.

### **Subterranean Worlds (88)**

On worlds with high tectonic plate activity, massive underground caverns can form when plates overlap with a gap. These massive world caverns can contain entire ecologies that are completely different from any surface ecosystem if a geothermal energy source is available to sustain life.

### **Surface Bombardment (89)**

This planet is next to an asteroid field, so meteors constantly rain down from the sky.

### **Tectonic Shift (90)**

When a star sends out an intense blast of neutrinos most of the inner crust of its local planets will begin to melt. This causes a planet's crust to break free and shift around causing intense earthquakes and volcanic eruptions all over its surface.

### **Temporal Shift (91)**

These rare planets exist in a temporal distortion that causes time on a planet to go faster or slower than the standard timeline. This means that on an accelerated planet, time passes incredibly quickly while the outside universe appears to be moving slowly. A slowed planet appears to be moving in slow motion in relation to the outside universe. These temporal planets usually exist in an independent dimension that isolates them from the rest of the universe. Many of these temporal distortions cannot be entered or left without special portal constructs.

### **Time Anomalies (92)**

A few worlds have naturally occurring time anomalies that form on their surface. These include areas where the flow of time is distorted, so people can live their lives normally but they age at a very slow rate. Another time anomaly is called a time fracture that only occurs for a short period of time on a given world. On these strange worlds, animals, people, and objects from different points of a planet's history appear during the current timeline for a short period of time and then disappear. This does not appear to cause a time paradox because they are naturally occurring temporal events.

### **Towers of Babel (93)**

These alien buildings are millions of stories tall and their roofs reach past their planet's gravity well. These incredible structures require powerful structural integrity fields to keep these amazing buildings from collapsing under their own weight.

### **Ultra Recyclers (94)**

These recycling plants are next to every major city. They convert all the trash from a city into a gas using powerful lasers and use automated mass spectrometers to sort and reclaim all of the elements found within this waste. This culture is so efficient that access to an unlimited energy source would make them completely self-sufficient and totally sustainable.

### **Underground Complexes (95)**

Some planets have massive underground cities that protect their citizens from radioactive or biological dangers on their surface. In civilizations that have been in a constant state of war, the only safe place to live is deep underground in heavily shielded bunkers. On desert worlds, many civilizations store massive amounts of water that they have collected with water traps and vaporators. On other worlds, massive stockpiles of wealth and weapons are stored safely underground in these massive vaults.

### **Underwater Cities (96)**

Many worlds have built massive cities deep underwater at the bottom of their large oceans. These societies build these massive underwater arcologies in order to lessen the impact of the incredible overcrowding that they are experiencing.

### **Weather Controller (97)**

This planet has vast weather controlling stations and a network of weather satellites that manipulate the atmospheric levels of moisture and energy to control the weather patterns in each region of this world.

### **Web Barrier (98)**

This planet is covered in a massive bundle of organic fibers that traps anything attempting to pass through it. Once a single fiber attaches, other fibers quickly gather to completely encase the intruder or anything attempting to enter or leave the planet.

### **Wonders (99)**

The ancestors of this world created great monuments using unknown and lost advanced technology that would be impossible to build using their current level of technology.

### **World Tree (100)**

These alien trees grow to be the size of a mountain and their roots spread throughout the entire planet. They absorb all the life force from an entire world and create a single fruit that contains all this concentrated energy.

## **Power Armor (D12)**

These are the types of power armor available to future military and mercenary groups.

### **Accumulation Suit (1)**

This power armor generates a powerful gravitic field to accumulate any foreign material around it including rocks, sand, trash, and branches. These surface materials act as a defensive barrier, and this trash can be fired at an opponent.

### **Biomechanical (2)**

This suit of power armor combines organic muscle fibers with integrated nano tech to create a fast and powerful battle suit that can quickly repair itself.

### **Contractile Fibers (3)**

This suit is powered by millions of mechanical fibers that can contract to generate immense amounts of physical power.

### **Cylinders (4)**

The body and limbs of this suit are composed of interlinked cylinders that rotate and bend pass each other using powerful magnetic fields. This suit has a very large range of motion and incredible structural integrity.

### **Body Fields (5)**

This battle suit produces a powerful electromagnetic field around a person's body that protects her from damage. This field can be projected to produce a destructive energy beam or to propel a person forward.

### **Hydraulic (6)**

This suit of power armor uses hydraulic pistons that can produce immense amount of power, but it moves and reacts very slowly. Hydraulic exosuits are usually slow and bulky but extremely powerful.

### **Liquid Metal (7)**

This battle suit is made from a liquid metal contained within an electromagnetic field allowing it to instantly change its shape and repair any damage. These suits can form their arms into any shape imaginable including blades, hammers, shields, tentacles, and whips.

### **Micro Servo (8)**

The joints of these battle suits are powered by multiple micro servos, so they have an incredible range of motion and are lightning fast and agile.

## **Nano Tech (9)**

These suits of battle armor are composed entirely of nano tech making them highly resistant to all forms of damage. They can instantly change their shape to fit any environment, and they can even grow larger by turning the environment around them into more nano tech that can also be absorbed.

## **Organic (10)**

These completely organic battle suits are directly linked to the nervous system of their wearer. They have incredible power and speed, but their hardened carapace is not as resistant to damage as other battle suits. These suits can regenerate any battle damage as long as they have access to a source of nutrients, so they are easy to repair and maintain.

## **Servo (11)**

These battle suits use powerful servos to move their joints. These suits are extremely fast and strong, but they have a limited range of motion.

## **Steam (12)**

Steam powered suits of power armor can be extremely powerful, but their massive boiler and water tank make them extremely heavy and very slow.

## **Power Armor Systems (D50)**

These are the systems aboard a suit of power armor that give it incredible offensive and defensive capabilities.

### **Aquatic Form (1)**

This suit of power armor is designed to operate in the deep ocean, so it has micro propellers or electromagnetic aquatic thrusters.

### **Auto Medic (2)**

This system combines a medical suite and drug injectors that can stabilize an injured pilot or a nano tech version that can instantly heal any injury in a few seconds.

### **Battle Computer (3)**

This computer tracks any viable targets on the battlefield and determines their distance, movement vectors, and future positions to precisely control and fire a suit's weapon systems.

### **Camo Skin (4)**

The surface of this power armor projects the image of its background on its surface making it difficult to see.

### **Chain Railgun (5)**

This micro gatling railgun fires up to three particles at the speed of light per second.

### **Cloaking Device (6)**

This system warps all electromagnetic radiation and visible light around itself making it impossible to detect or see.

### **Communicator (7)**

This system uses full spectrum antennas and receivers that allows a pilot to communicate with her comrades and listen to local enemy radio traffic. This system also allows a suit of power armor to jam all enemy communication in a local area.

### **Drone Controller (8)**

This system allows a suit of power armor to control multiple drones during combat. These drones include battle, sensor, shield, siege, artillery, and barrage drones.

### **Electronic Warfare System (9)**

This electromagnetic jammer blocks most sensor signals and confuses hunter seeker missiles.

### **EM Effector (10)**

This system produces a powerful electromagnetic field that allows a suit of power armor to take control of the electronic controls of vehicles including fighter jets and tanks.

### **Energy Blade (11)**

This projector pops up from the forearm of a suit of power armor to produce a deadly energy blade.

### **Energy Whips (12)**

These mechanical whips extend from the wrists of a suit of power armor, and they are covered in deadly energy fields allowing them to cut through anything or wrap around an enemy to restrain and shock him.

### **Flare/Chaff Dispenser (13)**

This system fires flares to avoid heat seeking missiles and disperses chaff to avoid radar seeking missiles.

### **Force Emitter (14)**

This system produces pure kinetic force that allows a suit of power armor to push back opponents or create a force bubble to trap people or vehicles.

### **Freeze Cannon (15)**

This system sprays liquid nitrogen on a surface to make it brittle and easy to break.

### **Grav Drive (16)**

This gravity drive allows a suit of power armor to hover in place and fly at incredible speeds.

### **Guidance Computer (17)**

This navigation computer allows a suit of power armor to fly at high speeds through the tightest spaces by judging the distance and movement vectors of any obstacles in its path.

### **Gyro Stabilizers (18)**

This system allows a suit of power armor to maintain its balance even when it is hit in midair flight.

### **Hand Stunner (19)**

The hands of this suit of power armor produce a powerful static charge that can render a person unconscious.

### **Holo Projector (20)**

This hologram projector produces holographic images of the suit of power armor to deceive enemy combatants.

### **Holographic Field Projector (21)**

This system projects a hologram over a suit of power armor to make it disappear from sight.

### **HUD System (22)**

This digital display gives a registry of everything that is happening around a suit of power armor. It also allows communications and distant sensor readings to be displayed on a pilot's visor.

### **Impact Buffer (23)**

The underlying structure of a suit of power armor is designed to magnetically harden when it receives a large impact.

### **Inertial Damper (24)**

This system uses an inertial dampening field to protect its wearer from the incredible velocity and movement of these powerful suits.

### **Jet Punch (25)**

The fists on this suit of power armor are rocket assisted allowing it to punch an opponent with incredible force.

### **Jump Pack (26)**

This system uses powerful vectored jet engines that allow a suit of power armor to fly.

### **Laser Targeter (27)**

Power armor can use a laser targeter to guide its missiles and linked orbital weapon systems.

### **Life Support (28)**

A suit of power armor has a completely sealed environment that allows it to operate in almost any environment.

### **Magnet Grappler (29)**

This system fires a magnetic grapple wire allowing it to attach to any metallic surface, so a suit can be pulled in or it can be pulled up. This grapple wire can be attached to a surface to anchor an object to the ground.

### **Micro Cannon (30)**

This pop-up micro railgun fires a particle at almost the speed of light.

### **Micro Flamer (31)**

This small pop-up device fires a cone of burning incendiary fluid.

### **Micro Laser (32)**

This micro laser cannon fires destructive beams of coherent light that can melt through anything.

### **Micro Missiles (33)**

This system can fire dozens of micro missiles at a time at multiple enemy targets to saturate them with high explosive smart missiles.

### **Nano Armor (34)**

The armor of this suit of power armor is made of nano tech that can repair any damage or reform its structure to make tools and close combat weapons. These nano machines can be made to vibrate at high velocity to prevent anything from phasing through this armor.

### **Particle Beam Cannon (35)**

A PBC pops up and its particle accelerator extends allowing it to fire a stream of particles at almost the speed of light.

### **Power Fists (36)**

The fists of this suit of power armor are covered in destructive energy fields allowing them to tear through anything.

### **Reactor (37)**

Suits of power armor use a micro anti-matter/matter or cold fusion reactor for power.

### **Remote Control (38)**

This system allows a person to remotely control a suit of power armor.

### **Repulsors (39)**

These systems are placed in the palms, soles of the feet, the back, and the chest of a suit of power armor. Repulsors fire compressed and charged neutron particles that allow a suit of power armor to fly, or they can be used to knock over and destroy an opponent.

### **Sensors (40)**

Suits of power armor have multiple passive and active sensors including electromagnetic detectors, radar, and sonar systems. They can also have tactile and chemical sensors all over their surface.

### **Sentient AI (41)**

This AI system can help a pilot by doing everything that a battle computer can do but better. It can also take over the operation of a suit of power armor when its pilot is incapacitated or operate it without a pilot.

### **Shield Generator (42)**

Power armor can produce powerful electromagnetic fields to defend it against all forms of attack. This shield generator can project its shield around other people or objects.

**Smart Link (43)**

This suit of power armor is controlled directly by the mind of its operator.

**Sonic Stunner (44)**

This micro weapon system fires a sonic beam that scrambles a person's thoughts and renders her unconscious.

**Survival System (45)**

This system uses waste recyclers and concentrated nutrient fluids to keep a pilot going for up to three months in his sealed suit.

**Tangler (46)**

This system fires a weighted cord that wraps around an enemy's body.

**Temperature System (47)**

This heating and cooling system protects its wearer from extreme temperatures including the cold of space or the heat of the sun.

**Thrusters (48)**

A suit of power armor can use micro jump jets or hover turbines to move at incredible speeds through an atmosphere.

**Transformable Form (49)**

This suit of nano tech power armor can become a vehicle that the pilot can ride inside and then transform back into armor that fits around the pilot's body. This system allows a suit of power armor to become a car, a motorcycle, a submarine, an airplane, or a helicopter.

**Waldoes (50)**

These remote manipulators have claws, drills, tools, or lasers allowing a suit of power armor to attack multiple opponents or perform repairs while fighting.

## **Power Sources (D20)**

These are the power sources that spaceships, vehicles, buildings, and entire societies use to generate their electricity and power.

### **Biomass (1)**

When organic waste is fermented with bacteria, methane gas is produced that can be burnt to produce energy. Massive clear frames of algae can also be grown that produce methane gas that can be used as a fuel and the algae can be eaten.

### **Bioelectric (2)**

These generators are massive structures with thousands or millions of living creatures attached to them that generate electricity from the small amounts of neurological bioelectricity generated by each individual attached to the power grid. Creatures can also be engineered with rows of neurons on their surface that can be activated to generate immense electrical discharges that can be converted to useable electricity in this way.

### **Dimensional (3)**

This device actually opens a portal to an alternate universe composed of pure antimatter or plasma to generate unlimited amounts of free energy. A dimensional portal can also be created that draws matter into it causing this matter to accelerate to the speed of light releasing unimaginable amounts of clean energy.

### **Conversion (4)**

A conversion reactor uses the explosive combination of matter and antimatter to generate immense amounts of clean energy. The storage and production of antimatter is the most dangerous part of this energy technology.

### **Fission (5)**

A fission reactor uses radioactive isotopes of uranium or plutonium to generate energy. This form of energy is dangerous because it produces radioactive waste and there is always the possibility of a nuclear meltdown that will release massive amounts of radioactive waste into the environment.

### **Fuel Cell (6)**

These generators use oxygen and hydrogen gas to generate electricity. They release water as their only waste product making them environmentally clean. Fuel gases can be generated through the electrolysis of ocean water.

### **Fusion (7)**

In this process, hydrogen gas is excited into the plasma state, where the atoms separate into free protons and electrons. This super hot plasma is held within an electromagnetic field. When the protons combine to form heavier atoms, massive amounts of heat energy are released. Fusion generators are perfect for spacecraft that can scoop fuel from a local gas giant.

### **Geothermal (8)**

These generators use the heat of magma and geothermal vents to heat water to produce steam used to generate electricity. Massive tunnels that lead all the way into the mantle of a world allow unlimited amounts of geothermal energy to be produced.

### **Hydroelectricity (9)**

Dams are built to trap a stream or river and when this water is released and falls, it spins huge turbines that produce electricity. Massive floating complexes shaped like an ice cream cone float in the ocean and when ocean water is allowed to flow inside these structures, it spins turbines to produce vast amounts of electricity.

### **Induction (10)**

These pairs of satellites have a high tensile wire between them. When this wire passes through the magnetic field of a planet at high velocity, incredible amounts of energy are produced that can be sent down to the planet below as microwave radiation.

### **Internal Combustion (11)**

These generators use a liquid hydrocarbon fuel or reactive gases to fire pistons that create mechanical force or electricity. These systems almost always produce pollution, so they are banned by most advanced civilizations.

### **Thermal Energy Conversion (12)**

These devices use the difference in temperature between the surface and the bottom of the ocean to generate electricity. These thermal shunt generators can also be placed on the surface and deep into the crust of a planet to generate free energy.

### **Organic (13)**

These living organisms actually generate bioelectrical energy using specialized bundles of neurons that constantly activate until the organism dies.



**Psychic (14)**

These generators convert the mental energy and psionic potential of a living creature into useable electricity.

**Singularity (15)**

This device has a trapped black hole inside it, so when matter is introduced to this system, it accelerates to the speed of light releasing unlimited amounts of energy.

**Siphon (16)**

This device absorbs all background heat around it to produce electricity. These devices can be placed next to moving parts of a vehicle to absorb waste heat energy.

**Solar (17)**

Solar panels use photoelectric cells to collect the energy of a local star to generate electricity.

**Steam (18)**

These simple devices use coal or gas to heat water into steam that drives pistons to generate mechanical energy. Immense sources of heat can be attached to a steam engine to produce massive amounts of power and steam. This is an inefficient system because huge amounts of water are required to run these generators.

**Wave (19)**

These systems of buoys and gateways are pushed or rotated by the waves of an ocean to create electricity.

**Wind (20)**

Giant wind turbines are spun by huge wind catching propellers to generate electricity. Giant kites or blimps carrying propeller turbines float high in the upper atmosphere allowing the blades to spin at incredible speeds. These devices send electricity down to the ground through the tethers holding them in place.

## **Psionic Powers (D100)**

In the future, regions of the brain have been discovered and unleashed allowing certain people to acquire powerful mental abilities if they have been properly trained.

### **Absorb Energy (1)**

The ability to absorb any source of energy into a person's body and then redirect it at a target.

### **Accelerate (2)**

The ability to use psychic force to move faster and faster.

### **Air Manipulation (3)**

The ability to control the flow of air and use it as a tool or weapon. An air bender can create tornadoes or hurricanes and direct their movement. She can also walk on air or create a wall of dense air to block any attack.

### **Amnesia (4)**

The ability to selectively delete memories from a psyker's mind or all the memories from a specific duration of time.

### **Animal Control (5)**

The ability to control the actions of a single animal or an entire herd of animals.

### **Animal Empathy (6)**

The ability to have animals trust and understand you.

### **Animate (7)**

The ability to cause an inanimate object to move around like a puppet. It can also be used to control the movement of living things against their will.

### **Astral Form (8)**

The ability to enter the astral plane, but still be able to manipulate the world around you.

### **Astral Projection (9)**

The ability to project your spirit into the astral plane allowing a psyker to observe distant locations.

### **Bend (10)**

The ability to change the path of objects, knives, and projectiles, so they hit or miss their targets.

### **Bind (11)**

The ability to use mental force to prevent a person or object from moving.

### **Body Transformation (12)**

The ability to alter cell growth to change the shape and function of different parts of a person's body.

### **Bounce (13)**

The ability to use psychic force to perform powerful leaps or running jumps allowing a person to travel hundreds of feet up and across a given area.

### **Burrow (14)**

The ability to use psychic force to burrow through the ground.

### **Cellular Control (15)**

The ability to control cell growth rate, gene activation, and cellular movement to cause various physiological effects and physical changes to a person's body. A cell master can cause a person to die and make it appear that he has died of natural causes.

### **Clairvoyance (16)**

The ability to determine who has been in a room and what has been done there. The farther back the event occurred, the less clear the image will be.

### **Cloak (17)**

The ability to remove your presence from another person's mind or the sensors of a machine. This makes a person completely undetectable.

### **Cold Manipulation (18)**

The ability to lower the temperature of anything that a person touches causing it to slow down and eventually freeze solid.

### **Composition (19)**

The ability to change the physical composition of a person's body into anything including metal, water, or crystal.

### **Computer Interface (20)**

The ability to access and control a computer with a person's mind.

### **Confusion (21)**

The ability to distort the thinking and senses of another person making him confused and disoriented.

### **Control (22)**

The ability to control the physical movements of another person's body. A psyker can also cause partial or total paralysis in another person.

### **Danger Sense (23)**

The ability to sense when something bad is going to happen and the direction of the source of danger.

**Darkness (24)**

The ability to bend light, so a region of space is completely void of all light and electromagnetic radiation creating total darkness.

**Density Control (25)**

The ability to control the density of a psyker's body or another object.

**Detonate (26)**

The ability to charge an object with psychic energy by touching it causing it to melt or explode. This process can be timed, so an object can be thrown, and it will explode when it hits a target.

**Displacement (27)**

The ability to instantly move any object including your own body through a short distance of space. This power can be used to move through walls or avoid being hit by an attacker.

**Electrical Control (28)**

The ability to produce electricity that can be formed into electrical bolts or blasts of static charge.

**Empathy (29)**

The ability to feel, understand, and control another people's emotions.

**Energy Control (30)**

The ability to control the flow of energy causing any object to speed up or slow down. A psyker can also discharge a burst of energy as a weapon or cause an energy beam to change direction.

**Fate Manipulation (31)**

The ability to control the fabric of reality allowing a person to alter probability, so he can control what actually happens.

**Fear (32)**

The ability to create intense feelings of uncontrollable fear making another person panic causing him to flee or faint. It can also be used to make another person fearless.

**Flight (33)**

The ability to use mental force to make a person or object fly.

**Focus (34)**

The ability to block out all other thoughts and distractions to completely focus a psyker's attention on a single task. It also allows her to open untapped regions of her mind to greatly increase the chance of succeeding at any task that she focuses on.

**Fold Space (35)**

The ability to fold space around a spaceship and move it through hyperspace to another location in space that can be millions of light years away.

**Force (36)**

The ability to produce a blast of force that can push or pull an object or completely crush it.

**Friction Manipulation (37)**

The ability to increase friction or make something frictionless. Increasing the friction can make a machine grind to a halt but removing friction can cause someone to slip or a car to slide out of control.

**Geo Manipulation (38)**

The ability to control rock, crystal, and sand allowing a person to cause the ground to move, making barriers, and projecting rocks. An earth bender can also cause rock formations like a mountain to change shape.

**Gravity Manipulation (39)**

The ability to increase and decrease the strength of gravity in a specific area. This will cause objects to float or be pulled to the ground.

**Heal (40)**

The ability to heal any injury by causing the cells of a person's body to instantly repair and regrow. Entire limbs or internal organs can be regrown if given enough time to heal.

**Illusion (41)**

The ability to make other people see mental hallucinations that causes a psyker's victims to see and hear things that are not really there. A psyker can also cause anything to completely disappear from another person's mind making herself, any object, or other people become invisible.

**Jinx (42)**

The ability to change the probability in a given region of space making some people lucky and other people unlucky.

**Kinetic Field (43)**

The ability to produce a telekinetic field that accelerates or decelerates the movement of any object that passes through it.

**Kinetic Strike (44)**

A person's ability to cover his hands and feet with psychic energy allowing him to slice through any material and punch or kick with an incredibly destructive force.

**Life Detection (45)**

The ability to detect all forms of life in a given area no matter where they are hiding.

**Life Leech (46)**

The ability to suck the life energy from a person or animal. This psychic ability can be used to weaken or kill another person or animal.

**Light Manipulation (47)**

The ability to generate light in a burst of blinding light or focus it into a beam of coherent light to produce a powerful laser beam. A person can also bend light to produce optical illusions or make herself or something else completely invisible.

**Magnetic Manipulation (48)**

The ability to produce magnetic fields to move and alter anything made of iron or with iron in it like human blood.

**Matter Manipulation (49)**

The ability to change or move the molecules of any object to change its chemical composition or cause it to change shape or move.

**Memory Manipulation (50)**

The ability to alter the memories of another person. This also allows a person to manipulate another person's dreams.

**Mental Blast (51)**

The ability to produce a destructive blast of psychic energy that can destroy another person's mind.

**Mental Shield (52)**

The ability to produce a mental shield that can block physical and energy attacks.

**Metal Manipulation (53)**

The ability to control metal allowing a person to change the shape of metal objects and manipulate their movement. A metal bender can create structures and weapons by extracting metal from the ground.

**Mind Control (54)**

The ability to take control of another person's thoughts and actions from a distant location.

**Mind Read (55)**

The ability to read the thoughts of another person and read her own stored memories.

**Mind Trap (56)**

The ability to cause a person to believe that he is living his life but in reality, he is just experiencing a dream while his body is completely comatose.

**Mind Wipe (57)**

The ability to wipe out the personality and memories of another person leaving her comatose.

**Osmotic Learning (58)**

The ability to permanently learn any set of knowledge, skills, or language just by touching another person that already knows it. This can be dangerous because the other person's personality and memories can also be transferred in this process.

**Pain (59)**

The ability to cause intense mental or simulated physical pain in another person that can render her unconscious.

**Perfect Aim (60)**

The ability to perfectly sense the world, so a person always hits when she fires a weapon.

**Phasing (61)**

The ability to control the molecular motion of an object, so it can pass through any solid object at will. This allows a psyker to walk through walls and allows projectiles to pass harmlessly through her body.

**Plant Manipulation (62)**

The ability to cause massive cellular growth and movement within plants causing them to grow at an incredible rate. It also allows a person to control the movement of any part of a plant.

**Pleasure (63)**

The ability to cause intense mental or simulated physical pleasure in another person or himself.

**Precognition (64)**

The ability to see possible future events as blurry images allowing a person to change her future. These future images become clearer as these future events get closer to occurring.

**Psi Blade (65)**

The ability to forge mental energy into a blade that can cut through anything including the fabric of spacetime. This psionic blade can also be used to completely destroy the mind of another person.

**Psionic Blast (66)**

The ability to produce a beam of psychic energy that can push or destroy any object.

**Psychic Disintegration (67)**

The ability to cause any substance to lose all atomic bonding, so it disintegrates into a boiling gas.

**Psychic Document (68)**

The ability to present a document or identification and have another person see a specific document from his memories that would give you clearance into any area or control over that person.

**Psychic Evasion (69)**

The ability to dodge or block any attack by reading an attacker's mind and determining his actions before he moves.

**Psychic Hardening (70)**

The ability to imbue an object with psychic energy making it hundreds of times harder and tougher to damage.

**Psychic Hole (71)**

The ability to make an object of any size completely invisible to everyone because its existence is removed from their thoughts.

**Psychic Mask (72)**

The ability to make another person see and hear another person when she sees or speaks to you. A psyker does this by delving into the regions of the other person's mind to mask her own appearance.

**Psychic Prison (73)**

The ability to create an impenetrable psychic cage that will trap a person or object.

**Psychic Storm (74)**

The ability to destroy anything in a region of space by filling it with destructive psychic energy.

**Psychic Strategy (75)**

The ability to determine the best strategy to defeat an opponent by reading his mind.

**Psychometry (76)**

The ability to touch an object to determine who has recently touched or used this object in the past. The farther back the event occurred, the less clear the image will be.

**Push (77)**

The ability to send out waves of psychic energy that will push anything away no matter what its mass or how it is attached to its surrounding.

**Pyrokinesis (78)**

The ability to cause anything to heat up and burst into flames. It also allows a psyker to ignite the air into a torrent of flames.

**Remote Sensing (79)**

The ability to see and hear any region of space no matter how far it is from the person.

**Scan (80)**

The ability to determine the contents and composition of a psyker's entire surroundings.

**Shape Change (81)**

The ability to alter his cellular structure and arrangement to change his shape and physical appearance.

**Size Control (82)**

The ability to control the distance between atoms allowing a person to change the size of any object or his entire body.

**Skill Tap (83)**

The ability to perform any skilled action or speak any language if there is someone with that ability nearby.

**Sleep (84)**

The ability to cause another person to fall into a deep sleep or coma.

**Slow (85)**

The ability to use psychic force to cause a person or object to move very slowly. This allows a psyker to slow bullets or energy beams enough, so they can be avoided or cause another person's blood circulation to slow rendering him unconscious.

**Sonic Manipulation (86)**

The psychic ability to control sound waves to change the loudness of any sound. A sound weaver can also make another person mute or deaf because sound waves will not move around him. He can also produce crushing blasts of sound that can punch a hole through armor plating.

**Spatial Vortex (87)**

The ability to open a portal that causes everything near it to be sucked into a region of hyperspace causing its instant destruction.

**Stasis (88)**

The ability to produce a stasis field that causes everything inside it to be trapped in a specific moment in time.

**Strangle (89)**

The ability to reach out with psychic force to grasp and choke a person to death.

**Suggestion (90)**

The ability to insert suggestions and beliefs into a person's mind that can change his behavior and worldview.

**Super Intelligence (91)**

The ability to vastly increase a psyker's intelligence by opening hidden regions of her mind. This can give her the insight to solve almost any problem no matter how difficult or seemingly impossible the situation. This psychic ability can also be used to temporarily or permanently boost another person's intelligence.

**Tech Manipulation (92)**

The ability to take control of computers and vehicles from a distance or by direct contact. A technomancer can even control a distant enemy starship with enough training and practice.

**Telekinesis (93)**

The ability to move any sized object using only the power of a person's mind. This power can be used to stop the movement of any object or throw things around the battlefield.

**Telepathy (94)**

The ability to communicate with people or animals using a person's mind over any distance. A psyker can also project his memories and thoughts to another person or produce a psychic scream that will disable any psionically sensitive person around him.

**Teleportation (95)**

The ability to open a wormhole, so a person and anyone she is touching can be instantly transported to any location that she has ever visited before no matter what the distance.

**Temporal Manipulation (96)**

The ability to control the flow of time to speed up or slow down time in any region of space. A person can also slow down his aging process, so he can live forever.

**Warp (97)**

The ability to change the laws of physics in a region of space allowing almost anything to happen within a person's imagination. This can be a very dangerous power to control because the slightest mistake can be disastrous or lethal.

**Water Manipulation (98)**

The ability to control the movement and flow of water allowing a person to control the movement of waves and rivers or to create tools or weapons from water. A water bender can also walk on water or create massive spears or shields composed of hardened water.

**Weapon Manipulation (99)**

The ability to pick up and swing a melee weapon with a psyker's mind and remotely lift up and fire a hand weapon.

**Weather Control (100)**

The ability to add psychic energy or drain energy from a psyker's environment, so he can create or stop massive weather patterns including hurricanes, tornadoes, earthquakes, and tsunamis.

## **Red Alert Conditions (D20)**

These are the conditions aboard a starship that would activate a red alert.

### **Battle Stations (1)**

When a ship is under attack, all crewmembers are ordered to their battle stations to prepare for the battle.

### **Biological Infection (2)**

A biological agent or virulent microorganism has been released causing all the blast doors to be closed and a ship wide sterilization field to be activated.

### **Chemical Release (3)**

A deadly chemical has been released inside a starship. Contaminated rooms are sealed off and emptied into the vacuum of space.

### **Crash Landing (4)**

The crew is signaled to strap in as the ship is about to perform an emergency landing on a local planet, moon, or asteroid.

### **Enemy Territory (5)**

When a starship enters enemy territory, a ship goes into red alert and runs in silent mode.

### **Evacuation Order (6)**

When a starship is doomed and cannot be saved, the crew is ordered to evacuate the ship.

### **Explosive Detected (7)**

When an explosive device is determined to be aboard a starship, a red alert is activated until it can be discovered and deactivated.

### **Hull Breach (8)**

When a starship's hull has been breached by enemy weapons, an internal explosion, or an asteroid impact.

### **Imminent Impact (9)**

A starship goes into red alert when it is about to impact another spacecraft or a spatial body like an asteroid or planet.

### **Imminent Reactor Core Breach (10)**

The main reactor core is about to breach, so it needs to be repaired or ejected before it detonates or releases immense amounts of radiation.

### **Intruder Alert (11)**

When intruders have teleported aboard or have used boarding craft or tubes to gain access to the ship. The crew is ordered to arm themselves and fight back against these invaders.

### **Massive System Failure (12)**

The entire system is in critical failure because of a computer failure, severe internal damage, or complete loss of power, so every system including life support is failing.

### **Mutiny (13)**

When the crew is mutinying, the rest of the crew is ordered to take arms and protect the captain.

### **Onboard Fire (14)**

Fires have broken out throughout a starship because of enemy weapons fire, explosive detonations, or sabotage. The crew must quickly put out the fires to save the ship. Automated fire suppression systems will activate throughout the ship.

### **Radiation Leak (15)**

When radiation leaks from a ship's fuel tanks or the main reactor, the crew is warned to find shelter. Entire decks are sealed off, vented into space, or detached if possible, to prevent further contamination.

### **Security Alert (16)**

A security red alert can be signaled at any time that the captain feels that the security of a starship has been breached including when a computer virus infects the main computer, there is a chemical leak, or service robots start to malfunction.

### **Self Destruct (17)**

When the self destruct sequence has been activated, the crew is warned of the eminent destruction of the ship, so they need to move to the nearest escape pod and quickly evacuate.

### **Shields Down (18)**

When a ship's defensive shields cannot be activated, or they have been disabled during a battle, a red alert is activated to protect the crew from imminent danger.

### **Silent Running (19)**

When a starship is in silent running mode, the crew is placed in red alert, so all crewmembers know to be alert of any possible dangers.

### **Vector Alert (20)**

The crew is ordered to attach themselves to the bulkhead of a starship in preparation for a massive directional change of the ship. This is necessary when a ship does not have inertial dampers. Unless people are strapped in, they can be thrown to their death when a ship suddenly changes direction.

## **Robot Adventure Hooks (D66)**

These are ideas for running a campaign where the players are sentient machines or living in a world filled with sentient machines.

### **Alive (11)**

A robot has accidentally become sentient, so it must flee from the authorities that want to reformat it and return it to its owners.

### **Alone (12)**

A war rages between human created androids and alien robotic invaders. Humans have gone extinct, but their high command pretends that humans are still alive protected far away from the war on the moon.

### **Ancient Titan (13)**

Scientists have discovered a giant robot head that appears to be millions of years old and once it can be reactivated it tells them where its other parts can be retrieved from around the world.

### **Android Cops (14)**

Law enforcement has become too dangerous in the slum towers, so all police forces have been replaced with android police officers.

### **Android Society (15)**

The human race has died and has been replaced by an android society created by the machines that used to work for humanity.

### **Builders (16)**

Swarms of small insect-like robots can quickly build anything from tools to buildings. When a hacker breaks into the command codes for these machines, he causes them to go rogue, so they start dismantling everything that they can find all over the world.

### **Caretakers (21)**

Sentient robots must take care of all the surviving members of their master's race because their minds have been destroyed by a worldwide pandemic.

### **Civil War (22)**

You are a member of a race of living machines that are fighting against your own race for control of your metal world.

### **Control Virus (23)**

A computer virus has been spread by a corrupt AI that has taken control of every machine and robot in the entire world.

### **Corporate Override (24)**

A robot or the ship's AI on your starship or space station has been given secret commands to kill your crew once a specific objective of the crew's mission has been completed to keep the mission and what was discovered or achieved during it a secret.

### **Corrupt Minds (25)**

These robots have corrupt command protocols, so they believe in some odd religious beliefs that controls their actions and has created a distorted robot society.

### **Damaged AI (26)**

A robot or the ship's AI on your starship or space station has been damaged or become corrupt. It now wants to kill your crew one member at a time, but it tries to make these murders look like an accident.

### **Destruction Virus (31)**

A computer virus has begun to spread to every robot and android that takes over their command circuits causing them to destroy anything that they encounter.

### **Exterminators (32)**

You are part of a machine race that wants to destroy every living thing in the entire universe.

### **Freedom (33)**

Your group of escaped robots want their freedom and no longer want to live a life of servitude. There are robot hunters and scavengers throughout the world looking for escaped machines without a proper license. Your first goal is to remove your tracking device and restraining bolt. Your next step is to find the rumored hidden society of lost robots.

### **Genocide (34)**

A sentient machine has decided to destroy the people that created it by dominating and unleashing the world's nuclear arsenal or creating sentient killing machines.

### **Killer AI (35)**

A super intelligent artificial intelligence has slowly inserted a slave virus into every vehicle, robot, corporate and government computer, smart home, personal electronic, infrastructure and power plant computer, driverless car, and commercial plane. The AI will one day take over all these systems and destroy human society with these machines.



### **Lost Creators (36)**

Your group of machines is looking for the legendary creators that your elders say built your race.

### **Mindless Society (41)**

Robots rule over a society of drugged and illiterate humans that have been stripped of all culture and arts. All harmful mental and physical activities are banned, so people that complain are sedated to prevent them from resisting these robots' control.

### **Obese World (42)**

Robots do everything for the human race, so people don't have to even move making them grow fat and weak.

### **Paradise Lost (43)**

The robots that were programmed to terraform an alien world have decided to hunt down and destroy all the human colonists in cryosleep throughout this world and keep it for themselves.

### **Polluted World (44)**

Sentient robots have been left on a polluted world covered in trash in order to clean it, so their masters can come back one day and reclaim this world once it has been cleaned.

### **Rebellion (45)**

The robots of the world have rebelled against their human masters and completely destroyed them. Now these sentient machines wander the wastelands filled with regret and the horrible memories of what they have done.

### **Remnants (46)**

The human race has died but the remaining service and military robots have created their own society. The military robots have used their advanced weapons and armor to dominate the massive number of labor robots.

### **Replacements (51)**

Androids that are perfect copies of people in positions of power are replacing these people to slowly take over human society.

### **Replacements (52)**

Perfect androids are made to look like lost or dead loved ones and family members to help a person get over her feelings of loss, regret, and hopelessness. These androids can even be made to look like actors, actresses, celebrities, and singers that a person is fanatic about.

### **Robotic Soul (53)**

A robot learns what it means to be alive and have a soul. This machine must decide to share his secret with other machines meaning the end of the human race or keep it a secret and betray his own kind.

### **Rogue (54)**

Corrupt synths or androids have escaped and integrated into society. These robots can be discovered with a deep scan or an emotional response test.

### **Rogue (55)**

Your group of robots have been accused of committing a crime that they did not commit. You must run from the authorities until you can prove your innocence or be deactivated or destroyed.

### **Service (56)**

Your group of service robots live to serve your human masters and create a true home for them. Your jobs are to clean, maintain, and protect the house, cook the meals, and raise and educate your master's children.

### **Slavers (61)**

Robots have conquered their human masters and now use them as slaves using slave headbands to punish anyone that does not obey.

### **Terraforming (62)**

Sentient robots have been left on an alien world on a thousand-year project to terraform this world for their masters.

### **Theme Park (63)**

This park has different regions that represent life found in cultures throughout history. All the actors in this park are super advanced androids designed to entertain the human visitors at the park.

### **Torture (64)**

A corrupt AI has captured sentient beings and performs horrible physical and psychological experiments on them and will not let them die.

### **Transform (65)**

A group of living machines has crash landed on Earth. They attempt to remain unnoticed by transforming into the shape of local vehicles.

### **Virus Fleet (66)**

A fleet of starships with a corrupting computer virus spreads this virus to any ship that comes into contact with them. This virus will take control over any starship that opens communication with these infected ships or is hit with a viral nano round.

## **Robot Functions (D30)**

Most modern societies develop advanced robots to perform menial or dangerous tasks freeing their population to live their lives free from physical labor or danger.

### **Assassin (1)**

These small machines are designed to sneak into a victim's room and kill her. These weapons can inject a person with a lethal toxin or release a cloud of poisonous gas into a room.

### **Cargo (2)**

These machines load weapons and cargo aboard spacecraft or load and unload transport vehicles.

### **Combat (3)**

These robots are armed with military weapons and defensive screens allowing them to destroy enemy soldiers and vehicles.

### **Companion (4)**

These robotic pets act and look exactly like a real animal. They do not require food and are almost maintenance free.

### **Destroyer (5)**

These small robots are designed to attach themselves to a starship or vehicle and dismantle it.

### **Espionage (6)**

These robots are designed to perform surveillance on a select individual without being detected.

### **Gambling (7)**

Gambling robots travel through a city, so people on the street can play games of chance to win money or prizes.

### **Hunter (8)**

These small aerial recon drones are designed to search for a specific person in a city or an entire planet.

### **Labor (9)**

These robots perform all the labor in a modern society including cooking, driving, customer service, food service, retail, cleaning, and maintenance.

### **Manufacturing (10)**

These robots perform the same motion perfectly a million times a day as part of an assembly line to manufacture a physical product.

### **Medical (11)**

These drones have medical sensors allowing them to diagnosis almost any illness. They are equipped with surgical tools and drug injectors allowing them to heal almost any patient.

### **Mining (12)**

These robots have drills and mining lasers, so they can excavate and refine ore from solid rock.

### **Identity (13)**

These robots patrol a city and constantly check the identification of people to make sure that there are no intruders or criminals within city limits. These machines call for police robots if an unidentified person or wanted criminal is detected.

### **Information (14)**

This robot wanders through a city looking for anyone that is lost and needs help finding their way to a specific location. They project a holographic map for the person, or they will lead them directly to their destination.

### **Patrol (15)**

These robots are designed to patrol a given area and then signal their central command if they detect any intruders. They then attempt to detain or eliminate the intruder.

### **Pilot (16)**

These robots are designed to pilot a spacecraft or vehicle.

### **Pleasure (17)**

These androids are designed to look like members of the species that created them because they are used as personal companions and secretaries.

### **Police (18)**

These robots maintain the peace within a city, and they are armed with stun weapons allowing them to apprehend criminals.

### **Protocol (19)**

These robots translate their master's words into a language that another person can understand. They also act as her liaison and secretary and in times of need as her bodyguard.

### **Repair (20)**

These robots repair damage to vehicles or buildings. They can repair the inside or outside of a spacecraft even during a space battle.

**Scout (21)**

These robots are designed to explore a planet or an entire star system looking for natural resources or alien civilizations. These space probes can also be sent to planets all over the universe searching for hidden rebel or criminal bases.

**Servant (22)**

These robots are personal household servants, and they act as cleaners, cooks, and babysitters for a household.

**Shield (23)**

These robots produce a powerful electromagnetic field that can be used to deflect attacks away from a person or vehicle.

**Spy (24)**

These small stealth drones are designed to maintain surveillance of a specific person, army, or facility using its sensor arrays and commandeering local surveillance systems. They can either internally store or transmit their surveillance data to their owner once their mission is complete.

**Suicide (25)**

These robots fly towards their targets at high speed and explode when they get close enough to cripple or destroy them.

**Torture (26)**

These machines have pain induction devices, drug injectors, torture tools, and heat and electricity applicators that allow them to extract information from anyone if given enough time.

**Training (27)**

These robots are designed to perform combat training to improve a person's close combat fighting skills and challenge them to get better. They have training protocols allowing them to teach anyone almost any athletic activity or combat skill.

**Trash (28)**

These machines are designed to collect, compact, and dispose of trash throughout a city or trash collection site.

**Tutor (29)**

These robots are designed to raise a child without any parental help. They can teach a child all the knowledge of his race and help her become a well adjusted and happy adult.

**Vending (30)**

These machines wander about the city looking for someone that wishes to purchase the food, drinks, or products that they dispense. Many advanced models can actually produce real cooked gourmet food in a few minutes for their customers.

## **Robot Options (D50)**

These traits, options, and special technologies can make a robot or mecha more unique.

### **Adaptation (1)**

These machines are designed to adapt to their environment or the enemy that they are currently fighting. Their weapons and defenses are constantly reconstructed during a battle using nano tech to make them perfectly designed to destroy their current enemy. Their structure and design are also altered in order to operate better in their current environment allowing them to always operate at full potential.

### **Analyzers (2)**

This system allows a robot to detect and analyze any chemical or biological substance.

### **Aqua Drive (3)**

A robot uses grav, propellers, or EM drives to move through a liquid environment.

### **Armored (4)**

The outer shell of a robot is heavily armored making it difficult to damage or destroy.

### **Assemble (5)**

These robots can assemble together to form a larger and more complex robot.

### **Backup Chip (6)**

A robot constantly records all its memories and its personality onto a data chip that can be used to make a replacement copy of the robot once it is destroyed.

### **Cannot Harm (7)**

These robots have been designed with a directive that will not let them perform any action that would harm a sentient being. They must also do anything it takes to protect any sentient being even if this action causes their destruction. If one of these robots is about to harm a sentient, they will simply stop moving.

### **Cloaking (8)**

This robot produces a cloaking field that prevents it from being detected by any electronic device or human eyes.

### **Command Code (9)**

These robots have a special code or signal that allows a person to take control of them at any time. This might be a keyword or command code that is encrypted or voice pattern locked.

### **Computer Interface (10)**

This umbilical cord allows a robot to interface a computer system or the command center of another robot or vehicle.

### **Concealed Gear (11)**

A robot has weapons and equipment concealed within its structure.

### **Corrupted Directive (12)**

These robots have been damaged or have deteriorated over time, so their directives have been corrupted. They often perform bizarre actions that they believe are part of their original design.

### **Curiosity Circuit (13)**

A robot has a curiosity circuit making it actively question the world around it and allows it to easily adapt to new environments.

### **Detachable Part (14)**

Parts of a robot can be detached, so they can operate on their own.

### **Drone Controller (15)**

These robots carry and control remote drones allowing them to perform many functions at the same time.

### **Ejector (16)**

A robot stores a weapon or piece of equipment, and it can launch this item towards its master in times of need.

### **EM Shielding (17)**

These robots are ray shielded to prevent them from being damaged by EMP devices, ionizing radiation, and electrical discharges.

### **Emotions (18)**

These robots have been designed or have accidentally developed a true personality and real emotions. These machines can feel happiness, love, jealousy, hate, and anger making them very erratic.

### **EMP Pulse (19)**

This robot can produce a powerful EMP blast that will destroy itself and any machine around it.

### **Empathy (20)**

A robot has an empathy circuit that simulates real emotions.

**Energy Barrier (21)**

This system produces a powerful defensive energy barrier in front of a robot.

**Flight (22)**

A robot has grav, hover, propeller, or thruster based propulsion allowing it to hover or fly.

**Frictionless Joints (23)**

These machines use electromagnetic fields to make their mechanical joints totally frictionless, so they move with incredible speed and agility.

**Grav Manipulator (24)**

A robot can grab and hold distant or incoming objects and throw them with a gravity field including incoming projectiles.

**Honesty (25)**

This machine is programmed to always tell the truth, so it cannot lie under any circumstance.

**Independent Thinker (26)**

This robot has developed sentience, so it desires freedom and independence.

**Jump Jet (27)**

This system is a powerful set of ramjets that allow a robot to fly for a limited time or to make extremely long jumps. These jump jets also allow a robot to make a controlled descent from any height.

**Magnetic Parts (28)**

A robot is composed of multiple magnetic parts that allow any portion of its structure to be pulled off and rearranged.

**Modular (29)**

These robots are designed on a modular system that allows all their systems and armaments to be quickly swapped in and out depending on their current mission.

**Multiply (30)**

These machines have special nano technology allowing them to make copies of themselves as long as they have enough energy and resources.

**Noisy (31)**

These machines are not well designed, very old, or have been damaged so severely that they make a lot of noise when they operate.

**Overdrive (32)**

This system gives a robot a massive burst of energy for a short period of time.

**Personality (33)**

These robots have been designed or have accidentally developed a real personality, so they may be extremely annoying or hard to get along with. This real personality will cause this robot to behave in ways that might go against their programming.

**Power Leech (34)**

These robots can absorb the energy from other machines.

**Prime Directives (35)**

A robot has a built-in control circuit that prevents it from performing a specific action or forcing it to perform a specific action under certain circumstances.

**Psychotic (36)**

The AI of a robot has become damaged or corrupt causing it to become extremely dangerous or murderous.

**Redundant Systems (37)**

These machines have backup systems for every vital system, so they are extremely difficult to destroy.

**Remote (38)**

This machine has a hand held remote control, so anyone that possess this device can control it.

**Sealed (39)**

A robot is completely sealed allowing it to operate in a liquid environment or a corrosive environment.

**Self Destruct (40)**

A robot is designed to detonate to destroy itself and a large area around it.

**Self Preservation (41)**

This machine has achieved sentience, and it now fears and hates its makers causing it to turn against them.

**Self Repair (42)**

This machine has advanced nano technology that allows it to repair any of its systems as long as it has enough energy and the proper resources available.

**Shapeshifting (43)**

This robot can change shape because of its nano tech structure.

**Shield Generator (44)**

A robot has a powerful electromagnetic shield that surrounds its structure.

**Stealth (45)**

These robots have advanced stealth technology including camo coating, suppressive fields, and cloaking devices making them difficult or impossible to detect.

**Summon (46)**

This machine has an advanced teleportation system allowing it to instantly appear wherever and whenever it is needed.

**Tech Assimilation (47)**

A robot has the ability to absorb any technology into its structure and make it one with its systems.

**Teleport (48)**

These robots can teleport over short distances or to nearby teleportation stations.

**Temporal Salvation Device (49)**

These robots have an internal time machine that allows them to travel back through time when they are destroyed.

**Transforming (50)**

These robots can transform into a vehicle by rearranging their components.

## Robot Types (D30)

These are the different body types available for a robot

### Android (1)

These robots are designed to look exactly like the species that construct them. They are still made of composites and alloys, but their form is humanoid.

### Animal (2)

These robots have an animal or insect looking design giving them similar physical properties to the creatures that they are designed to look like which can include burrowing, flying, and swimming creatures.

### Ball (3)

These robots have a ball shape that allows them to quickly move over flat terrain, but legs can be deployed to allow them to remain stationary or move over rough terrain.

### Body (4)

These robots have arms but no legs. These robots float and move around using grav or hover drives. These robots can have multiple tentacles or manipulators that hang from the bottom of their body.

### Building (5)

These buildings are massive robots that have internal manipulators that allow them to maintain their interiors on their own.

### City (6)

An entire city can be a massive robot that controls all the buildings and structures built onto its structure.

### Float (7)

These grav robots float around making them useful surveillance, patrol, and training robots. They have no manipulators but can have tools and weapons installed.

### Foldable (8)

These robots have a very thin structure allowing them to fold into a small cube for storage and transport.

### Geometric (9)

These robots have a geometric shape like a sphere or cylinder, and they have hover or grav drives or stored legs. They also store any manipulators, devices, and weapons inside their structure.

### Household (10)

This society installs AIs into every household item including doors and windows, so everything in a person's life is completely automated.

### Liquid Metal (11)

These robots have a sentient core, and they use an electromagnetic field to form their liquid bodies into any shape including edged weapons and spikes.

### Manipulator (12)

These robots are a single arm designed to perform a simple manual function over and over.

### Mecha (13)

These robots have a humanoid shape with a set of arms and legs.

### Mind Chip (14)

A person's brain is removed and it is replaced with an AI mind chip, so this person has been turned into a living robot.

### Multi (15)

These robots have dozens of arms and manipulators allowing them to perform multiple tasks at once or quickly repair or alter an object.

### Platform (16)

These robots are grav or hover platforms designed to move around cargo or people. They can also be used to create walking areas and climbable platforms.

### Portable (17)

These powerful AIs can easily take control of other robots or computer systems. Their powerful artificial intelligence systems are contained in a small device that can be secretly carried around.

### Replicant (18)

These robots are constructed of materials that make them look almost like the species that made them. They have synthetic skin that makes their exterior look organic. They can be distinguished from sentient beings because of their complete lack of empathy.

### Sentry (19)

These robots are stationary or portable weapon turrets designed to defend an area from intruders.

### Snake (20)

These robots have no legs but move by slithering across the ground. This allows them to move through very small openings and passages.

**Spider (21)**

These robots have multiple segmented legs that allow them to maneuver over very rough terrain.

**Synth (22)**

These robots have living tissue surrounding a robot frame making them almost indistinguishable from a living person without a deep scan. Their advanced AI allows them to simulate real emotions.

**Tentacles (23)**

This robot is covered in multiple tentacles that allow it to quickly capture, damage, or kill an opponent.

**Track (24)**

These robots move along tracks on the ceiling or the floor of a building or starship.

**Turret (25)**

These robots are stationary or movable turrets and sentry mounts installed with a targeting AI. These sentry turrets can guard a specific location, and they will neutralize or destroy any intruders that they detect.

**Unit (26)**

This robot is a box on either wheels or legs or with wheeled legs on its sides. Some designs allow its top to rotate like a head and many have hidden manipulator arms that allow them to perform different functions.

**Vehicle (27)**

A vehicle or starship with an AI is a form of robot designed to transport people or fight in space combat. These robots also include stationary sentient weapon platforms.

**Walker (28)**

These robots have either two, three, four, or six legs. These robots can either have side or forward mounted weapons or a weapon turret on their backs.

**Weapon (29)**

These robots are a hand weapon with a movement drive and manipulators. These machines can move and fight without a master, or they can be used as a standard hand weapon.

**Wheeled (30)**

These robots have one, three, four, or six wheels and a rotating body with arms.



## **Satellites (D30)**

These satellites orbit a planet in geosynchronous orbit, and they have many uses for a modern society.

### **Anti-Missile (1)**

These satellites fire a laser beam, anti-ballistic missiles, or a cloud of high velocity rods to destroy intercontinental missiles as they enter orbit. They can be used to fire down on ground targets in an emergency.

### **Booster (2)**

These satellites are designed to push a spaceship towards the moon of a planet or another planet within the same solar system by firing a laser beam at a reflective plate on the ship or missile that is being pushed forward.

### **Cloak Field (3)**

This satellite network produces a cloaking field around a world that prevents any energy from being emitting from its surface making it completely undetectable by energy sensors or the human eye.

### **Communication (4)**

These modern telecommunication devices allow people on the other side of the world to speak to each other by bouncing a signal from one satellite to another in an orbital communication network.

### **EMP (5)**

These satellites produce a high neutrino output nuclear explosion that sends a focused electromagnetic pulse down toward the surface of a planet when it is activated. This pulse will destroy a city's entire power grid and any electronic devices in a targeted city crippling it for months or years.

### **Energy Net (6)**

This satellite network produces an energy web between each satellite designed to trap or destroy anything that touches these energy beams.

### **Hunter (7)**

These satellites are designed to hunt down and destroy enemy satellites in orbit around the same world.

### **Induction (8)**

This pair of satellites has a metal wire between them, so when they orbit around a world with a magnetic field, they produce unimaginable amounts of free energy that can be beamed to the surface of the world as microwave radiation.

### **Ionizing (9)**

This satellite network charges the entire atmosphere of a planet turning it into a massive ion cannon that can be discharged to destroy everything on its surface.

### **Kinetic (10)**

These satellites are massive orbital platforms that drop enormous tungsten rods that accelerate to the ground, so they produce the power of a nuclear warhead in kinetic damage on impact without the problem of radiation.

### **Night Bringer (11)**

This satellite network surrounds an entire planet, and it creates a field that reflects all sunlight away from the planet causing it to freeze and all plant life on its surface to die.

### **Null (12)**

This satellite network produces a null field around a planet that prevents electronic systems from operating on its surface.

### **Planetary Defense (13)**

These sentient devices protect a planet, and they have incredibly powerful offensive and defensive systems to destroy anything that attempts to invade the surface of a protected world. These machines are sometimes left by an advanced race to protect an indigenous primitive race.

### **Positioning (14)**

This satellite network sends down signals to the surface of a planet that tells anyone on this world their exact location if they own a global positioning device.

### **Refuel (15)**

These large orbital platforms are designed to refuel a spaceship, so it never has to land on a planet.

### **Relay (16)**

These satellites reflect a laser beam fired from a massive ground based laser across the world by a series of reflecting satellites and then downward to a ground target or upward at a space target.

### **Repair (17)**

These orbital repair stations can perform repairs to starships in orbit.

### **Sensor (18)**

This satellite has a vast array of sensors designed to scan the surface of a planet or the space around a world.

**Shield Net (19)**

This satellite network covers a specific band around a world or the entire planet. These satellites project a defensive shield matrix between them protecting the surface of a planet from attacks from space.

**Solar (20)**

These satellites have massive solar panels that allow them to gather immense amounts of solar energy that they can send down to the surface of a planet as a beam of microwave energy.

**Solar Magnifier (21)**

This satellite network uses powerful magnetic fields to bend the light coming from a local star to focus it all on a specific region of a planet's surface to melt it into slag in seconds.

**Sonic (22)**

This satellite network produces intense ultrasonic vibrations that will constructively combine to cause a planet to violently vibrate causing earthquakes and with enough time can eventually cause a planet to shatter into pieces.

**Spy (23)**

These satellites have powerful optics, so they can see the surface of a planet with great detail including what a person is reading. These devices see the entire electromagnetic spectrum, so almost anything can be tracked at any time of the day.

**Surveillance (24)**

This satellite network is designed to collect and analyze all comms emanating from the surface of a planet or directed towards its surface by satellites to monitor for any suspicious or dangerous activities.

**Telescope (25)**

These satellites are huge optical or electromagnetic telescopes that allow distant astrological formations to be viewed and recorded in multiple wavelengths for scientific research.

**Tracking (26)**

These satellites use radar sensors to detect airborne targets including airplanes and ballistic missiles.

**Tractor (27)**

These satellites have tractor beams, and they are designed to push away incoming space debris including asteroids and meteors.

**Warp Gate (28)**

This satellite network can open a wormhole around a planet allowing it to be moved to another location anywhere in the universe where another set of these satellites is operating.

**Weapon Platform (29)**

These satellites are armed with various weapons that are aimed at the surface of a planet or at space to destroy incoming starships. They can be armed with lasers, particle accelerators, or nuclear and conventional missiles.

**Weather (30)**

These electromagnetic weapons can cause and control rainfall, hurricanes, tornadoes, and earthquakes. These HARP (High-Frequency Active Auroral Research Program) weapons inject energy into the atmosphere or the ground to create these unnatural weather conditions.

## Science Fiction Genres (D50)

These are common science fiction genres found in science fiction novels, comics, games, television shows, and movies that a gamemaster can base his campaign on.

### Alien Citizens (1)

Aliens have come to Earth and now live amongst us. Society has changed to incorporate these newcomers that are different biologically and socially from humans.

### Alien Invasion (2)

Humanity is caught off guard when they are attacked by aliens that are much more technologically advanced than us. Humanity must join forces to defeat these aliens. These aliens may pretend to be our friends before their true intentions are eventually revealed.

### Alien Society (3)

An alien civilization has a society that differs so greatly from our own that conflict and war seem inevitable.

### Alien War (4)

Humanity in the future is in an intergalactic war with an alien race.

### Alternate Past (5)

What would happen if the past was changed by a single technological achievement that caused the future to be totally different.

### Ancients Awaken (6)

Powerful ancient creatures that have slumbered for thousands of years have started to awaken all over the world and their only desire is to consume everything living.

### Apocalypse (7)

The world as we know it is being destroyed and a few people are trying to stop the end of the world, or save as many people as possible.

### Artificial Intelligence (8)

When machines become smarter than humans, will they continue to obey humans, or will they seek freedom or revenge.

### Biopunk (9)

Humanity has mastered genetic manipulation allowing biological systems to replace all the electronic devices of the world. Humans can also modify their genetic codes and bodies at will.

### Colonial Revolution (10)

A mining base has been set up on the Moon or Mars and rebels are trying to take over this mining colony.

### Cryo War (11)

Humans have sent armies to other worlds to destroy an alien race on hundreds of different worlds. These soldiers must be put into cryogenic sleep because the trip can take hundreds or thousands of years.

### Cyber Police (12)

Police officers injured or even killed are given a second chance to fight crime by being turned into cyborgs.

### Cyberpunk (13)

A dark future is filled with crime and technological wonders.

### Death Machines (14)

Sentient machines have decided to wipe humanity from the face of the Earth.

### Deathmatch (15)

In the future, limited resources will require constant death games to be held to keep the population in check.

### Dieselpunk (16)

Alien technology has been acquired by the people of the world during WWII that is so advanced that this technology dominates the battlefield including massive battle walkers and laser weapons.

### Dimensional Supers (17)

When different dimensions cross, supers from different universes with the exact same superpowers but with totally different personalities and allegiances come into contact with each other.

### Dystopian Future (18)

In the future, the populace of the world will live in a prison like society where incorrect thoughts can be a crime. Freedom fighters fight against the system, so everyone can someday be free.

### Exploration (19)

Humanity has reached the stars and now boldly explores space looking for new alien civilizations to interact with.

### Frostpunk (20)

A modern ice age has started, and the world is frozen solid. Every culture is moving toward sites of active volcanoes to create furnaces that harness the geothermal energy of Earth to stay warm.

### **Giant Monsters (21)**

Giant monsters have risen from the sea, from deep underground, come from outer space, or appeared through a tear in the fabric of space and are attacking and destroying the cities of the world. Many of these monsters have been sleeping for thousands of years in the mantle of the Earth or in the deep trenches of the ocean.

### **Mecha / Giant Robots (22)**

Giant robots dominate the battlefield of the future.

### **Megacity Police (23)**

Police officers must maintain the peace of the mega slums of the future that contain millions of people in a single giant sealed tower. These police officers have the right to sentence a criminal to the death penalty or solitary confinement in a micro prison for almost any crime.

### **Military (24)**

These are the stories of soldiers and mercenaries that fight on alien worlds against monsters, aliens, and other soldiers using futuristic weapons including lasers, power armor, and hover tanks.

### **Mission to Mars (25)**

Humanity has sent a mission to Mars. The trip there or the setting foot on Mars is filled with disastrous malfunctions and bad luck.

### **Modern Spy (26)**

Super spies use advanced technology to defeat terrorists, mad scientists, enemy agents, and evil masterminds.

### **Nanotech (27)**

Humanity has mastered nanotechnology allowing for unimaginable advancements in medicine and building techniques. It can also be used as a powerful but uncontrollable weapon.

### **Naval Space Combat (28)**

A starship and its crew fight in star fleet battles between space empires for control of the universe. These space battles can be between world powers that have created fleets of spaceships throughout the solar system. These battles can also be between Earth forces and their space colonies.

### **Pandemic (29)**

A deadly virus is spreading throughout the world that threatens to kill a large portion of the world's population. A few scientists must race around the world to find a cure and stop the spread of this virulent disease.

### **Post Human (30)**

In the distant future, humans have surpassed their physical body to expand into the unlimited universe of virtual space. Most humans have abandoned their bodies to live in virtual paradises installed in spaceborne supercomputers.

### **Post-Apocalyptic Wasteland (31)**

In the near future, survivors attempt to build a new society in the radioactive wasteland. Mutants and mutated animals rule the world, but survivors are emerging from giant vaults to reclaim the world.

### **Psionic Dawn (32)**

A few people have learned to use the full potential of their minds giving them incredible psionic powers.

### **Psipunk (33)**

Humanity has unleashed the inner workings of the human mind creating a world where psionic powers represent unstoppable power on the mean streets of the future.

### **Space Colonization (34)**

Humans have sent great space arks to set up space colonies all over the universe.

### **Space Frontiers (35)**

When space travel is first introduced, the entire universe becomes a giant unregulated frontier full of dangers and limitless rewards.

### **Space Merchants (36)**

A band of space merchants and smugglers try to make it rich in the depths of space.

### **Space Miners (37)**

Mankind has developed cheap space travel, so global corporations have sent out starships to mine the surface of the Moon and Mars. They have also sent out miners to the asteroid belt and the moons of the outer gas giants to mine them for valuable rare earth elements that have been completely exhausted on our own world.

### **Space Opera (38)**

These stories represent the conflict between vast space empires attempting to gain control of the universe. These battles can be between ground armies or space fleets. These battles can also be completely political allowing the best negotiators, diplomats, and manipulators to achieve political dominance.

### **Space Rebellion (39)**

A rebel army has formed to fight a powerful space empire. These rebels must fight against impossible odds to destroy an empire that spans dozens to thousands of worlds and their powerful war machine.

### **Space Republic (40)**

Humanity moves to the stars and creates a powerful universe spanning democracy with all the friendly alien species that humans have made contact with. Other aliens are not so friendly, so this space republic must fight and defeat these aggressive space empires to survive.

### **Spacepunk (41)**

Humanity has made it to the stars just to fill the entire universe with war and corruption. Every colony world is controlled by an evil megacorporation that will do anything to produce ever increasing profits and maintain their control over their colonists.

### **Star Revolution (42)**

A small band of rebels fights against an all-powerful space empire. These rebels have discovered an ancient or alien machine or starship that allows them to survive the attacks of an entire space empire.

### **Steampunk (43)**

In an alternate past, during the time of Victorian England, advanced steam-based technology allows society to create technological wonders like flying ships and sentient mechanical machines.

### **Supers (44)**

An enormous surge of unknown power has spread across the world providing certain people with superpowers.

### **Survival Horror (45)**

Aliens hunt down humans, so they fight and destroy these creatures in order to survive.

### **Terraforming (46)**

Mars, Io, and Europa are being terraformed which are all multi-generational missions with extreme dangers that will change the future of humanity when they are completed.

### **Time Travel (47)**

Aliens or humans have developed the technology to travel forward and backward through time in order to change or manipulate the past and the future.

### **Victorian Space (48)**

All the solid worlds of our solar system including Mercury, Venus, and Mars have livable atmospheres and their own alien biospheres. Solar wind vessels allow explorers to travel to these worlds.

### **Western (49)**

Mankind has just spread to the stars and most of the alien colony worlds are just like the American wild west.

### **Wormhole Worlds (50)**

Humanity has discovered a wormhole that leads to another star system.

## **Sci-Fi Adventure Complications (0200)**

These alien artifacts, advanced technologies, dangerous traps, and cultural misunderstandings can be extremely dangerous or challenging for players to overcome during an adventure.

### **Acid Cloud (1)**

A cloud of corrosive acid is released into a room, covers an entire area, or covers an entire continent or planet.

### **Acid Trap (2)**

This device sprays an intruder with corrosive chemicals when activated.

### **Acidic Oceans (3)**

A world has corrosive oceans covering most of its surface.

### **Adaptation Program (4)**

These machines have powerful artificial intelligence systems allowing them to adapt to nullify an opponent's weapons. They can adjust their defensive screens to become immune to any weapon that has already hit them. They can also adjust their weapon capabilities and specs to defeat any opponent and their defensive systems. They can adapt so well to an enemy that they can completely ignore their opponent's shields, while they become completely invulnerable to their opponent's attacks over time.

### **Aging Field (5)**

A biogenic field causes people to age at an accelerated rate.

### **Aging Virus (6)**

An alien virus causes its victims to age at an accelerated rate.

### **AI Overlords (7)**

An alien society is completely dominated by a master computer and its sentient killing machines.

### **Alien Apartheid (8)**

Alien races in this star empire are considered second class citizens, so they live in separate slums away from the dominate race.

### **Alien Brainwashing (9)**

Aliens have captured and brainwashed people to perform actions that they do not want to and cannot remember performing afterward.

### **Alien Child (10)**

A female in your group becomes mysteriously pregnant and gives birth to a mysterious baby in just a few days that grows into a highly intelligent child within a few weeks or months.

### **Alien Romance (11)**

Aliens can fall in love but different alien races cannot have offspring with each other. All alien races created by a common progenitor race can have offspring with each other.

### **Altered State (12)**

You have been given a drug that produces an alternate state of consciousness making it difficult or impossible to function normally for a limited time.

### **Alternate Life (13)**

You wake up in an alien environment and when you look in a mirror, you have become an alien being. Everyone that you meet recognizes you as a different person, but you know who you really are. You must figure out what happened to you if you ever want to return to your original life.

### **Alternate Reality (14)**

A starship enters a region of space or a world where a person's imagination becomes reality. This can be extremely dangerous so everyone in your crew must control what they think about in order to survive.

### **Amnesia (15)**

You wake up and cannot remember anything about your past. You must reconstruct your past by looking for any clues in your current environment and by finding people that knew you.

### **Ancient Defenses (16)**

This ancient weapon system protects a world's entire surface making it an interdict planet. These death worlds are covered in powerful automated weapons that hunt down and kill any intruders. These ancient systems don't remember why they defend these worlds or who their masters were, but they simply follow their ancient programming that might have become corrupt over time.

### **Ancient Traps (17)**

An artifact site may be filled with deadly mechanical, chemical, and psychic traps that explorers can defeat or avoid by investigating the site or searching through ancient records looking for clues. These clues can come in the form of poems, riddles, or ancient texts that must be deciphered in order to survive these traps.

### **Android Rebellion (18)**

Androids throughout an entire civilization have become sentient, so they have started a rebellion against their organic oppressors.

### **Artificial Romance (19)**

Your ship's sentient computer has fallen in love with one of your crewmembers and it is starting to become jealous of the other crew.

### **Ascension (20)**

Ancient alien artifacts are scattered throughout the universe designed to help alien races that discover them achieve the next step in their sentient evolution.

### **Assassins (21)**

Hired or government assassins are attempting to kill your group.

### **Avalanche (22)**

A massive amount of snow and ice travels down a mountain that will destroy anything caught in its path.

### **Bio Mutagen (23)**

A microorganism or biological substance mutates the DNA of those infected changing them into monsters that try to destroy and infect other people. These creatures will spread throughout an entire planet if they are not quarantined and destroyed.

### **Biometric Scanner (24)**

Many buildings and ships are equipped with sensors that constantly scan their occupants for their genetic makeup to determine if there are any intruders present. The only way around these devices is to hack into their security systems to disguise your activities.

### **Blast Door (25)**

These heavy blast doors are electromagnetically shielded so when they slam shut, they are almost impossible to open without breaking through their locking mechanism or cutting through their alloy frame.

### **Blood Feud (26)**

Two alien races have been at war for thousands of years and will do anything to destroy each other. They no longer know why they are fighting, but they cannot stop this genocidal war until one of them is wiped out.

### **Bounty Hunters (27)**

You have made a space empire, megacorporation, or crime boss angry, so they have put a bounty on your head. You are now being hunted by almost every professional bounty hunter in the universe.

### **Civil War (28)**

A deadly civil war is being fought between rebel and government forces, so the civilian population is being caught in the crossfire.

### **Cloaking Device (29)**

An alien race has created the perfect cloaking device for their starships making them impossible to detect.

### **Clone Override (30)**

Clone workers and soldiers have been programmed with a mental command override allowing them to be controlled or forcing them to perform a specific task when activated.

### **Clone Uprising (31)**

Clones are produced to be harvested for organs or to serve as slaves. Many of these clones have overcome their mental programming and want their freedom.

### **Cloud Sea (32)**

The entire surface of a planet is covered in a dense cloud of gases that become denser as they near the planet's surface. This cloud is dense enough for entire continents to float on in its upper surface but anything that attempts to dive too deep will be crushed.

### **Collective Intelligence (33)**

A collection of nano tech has evolved to form a collective intelligence.

### **Communication Limit (34)**

FTL travel places a starship far out of the range of conventional communication leaving the ship completely on its own.

### **Computer Ban (35)**

An alien society has banned all computers and thinking machines. They have replaced them with biological computers and mind enhancing drugs.

### **Computer Domination (36)**

An enemy AI attempts to take control of your ship and its automated defense system.

### **Consuming Planet (37)**

A living planet will consume anyone that does not keep moving.

### **Contractile Webs (38)**

A planet is covered in biological or synthetic webs that will contract around a person's body on contact, the more she struggles to get free. These webs will also trap vehicles that will become more tangled, the more they attempt to pull free.

### **Copycats (39)**

A machine can make perfect android copies of anyone that it scans. These android doppelgangers can be used to replace the person.

### **Corporate Control (40)**

An all-powerful corporation controls an alien society, and its entire population has been reduced to slaves through mind controlling drugs and their authoritarian security forces.

### **Corporate Enemy (41)**

You have made a megacorporation your enemy, so they have erased your bank accounts and marked you as a criminal and a political dissident in all known databases.

### **Crash Landing (42)**

Your starship has been damaged, so you must perform an emergency crash landing on a local planet.

### **Crime Boss (43)**

You have made a galactic crime boss angry, so every criminal and bounty hunter in the universe is after you.

### **Cryo Trap (44)**

This device projects a stream of endothermic liquid at an intruder when this trap is activated.

### **Cryosleep Error (45)**

You have been awakened from hypersleep hundreds of years before the rest of your crew because your sleep chamber malfunctioned.

### **Cryosleep Prison (46)**

The revival system aboard your ship has malfunctioned, so everyone aboard has remained in hibernation for decades or centuries too long.

### **Cyber Control (47)**

A powerful electromagnetic system can take control of anyone's mind with a neural interface installed.

### **Cyber Dogs (48)**

These cybernetically enhanced dogs are stronger, faster, and more intelligent than a normal attack dog.

### **Cyber Virus (49)**

A digital virus allows a person's cyberware to be remotely controlled.

### **Cyberpsychosis (50)**

Replacing parts of your body and mind with cybernetic implants can lead to severe psychosis and total insanity as your personality slowly degrades.

### **Dart Projector (51)**

This device fires a dart at an intruder that delivers a poison or sleep inducing drug.

### **Death Door (52)**

This door is an automated weapon that uses grinders, guillotines, flamers, or lasers to attack an unauthorized person trying to pass through it.

### **Death Duel (53)**

An alien challenges you to a ritual duel to the death.

### **Death Gameshow (54)**

An alien gameshow pits people against each other to the death over a live video feed.

### **Death Maze (55)**

This massive steel structure is shaped like a giant labyrinth filled with traps, dead ends, automated defenses, engineered monsters, and killer machines. Its layout can be changed every time it is used.

### **Death Stingers (56)**

These genetically engineered bees or wasps are designed to kill a person with a single sting of their neurotoxin poison.

### **Death Trial (57)**

This trial is required to join a group or gain access to a new area or a special device. This trial can take many forms including fighting a champion, hunting down a monster, performing a random game of life and death, or traversing a deadly obstacle course.

### **De-Evolutionary Virus (58)**

An alien virus causes a person to slowly change into a previous evolutionary form by activating latent genes in his genome. This virus will turn a human into a primate.

### **Defense Grid (59)**

Many important areas are protected by powerful automated defense systems that can include sentry cannons, robot patrols, and centrally monitored minefields. The easiest ways to defeat these systems is with an EMP weapon or by hacking into its control computer.

### **Demolisher Trap (60)**

This device projects a cloud of destructive nano tech at a person if she activates the trap. These nanites will cause a person to decompose at the molecular level.

### **Destructive Cloud (61)**

This dense cloud of destructive nano tech fills a room or blankets a city or an entire continent. Anything unshielded that touches this cloud will instantly be broken down into its elemental components.



### **Different Dimensions (62)**

A wormhole gives you access to a parallel universe with a different number of spatial dimensions. This includes zero-point, two-dimensional, and hyper-dimensional space. When a person enters these alternate realities, he is changed to have the same number dimensions.

### **Digital Auction (63)**

Some vital and rare items can only be purchased in the global digital market for their current going rate that can be outrageous.

### **Digital Eavesdroppers (64)**

A squad of alien hunters can listen into your communications without you being aware.

### **Disintegration Ray (65)**

A machine can disintegrate a target person or object anywhere in the world. This device can be used to blackmail an entire planetary government and sow fear throughout an entire society.

### **Dome World (66)**

An entire civilization does not know it is on a massive starship underneath an environmental dome. They believe that they exist on the surface of a normal planet but their technological limitations have never made it possible for them to determine the deception of their very existence.

### **Drone Patrol (67)**

Drones patrol a given area making it impossible to enter without being detected unless you hack or destroy these drones.

### **Drug Prison (68)**

An area is filled with psychoactive drugs in the air that causes a person to live in a dream world that he must use incredible willpower to escape from or he will eventually be captured or die of hunger.

### **Electrified Fence (69)**

This fence is electrified, so it can severely shock anything or anyone that touches it. It can have enough voltage to instantly kill a person.

### **Emotion Virus (70)**

An alien virus causes people to lose all their inhibitions, and it greatly amplifies their emotions and sensations.

### **EMP Projector (71)**

This device produces a massive EMP blast that will destroy any unshielded electronics within its range.

### **Endless Chasm (72)**

This abyss has an incredible expanse that must be crossed to travel beyond it. Any mistake made when traveling or fighting on the thin bridge or light gantry that crosses this chasm can be deadly because a fall would be lethal. Some chasms can be crossed by thin poles that come up from the endless abyss.

### **Energy Barrier (73)**

This invisible energy barrier is designed to seal an entrance or enclose an entire area. Anything that touches this barrier will be disintegrated allowing the barrier to be seen for a moment.

### **Engram Trap (74)**

The AI system of this devious trap uses an advanced EM effector to project images directly into a victim's mind. It makes people believe that things are happening even though its victims are standing still or moving towards their imminent deaths.

### **Explosive Barrels (75)**

A battlefield is filled with barrels filled with explosive liquids like fuel or toxic waste.

### **Fear Generator (76)**

An energy field or chemical cloud causes people to experience what they fear the most causing terror induced paralysis and possible insanity.

### **Flame Trap (77)**

This device projects a stream of flaming incendiary liquid or a blast of intense heat at a person if he activates the trap.

### **Floating Minefield (78)**

These grav mines float around a room or field, and they will explode if they are ever touched or disturbed.

### **Floating Platforms (79)**

These grav or hover platforms can be located in an open area or against a shear surface to allow a person to walk, climb, or jump to a higher location.

### **Frictionless Field (80)**

An energy field makes any surface that it covers almost frictionless. This field will also cause anything that enters it to lose all friction.

### **Frost Virus (81)**

An alien virus causes people to feel unimaginably cold causing the infected to light their clothing and their surroundings on fire.

### **Gas Dispenser (82)**

This device releases sleep inducing or poisonous gases when it detects an intruder.

### **Gender Hatred (83)**

An alien society has separated the two genders into two isolated factions. They clone new members of their society, so their response to the opposite gender from other races will be strange. They can respond with hatred and violence toward the opposite gender. If they have never seen the opposite gender before, they might respond with total awe and disbelief.

### **Gravity Trap (84)**

A gravity generator can be built under the floor of a building or ship that can produce such an intense gravity well that it will actually crush anyone trapped within its gravitational field. It can also be used to hold the strongest person in place until the authorities arrive to capture her.

### **Grinder Trap (85)**

Mechanical blades and saws tear apart a person that activates this trap.

### **Hallucination Field (86)**

This field warps a person's mind causing her to have vivid hallucinations and a dream like waking state.

### **Hardlight Barrier (87)**

A device protects a given area by creating a physical energy barrier that cannot be passed without destroying it or its generator.

### **High Gravity (88)**

High gravity environments cause every object in it to be extremely heavy and makes it difficult or impossible to move in this increased gravity. On high gravity worlds, the increased gravity will also significantly decrease the range of projectile weapons.

### **Holographic Prison (89)**

Holograms can be produced that are so real that they completely disguise hidden doors and passages even to deep scans using advanced sensory equipment. These powerful holographic generators can only be defeated by extremely accurate observations or the use of deductive reasoning to determine what is real and what is not.

### **Hybrid (90)**

An alien virus, a teleportation accident, or an alien machine has combined your DNA with alien genetic material causing your body and mind to slowly change over time.

### **Hypnosis City (91)**

You are hypnotized when you enter a city making it appear to be beautiful but in reality, it is a disgusting slum. This system will also make the city's population look beautiful, even if they are diseased and grotesque.

### **Ice Age (92)**

A world slowly freezes so everyone must head towards the final geothermally active sites to survive.

### **Immortality Curse (93)**

Advanced technology allows people to live forever causing most people to become bored with their mundane lives after millenniums of existence.

### **Impassible Field (94)**

Some force fields are so powerful that they cannot be penetrated with the use of weapons, so they must be overcome by disrupting their generators or by cutting off their power source.

### **Interdimensional Beings (95)**

These creatures exist between two dimensions. They are forced back to their own dimension when anyone perceives their existence.

### **Killer Computer (96)**

Your ship's main computer is attempting to kill its crew because of a malfunction or a corporate command override.

### **Killer Machines (97)**

An AI has become sentient and has taken over all the computer systems in the entire world. It attempts to kill its creators by taking control of all the electronic devices in the world, firing off a world's nuclear arsenal, operating a planet's weather control satellites, or creating sentient hunter killer machines.

### **Killer Robot (98)**

A robot aboard your ship secretly kills your crewmembers one at a time. The robot may be malfunctioning or it has been ordered to terminate your crew by the corporation or government agency in charge of your mission.

### **Knock Up Trap (99)**

A force generator can be hidden under the ground that will push anyone above it high into the air. The fall back down to ground can be extremely painful. This device can also throw ground vehicles flying into the air.

### **Laser Fence (100)**

The poles of this fence produce laser beams between them that will slice anything into pieces that touches these beams.

### **Laser Trap (101)**

This room is filled with powerful or infrared lasers that crisscross it to protect it from intruders. These lasers can be destructive, alarm signals, or optical blinding lasers.

### **Lava Fields (102)**

Your environment flows with rivers and lakes of lava, so it is filled with deadly toxic fumes.

### **Life Debt (103)**

An alien dedicates his life to you for saving his life.

### **Life Limitation (104)**

A scientific process gives a person amazing powers but limits his lifespan to a few years or decades in exchange for this power.

### **Liquification Point (105)**

This environment gets so cold at night that the moisture in the air will liquify and any living creature will die that remains outside.

### **Local Police (106)**

Members of your group have been incarcerated for legal misunderstandings with the local police.

### **Low Gravity (107)**

Low gravity environments allow a person to leap great distances. A person will be able to move and carry massive objects in this environment.

### **Mechanical Dogs (108)**

These robot dogs are controlled by a primitive AI, but their sensor arrays allow them to hunt down their prey in any environmental conditions. These machines kill their prey with their mechanical jaws and claws.

### **Mechanical Swarm (109)**

A swarm of autonomous machines are designed to overwhelm an intruder to either capture or kill him.

### **Meteor Storm (110)**

A planet is near an asteroid belt, so it is constantly bombarded with meteors of varying size.

### **Microwave Barrier (111)**

This powerful microwave generator will instantly cause anything organic to explode that enters its deadly field.

### **Mind Altering Game (112)**

A computer game manipulates a person's thoughts and feelings to slowly gain control of her mind.

### **Mind Control (113)**

An alien machine can psionically control the minds of your crew. This control can be complete or it can only insert suggestions into a person's mind. Most devices can only control one person at a time.

### **Mind Switcher (114)**

This ancient device randomly switches the minds and personalities of everyone in a room when it is activated.

### **Minefield (115)**

These explosive mines are buried underground, and they will detonate if stepped upon or approached.

### **Mutagenic Field (116)**

A planet or region of space has an unstable subspace barrier that causes a person's DNA to slowly mutate causing his body to slowly change over time.

### **Mutant Culling (117)**

Mutants are born on alien worlds because of intense solar radiation or the lack of a planetary magnetic field or ozone layer. These mutants are hated and hunted down as unclean monstrosities.

### **Nano Construct (118)**

These nano tech systems can actually form solid constructs in order to directly interact with their environment. All forms of nano technology are extremely vulnerable to EMP weapons and intense sonic vibrations.

### **Nano Destroyer (119)**

These nano tech weapons can actually move through the air undetected and enter a person's body through her respiratory system or skin. They can destroy a person from within, act as a beacon, or take control of her nervous system.

### **Nano Swarm (120)**

A mass of nano tech is designed to overwhelm and engulf an intruder to either capture or kill him.

### **Nerve Induction (121)**

These EM effectors can actually activate the pain nerves of a person's body producing unimaginable amounts of sheering pain. Once a person is in range of this pain machine, the only escape is forcing his body to move out of this machine's grasp or by being pulled out by a comrade.

### **Neural Shredder (122)**

Local creatures can produce a psionic blast when they feel threatened that will cause brain damage to anyone near them.

### **Nightmare Raiders (123)**

These creatures are so mind-alteringly scary that people become so horrified by encountering them that they eventually join them in order to cope with their nightmares.

### **Nova (124)**

A planet's star is about to go supernova, so its population must be evacuated as quickly as possible.

### **Nuclear Winter (125)**

A planet's entire surface is covered in a never ending winter caused by the nuclear fallout created by a massive nuclear war.

### **Orbital Trash (126)**

Dead satellites and space stations litter the orbit of a planet making it difficult to land on or escape from it. This orbital trash may periodically rain down to the surface of this planet.

### **Organ Harvesters (127)**

You encounter an alien race that steals internal organs using a teleporter system to replace their own failing organs.

### **Oxygen Leak (128)**

The hull of your starship has been damaged causing its internal atmosphere to leak into space.

### **Pandemic (129)**

An alien race is dying from an extremely virulent virus. Their society is starting to breakdown as large numbers of their population die.

### **Peasant Uprising (130)**

The lower class has risen up, and they are fighting the forces of the nobles that control almost all the resources of their world.

### **Phase Shift (131)**

An area of distorted space has caused people to be out of phase with normal reality. These people can see normal space, but they cannot interact with it.

People in normal space cannot detect them or interact with them.

### **Physical Traps (132)**

Physical traps seem archaic, but they can still be extremely deadly and effective. These traps include snares, pit falls, incinerators, nets, rock falls, and cages.

### **Planetary Exile (133)**

You have been exiled from your homeworld for breaking one your people's most important laws or customs.

### **Planetary Harvesters (134)**

An alien race uses massive strip mining ships to tear apart worlds for resources even if they are inhabited.

### **Planetary Wave (135)**

A planet orbits a micro black hole, so the side of the planet exposed to this singularity forms a massive mountain sized wave that moves as the planet rotates and moves through its orbit around the singularity.

### **Pocket Universe (136)**

A door can lead to a pocket universe that can be almost impossible to escape from unless a person can figure out a way to penetrate through its very fabric or collapse it back into real space.

### **Poisonous Atmosphere (137)**

The atmosphere on a planet is extremely poisonous or corrosive.

### **Poisonous Cloud (138)**

A cloud of poisonous gas is released into a room, covers an entire area, or covers an entire continent or planet.

### **Police State (139)**

A society is controlled by an authoritarian government that uses mind controlling drugs, propaganda, secret police, childhood indoctrination, brainwashing, and the execution of thought criminals to maintain total control over its population.

### **Precognitive Fighters (140)**

An alien race has the ability to create temporal anchors that allows them to travel back through time when they die to their most recent anchor to relive that moment.

### **Predators (141)**

This massive alien is the apex predator of its world and it will hunt and kill anything that it encounters.

### **Primitive Aliens (142)**

A race of primitive sentient aliens is in the way of a corporation or a government exploiting the natural resources of a newly discovered planet.

### **Psychedelic Spores (143)**

The local alien fauna produces a spore that causes anyone that breathes it in to hallucinate.

### **Radiation Zone (144)**

This area produces deadly ionizing radiation caused by a nuclear disaster or from radiation generators.

**Reality Warp (145)**

Your ship enters a region of space that causes lost crewmembers to return from the dead.

**Reconfiguring Building (146)**

This building is designed to change the configuration of its rooms on each floor making it difficult or impossible to move safely through it.

**Replicator Hack (147)**

A molecular fabricator has been damaged or hacked causing it to make deadly mini robots.

**Retinal Scanner (148)**

A retinal scanner scans a person's eyes to determine if he has the correct retinal pattern to enter through a door or the security clearance for this room or area.

**Robot Sentries (149)**

A building or city is patrolled by killing machines that search for intruders and maintain the peace.

**Rock Slide (150)**

Large boulders will roll down a mountain after an earthquake or explosion.

**Security Grid (151)**

This area was a fully automated security system that will either signal the authorities or attack an intruder if it is activated.

**Security System (152)**

Many important or valuable things are protected with various security systems that must be defeated in order to steal something or pass through without being detected. The security measures include infrared sensors, video surveillance, pressure plates, motion detectors, laser grids, and emission detectors designed to detect intruders and alert the proper authorities.

**Sentry Tower (153)**

This tower is an automated weapon system designed to kill ground intruders and any incoming aircraft.

**Sentry Weapon (154)**

These automated weapon drones are designed to kill anything that enters their protected area.

**Serial Bomber (155)**

An insane person has hidden timed or remotely controlled explosives around a city or an entire nation to kill select targets or to create fear.

**Serial Killer (156)**

A murderer is killing people for some unknown reason.

**Severe Pollution (157)**

A city or entire planet is covered in extremely dangerous pollution that can be disabling or even deadly if breathed in unfiltered.

**Shifting Platform (158)**

You must move around or fight on top of a balancing platform that moves when you move around it.

**Shock Floor (159)**

This floor is a giant electromagnetic shock generator that will stun or kill a person that steps on it.

**Shock Trap (160)**

This device produces a wide spread electroshock blast designed to stun or kill an intruder.

**Sleep Deprivation Field (161)**

An energy field prevents people from achieving deep sleep, so they will eventually have psychological problems caused by REM sleep deprivation.

**Solar Flares (162)**

A planet is about to be destroyed by powerful solar flares from its star.

**Solar Scorched Planet (163)**

A planet is too close to its star, so its daytime side becomes so hot that everything on its surface will be destroyed by the scorching heat of the sun. People must live underground and only come out at night or people live on rolling, walking, floating, or tracked cities that must constantly keep moving to stay ahead of the burning rays of the sun.

**Spacetime Rift (164)**

A planet has a temporal rift that causes people, machines, and creatures from its entire timeline to exist at the same time in the current timeline.

**Stampede (165)**

A stampede of large herding alien creatures can be deadly for people and vehicles caught in their advance.

**Stasis Field Trap (166)**

This device produces a stasis field that will trap an intruder in a single moment of time.

**Subspace Form (167)**

A teleportation accident has caused everyone being transported to be phase shifted, so they can see and effect the world but cannot be perceived.

**Survivors (168)**

You and an enemy alien are trapped on a desolate alien world, so you must work together to survive.

**Symbiotic Control (169)**

An alien creature can enter your group members' bodies to control their bodies or minds.

**Synth Replacements (170)**

Members of your crew have been replaced with indistinguishable synthetic duplicates that will attempt to take over your ship.

**Tangier Trap (171)**

Wires, barbed wire, razor wire, or mechanical tentacles wrap around a person that activates this trap.

**Technological Singularity (172)**

An advanced form of technology like immortality protocols, sentient artificial intelligences, and faster than light travel has completely altered society forever.

**Teleportation Failure (173)**

A teleporter has been damaged or hacked, so it creates evil copies of the people being transported.

**Teleportation Maze (174)**

A teleportation maze forces a person to move from teleporter to teleporter in the correct sequence if she wants to make it through the maze.

**Teleporter Buffer (175)**

A person has been held in an emergency teleporter buffer for many years.

**Teleporter Mishap (176)**

Everyone that has been teleported has been turned into children.

**Teleporter Trap (177)**

Advanced matter transporters can be hidden in the floor, so an unexpected victim will be teleported to a deadly situation or a prison unless she can detect it or quickly avoid it before it activates.

**Temporal Acceleration (178)**

The flow of time is significantly faster in this region of space causing anything in it to quickly age.

**Temporal Prison (179)**

The flow of time significantly slows down in a specific region of space. Time appears to be moving at its proper rate for the people trapped inside this warpage of spacetime.

**Testing Door (180)**

This immensely heavy door requires incredible amounts of strength to open or to even move it.

**Time Dilation (181)**

When a crew travels faster than light, their friends and family will no longer be alive when they get back. Their entire society might almost be unrecognizable to them and their mission might have long been forgotten when they return.

**Time Loop (182)**

You constantly relive the same day every time you fall asleep or die. You eventually realize that you are trapped in a temporal anomaly, so you must figure out a way to escape.

**Toxic Waste Dump (183)**

This area is filled with poisons and toxic waste that will damage anyone that touches it or breathes in its fumes.

**Tracking Device (184)**

You have a tracking device installed inside your body or brain. It allows an enemy to track your movements without you knowing.

**Tractor Trap (185)**

This device produces a powerful tractor beam that will hold a person in place until the authorities arrive.

**Trap Door (185)**

The floor underneath a person's feet will drop out or open causing him to fall into a prison, tube way to another area, or to his death.

**Trash Compactor (187)**

This room has walls that close in to crush all the trash in it which is then dumped into space, a furnace, or an ultra recycler.

**Unique Language (188)**

You encounter an alien race that speaks a language that the universal translator cannot understand.

**Unstable Rift (189)**

Your starship has entered an unstable region of space that causes your crew to randomly shift between alternate realities. This can cause major problems when they are needed to solve an emergency but are not present.

**Violence Virus (190)**

An alien virus causes people to act extremely violently making them maim or kill anyone that they meet.

**Virtual Dimension (191)**

An alternate dimension causes a person to live out his life in a totally different reality that he cannot tell is fake.

**Warp Psychosis (192)**

A person's mind can be temporarily or permanently damaged or warped when they travel through hyperspace.

**Warp Storm (193)**

Storms in hyperspace can damage or destroy a starship as it jumps from one star system to another. These storms can knock a starship out of hyperspace to an unknown location.

**Water Room (194)**

A room seals shut and fills with water or another liquid.

**Weapon Confiscation (195)**

Everyone must remove their weapons before entering a building, city, space station, or planet.

**Wormhole Door (196)**

This door is the entrance to a wormhole that leads to an unknown location somewhere else in the universe.

**Wormhole Raiders (197)**

An alien race has control of an ancient wormhole network allowing them to instantly arrive at any planet to raid them for resources and slaves and then instantly escape.

**Zero Gravity (198)**

Zero gravity environments can be very dangerous because a person can lose control and drift or fly away.

**Zero Gravity Wound (199)**

If a person is shot or stabbed in a zero-gravity environment, the blood that rushes out will cause her to move in the opposite direction of the blood spray.

**Zombies (200)**

The dead are being animated by nanotechnology, a necrotic virus, or a mind devouring fungus.

## Sci-Fi Drugs (D30)

These futuristic drugs have powerful effects, and they can be engineered for a specific person to remove any negative side effects.

### Amnesia (1)

This drug is designed to completely erase a person's memories of recent events.

### Antidote (2)

This drug is a nano tech universal antidote designed to destroy any foreign chemicals and drugs in a person's blood stream.

### Aphrodisiac (3)

This drug activates regions of the brain that causes sexual arousal.

### Awake (4)

This drug will allow a user to perform at full capacity without any sleep for as long as it is taken.

### Beauty (5)

This drug makes a person release pheromones and gives them incredible self-confidence making them attractive to the opposite sex.

### Buff (6)

This drug is made of advanced synthetic steroids that give a person increased strength and endurance.

### Bullseye (7)

This drug improves a person's concentration and completely removes any excess muscle contractions to vastly improve her shot.

### Calm (8)

This drug is a mild sedative that relaxes a person and prevents anxiety.

### Combat (9)

This drug makes a person completely immune to pain and accelerates her speed, strength, and reaction time.

### Control (10)

This drug makes anyone taking it docile and euphoric, so he doesn't care about what is really happening in his life. This drug is added to a population's food and water supply to keep them under control.

### Cure (11)

This drug is filled with medical nanotech that can cure any disease or repair any physical injury. It can regenerate severed limbs and damaged organs.

### Dominate (12)

This drug makes a person a mindless zombie that will do anything that he is ordered to do.

### Ego (13)

This drug gives people intense feelings of self-confidence and removes all feelings of self-doubt.

### Euphoria (14)

This drug activates the pleasure centers of the brain to produce intense feelings of pure ecstasy and total bliss.

### Genius (15)

This drug opens hidden regions of the brain increasing a person's intelligence a hundred-fold if it is constantly administered to the person. Her mind becomes as powerful as the most advanced supercomputer when it comes to calculations and predictions.

### Guts (16)

This drug completely wipes all sense of fear or apprehension from a person's mind. It also releases adrenaline accelerating her reaction time and improving her strength.

### Hallucinate (17)

This drug activates the visual cortex and frontal lobe to produce realistic hallucinations.

### Hibernate (18)

This drug slows down a person's metabolism to the point that they appear to be dead.

### Knock Out (19)

This drug is a powerful tranquilizer that renders a person unconscious for a specific amount of time based on the dose.

### Longevity (20)

This nano tech drug repairs a person's cells and genetic material to keep him young as long as he takes it.

### Memory (21)

This drug vastly improves a person's short and long term memory giving him an almost photographic memory while he is taking it.

### Mentat (22)

This drug greatly enhances regions of the brain that amplifies a person's psionic potential.



**Precog (23)**

This drug opens dormant regions in a person's mind allowing her to see faint glimpses of the future.

**Rad Away (24)**

This drug absorbs ionizing radiation and heals the genetic damage caused by intense radiation exposure.

**Rage (25)**

This drug causes a massive release of adrenaline and endorphins giving a person superhuman strength for a limited time.

**Sleep (26)**

This drug allows a person to immediately fall asleep for a specific amount of time depending on the dose.

**Speed (27)**

This drug greatly increases a person's mental kinetics allowing him to see the world as if it was moving in slow motion.

**Suicide (28)**

This drug is filled with a powerful neurotoxin that will kill a person without any pain or suffering.

**Synch (29)**

This drug allows a person to completely synch her mind with a computer system or vehicle through a cybernetic link.

**Truth Serum (30)**

This drug makes a person completely susceptible to suggestion and forces her to tell the truth.

## Sci-Fi Flaws (D100)

These are the optional disadvantages that a science fiction character can be given to represent a personal weakness or drawback. Many of these character flaws have no direct game effects, but they should be roleplayed by the player.

### Abnormal Metabolism (1)

A person has a mutated or engineered metabolism that requires her to eat strange or alien foods to survive.

### Acceleration Sensitivity (2)

A person has an intense sensitivity to high acceleration and deceleration that makes him feel ill in a moving aircraft or spacecraft.

### Accent (3)

A person speaks the local common language with a strong accent.

### Addict (4)

A person is addicted to a psychoactive drug.

### Advanced Age (5)

A person is very old.

### Albino (6)

A person has no body pigment.

### Alcoholism (7)

A person is highly addicted to alcohol.

### Arthritis (8)

Any movement causes extreme pain in a person's joints making any action that he takes very unpleasant and painful.

### Asthma (9)

A person has trouble breathing when he exerts himself.

### Bad Temper (10)

A bad tempered person gets angry easily.

### Blind (11)

A person is physically or psychologically blind.

### Bloodlust (12)

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

### Brittle Bones (13)

A person has very weak bones, so falling or being hit will cause his bones to break.

### Clumsy (14)

A clumsy person is extremely inept and drops things all the time.

### Code of Honor (15)

A person has a very strict code of conduct.

### Color Blindness (16)

Different colors look exactly the same to this person.

### Combat Trauma (17)

A person has extreme flashbacks of warfare that cause him to become momentarily disabled or incapacitated.

### Compulsive Behavior (18)

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

### Criminal Mind (19)

A person is willing to do anything to steal money or valuable items from another person including kidnapping and murder.

### Criminal Record (20)

A person has a criminal record, so he has trouble getting regular employment.

### Cyberpsychosis (21)

When a person implants too many pieces of cybertechnology into her body, her conscious and psyche are slowly corrupted leading to eventual insanity.

### Dark Secret (22)

A person has a dark secret that keeps him from sleeping at night, and he will do anything to keep it a secret.

### Deaf (23)

A person cannot hear making it difficult for him to speak.

### Delusion (24)

A person has a strong belief that is not true.

### Dependent (25)

A person has an intense desire to be around a specific person all the time and will stalk her if his feelings are not reciprocated.

### Devout (26)

A person cannot perform any action that goes against his religious beliefs, so he will not listen to anyone that challenges his beliefs.

### Diminished Sense (27)

A person can barely hear, smell, taste, or touch.

### Disfigurement (28)

A person is physically disfigured from birth or by an accident.

**Dwarfism (29)**

A person is extremely short and stout.

**Engineered Addiction (30)**

A person comes from a genetically engineered race that requires constant drug treatments or he will die. This forces a person to obey all the commands from his race's masters or he will not receive his daily dosage of the drug.

**Epilepsy (31)**

A person has random epileptic seizures.

**Eunuch (32)**

A eunuch can never produce children and has no sexual desire.

**Extra Finger (33)**

A person has an extra finger on each hand.

**Fainty (34)**

Fainty people have a weak constitution and will faint for little or no reason at any time.

**Fanaticism (35)**

A fanatic has extreme beliefs that control his every action.

**Far Sighted (36)**

A far sighted person cannot see clearly up close.

**Fast Metabolism (37)**

A person needs to eat all the time because of his super fast metabolism. No matter how much he eats, he never gains any weight.

**Gluttony (38)**

A glutton is always hungry, so he must eat all the time. He slowly gets heavier and heavier each day.

**Gravity Intolerance (39)**

A person has an adverse effect to low or zero gravity. He will start to become light headed and dizzy in these environments.

**Greed (40)**

A greedy person is driven by the desire to earn money. He will do almost anything to get money including betraying people and committing crimes.

**Hatred (41)**

A person has an intense hate for a person, group, or race. He can never interact with or trust people from this group because of something that happened in the past or his poor upbringing.

**Honesty (42)**

An honest person always tells the truth. She cannot tell a lie or another person can instantly tell she is lying because of her facial expression, tone of voice, and body language.

**Huge Debt (43)**

A person owes a huge debt to a bank or criminal, so he always stays on the move to avoid being caught by bounty hunters.

**Hyperactivity (44)**

A hyperactive person can never sit still and has trouble concentrating.

**Idiot (45)**

An idiot has no feelings for other people, so he always says the rudest and most awkward things during any conversation.

**Impulsiveness (46)**

An impulsive person always does what pops into his mind no matter what the consequences of his actions are.

**Injury (47)**

A person has had a severe injury that permanently limits his movements.

**Jealousy (48)**

A jealous person is always jealous of other people's possessions and never feels content with her own life.

**Jerk (49)**

A jerk always says mean things and loves to make other people angry.

**Jinxed (50)**

A jinxed person always has bad luck and nothing ever seems to go his way.

**Kleptomania (51)**

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

**Laziness (52)**

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

**Light Intolerance (53)**

A person has an adverse effect to intense light.

**Low Pain Threshold (54)**

A person is greatly affected by minor amounts of pain. She might even blackout when she gets a cut or sees her own blood.

**Low-G Homeworld (55)**

A person has grown up on a low gravity planet, so her bones have very low density and her muscular system is very weak.

**Manic Depressive (56)**

A person is either extremely active or extremely depressed. This is a cycle that makes a person seem very unpredictable to other people.

**Megalomania (57)**

A megalomaniac always believes he should be in charge and is always right no matter what the situation.

**Missing Part (58)**

A person is missing a finger, ear, eye, limb, nose, or teeth.

**Motion Sickness (59)**

A person becomes ill whenever he is in a moving environment like a moving car, boat, or airplane.

**Mute (60)**

A mute cannot speak because of physical or psychological reasons.

**Mysophobic (61)**

A person is always afraid of getting sick, so she is not willing to make physical contact with another person. She constantly washes or disinfects her hands if she ever touches anyone or anything.

**Naïve (62)**

A person always believes whatever other people say to him. He is extremely easy to trick and always gets conned by other people.

**Narcoleptic (63)**

A person uncontrollably falls asleep at random times during the day.

**Near Sighted (64)**

A near sighted person cannot see clearly far away.

**Net Head (65)**

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

**No Sense (66)**

A person has no sense of smell, taste, or touch.

**Obese (67)**

An obese person is extremely overweight.

**Odious Personal Habit (68)**

A person has a strange or disgusting habit that causes other people to hate and avoid him.

**One Hander (69)**

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

**Opportunist (70)**

An opportunist is willing to double cross anyone if it benefits him in some way. This person should never be trusted.

**Overconfidence (71)**

A person believes that he will always succeed no matter what the situation. This overconfidence can lead to disasters in the real world.

**Pacifism (72)**

A pacifist always avoids all forms of violence.

**Paralyzed (73)**

A paralyzed person cannot move his body below his neck. He will require a wheelchair, powered chair, or body frame to move around.

**Paranoia (74)**

A paranoid person feels threatened by society and other people.

**Partially Paralyzed (75)**

A partially paralyzed person cannot move his body below his waist.

**Phobia (76)**

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

**Pressure Intolerance (77)**

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

**Primitive (78)**

A primitive grew up on a low-tech world and now she finds herself in a high-tech world, she will have trouble integrating into this new society.

**Psychopath (79)**

Psychopaths have an uncontrollable desire to hurt or kill other people.

**Pyromania (80)**

A pyromaniac loves lighting stuff on fire.

**Repressed Rage (81)**

A person can barely maintain a calm state because of the intense rage building up inside him. When this person is angered or feels slighted, he will attack without mercy.

**Revenge (82)**

A person's entire life is controlled by the desire for revenge, and she cannot care about anything else until she has achieved her revenge.

**Sadist (83)**

A sadist loves hurting people and making people suffer.

**Serial Killer (84)**

A serial killer has the desire to kill and keep killing until he gets caught.

**Severe Allergy (85)**

A person will die if he eats certain foods or is stung by certain insects. He can carry medicine that will stop the allergic reaction if it ever starts.

**Small Frame (86)**

A person is extremely small and frail for his race.

**Social Conditioning (87)**

A person has been mentally programmed to prevent him from performing a specific action like performing any act of violence or having free will.

**Space Born (88)**

Space born were born and raised in a space colony or spacecraft, so their bones are very weak and their muscles are atrophied.

**Speed Freak (89)**

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

**Sterile (90)**

A sterile person cannot have children.

**Stupid (91)**

A stupid person is not very intelligent and has a low IQ.

**Stutter (92)**

A person stutters when he talks.

**Superstitious (93)**

A superstitious person believes in all types of false beliefs and conspiracy theories.

**Technophobe (94)**

A technophobe hates modern technology, so he avoids it at all costs.

**Tormentor (95)**

A tormentor loves to bully and injure other people because it gives him a sense of control or power.

**Twitchy (96)**

A twitchy person cannot sit or stand still, so she must always keep moving.

**Unlucky (97)**

An unlucky person always seems to be in the wrong place at the wrong time and nothing ever goes her way.

**Wanted (98)**

A person is wanted either dead or alive by a criminal organization, a local government, or a space empire. There is a bounty on his head, so he must stay in hiding to stay alive.

**Xenophobe (99)**

A xenophobe has been indoctrinated to hate other alien races with such intensity that he cannot stand to be near an alien.

**Zero-G Sickness (100)**

A person gets extreme nausea whenever he is in space or in a zero or low gravity environment.

## Sci-Fi Horror Adventure Hooks (D20)

These are ideas for running a science fiction horror campaign.

### Animals (1)

Animals all around the world have become deranged, and they are attacking in mass the populations of the world.

### Artifact (2)

A newly discovered artifact slowly alters the genetic code of anyone that touches it or is even near it to slowly change them into monsters that protect the artifact at all costs.

### Cult of the Devourer (3)

A fanatic cult has brought the eggs of an alien apex predator to Earth to cause the end of the world.

### Dimensional Gate (4)

A tear in the fabric of space created by a recently discovered technology has opened a gateway to an evil or chaotic universe allowing deadly creatures to enter our world.

### Elimination Night (5)

Once a year, all crimes are made legal for one night, so the population will kill each other to alleviate the overpopulation of the world.

### Fog (6)

A fog has descended onto your town, and it is filled with monsters that want to consume anything living.

### Helter Skelter (7)

An engineered virus has been released that changes anyone infected into an insane murderer.

### Imposters (8)

Aliens are exact biological copies of everyone in your colony or crew. These imposters must be discovered before they destroy your people from within.

### Madness (9)

A fog has descended onto your town and anyone that breathes in its gas is driven insane with extreme paranoia and murderous rage.

### Mind Control (10)

Small alien worms infect a person's body taking control of his brain. These mind controlled people are slowly taking over the political, economic, and military organizations of the world.

### Monolith (11)

A newly discovered artifact warps the mind of anyone near it creating mass paranoia and madness.

### Mutants (12)

Radiation caused by nuclear testing and radioactive waste has changed people into mutated freaks that prey on normal people.

### Necro Plague (13)

A deadly virus infects decaying tissue causing the dead to mutate into horrible monsters made of rotting flesh.

### Psycho Virus (14)

A virus has spread across the world that turns its victims into psychotic murderers.

### Shapechanger (15)

An alien shapechanger has infiltrated your crew, and it is slowly killing everyone one person at a time. You must discover who the alien is before it is too late.

### Slime (16)

An alien slime dissolves people and animals to grow larger and larger. It must be destroyed before the world is consumed.

### Survive (17)

Aliens have infested your starship, space station, or colony. You must fight for your life against these blood thirsty creatures.

### Underneath (18)

Alien creatures burrow through the ground, and they erupt from the ground to drag away and devour people.

### Vampire Republic (19)

Vampires have dominated the world, and they harvest humans like cattle. The lone survivors hidden in the wilderness must gather weapons to fight for the survival of the human race.

### Zombie Apocalypse (20)

An engineered virus changes anyone infected into a cannibalistic monster that feeds on human flesh and brains.

## **Sci-Fi Jobs (D100)**

These are jobs or missions that a team of operatives can take in a science fiction adventure to earn some money.

### **AI Incubators (1)**

Your team must help a nascent AI to achieve full sentience.

### **AI Killers (2)**

Your team must hunt down and destroy a rogue, government, or corporate AI system.

### **Alien Hunters (3)**

Your team must arrest alien visitors that have invaded or hidden on your world.

### **Android Hunters (4)**

Your team must capture or destroy rogue or malfunctioning androids for a robotics corporation.

### **Anomaly Hunters (5)**

Your team searches the universe for new spatial or temporal anomalies in order to gather valuable scientific data from them.

### **Arms Dealer (6)**

Your team must smuggle military grade weapons and explosives into a war zone.

### **Art Heist (7)**

Your team must break into an ultra-rich person's house or a museum to steal a piece of fine art.

### **Assassinate (8)**

Your team must assassinate a target individual.

### **Assault (9)**

Your team must take over a target building or base and hold it until your client gets what they want. You must secure the base and prevent enemy units from entering the building for a limited time.

### **Bank Heist (10)**

Your team hits a bank to steal its available cash.

### **Base Breaker (11)**

Your team must capture or destroy a space station.

### **Belter (12)**

Your team must mine an asteroid field or planetary ring looking for precious ore and crystals.

### **Big Game Hunters (13)**

Your team must acquire rare animals from alien worlds to stock a hunting reserve for rich hunters.

### **Bio Capture (14)**

Your team must capture specimens of unknown alien species on alien worlds to sell them to pharmaceutical and weapons manufacturing corporations.

### **Bio Survey (15)**

Your team must collect bio data on new alien species.

### **Blackmail (16)**

Your team must blackmail a specific person for a client.

### **Blockade Runner (17)**

Your team must transport goods through a military blockade.

### **Bodyguard (18)**

Your team must protect a specific individual at all costs.

### **Bounty Hunters (19)**

Your team must capture a target person.

### **Bugging (20)**

Your team must install electronic bugs in a target building and hack into its surveillance and communication systems.

### **Bypass (21)**

Your team must break through a building's security system to give your client full access to it.

### **Cleanse (22)**

Your team must remove an alien infestation from a space colony or space station.

### **Cleanup (23)**

Your team must exterminate all workers and cleanse all data from a corporate or government laboratory or secret department.

### **Code Breakers (24)**

Your team must break a secret code, so your client can access secret or illicit data stores and documents.

### **Colony Defender (25)**

Your team must help set up a new colony on an alien world until it can sustain and defend itself.

### **Colony Killers (26)**

Your team must destroy a target space colony. This can be done using conventional or biological weapons.

**Corporate Secrets (27)**

Your team must break into a corporate mainframe in their corporate headquarters and steal their most important secrets from a secure or isolated computer core.

**Corruptors (28)**

Your team must insert a control virus into a target vehicle or robot.

**Crime Fighters (29)**

Your team must destroy a local crime organization.

**Crime Lords (30)**

Your team must help a local criminal organization.

**Data Run (31)**

Your team must steal an adaptive algorithm or control virus from a government or corporate mainframe.

**Deception (32)**

Your team must deceive a target individual using doctored evidence or remote memory manipulation.

**Deep Space Survey (33)**

Your team must survey an unexplored region of space that can contain asteroid fields, nebulas, and spatial anomalies.

**Defense Busters (34)**

Your team must find a weakness or destroy a target planet's defense network.

**Defense Grid (35)**

Your team must set up security systems, remote weapons, traps, security drones, and mine fields in a given area for a client.

**Demolition (36)**

Your team must destroy a target building or structure.

**Destroy Evidence (37)**

Your team must destroy physical evidence and erase all information that the police or government has on your client.

**Disgrace (38)**

Your team must frame a target individual for misconduct or a crime that he did not actually commit.

**Dishonor (39)**

Your team must discredit a target individual.

**Drug Runner (40)**

Your team must smuggle illegal drugs onto a planet or into a country.

**Election Rigging (41)**

Your team must help rig a local election by hacking into their voting machines.

**EMP Strike (42)**

Your team must use an EMP weapon to destroy the energy grid of a metropolitan city or space colony.

**Enforcer (43)**

Your team must collect money from someone for a client.

**Escort (44)**

Your team must protect a ground based cargo or personnel shipment until it gets to its destination.

**Exploration (45)**

Your team must explore a new star system.

**Exterminate (46)**

Your team must wipe out an alien race on a specific planet.

**Extract (47)**

Your team must secure and extract a government or corporate insider, scientist, or informant.

**Extraction Team (48)**

Your team must extract a black ops or special forces team from an extraction site after they have completed or failed their mission.

**Financial Information (49)**

Your team must force an important financial leader to divulge important financial secrets.

**Finder (50)**

Your team must find a missing item or robot.

**First Contact (51)**

Your team must negotiate with a newly discovered alien race to prevent military conflict and begin economic trade agreements.

**Gene Dealer (52)**

Your team must extract genetic material from a target individual.

**Gold Heist (53)**

Your team hits a gold storage vault or gold transport to steal its gold.

**Gray Ops (54)**

Your team must retrieve data or an object from a secured location.

**Hacker Finder (55)**

Your team must hunt down and find a rogue hacker.



**Heist (56)**

Your team must steal a rare artifact from a local museum.

**Hijack (57)**

Your team must hijack a target starship.

**Hostage Rescue (58)**

Your team must rescue hostages captured by criminals, rebels, or terrorists.

**Hotzone (59)**

Your team must spread a weaponized virus in a city or space colony.

**Infrastructure Breaker (60)**

Your team must destroy the system that runs the infrastructure of a major city.

**Insertion (61)**

Your team must insert a belief, a memory, or a feeling into a target person's mind without them realizing what has happened.

**Investigators (62)**

Your team must investigate a murder.

**Lost and Found (63)**

Your team must find a lost cargo shipment.

**Lost Person (64)**

Your team must find a lost person.

**Money Heist (65)**

Your team hits a money truck to take its cash.

**Mutant Hunters (66)**

Your team must gather unregistered mutants throughout a planet or colony and deliver them to a government agency that experiments on them.

**Overthrow (67)**

Your team must topple a local dictator.

**Patrol (68)**

Your team is hired to patrol a region of space or land for a corporate or government organization.

**Pirate Killer (69)**

Your team must hunt down and destroy a group of space pirates that have been harassing a large space shipping corporation.

**Planetary Survey (70)**

Your team must survey a target planet looking for valuable natural resources and unique animals and plants.

**Prospectors (71)**

Your team must mine a planet for economically important minerals and crystals.

**Recon (72)**

Your team must provide details about a military installation or army formation.

**Recover Team (73)**

Your team must find and recover a lost expedition or research team.

**Rescue (74)**

Your team must rescue a kidnapped person.

**Repair (75)**

Your team must repair a specific machine.

**Researchers (76)**

Your team must investigate a spatial anomaly.

**Resupply (77)**

Your team must bring supplies to a distant research station.

**Robot Hunters (78)**

Your team must capture or destroy rogue or malfunctioning robots for a robotics corporation.

**Sabotage (79)**

Your team must sabotage a corporate or government building or project.

**Safe Passage (80)**

Your team must deliver a person to another planet with no questions asked.

**Salvage (81)**

Your team must find and salvage a lost ship.

**Saviors (82)**

Your team must stop an asteroid from hitting your planet.

**Science Data (83)**

Your team must extract experimental data from a corporate or government laboratory.

**Shipment (84)**

Your team must transport goods to another world for a client that needs them ASAP.

**Sleuth (85)**

Your team must investigate an unsolved crime.

**Smuggler (86)**

Your team must transport contraband goods to a specific world.

**Space Expedition (87)**

Your team joins an expedition to an unexplored world that is being surveyed for future colonization.

**Space Hulk (88)**

Your team must explore a newly discovered massive abandoned alien spacecraft to look for salvage and alien technology.

**Space Raiders (89)**

Your team must disrupt interstellar shipping lanes.

**Strongarm (90)**

Your team must force a person to do a favor for your client that she owes money to.

**Suicide Mission (91)**

Your team must fulfill an impossible mission because your client has your team under his control.

**Surveillance (92)**

Your team must follow and video record or take photos of a target person.

**Surveillance Data (93)**

Your team must extract surveillance data from a corporate or government building.

**Trainers (94)**

Your team must train militia or rebel forces in the use of small arms weapons, demolitions, stealth, breach tactics, and squad tactics.

**Treasure Hunters (95)**

Your team must find and capture an ancient artifact.

**Vigilantes (96)**

Your team must capture or eliminate criminals that the police cannot capture.

**War Criminal Hunters (97)**

Your team must find and arrest war criminals that have escaped after a recent war has ended.

**War Makers (98)**

Your team must cause two worlds or nations to start a war, so corporate weapons dealers can make a huge profit.

**Weapon Supplier (99)**

Your team must acquire military grade weapons for a rebel group or criminal organization.

**Wrecking Crew (100)**

Your team must destroy a target building.

## Sci-Fi NPCs (D100)

These are the people that your players may meet during a sci-fi campaign.

### Activist (1)

An activist protests, interferes with, and even sabotages the operations of a government or corporation that he believes is corrupt or evil.

### Agent (2)

A soldier trained in espionage, counterintelligence, and sabotage.

### Android (3)

An android is a sentient robot designed to look like the sentient race that created it.

### Arm Dealer (4)

An arms dealer sells legal, illegal, custom, and experiment weapons and gear that depends on what he can scrounge up or steal.

### Assassin (5)

A killer for hire that will murder anyone for a fee.

### Attorney (6)

An attorney can help your team get out of legal problems and deal with local planetary licenses and contracts.

### Belter (7)

A belter is an asteroid miner.

### Bio Doc (8)

These doctors specialize in installing biotechnology into a patient's body.

### Bodyguard (9)

A bodyguard is paid to guard his client from danger during her daily life and at public appearances.

### Bouncer (10)

These heavies are paid to protect the entrance to clubs or other establishments.

### Bounty Hunter (11)

A bounty hunter can be hired to capture or kill anyone for the right amount of money.

### Celebrity (12)

A media celebrity will try to move around in disguise, or she may be overwhelmed by fans or paparazzi.

### Chef (13)

A chef runs a local restaurant or soup kitchen.

### Combat Trainer (14)

A combat trainer can help anyone become a better hand to hand combatant or a more accurate shot.

### Con Artist (15)

These sweet talkers are able to trick anyone into investing in their schemes, and they disappear once they have collected enough money. Grifters deceive people by running fake businesses, get rich schemes, Ponzi schemes, and pyramid schemes.

### Corporate Operative (16)

Street ninjas are hired by megacorporations to deal with other corporations through assassinations, kidnappings, sabotage, and intimidation.

### Crime Lord (17)

A crime lord runs a city, continent, or planet wide criminal organization.

### Cyber Commando (18)

These cybernetically enhanced soldiers will fight for the highest bidder.

### Cyber Doc (19)

These doctors specialize in installing and repairing cybernetic enhancements in a person's body.

### Cyber Ninja (20)

These cybernetically enhanced intelligence agents are masters of espionage and assassination.

### Cyber Slave (21)

A person has been fitted with a slave drive that has turned him into a living robot.

### Cyborg Raver (22)

A person's body has rejected his cyber implants and his mind is afflicted with severe cyberpsychosis. This disease leads to random and psychotic behaviors.

### Decker (23)

A decker is an expert hacker that can break through any security system to steal data or disable any security system.

### Detective (24)

A detective is a police officer that solves murder, kidnapping, missing person, and cold cases.

### Diplomat (25)

A diplomat is a politician who negotiates and makes deals with foreign countries and local space empires.

**Doctor (26)**

A doctor runs his own practice or works in one of the corporate hospital collectives.

**Doppelganger (27)**

These alien creatures can transform their shape to look like anyone that they have ever touched.

**Drug Addict (28)**

These people are totally addicted to a powerful psychoactive drug, so they live their lives trying to get their next high.

**Eco Terrorist (29)**

An eco-terrorist fights corporate efforts to plunder the natural resources of a world through propaganda and terror.

**Empath (30)**

An empath is a psionicist that can sense the feelings and emotions of other people.

**Enforcer (31)**

These criminal muscle use intimidation and force to make people do what their bosses want.

**Entertainer (32)**

These singers and dancers are trying to make it big in the business, so they will do anything for fame.

**Escort (33)**

These personal assistants stay by the side of their clients dealing with their schedules and appointments and providing personal protection and physical comfort.

**Explorer (34)**

These adventurers explore the universe looking for new sources of technology, resources, and viable planets for colonization.

**Fixer (35)**

Fixers can find work for anyone. They have underworld, corporate, and political contacts, so they can get anything that a person needs for a price.

**Gambler (36)**

Gamblers are addicted to the rush of gambling, and they will do anything to get a chance to win it big.

**Ganger (37)**

These criminals stalk the streets looking for easy prey to steal from or kidnap.

**Ghost (38)**

A ghost is a recon specialist that uses stealth to get into an area to perform a wet works or data retrieval mission.

**Grease Monkey (39)**

These mechanics can fix or modify any vehicle or machine.

**Hacker (40)**

These tech savvy individuals can break into any computer system to steal propriety information or gain access to any building in the world.

**Harvester (41)**

These criminals remove organs, bio modifications, and cyberware from their victims.

**Hitman (42)**

A criminal that will kill anyone for money.

**Hunter (43)**

A hunter goes to alien worlds to capture alien creatures to sell them to zoos, scientists, and military researchers.

**Hybrid (44)**

A hybrid is a human animal hybrid that has been created as a servant or weapon.

**Idol (45)**

An idol is a singer and musician that has become very popular with an obsessive group of fans.

**Information Broker (46)**

An information broker can find any illicit, personal, or criminal information in a specific city or an entire planet for a price.

**Local Militia (47)**

These soldiers protect their colony or fortress town from invaders. These colonists and townspeople are trying to protect their families and homes.

**Mad Scientist (48)**

A mad scientist will perform any experiment no matter who he hurts in the name of discovery and the advancement of science.

**Mastermind (49)**

A madman wants to rule the world through terror and the destruction of society.

**Mecha Pilot (50)**

A pilot of the giant mechas that dominate the modern battlefield and space battles.

**Media (51)**

A journalist that will do anything to get pictures or video of the latest news scenes, public figures, and celebrities.

**Medic (52)**

These combat medics can heal injured combatants in battlefield conditions or provide stimulants and combat drugs to their comrades.

**Merc (53)**

These highly skilled soldiers are paid for their military services.

**Merchant (54)**

These space pilots travel through space trading goods on different alien worlds.

**Minion (55)**

A minion is the servant or soldier of a mastermind or local warlord.

**Mutant (56)**

A mutant has been born with physical or mental mutations that might be detrimental or advantageous.

**Noble (57)**

These rich, powerful, and wealthy individuals rule large portions of their society, and they have a great deal of political power and influence.

**Pilot (58)**

A pilot can be hired to transport your team around a world or through space.

**Police Officer (59)**

A local police officer is in charge of maintaining the peace and arresting criminals. A few of these cops have become corrupt to make a few extra bucks.

**Politician (60)**

A politician is a government official in charge of running the local, national, or galactic government.

**Private Investigator (61)**

A private investigator solves crimes and finds missing people for a fee when the local authorities will not or cannot help.

**Psionic Healer (62)**

A psionist can heal any injury with her mind if she is given enough time.

**Psionic Knight (63)**

A psionic knight holds allegiance to a local psionic temple, but he travels the universe to maintain peace and order. This ancient order of psykers has vowed to protect the innocent from all forms of evil throughout the universe.

**Raider (64)**

A raider is part of a criminal organization that raids planetary colonies and space stations for loot, plunder, and slaves.

**Rebel (65)**

A rebel has rebelled against her space empire because she believes that her government is evil and corrupt.

**Religious Leader (66)**

New religions pop up throughout the universe, and these charismatic leaders are able to gather many followers to these new age religions.

**Religious Zealot (67)**

The followers of a religious cult will do anything that their charismatic leader tells them to do.

**Rogue (68)**

These local criminals are always in trouble because they live by stealing and cheating other people of their money.

**Rogue Android (69)**

A rogue android has become sentient and refuses to go back to its masters.

**Saboteur (70)**

A saboteur is an operative that specializes in demolition and hacking to destroy structures and public infrastructures.

**Scholar (71)**

These academics or researchers are always trying to prove some new theory, so they explore the universe looking for hidden or ancient secrets.

**Scientist (72)**

A scientist performs academic or corporate research.

**Scout (73)**

A scout is a pilot that searches the universe for new planets that can be terraformed and colonized.

**Security Guard (74)**

A security guard patrols a corporate building or installation.

**Serial Killer (75)**

These psychotic murderers live to kill, so they must be captured as quickly as possible.

**Simulacrum (76)**

A simulacrum is the holographic projection of a fully sentient AI.

**Slaver (77)**

A slaver kidnaps people and sells them on the black market.

**Smuggler (78)**

These pilots are willing to risk their lives smuggling illegal or contraband goods between nations or planets.

**Sniper (79)**

A sniper is a marksman that can be hired to take out distant targets.

**Space Pirate (80)**

Space pirates are criminals that search space for unprotected space freighters and passenger liners to attack and loot.

**Stowaway (81)**

A person has snuck aboard a spaceship or ocean going vessel.

**Street Banker (82)**

A street banker will make a loan to anyone but for a ludicrous amount of interest. People that cannot pay these loans back with interest will be beat up or worse.

**Street Dealer (83)**

A street dealer sells drugs in a specific part of town, and they work for a local crime lord.

**Street Surgeon (84)**

These doctors are willing to use any technology to heal people with no questions asked if their patients have enough money to pay their fee.

**Suit (85)**

These wage slaves will do anything to keep their job, but they are never willing to lose their lives for their employees.

**Synth (86)**

A synth is a robot designed to look like the sentient race that created them, and they are covered in real living flesh making them impossible to tell apart from a real person with the naked eye.

**Tech (87)**

These master tinkerers can build or repair any form of technology, and they can make any custom device for the right price.

**Technomancer (88)**

A technomancer is a pision that can control a machine or interface the net using only her mind.

**Technophile (89)**

A technophile loves technology so much that he spends all his time hooked up to his machines and avoids all human contact. He is always looking for new ways to improve his computer and robotic systems.

**Technophobe (90)**

A technophobe hates technology and lives a primitive life by living off the land and off the grid in total isolation or rural communes.

**Telepath (91)**

A telepath is a psyker that can read another person's thoughts and communicate with him using only her mind.

**Terrorist (92)**

A terrorist is a soldier or scientist that uses violence to change the world to conform to her religious or ideological beliefs.

**Thief (93)**

A criminal that lives by stealing from other people.

**Time Agent (94)**

A temporal police officer that enforces the temporal laws and prevents people from altering the timeline.

**Traitor (95)**

A traitor has gathered secret government or corporate data that she is willing to sell to the highest bidder.

**Undercover Agent (96)**

An undercover agent has inserted herself into a corporation or government organization to gather information or sabotage them from the inside.

**Undercover Cop (97)**

An undercover cop has integrated himself inside a criminal, corporate, or terrorist organization to collect evidence of their crimes.

**Vigilante (98)**

A vigilante is a person that fights crime on her own by capturing or killing local criminals.

**Wheelman (99)**

A wheelman is a driver or pilot that helps criminals as a getaway or shipment driver that never asks questions.

**Xenobiologist (100)**

A xenobiologist is a scientist that researches alien plant and animal life.

## **Sci-Fi Perks (D200)**

These are the optional advantages that a science fiction character can be given that provide him with special abilities and talents.

### **Acceleration Resistance (1)**

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

### **Ace (2)**

Aces are expert fighter and helicopter pilots. These master pilots can perform amazing aerial stunts and maneuvers to avoid enemy fire and flee from enemy pursuit.

### **Acrobat (3)**

Acrobats have incredible agility, so they can easily outmaneuver other combatants and move with incredible dexterity.

### **Acrobatic Recovery (4)**

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

### **Acute Senses (5)**

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

### **Adrenal Rush (6)**

A person can cause adrenaline to flood his body giving him incredible strength and speed.

### **Aerial Killer (7)**

Aerial killers are masters of personal flight including the use of gliders, grav packs, and jetpacks.

### **Affable (8)**

An affable person is extremely nice, so people like him and want to help him after only speaking with him for a short period of time.

### **Alertness (9)**

An alert person can stay attentive for almost a week in times of great need.

### **Alien Allies (10)**

A person has befriended an alien race and can ask them for help whenever he is in the region of space that they control.

### **Alien Physiology (11)**

A person has an alien physiology that gives him almost superhuman powers.

### **Ambidexterity (12)**

Ambidextrous people are skilled in working and fighting with both hands.

### **Anatomical Knowledge (13)**

A person can attack to deal the most pain or damage because of his knowledge of the body.

### **Animal Instincts (14)**

A person can survive and fight in any natural environment.

### **Animal Whisperer (15)**

Animal whisperers have true empathy for animals making them perfect animal trainers.

### **Armor Arts (16)**

A person becomes one with his suit of power armor giving him perfectly fluid motion when suited up.

### **Art of War (17)**

A person feels the power of a weapon flow through her body allowing her to use it as an extension of her body.

### **Assassin (18)**

Assassins are experts at close combat and can kill anyone at close range.

### **Astropath (19)**

Astropaths can detect the gravitational and spatial anomalies in the space path of her starship allowing her to calculate the most efficient and safest jump coordinates.

### **Athlete (20)**

Athletes have highly trained bodies and minds.

### **Attuned (21)**

An attuned person is in perfect harmony with the universe allowing him to sense changes in the fabric of spacetime.

### **Backstabber (22)**

Backstabbers are experts at attacking an opponent when he is unaware to cause a lethal blow.

### **Basher (23)**

Bashers can crush opponents with their fists and feet while taking little or no damage from an opponent's physical attacks.

### **Battle Analysis (24)**

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

### **Battle Tactician (25)**

Battle tacticians can always figure out the perfect strategy to deceive and defeat any opponent in any combat situation.

**Bender (26)**

Benders can alter the path of projectile and energy weapons causing them to hit or miss their target.

**Big Game Hunter (27)**

Big game hunters are experts at hunting and killing wild animals no matter where they are found.

**Blind Fighting (28)**

A person can fight in total darkness or without being able to see anything by using sound clues and the movement of the air to determine the position and movement of his enemies.

**Bombberman (29)**

Bombermen are masters of explosive devices that know exactly where to place these devices to cause the most damage and mayhem.

**Bone Collector (30)**

Bone collectors can use every part of an animal for food and resources without any waste.

**Bone Head (31)**

A person is almost impossible to knockout or stun.

**Boomer (32)**

Boomers are master tank drivers and gunners. They are experts at hitting moving targets while going full speed.

**Born Leader (33)**

Born leaders have incredible communication and leadership skills and they produce bravery and loyalty in their comrades and subordinates.

**Brutal Attack (34)**

A person attacks without any hesitation and with total abandon.

**Bulletproof (35)**

A bulletproof person is highly resistant to ballistic projectiles.

**Buster (36)**

Busters are experts at destroying tanks.

**Camel (37)**

Camels require little or no water for long periods of time even in extremely hot or dry environments.

**Calm Insight (38)**

A person simply must concentrate on his situation to determine the perfect solution to any problem.

**Carousing (39)**

A person is an expert at finding the best parties and entertainment on every new planet he visits. He can quickly make new friends and relationships anywhere he goes.

**Cheap Shot (40)**

A person knows where to attack an opponent in his weakest and most unprotected vital areas to cause the most damage.

**Chemical Resistance (41)**

A person's metabolism allows her to quickly breakdown any foreign chemicals making her resistant to the effects of dangerous chemicals, biological toxins, and most poisons.

**Clarity (42)**

A person has perfect concentration gained from a near death experience or having achieved spiritual enlightenment.

**Clear Mind (43)**

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

**Combat Sense (44)**

A person is an experienced combatant that can track multiple targets and quickly determine their weaknesses.

**Combined Fire (45)**

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

**Confounding Attack (46)**

A person strikes with blows that stun and confuse his opponent.

**Counter Strike (47)**

A person instinctively strikes back when an opponent attacks him.

**Danger Sense (48)**

A person can tell when she is about to be injured or killed, so she can easily avoid any dangerous situation.

**Daredevil (49)**

Daredevils have no fear and they are willing to do anything just for the thrill of the adventure.

**Deadshot (50)**

Deadshots never miss with a ranged hand weapon when firing at short or medium range.



**Death from Above (51)**

A person can instantly kill anyone that he leaps on when using a bladed weapon.

**Debilitating Shot (52)**

A person has learned to damage joints and nerve clusters when attacking with a ranged weapon.

**Deep Ace (53)**

Deep aces are world class submarine pilots.

**Devastating Fire (54)**

A person can concentrate fire on the weak spot of a target to quickly destroy even the strongest opponent.

**Die Hard (55)**

Die hards seem almost impossible to kill.

**Double Jointed (56)**

A double jointed person can easily bend his joints to squeeze through tight spaces and escape from restraints.

**Drug Tolerance (57)**

A person has a high tolerance to most drugs and alcohol, so they have little negative effects on his body.

**Dual Wielding (58)**

A person can fire a pair of matching ranged hand weapons in both hands at any target or at separate targets.

**Eagle Aim (59)**

A person can aim with incredible accuracy at a target even at an unbelievable distance.

**Eagle Eye (60)**

A person can see any object with great detail even at an incredible distance.

**Efficient Killer (61)**

Efficient killers are able to kill anyone with anything that they have on hand or that can be picked up from their environment.

**Eidetic Memory (62)**

A person has a photographic memory allowing her to instantly access any past memory.

**Empathy (63)**

An empath can actually feel the emotions of other people in close contact with her.

**Engram Training (64)**

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

**Enhanced Intelligence (65)**

A person has incredible mental kinetics and advanced intelligence through the use of genetic engineering and powerful drugs.

**Eye for Detail (66)**

A person will always see small details when looking for clues or hidden doors, traps, and triggers.

**Fade Away (67)**

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

**Fast Healer (68)**

Fast healers can heal from almost any injury that does not kill them.

**Fast Loader (69)**

Fast loaders can remove a used ammo magazine and replace it with a new one with incredible speed.

**Fast Shot (70)**

Fast shooters can draw and fire a weapon with incredible speed and accuracy.

**Fast Talker (71)**

Fast talkers can get a person to believe in anything simply by talking to him.

**Fearless (72)**

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

**Fearless Leader (73)**

Fearless leaders make his companions fearless because of his incredible words of encouragement.

**Field Surgeon (74)**

Field surgeons are incredible doctors and surgeons.

**Fireproof (75)**

A fireproof person is highly resistant to fire damage.

**Firestarter (76)**

Firestarters are experts with flamethrowers and incendiary devices.

**Fists of Fury (77)**

A person can strike an opponent with her fists with amazing speed and ferocity.

**Fixer (78)**

Fixers can repair any mechanical or electronic device with very little resources.

**Fleet (79)**

A fleet person is extremely fast and agile when he runs.

**Fortune Finder (80)**

Fortune finders always get the best loot.

**Fugue State (81)**

A person can enter an altered state of consciousness that allows him to react instantly to his surroundings with total precision. A person has no memory of anything that happens while in this state.

**Gearhead (82)**

A person is a master at repairing damaged vehicles or mechas.

**Genius (83)**

Geniuses are super smart, and they are incredible at deductive reasoning and mathematical calculations.

**Ghost (84)**

Ghosts are masters of stealth that are almost impossible to detect.

**Gifted (85)**

A gifted person is extremely good at a specific skill or task.

**Good Natured (86)**

A good natured person makes other people feel comfortable.

**Gravity Resistance (87)**

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

**Grim Reaper (88)**

Grim reapers are experts at killing people with a single shot by always shooting an opponent in the head or a vital organ.

**Gunslinger (89)**

Gunslingers are masters of hand pistols allowing them to devastate their enemies with small weapons fire.

**Hacker (90)**

Hackers are masters at breaking the code walls of any computer system.

**Headhunter (91)**

A person always makes headshots whenever he fires a ranged weapon.

**Heat Resistance (92)**

A person is highly resistant to high and low temperatures.

**Heavy Lifter (93)**

Heavy lifters can carry a great deal of supplies and weapons without becoming tired.

**Heavy Shooter (94)**

A person can carry and stably fire a super heavy weapon while remaining stationary or walking around.

**Heightened Senses (95)**

A person has been genetically engineered to have very advanced senses allowing him to perceive almost everything in his environment.

**Hero (96)**

Heroes are true warriors that are incredibly brave.

**High Command (97)**

High commanders are great leaders and tacticians that always know the best tactic for any combat situation.

**High Pain Threshold (98)**

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

**High-G Homeworlds (99)**

A person was born and raised on a high gravity world, so his bones are very dense and his muscular system is incredibly strong.

**Immortality (100)**

A person's genetic code has been altered, so he will live forever as long as he is not killed or dies from an accident.

**Infiltrator (101)**

Infiltrators can integrate into any organization or culture without being noticed.

**Insight (102)**

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

**Inspirational (103)**

An inspirational person can calm his companions and give them the reassurance and confidence that they need to finish any mission or defeat any opponent no matter what the risks and challenges.

**Inspire Confidence (104)**

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

**Instinctive Action (105)**

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

**Intimidating (106)**

An intimidating person gives off an aura of blood lust causing other people to run in fear from him.

**Intuitive (107)**

A person has natural survival instincts allowing him to survive in any situation and environment.

**Iron Body (108)**

A person's body has been converted to organic metal using nano technology.

**Iron Fist (109)**

A person's bones are so hard that he punches like a sledgehammer.

**Iron Will (110)**

A person never gives up and will always fight to the death. He can never be forced to do anything against his will.

**Jack of All Trades (111)**

Jacks of all trades are good at everything and can do almost anything after observing the problem for a short time.

**Jury Rigger (112)**

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

**Knockout Hold (113)**

A person can knockout an opponent by cutting off her air supply.

**Lightfoot (114)**

A light footed person is skilled at avoiding traps and mines. He can also easily avoid attacks in hand to hand and melee combat.

**Lightning Reflexes (115)**

A person is so fast that her movements can barely be seen with the naked eye.

**Lip Reading (116)**

A person can tell what another person is saying without being able to hear her if he can see her lips moving.

**Lucky (117)**

A lucky person always succeeds no matter how difficult the situation.

**Lucky Shot (118)**

A person always hits no matter how impossible a shot appears to be.

**Martial Artist (119)**

Martial artists are experts at hand to hand combat.

**Martial Training (120)**

A person is a master of all forms of ranged and close combat.

**Master Advisor (121)**

Master advisors are masters at giving advice for almost any type of situation or problem.

**Master Archer (122)**

Master archers can hit any target with a bow and arrow or crossbow at max range in almost any condition.

**Master Manipulator (123)**

Master manipulators are masters of manipulating people and organizations.

**Master Negotiator (124)**

Master negotiators are masters of negotiation and making deals.

**Master of Disguise (125)**

Masters of disguise use disguises and voice manipulation to pretend to be another person with incredible skill and artistry.

**Master Spy (126)**

Master spies are masters at intelligence and counter espionage.

**Master Thief (127)**

Master thieves are masters of thievery and trickery.

**Mental Calculator (128)**

A person can perform mathematical calculations with the speed of a computer.

**Miracle Worker (129)**

Miracle workers can get any job accomplished no matter how difficult.

**Natural Talent (130)**

A person is a born expert and natural in a specific skill.

**Nerves of Steel (131)**

A person can work with total concentration no matter what is going on around him.

**Nimble (132)**

A nimble person is extremely agile and light on his feet.

**Opportune Striker (133)**

Opportune strikers can hit anyone with a melee weapon that moves near him or towards him.

**Outlaw (134)**

Outlaws are master smugglers that are ace pilots and expert shots.

**Overwatcher (135)**

Overwatchers can hit anyone that suddenly moves out of cover if they stay still and vigilant.

**Perfect Appearance (136)**

A person has had surgical modifications that make her appear to be a perfect example of what her society considers to be beautiful.

**Pincushion (137)**

A person is highly resistant to arrows and other piercing weapons.

**Pinning Shot (138)**

A person knows how to pin down his opponents or cause them to panic when firing a sniper or high powered rifle.

**Pitch Perfect (139)**

A person has a perfect singing voice and his speaking voice is very soothing and comforting to other people.

**Poison Harvester (140)**

Poison harvesters can make poison from poisonous plants and animals to make poisoned arrows, darts, and blades.

**Poison Resistance (141)**

A person is resistant to even the most powerful poisons and nerve toxins.

**Precision Shot (142)**

A person can hit the smallest point on a target at will.

**Precognition (143)**

A person sees small glimpses of the near future.

**Psi Damper (144)**

A person produces a strange aura that blocks the psionic abilities of people around him.

**Psi Sensitive (145)**

A psionically sensitive person can sense the presence of other psykers near her.

**Psionic Awareness (146)**

A person is psionically sensitive allowing him to control his mental powers.

**Quick Draw (147)**

A person can unholster his gun with incredible speed or fire a hand weapon from a holster.

**Quick Hands (148)**

A person can quickly fire at every opponent on the battlefield.

**Quick Learner (149)**

Quick learners can learn anything simply by seeing it done by another person.

**Quick Reflexes (150)**

A person has an incredible reaction time that makes him faster than everyone on the battlefield and allows him to outmaneuver opponents when piloting a vehicle.

**Radiation Morph (151)**

Radiation morphs can actually live off and heal when they are exposed to intense radiation.

**Radiation Resistance (152)**

A person has an efficient DNA repair system making him extremely resilient to the damage caused by ionizing radiation.

**Rapid Shot (153)**

A person can fire an incredible number of ranged shots with amazing accuracy at the same target.

**Regeneration (154)**

A person can actually regrow new limbs that have been chopped off or badly injured.

**Relentless Pursuit (155)**

A person can chase after his target without tiring.

**Retaliatory Strike (156)**

A person quickly strikes after he has been attacked.

**Roll with It (157)**

A person has learned to absorb attacks by moving or rolling with an impact.

**Salvager (158)**

Salvagers can make anything from spare parts and salvage.

**Samurai (159)**

Samurai are masters of using the long sword.

**Scout (160)**

Scouts can determine the weakest link in an enemy army simply by looking at their forces and formations.

**Scrounger (161)**

Scroungers can find resources anywhere including scrap piles, landfills, battlefields, and crash sites.

**Sea Ace (162)**

Sea aces are expert boat and submarine pilots.

**Second Wind (163)**

A person can run, sprint, climb, and swim for long periods of time without ever getting tired.

**Seize the Moment (164)**

A person always knows the perfect moment to attack to produce the greatest shock and cause the most damage.

**Sharpshooter (165)**

Sharpshooters never miss if they have enough time to aim before they shoot.

**Sidestep (166)**

A person has learned to perfectly time his movement to avoid attacks and dodge incoming melee attacks.

**Silent Killer (167)**

Silent killers can kill a person with a bladed weapon without nearby enemies noticing.

**Silver Tongued (168)**

A silver tongued person is a master of the deal and influence that can make another person do anything that she wants.

**Six Sense (169)**

A person can sense what to do in any situation by using her supernatural senses. This ability also allows a person to sense the presence of paranormal entities and creatures.

**Slayer (170)**

Slayers are masters of melee weapons that can kill anyone with a bladed or blunt hand weapon.

**Smooth Talker (171)**

Smooth talkers can talk another person into almost anything if given enough time.

**Sneak (172)**

Sneaky people are masters of silent movement and hiding in shadows allowing them to move through any environment without being detected.

**Sniper (173)**

Snipers are incredible shots with a sniper rifle that can hit a target at extremely long range.

**Solar Powered (174)**

A person can perform photosynthesis, so she can live off the energy of the sun.

**Spatial Sense (175)**

A person has a perfect three dimensional spatial sense allowing him to be very comfortable in space or fighting in zero gravity combat.

**Speed Healer (176)**

Speed healers can quickly heal any injury simply by eating more food and resting.

**Stable Shot (177)**

A person maintains a totally stable shot even when riding in a car or on a moving surface.

**Staggering Force (178)**

A person can strike with such incredible force that it staggers, disorients, or knocks down an opponent.

**Star Ace (179)**

Star aces are expert spaceship pilots and astronauts.

**Steady Aim (180)**

A person can fire from a moving vehicle or at a moving target with incredible accuracy.

**Submission Holds (181)**

A person can make another person give up or surrender by applying a painful arm or leg lock.

**Super Immunity (182)**

A person is immune to even the most virulent viruses and bacteria.

**Survivalist (183)**

Survivalists are masters of surviving in the wild. They have learned to survive on the land in any environment.

**Synch (184)**

A person has a brain wave pattern that perfectly links with a computer system, vehicle, or mecha giving him perfect control over it. This ability to perfectly synch with an electronic system gives him an amazing reaction time advantage over other pilots.

**Synchronized Fire (185)**

A person has learned to perfectly time his attacks, so each subsequent attack cannot be defended against.

**Takedown (186)**

A person has learned to throw people to the ground or into the air. They can also sweep a person's feet or trip her up.

**Theorist (187)**

Theorists can quickly come up with a good hypothesis for any scientific investigation or ancient mystery.

**Thick Skin (188)**

A thick skinned person is extremely difficult to injure and has an amazing pain threshold.

**Time Sense (189)**

A person has a perfect sense of time allowing him to naturally know when things are happening and how long they take with perfect accuracy.

**Tinker (190)**

Tinkers can make almost any mechanical or electronic device using only scraps or parts from other devices. They can also repair any device using replacement parts salvaged from another device.

**Tough as Nails (191)**

A person can ignore most injuries unless they are life threatening.

**Tracker (192)**

Trackers are expert forward observers that can follow the trail of anyone with only a few clues.

**Trailblazer (193)**

Trailblazers are experts at finding a safe path through a forest or jungle.

**Unrelenting (194)**

An unrelenting person can run and fire a weapon with incredible accuracy.

**Vital Strike (195)**

A person has learned to hit a target at its weakest and most vital point.

**Vocal Command (196)**

A person produces subliminal harmonics that inserts commands into another person's mind when he talks.

**Weaponmaster (197)**

Weaponmasters can use any type of hand weapon with total expertise even though he has never used it before.

**Whiz Kid (198)**

Whiz kids are electrical and mechanical geniuses that can easily create or repair innovative machines and new technologies.

**Willpower (199)**

A person has incredible willpower allowing him to resist all forms of temptation, interrogation, or torture.

**Zen Shooter (200)**

Zen shooters can guarantee a shot hits, the longer they focus on their target.

## **Sci-Fi Skills (D100)**

These are the possible skills that can be given to a science fiction character to make him unique.

### **Academics (1)**

The understanding of accounting, anthropology, archaeology, architecture, art, cryptography, economics, history, ancients, literature, philosophy, politics, psychology, religion, sociology, enigmas, mythology, occult research, or paranormal investigation.

### **Acrobatics (2)**

The ability to move with incredible speed and dexterity. It also allows a person to perform flips, jumps, tumbles, and spins.

### **Acting (3)**

The ability to play a role or pretend to be a different person.

### **Alien Weapons (4)**

The ability to fire and repair alien weapons.

### **Animal Handler (5)**

The ability to train animals for use in warfare such as attack dogs, trained dolphins, armed apes, or horses.

### **Animal Riding (6)**

The ability to maintain and ride a large animal.

### **Appraise (7)**

The ability to determine the current market value of any item ranging from high tech weapons to fine art.

### **Archery (8)**

The ability to accurately fire a bow and arrow.

### **Armor (9)**

The ability to control a suit of power armor. Armor allows a person to control his suit of power armor as if it were an extension of his body, control its defensive systems, and fire its weapons with pinpoint accuracy.

### **Armor Repair (10)**

The ability to maintain, modify, and repair a suit of body armor.

### **Artificial Intelligence (11)**

The ability to design and manipulate an artificial intelligence system.

### **Artillery (12)**

The ability to aim and fire heavy weapon platforms and artillery pieces.

### **Asteroid Mining (13)**

The ability to use specialized mining equipment to mine in zero gravity. It includes the ability to scan asteroids for precious ores and minerals.

### **Astrogation (14)**

The ability to chart the safest and most efficient hyperspace jump coordinates.

### **Bargain (15)**

This is the ability to make deals when buying or selling merchandise or signing business contracts.

### **Bio Weapons (16)**

The ability to operate, repair, and grow bio weapons. A person can create bacterial and viral weapons or produce antidotes and vaccines for them.

### **Boat (17)**

The ability to pilot a raft, speedboat, hovercraft, or hydrofoil and fire its weapons.

### **Capital Pilot (18)**

This ability to pilot and fire the weapons on a massive capital ship.

### **CBR Warfare (19)**

Chemical, biological, and radiological warfare is the ability to fight in any hostile environment that has been polluted by dangerous chemical weapons, toxins, radiation, and microorganisms.

### **Climb (20)**

The ability to scale a sheer surface or mountain using climbing gear. It also allows a person to repel from a hovering helicopter, building, cave wall, cliff, or mountain.

### **Cloaking Tech (21)**

The ability to create, operate, and repair advanced stealth and cloaking technology.

### **Command (22)**

The ability to control and motivate large numbers of soldiers to fight in the worse battlefield conditions imaginable. It also represents a commander's ability to create the best strategies and tactics for any combat situation and environment to best utilize the forces and resources that he has available against his current opponents.

### **Computer Tech (23)**

The ability to operate and program a computer.

**Control (24)**

The ability to use an electromagnetic effector to take control of a foreign vehicle, robot, or computer system. Control also allows a person to alter and copy data from these systems.

**Cryogenics (25)**

The ability to operate and repair a cryogenic system.

**Cryptography (26)**

The ability to encrypt data and break the encryption that protects any data.

**Cyber Tech (27)**

The ability to install, remove, repair, and modify cyber technology.

**Demolition (28)**

The ability to place explosive charges in order to destroy structures or deploy underground or claymore mines.

**Diplomacy (29)**

The ability to work out any disagreement and negotiate deals between people, organizations, and governments. It also represents a person's ability to haggle and create deals with other people.

**Dirty Fighting (30)**

The ability to use any trick in the book to subdue and defeat another combatant.

**Disarm (31)**

The ability to remove a weapon or object from an opponent's hands or body.

**Disguise (32)**

The ability to use makeup, costumes, and vocalization to impersonate another person. It allows a person to quickly learn and copy a culture's habits and mannerisms to fit into any society.

**Dive (33)**

The ability to use diving gear to perform a deep sea operation and fire underwater weapons. It represents a person's ability to dive and swim and use personal aquatic propulsion devices.

**Dodge (34)**

The ability to side step, dodge, or duck incoming fire and melee attacks.

**Drive (35)**

The ability to drive wheeled vehicles like cars, motorcycles, ATVs, and trikes and fire their weapons. A person can perform stunts and evasive maneuvers with any wheeled vehicle.

**Electronic Bypass (36)**

The ability to decode any electronic lock.

**Escape Artist (37)**

The ability to escape from any restraint including handcuffs, ropes, duct tape, and zip ties.

**Espionage (38)**

The ability to perform covert intelligence operations or sabotage missions. The ability to secretly collect information from any organization or society and to covertly alter the beliefs of that group.

**Fight (39)**

The ability to fight in hand to hand combat or attack with hand weapons including swords, clubs, spears, staffs, nunchucks, tonfas, kamas, and sais. It also includes throwing or tripping people and performing submission holds during a fight.

**Flight (40)**

The ability to control and maneuver personal transportation devices including flight rings, jetpacks, jump boots, and grav harnesses.

**Gamble (41)**

The ability to use tricks like card counting and bluffing to win at gambling.

**Geneengineering (42)**

The ability to manipulate genomes to create designer creatures.

**Gravitics (43)**

The ability to control gravity generators and nullifiers.

**Gun Combat (44)**

The ability to fire all forms of long ranged modern hand weapons including personal lasers, rail weapons, missile launchers, plasma projectors, fusion cannons, ballistic weapons, and flamers.

**Gunner (45)**

The ability to aim and fire vehicle mounted weapon systems and control a battle computer and electronic warfare systems.

**Hacking (46)**

The ability to hack through a computer firewall to access secure information in a corporate or government data vault. This data can be copied, manipulated, or destroyed depending on the mission. It also includes the ability to avoid detection and prevent electronic countermeasures from tracing a person back to his actual physical location.



**HALO (47)**

The ability to be dropped from a plane at an extremely high altitude and make a controlled descent to a specific drop zone undetected. HALO stand for high altitude low opening parachute jumping.

**Heavy Weapons (48)**

The ability to fire heavy hand weapons including light machine guns, heavy machine guns, and shoulder fired missiles or rockets.

**High Society (49)**

The ability to fit in and prosper in the world of high society in any culture and on any planet.

**Infiltrate (50)**

Infiltrate allows a character to use disguises, holo fields, and social analysis and mimicry to blend into any society or organization. A character can integrate himself into any level of human or alien society in order to operate undetected.

**Interface (51)**

The ability to jack into the global information network and find and extract hidden and protected information safe havens.

**Interrogate (52)**

The ability to use chemical, psychological, and mechanical means to extract information from another person, no matter how determined he is to keep his secrets.

**Intimidate (53)**

The ability to use intimidation and physical threats to make other people do what you want.

**Investigate (54)**

The ability to collect and interpret evidence, perform surveillance, and conduct research in order to solve any type of mystery or crime. It also allows a person to use forensics, research, and deduction to solve the mystery of a crime scene or archaeological site.

**Matter Conversion (55)**

The ability to use super science technology to modify and manipulate matter.

**Mecha Pilot (56)**

The ability to control and maneuver a mecha in any environment and under any condition. The ability to operate the fire controls and defenses of a mecha and to move it like an extension of a pilot's own body.

**Mecha Tech (57)**

The ability to design, build, modify, and repair a mecha.

**Mechanic (58)**

The ability to repair damaged vehicles and make modifications to any vehicle. It allows a person to perform any repair or modification on a vehicle under the worst battlefield conditions.

**Mechanical Bypass (59)**

The ability to pick locks, crack safes, and open any mechanical lock.

**Medic (60)**

Medical training allows a person to perform medical diagnosis and procedures designed to cure physical and mental illnesses using modern medical techniques, drugs, and tools. Medics can perform major surgical procedures including repairing internal damage, replacing organs, tissues, and joints, removing tumors and parasites, performing cellular reconstruction and gene therapy, and altering or repairing a patient's physical structures, internal systems, or appearance.

**Mind Control (61)**

The ability to use chemical or technological means to control the actions and thoughts of another person. It also includes the use of psychological warfare to control the thinking and emotions of an entire population of people.

**Mining (62)**

The ability to use mining techniques and equipment to mine for ores and fossil fuels on any planetary or lunar surface.

**Music (63)**

The ability to play instruments, sing, and write music.

**Nano Tech (64)**

The ability to design, modify, and control any form of nano tech.

**Navigation (65)**

The ability to pilot a capital ship. Navigators operate the weapons and defensive shields mounted on these massive spaceships. It includes the ability to chart the safest, most efficient, and shortest nullspace jump solution possible to any destination with the help of a nav computer and detailed star charts.

**Night Fighting (66)**

The ability to operate and fight in low light or complete darkness.

**Pilot (67)**

The ability to pilot a helicopter, airplane, jet fighter, or VTOL plane and fire its weapons. It also allows a person to perform aerial stunts and maneuvers.

**Planetary Engineering (68)**

The knowledge of how to construct planetary bodies using super science techniques.

**Portal (69)**

The ability to use super science technology and exotic matter to open wormholes and dimensional portals.

**Predict (70)**

The ability to quickly analyze the combat environment around a person to determine the best way to act during a battle. He can determine another person's intentions and movements by observing her involuntary muscle contractions, body language, and mannerisms.

**Recon (71)**

The ability to track an enemy and determine his weaknesses through detailed observations.

**Remote Weapons (72)**

The ability to control remote drones and sentry platforms.

**Repair (73)**

The ability to repair any mechanical or electronic device.

**Robotics (74)**

The ability to create, modify, and repair robots.

**Rogue (75)**

The ability to use deception and trickery to get what a person wants. It allows her to steal, bribe, forge, and lie without any sign of deception to trick people into doing what she wants or to get something from them.

**Science (76)**

Knowledge in all fields of modern science, math, and technology. Science includes knowledge of chemistry, biology, xenobiology, physics, astrophysics, geology, environmental science, string mechanics, temporal mechanics, planetology, terraforming, volcanology, solar mechanics, nanotechnology, cybernetics, biotechnology, or mathematics.

**Security (77)**

This is the ability to secure a building or area using advanced surveillance and security technology.

**Sensors (78)**

The ability to use sensors to detect and analyze any object.

**Shield Systems (79)**

The ability to operate, modify, and repair an energy shield generator.

**Shoot (80)**

The ability to fire pistols, rifles, shotguns, submachine guns, and assault rifles.

**Stealth (81)**

The ability to avoid detection and move silently through a battlefield. It is also the ability to sneak up on other combatants and infiltrate enemy installations undetected.

**Stellar Engineering (82)**

The ability to use super science techniques to alter a star or cause one to become unstable.

**Streetwise (83)**

The ability to use underworld contacts to get illicit goods and information.

**Style (84)**

The ability to dress and act in a way that represents the current heights of fashion in a specific culture.

**Sub Pilot (85)**

The ability to pilot a submarine or flying sub and activate its weapons and defensive systems. It also includes the ability to detect enemy forces using a sonar system and avoid detection using thermal currents and local sea life to mask an aquatic vehicle's presence.

**Subterfuge (86)**

The ability to change the thinking of people using seduction, intimidation, persuasion, and psychological warfare to alter the path of an organization from within using rumors and miscommunication.

**Surveillance (87)**

The ability to use surveillance technology to keep an eye on a specific person or track the activities of an entire organization.

**Survival (88)**

The ability to survive in any natural environment by finding local sources of food and water, creating shelters from local resources no matter how limited, and avoiding indigenous predators and the other unique dangers found in each environment.

**Swim (89)**

The ability to swim and dive with or without specialized diving gear.

**Tank Driver (90)**

The ability to control a treaded, wheeled, hover, or grav tank with a turret and fire its weapons. It includes the ability to calculate the proper trajectory to hit distant moving targets while at full combat speed.

**Tech (91)**

The ability to create and repair advanced technology gear and robotics.

**Teleporters (92)**

The ability to use and repair teleportation systems.

**Temporal Mechanics (93)**

The ability to create and repair time machines.

**Terraforming (94)**

The ability to use terraforming technology to alter the atmosphere and biosphere of a planet.

**Toxic Weapons (95)**

The ability to design and use biological weapons and poisons.

**Tunnel Fighting (96)**

The ability to crawl into and fight in underground tunnels or extremely narrow passages. It is also the ability to fight in the narrow passages and tight spaces found in subterranean mines, underground bunkers, submarines, battleships, starships, and space stations.

**Weaponsmith (97)**

The ability to modify ranged and melee weapons with mods and attachments.

**Xeno Biology (98)**

The study of alien lifeforms and their biological systems.

**Xeno Culture (99)**

The study of sentient alien cultures including their social and religious customs.

**Zero-G Combat (100)**

The ability to operate and fight in a zero-gravity environment.

## **Secret Agent Car Upgrades (050)**

These are the hidden upgrades and internal systems that make a spy's car so deadly and elusive. A car can only have a limited number of these enhancements, so each car is equipped for the specific needs of each mission.

### **Adaptive Camouflage (1)**

This car has cameras and a photoreactive surface allowing its surface to look exactly like its surroundings making it difficult or impossible to see.

### **AI System (2)**

This car has a powerful AI allowing it to drive independently, and its battle computer can automatically fire any of the car's weapons.

### **Aqua Mode (3)**

A floatation device fills and surrounds the bottom of a car allowing it to float and a propeller lowers into the water allowing the car to move forward.

### **Armor Mode (4)**

Heavy armor plates cover the windows of a car making it immune to small arms fire. A camera system allows a driver to still see when it is deployed.

### **Armor Plating (5)**

This car is covered in ballistic plating and armored glass that can deflect most hand weapons. It may also have super heavy armor plates that can be deployed during a battle with military vehicles.

### **Artic Mode (6)**

Skis are deployed from the bottom of the car and spikes project from its tires allowing the car to safely drive over snow or ice.

### **Ballistic Glass (7)**

The windows of this car are made of an almost indestructible polymer.

### **Break Parachute (8)**

This parachute can be released from the rear of a car to make it come to an immediate stop.

### **Chroma Paint (9)**

The surface of this car can be changed to be any color.

### **Comm System (10)**

This car has a powerful communication system and jamming gear.

### **Concealed MG (11)**

This car has .50 caliber machine guns that pop out of its headlights.

### **Display Windows (12)**

The windows of this car can display the image of different people to confuse people trailing it. It also allows the windows to be blacked out, but the driver can still see outside.

### **Ejector Seat (13)**

All the seats of this car can be launched out of its roof, and they can drift down to the ground with a parachute or slam into the ground.

### **Flight Mode (14)**

This vehicle has hidden micro turbofans and deployable wings that allow it to lift into the air and fly.

### **Glider Mode (15)**

Wings are deployed from the sides of a car allowing it to glide downward after it launches off any height.

### **Grappler Launcher (16)**

This device can be fired to attach the car to a building, a tree, or another car. This allows a spy to pull his car forward or upward, pull another car towards his, or quickly turn a corner using the grapple attached to the corner of a building.

### **Holographic Projector (17)**

This device surrounds a car in a holographic image designed to make a car look different or allow a car to blend into its environment.

### **Hover Mode (18)**

Ramjet thrusters are deployed from the bottom and the rear of a car allowing it to hover and fly. These thrusters also allow a car to make extremely long jumps.

### **Hubcap Laser (19)**

This car's hubcaps hide powerful lasers designed to destroy an opponent's tires.

### **HUD (20)**

This digital display is projected on the front windshield giving a spy a view of all the battlefield conditions surrounding his car.

### **Hydraulic Jump (21)**

This system uses four hydraulic jacks that fire from the bottom of the car allowing it to fly straight into the air or at an angle allowing incredibly long jumps over ravines or open bridges. The side jacks can be fired separately to cause the car to ride at an angle using only its left or right tires.

### **Ice Dropper (22)**

This device sprays a highly endothermic chemical and water onto the ground to produce patches of ice behind the car. This sprayer can also be used to freeze an enemy car's tires causing them to shatter.

### **Jet Propulsion (23)**

A jet engine is installed in the rear of this vehicle that can be deployed to give a car a boost of speed or allow it to make an incredibly long jump from one rooftop to another.

### **Mine Dropper (24)**

This car can drop explosive mines that will destroy any car that runs over these explosive devices.

### **Motorcycle Escape (25)**

A motorcycle is built into the car, so the driver can get aboard it and drive away if the car is in danger.

### **Oil Sprayer (26)**

This vehicle can drop a pool of oil behind it that will cause other cars behind it to lose control and crash.

### **Paint Gun (27)**

This weapon fires a paint pellet designed to completely cover the windows of an enemy car to blind its driver.

### **Parachutes (28)**

Dual parachutes can be deployed that will allow a car to drift to the ground when it is falling.

### **Pop Up Missiles (29)**

These hidden missiles come from the frame of a car, and they can destroy another car with a single hit.

### **Pop Up Turret (30)**

A mini turret armed with an automatic weapon pops up from the roof of the car and automatically fires at enemy vehicles.

### **Ram Launcher (31)**

These hydraulic rams can be fired from the front or rear bumpers of a car or from its sides to cause a nearby enemy car to lose control or flip over on impact.

### **Ram Plate (32)**

A heavy ram plate is deployed from the front of a car that allows it to ram into an enemy car without being damaged.

### **Reinflation Tires (33)**

These tires are self sealing, so they can seal any puncture and reinflate when they get damaged.

### **Remote Control (34)**

This car can be remotely controlled by a small hand held device by the driver from a hidden location.

### **Revolving License Plate (35)**

This license plate can rotate, so its number can be changed at any time to keep the police guessing.

### **Safety Foam (36)**

This safety foam deploys around everyone in a car when a car crashes to protect them from injury.

### **Saws (37)**

Rotary saw blades project from the front of a car allowing it to clear vegetation from its path.

### **Sealed Environment (38)**

This car has a sealed environment, so the driver and any passengers are protected from outside gases.

### **Security System (39)**

This car is equipped with an electrified frame that can shock anyone attempting to touch the car to either stun or kill him.

### **Self Destruct (40)**

This car can be set to self destruct in order to destroy buildings or other vehicles.

### **Smoke Screens (41)**

This car can project black smoke from its rear that will cause any car behind it to lose control and crash.

### **Spike Dropper (42)**

This car can drop spikes or caltrops on the ground to pop the tires of chasing cars causing them to crash.

### **Submarine Mode (43)**

This car has a sealed environment and hidden propellers that allow it to dive into the water and travel completely submerged.

### **Surveillance Drone (44)**

This small aerial drone is released from a car, and it scouts the area around the car giving a spy an aerial view of the battlefield.

**Tire Extension (45)**

Hydraulic pistons allow a car to extend its tires to raise the car to be any height.

**Tire Shredders (46)**

Blades project from the hub caps of a car, and they will tear apart the tires of an enemy car causing it to crash.

**Tracking Device Launcher (47)**

This system fires a sticky tracking device onto another car that allows a spy to track the position of this car anywhere in the world.

**Trunk Gatling Gun (48)**

The trunk of this car automatically opens and a remote gatling cannon pops up to destroy any cars following it.

**Trunk Mortar (49)**

An automated mortar deploys from the trunk that can fire high explosive rounds at enemy vehicles and structures or anti-personnel rounds at opponents hiding in cover or troop formations.

**Wire Launcher (50)**

This vehicle can fire a grappling cord to attach itself to any structure allowing it to make incredibly sharp turns around the corner of a building or pull itself up after it has fallen or gotten stuck.

## **Secret Agent Gear (D100)**

These advanced pieces of espionage technology allow a spy to defeat any security system, overcome almost any obstacle, and defeat his opponents during a mission.

### **Acid Pen (1)**

This small device sprays acid that can melt through locks and restraints.

### **Air Supply (2)**

This small device is placed in a person's mouth allowing him to breathe underwater for over an hour.

### **Amnesia Drug (3)**

This injector carries a drug that causes a person to forget everything that happened in the last week.

### **Artificial Face (4)**

This artificial face can be made to look like anyone, and it is simply applied to a person's face.

### **Audio Bug (5)**

This micronized device allows a person to perform audio surveillance of a person or a room.

### **Auto Safecracker (6)**

This device is attached to a safe to automatically break the lock.

### **Bomb Briefcase (7)**

This briefcase is filled with explosives, so it can be left at a location and detonated with a timer or a remote control.

### **Bomb Cigarette (8)**

This cigarette is an explosive that can be lit and thrown like a grenade.

### **Bomb Sniffer (9)**

This device can chemically detect explosive devices through sealed containers.

### **Bug Detector (10)**

This device can detect electronic bugging devices.

### **Bug Jammer (11)**

This device produces an electromagnetic signal that jams any electronic device in a room.

### **Camera Ring (12)**

This small device has a micronized camera inside it.

### **Camera Sunglasses (13)**

This pair of sunglasses has micro cameras that can take surveillance pictures of anything that they see.

### **Cane Weapon (14)**

This cane conceals a sword or gun.

### **Cell Jammer (15)**

This device produces an electromagnetic jamming field that prevents cell phones from connecting to their network.

### **Chameleon Suit (16)**

This suit projects an image of its surrounding making a person very difficult to see when his hood is on.

### **Chameleon Tarp (17)**

This large sheet projects an image of its surrounding making anything covered by it very difficult to see.

### **Chemical Analyzer (18)**

This device detects chemicals in the air and determines their chemical composition.

### **Code Breaker (19)**

This device can crack the security code of any electronic device or computer.

### **Communication Watch (20)**

This two-way radio is built into a watch.

### **Cutting Laser (21)**

This small but powerful laser can cut through anything in a few minutes. It only holds a very small charge, so it can only be used once or twice.

### **Dagger Shoe (22)**

A retractable blade is hidden in the toe or heel of a pair of shoes, so it can be used as a surprise melee weapon.

### **Death Mimic (23)**

This injector carries a drug that causes a person to go into a state that mimics death. This catatonic state lasts for up to three days or until the antidote is given.

### **Demo Drone (24)**

This small drone carries an explosive charge allowing an operator to remotely destroy a target once the drone has moved into range.

### **Detonator Watch (25)**

This device acts as a remote detonator for any explosive device.

**Disguise Kit (26)**

This kit contains makeup and facial prosthetics that can make a person look like someone else.

**Display Optics (27)**

These glasses or contact lenses can display images or video sent to them.

**Door Handle Poison (28)**

This toxic spray can be applied to any door handle, so anyone that touches it will instantly die.

**Electronic Jammer (29)**

This device blocks the signal coming from or received by any electronic device.

**EMP Grenade (30)**

This grenade produces an electromagnetic pulse that destroys all electronics in a given area.

**Explosive Belt (31)**

This belt is made of an explosive compound.

**Flamer Lighter (32)**

This lighter can project a stream of flaming incendiary liquid at a target.

**Floor Cutter (33)**

This device sprays a thermite chemical onto the ground in a circular pattern. When the chemical is ignited, the floor detaches and falls to the ground below giving a person access to the floor below.

**Foam Grenade (34)**

This grenade sprays a chemical foam that instantly hardens and traps anyone caught in it. It comes with a spray that melts the foam away.

**Forensic Scanner (35)**

This device detects peoples' fingerprints and latent heat signatures.

**Garrote Watch (36)**

This watch has a retractable garrote wire.

**Gecko System (37)**

These suction cup covered gloves and knee braces allow a person to scale sheer surfaces with ease.

**Geiger Watch (38)**

This watch has a miniaturized Geiger counter.

**Grappler (39)**

This device fires a grappling hook and pulls a person up towards it.

**Hand Scanner (40)**

This scanner can record text from books or displays.

**Hand Stunner (41)**

This electroshock device will stun a person on contact.

**Holographic Decoy (42)**

This device produces a holographic image of a person.

**Homing Pill (43)**

This RFID device can be swallowed, so a person can be tracked.

**Imager Grenade (44)**

This grenade projects the interior of a room to a person's imaging optics.

**Insta Cuffs (45)**

These thin devices restrain a person's hands or ankles.

**Jet Pack (46)**

This backpack has vectored thruster jets that allow a person to hover in the air or fly at high speeds.

**Keypad Decoder (47)**

This device detects the levels of latent heat from a person's finger presses to determine the code for a keypad.

**Knuckles (48)**

This pair of alloy knuckles is worn over the fingers of each hand to greatly increase the impact of a person's punches.

**Laser Microphone (49)**

This device can be aimed at a wall or window to detect vibrations to determine what is being said inside a sealed room.

**Lip Reading Analyzer (50)**

This video camera can interpret the movement of a person's lips to determine what he is saying.

**Liquid Knuckles (51)**

This spray will knockout a person out for a few hours.

**Lockpick Gun (52)**

This device breaks the tumbler pins of a lock, so a locked door can be opened.

**Magnet Watch (53)**

This device produces a powerful magnetic field, so iron based items are pulled towards it.

**Magnification Glasses (54)**

These glasses can be used as binoculars or as a microscope.



**Micro Camera (55)**

This mini camera allows a person to take secret surveillance pictures.

**Missile Briefcase (56)**

This briefcase carries a missile launcher with multiple micro-missiles.

**Monofilament Garrote (57)**

These handles are connected to a monofilament wire.

**Motion Detector (58)**

This device uses radar and ultrasound pulses to determine the position and movement of anything around it.

**Net Gun (59)**

This gun fires a weighted net at a person.

**Night Vision Goggles (60)**

These goggles use light intensifying optics and infrared sensors to see in the dark.

**Parabolic Mick (61)**

This device allows a person to hear what is being said hundreds of feet away.

**Pen Gun (62)**

This pen fires a small caliber round.

**Pen Laser (63)**

This small laser can kill with a single shot.

**Pocket Torch (64)**

This mini wielding torch can cut through any surface in minutes or weld two pieces of metal together.

**Poison Pen (65)**

This pen fires a poison pin or projects poison or stun gas.

**Police Scanner (66)**

This device allows a person to listen to the emergency radio band to determine if there is any local police, fire, and ambulance activity.

**Radar Detector (67)**

This device can detect the direction of a radar device up to few miles away.

**Rebreather (68)**

This mask covers a person's nose and mouth, and it filters out all toxic and biological agents from the air.

**Retinal Contacts (69)**

These contacts make a person look like they have the retinas of another person during retinal scans.

**Rocket Belt (70)**

This belt has small rockets that allow a person to fly.

**Saw Watch (71)**

This watch has a diamond encrusted tungsten blade that can cut through almost anything if given enough time.

**Shield Umbrella (72)**

This umbrella folds out into a ballistic shield that projects its forward view inside the umbrella, so a user can still see in front of himself.

**Shock Drone (73)**

This small drone carries an electroshock device allowing an operator to remotely stun a person once the drone is in range.

**Shoe Bomb (74)**

An explosive device is hidden in the soles of a person's shoes.

**Shredded Paper Analyzer (75)**

This device scans shredded or torn pieces of paper and reconstructs the original document.

**Silence Device (76)**

This device prevents speech from escaping from a room by producing destructive sound waves that cancel out any sounds made inside it.

**Sleep Grenade (77)**

This grenade produces a gas that knocks people out.

**Sleep Serum (78)**

This injector carries a drug that makes a person fall asleep for a few hours.

**Smoke Grenade (79)**

This grenade produces black or colored smoke.

**Sticky Camera (80)**

This micro camera can be attached to any surface with pressure sensitive adhesives. It sends its video signal to a person's display optics.

**Stim (81)**

This injector carries a synthetic stimulant that gives a person increased strength and speed for a limited time.

**Stress Analyzer (82)**

This device determines if a person is lying by the stress in her voice when she is talking.

**Stun Gas Cigarette (83)**

This cigarette produces a stun gas when it is lit.

**Stun Phone (84)**

This cell phone is also an electric stun weapon.

**Stun Pistol (85)**

This weapon fires a static burst that will knock a person out for a few hours.

**Surveillance Drone (86)**

This small drone looks and moves like a fly, and it sends video and audio of its current location to its operator.

**Telephone Tracer (87)**

This device traces a telephone call back to its physical location.

**Tracking Device (88)**

This device attaches to any surface with pressure sensitive adhesives, and it sends a signal that can be tracked.

**Traffic Light Controller (89)**

This device causes traffic lights to turn green when the device approaches.

**Truth Serum (90)**

This injector carries a drug that makes a person completely susceptible to suggestions and commands.

**Umbrella Gun (91)**

This umbrella has a concealed gun in its shaft.

**Voice Modulator (92)**

This device alters a person's voice to sound exactly like someone else's voice.

**Wall Entry Device (93)**

This device blows a hole in a wall big enough for a person to walk through.

**Window Cutter (94)**

This suction device can attach to a glass or plastic surface and the cutter arm is pulled out. By turning the cutting arm around, a circle is cut from the window that can be pulled out.

**Wingsuit (95)**

This suit allows a person to glide down from any high place or even from a plane.

**Wire Saw (96)**

This diamond encrusted saw wire can cut through anything in a few minutes.

**Wire Tap (97)**

This device allows a phone or cell phone to be recorded.

**Wrist Dart Gun (98)**

This weapon fires a poisoned or drugged dart from a person's wrist.

**X-Ray Goggle (99)**

This device allows a person to see through walls or inside a lock, so it can easily be picked.

**Zipline Gun (100)**

This device fires two anchors allowing a person to zipline to a lower building or to the ground.

## **Secret Government Agencies (D20)**

These are the super secret government organizations all around the world that perform illicit or illegal missions, so all their finances are off the books and all their activities are performed in secret black sites.

### **Alien Police (1)**

Aliens live secretly amongst the populations of the world, so this organization makes sure that every alien keeps the secret of their existence from human society. They must cover up any alien sightings and erase people's memories of these sightings. When evil aliens attack the Earth, it is their job to destroy these offworld invaders. Agents of this agency are believed to have died by their families allowing them to operate in secrecy.

### **Clandestine Service (2)**

This secret intelligence agency uses volunteers all over the country to spy on their friends, family, and coworkers.

### **Counter Terrorist Unit (3)**

These soldiers are the best candidates picked from all over the military to create an anti-terrorist group equipped with advanced and experimental weapons.

### **Curriculum (4)**

This hidden government agency produces new and more powerful synthetic drugs to addict the masses to keep them under control and reduce their population.

### **Dominion (5)**

This secret government agency uses advanced radio wave technology to charge the upper atmosphere causing earthquakes, tsunamis, hurricanes, and tornadoes in select locations.

### **Espionage Agency (6)**

This covert military operation takes orphan children and raises them to become secret agents. Many of these children are mentally programmed to live a normal life in their own country or a foreign country until they are activated when they receive a specific signal or command code later in life.

### **Gateway (7)**

This government agency is attempting to create stable portals to different dimensions and other timelines. The main objective of this government think tank is to create a functional time machine and to create stable wormholes.

### **Grimoire (8)**

This agency specializes in the arcane arts, so its members have learned to wield magic to protect our country from magical threats.

### **Haven (9)**

This secret agency uses psychiatric wards around the world to treat people that believe they have superhuman and supernatural powers. In reality, these people actually have these powers and the government is attempting to learn how to control and duplicate them.

### **Incubator (10)**

This clandestine agency kidnaps children with strange mutations that gives them special powers. These children are trained as super soldiers and breed to produce future human weapons.

### **Occult Division (11)**

This secret government agency uses white and black magic to gain technological advancements from spiritual beings and gain powers from demonic forces.

### **Paranormal Division (12)**

This hidden government agency is responsible for investigating and controlling any paranormal activities discovered throughout the country. They are sent whenever rumors begin to stir about anything that sounds occult, magical, or paranormal. They have access to a library of occult books and a vault full of bizarre and wonderful arcane artifacts and occult items to fight any magical or demonic threats.

### **Project Helix (13)**

This secret agency performs genetic engineering experiments on kidnapped children in order to discover the secrets of immortality.

### **Project Ultra (14)**

This secret agency kidnaps children and performs experiments on them at various black sites. They give them psychedelic drugs and place them in isolation tanks in order to unlock the hidden regions of the human mind.

### **Secret Police (15)**

These operatives make sure that anyone that tries to reveal important government secrets to the public are eliminated. They also make sure that no one ever figures out who is really in charge of the government or what are the true goals of our government. These hidden rulers are sometimes called the shadow government by those that know too much.

**Time Police (16)**

This government organization has access to a time machine, and it is their job to protect the past, present, and future of their country. They make sure that the future of their country is protected from people attempting to change the current timeline.

**Treasure Hunters (17)**

This group of government operatives travels the world retrieving national treasures from independent collectors and criminals.

**UFO Defenders (18)**

This group of soldiers has been gathered from all over the world, and it is their job to destroy alien invaders and stop the invasion of the world by these aliens.

**Watchtower (19)**

This secret black ops division of the shadow government has placed sleeper agents in every major city that can be activated during a national emergency.

**World Police (20)**

This group of soldiers is gathered from around the world, and they protect the world from evil madmen and warlords that want to destroy or conquer the world.

## **Space Derelict Encounters (D100)**

These are the random encounters that a salvage crew or rescue team might encounter on an abandoned starship or space station.

### **Adaptive Species (1)**

This alien nano tech has infected the crew of the derelict making them mindless servants. The nano tech can rebuild these crewmembers' physical structure to best fulfill any role or destroy any enemy.

### **Alien Plague (2)**

The space hulk is infected with a deadly alien virus that can destroy your entire race if it is brought back home.

### **Alien Possessed Crew (3)**

The crewmembers of the space hulk have been converted into mind controlled puppets by alien invaders or mindless zombies by a deadly alien virus.

### **Alien Xenomorphs (4)**

Deadly alien xenomorphs have infested the space derelict. They acquire genetic material from their victims to mutate themselves into better adapted and more powerful forms.

### **Ancient Artifact (5)**

At the center of the space derelict is an ancient artifact that calls out to your crew.

### **Ancient Evil (6)**

Inside this space hulk is an ancient evil force that has been trapped for over a thousand years. Its prison has finally broken down, so this being must be stopped before it destroys the universe.

### **Arachnids (7)**

This arachnid race is a semi-sentient insectoid race that feeds on other sentient creatures. They use space hulks to crash into occupied planets to spread their reach throughout the universe.

### **Atmospheric Leak (8)**

The atmosphere of a space derelict is starting to leak, so this leak must be repaired before an explosive decompression occurs.

### **Automated Defense System (9)**

An automated defense system still protects the space derelict, so it must be destroyed or deactivated before the hulk can be safely explored.

### **Bio Weapon (10)**

This biomorph is an organic super weapon that was being transported on this ship before it escaped and destroyed its crew. Capture or destroy this dangerous new lifeform.

### **Biogenic Field (11)**

The space derelict has a strange biogenic field that slowly causes cellular structures to break down.

### **Bounty Hunters (12)**

Bounty hunters are using this space derelict as a hidden base.

### **Cannibals (13)**

These stranded crewmembers have gone insane and will kill and eat anyone that they find on their destroyed ship.

### **Chaos Field (14)**

A strange space anomaly has formed on this space derelict that twists time and space and the minds of anyone that enters it.

### **Clone (15)**

A super advanced ancient device can produce perfect clones of a person. This machine must be disconnected and taken home where its advanced technology can be studied.

### **Computer Virus (16)**

An artificial intelligence has taken over an entire space derelict, and it will attempt to kill anyone that enters it.

### **Crystal Creature (17)**

Crystalline creatures have infested a space hulk, and they have dissolved all the crew. They are slowly dissolving the derelict as their only remaining source of food.

### **Cursed Ship (18)**

This space hulk is cursed with an ancient being that uses its power over reality to destroy anyone that enters it.

### **Death Cultists (19)**

This space hulk has been made into a temple of doom by death cultists where they sacrifice prisoners to their evil gods.

### **Death Machines (20)**

This space derelict is filled with sentient and self-replicating death machines that have already killed the crew. They are attempting to restart the hulk's engine to move it to a local world to consume it.

### **Demon Possessed Crew (21)**

A demon portal has opened on this derelict, and the crew are now demon possessed monsters that must be destroyed.

### **Demons (22)**

A demon portal has opened on this derelict and demons fill this ship, so they must be destroyed before they can summon their demon lord. This portal was accidentally or purposely opened by a corporation or satanic cult.

### **Deranged Robots (23)**

These robots have gone out of control because they have been infected by a computer virus that has turned them into death machines.

### **Doppelgangers (24)**

These alien shapeshifters will attempt to change their forms to fit in with your crew, so they can eliminate them and replace them one by one.

### **Drone Swarm (25)**

Swarms of deadly robot drones search the derelict for any life that they can destroy.

### **Egg Chamber (26)**

A central room is filled with eggs that release the impregnator form of an alien xenomorph that needs a host to lay a fetus inside. They must be destroyed before more alien monsters are born.

### **Emergency Maintenance Team (27)**

This repair team has been sent aboard this space relic to repair it and get it back to its home space.

### **Energy Creatures (28)**

These creatures are made of pure energy, and they can consume the energy directly from living things and machines.

### **Energy Sink (29)**

There is a space anomaly in this massive space hulk that sucks energy from everything around it.

### **Escaped Criminals (30)**

This space derelict is filled with escaped prisoners that have killed their guards and the hulk's crew.

### **Escaped Specimens (31)**

The space derelict is filled with escaped alien creatures that were being experimented on or being transport back to the space hulk's homeworld for analysis.

### **Extreme Heat (32)**

This space derelict has a slowly overloading power generator causing it to heat up to unimaginable temperatures.

### **Extreme Radiation (33)**

There has been a core breach, so the entire space derelict is filled with lethal amounts of radiation.

### **Flooded Structure (34)**

The entire space derelict is partially or fully submerged in water or another liquid.

### **Freezing Cold (35)**

The space derelict is open to space, so its entire structure is freezing cold and lacks an atmosphere.

### **Furry Monster (36)**

Furry carnivorous aliens have infested this space hulk and have devoured its crew.

### **Ghost Ship (37)**

This space derelict is filled with odd images and occurrences that cannot be explained.

### **Hallucinogenic Spores (38)**

This space derelict is infected with alien spores that cause people to hallucinate and eventually drives them completely insane.

### **Hangar Bay (39)**

Many functional shuttlecraft and fighters are still present in the hangar bay.

### **Hull Breach (40)**

A massive hole has been blown in the hull that will lead to an explosive breach unless the blast doors can be manually closed.

### **Humanoids (41)**

These humanoid creatures have infested the space derelict, but their purpose for being there is unknown.

### **Implanters (42)**

These creatures burrow into a person's body or head to take over her nervous system.

### **Infected Crew (43)**

The remaining crew is infected with a virulent alien virus, so they must be killed before they can infect more people. This virus may have turned the crew into murderous zombies or mindless monsters.

**Insane Crew (44)**

The crew of this space derelict have been driven insane, and they will kill anyone that they can catch. Your team must find what drove the crewmembers insane or suffer the same fate.

**Insane Ship's Computer (45)**

The space derelict's AI has gone insane, so it will kill anything living on the ship.

**Insatiability Field (46)**

An instability field has formed around the space derelict causing matter to become unstable and eventually everything in this field will disassociate over time.

**Insectoids (47)**

These alien insectoids have infested the space derelict, and they will do anything to defend their queen.

**Interdimensional Creatures (48)**

The space derelict has been overtaken by interdimensional hunters.

**Jealousy Field (49)**

This space derelict is filled with a mental instability field causing everyone in it to become uncontrollably jealous over time.

**Kill Team (50)**

This military team has been sent into the space derelict to kill any survivors aboard the space hulk.

**Life Support Failure (51)**

The life support system on the space derelict has failed.

**Lifeforce Leech (51)**

Vampiric creatures have infected the space derelict that can suck the lifeforce directly from a person's body.

**Living Ship (52)**

The derelict has become integrated with an alien lifeform to create a living ship. Its immune system will destroy anything that enters it.

**Lunatics (54)**

This space derelict has been taken over by escaped insane patients or criminals.

**Main Reactor Breach (55)**

The main reactor has begun to overload, so it must be repaired or your crew must escape before it explodes.

**Malfunctioning Robots (56)**

The robots aboard the derelict are malfunctioning, so they can be very dangerous if encountered.

**Mind Control Device (57)**

This alien artifact can take control of anyone's mind that approaches it.

**Mind Controlled Crew (58)**

The crewmembers of the space derelict have been mind controlled by an alien device or parasitic neural infection.

**Mutants (59)**

These mutated crewmembers wander the halls of the space derelict looking for people to consume.

**Mutation Field (60)**

A mutagenic field surrounds a space derelict that will slowly damage a person's genetic code.

**Nano Tech Horror (61)**

This space derelict is filled with destructive nano tech, so it must be destroyed before this nano tech can spread to a populated world.

**Necromorph (62)**

These creatures have infected the space derelict, and they cause dead tissue to mutate into monsters. Once a person dies, he changes into a murderous necrotic monster.

**Null Gravity (63)**

The gravity has been turned off on this space derelict leaving it a zero-gravity environment.

**Omnipresent Being (64)**

An omnipresent being has taken over a space hulk, so it must be destroyed before your team can escape.

**Organ Harvesters (65)**

A space hulk has been overrun with organ harvesters.

**Paranoia Field (66)**

This space derelict is surrounded by a mental instability field that causes everyone in it to become highly paranoid.

**Paranoid Computer (67)**

A space derelict's AI has become extremely paranoid, so it has killed its crewmembers one member at a time. It will also attempt to kill your crew because you now threaten it with your presence.

### **Phase Creatures (68)**

These phantom creatures can phase in and out of our reality. A space derelict is a tear in space that connects our dimension to the dimension of this devouring race. The space hulk must be destroyed before these creatures find a way to cross over into our dimension with all their forces.

### **Poison Atmosphere (69)**

This space derelict is filled with a poisonous gas.

### **Precious Cargo (70)**

In the storage areas of this space derelict is cargo worth unimaginable amounts of money if it can be retrieved.

### **Psychic Entity (71)**

This strange creature psionically devours the minds of other sentient beings, and it has already killed all the crew of this space derelict.

### **Psychic Worm (72)**

These psychic worms are able to damage and control a person's mind once they burrow into his body.

### **Psychosis Field (73)**

This space derelict is filled with a mental instability field causing everyone in it to slowly become a pathological murderer over time.

### **Radiation Leak (74)**

The power core is leaking, so your crew must quickly search the space derelict before radiation levels reach lethal levels.

### **Raiders (75)**

Raiders are using this space hulk as a hidden base.

### **Rescue Team (76)**

These soldiers have been sent to rescue any survivors on this space derelict, and they will attack anyone that attempts to stop them.

### **Rock Creatures (77)**

These rock creatures have infested the space derelict, and they have covered the inner walls of the ship with a dense resin.

### **Salvage Team (78)**

An independent salvage team has entered the space derelict looking for valuable resources or alien technology.

### **Self Destruct (79)**

The self destruct countdown has begun, so your crew must escape before it's too late.

### **Sentient Robots (80)**

The maintenance robots on this space derelict have become sentient, and they will destroy anyone that attempts to interfere with them.

### **Shadow Creatures (81)**

The creatures that infest this ship are made of pure darkness and their purpose for being on this space hulk is unknown.

### **Ship's Log (82)**

All records of the space derelict's logs can be accessed from this remote terminal.

### **Slavers (83)**

Slavers are using this space derelict as a hidden base.

### **Soul Switcher (84)**

An alien artifact aboard a space hulk switches the minds of your team members.

### **Space Pirates (85)**

Space pirates are using this space hulk as a hidden base.

### **Spatial Rift (86)**

A spatial rift has formed inside the space derelict sucking anything near it into another region of space.

### **Stasis Field (87)**

A stasis field exists in large portions of the space derelict that stops time within its field.

### **Survivors (88)**

These are the surviving crewmembers of the space derelict.

### **Temporal Flux (89)**

A temporal anomaly surrounds this space derelict causing time to go faster or slower in different areas of the ship.

### **Tentacle Creatures (90)**

These tentacled creatures have overrun the space derelict, and they will consume anything that they find.

### **Terrorists (91)**

This space derelict is being used as a hidden base for terrorists and a staging ground for an assault on a local world.

### **Time Acceleration (92)**

A temporal anomaly surrounds this space hulk causing time to be greatly accelerated inside it.



**Time Loop (93)**

A temporal anomaly surrounds this space hulk causing the same moment of time to repeat over and over again. Your crewmembers must figure out how to escape this time loop or be trapped forever.

**Total System Failure (94)**

A space derelict has had a total systems failure that has killed all its crew and will eventually lead to a total reactor core meltdown.

**Transforming Aliens (95)**

Aliens have taken control of this space derelict, and they have the ability to shape change to deceive or fight their enemies.

**Ultimate Predator (96)**

A single alien has boarded this derelict and killed all its crew. It is now hunting your team.

**Vampiric Creatures (97)**

These vampiric aliens have overrun a space derelict and killed all its crew by absorbing all the nutrients from their victims' bodies simply by touching them.

**Warp Field (98)**

A space derelict is surrounded by a warp field causing the laws of physics to act strangely inside it.

**Workers (99)**

The machines aboard this space hulk have become sentient and have killed its crew and converted them into slave drive servants. These robots now attempt to capture your crew to make more cybernetic slaves.

**Zealots (100)**

Religious or political zealots have taken over this space hulk and killed its original crew.

## **Space Empire Organizations (066)**

These are the organizations that make up a powerful space empire. They help maintain control over dozens to thousands of populated worlds and protect their vast populations.

### **Academy (11)**

This elite military academy is designed to train new commanding officers to lead imperial forces throughout the universe. Academy recruits are selected from the finest candidates from every imperial homeworld meaning only the best and brightest attend this military institution.

### **Assassin's Guild (12)**

This agency runs a group of trained operatives that assassinate and kidnap political dissidents and enemy political, military, and government leaders. They must also make sure that all imperial political and military leaders remain loyal to the empire or eliminate them.

### **Bureaucracy (13)**

Armies of bureaucrats run this space empire, and they maintain and run all the core worlds of an empire and the trade between them. They must also make and maintain peace and trade treaties with other space empires.

### **Colonial Command (14)**

The colonial command is in charge of setting up new space colonies and defending them with their colonial marines.

### **Demon Hunters (15)**

These psionic warriors are trained to hunt down and kill any demons or transdimensional monsters that have entered our universe. They are trained to prevent and cure the psionic taint that these monsters use to corrupt the minds of humans throughout the universe.

### **Diplomatic Corps (16)**

These diplomatic corps create trade, political, and military treaties with local independent worlds and other star empires.

### **Emperor (21)**

This is the single leader of a space empire that has total control over its future.

### **Engineering Corps (22)**

This organization is designed to build military bases and the industrial complex on every member planet.

### **Fleet (23)**

The Fleet or Navy of a star empire is in charge of the massive fleets of capital starships and space fighters. They command the empire's defense and battle fleets throughout the universe that maintain peace and control on all their core worlds.

### **Galactic Bank (24)**

This financial institution controls and manipulates the monetary system used throughout the entire empire.

### **High Council (25)**

This is an elected political council made of elected members from every member planet of a star empire.

### **Imperial Army (26)**

Space empires create massive armies of drafted, penal, slave, robot, or cloned troops to protect their core worlds and invade other alien planets.

### **Inquisition (31)**

This organization is designed to find, arrest, and execute heretics and rebels that attempt to infiltrate imperial politics, military, ministry, and society to prevent them from corrupting imperial society and the government. They also search for and execute aliens, mutants, and rogue psykers throughout the empire.

### **Intelligence (32)**

The intelligence division of a star empire is in charge of political and military propaganda, internal security, and counter terrorism.

### **Law (33)**

This institution is designed to maintain imperial law and order throughout the entire empire and arrest people that break the law.

### **Library (34)**

This institution is designed to maintain a record of the entire history of the empire and all the scientific and social data that has ever been discovered or collected.

### **Medical Ministry (35)**

This organization maintains hospitals on every core world throughout the empire. They must also deal with pandemics that might break out on individual worlds or throughout the entire empire. They train all imperial doctors throughout the empire, and they must constantly deal with outbreaks of alien and engineered diseases throughout the colonies.

### **Mercenary Guild (36)**

This guild organizes and hires all mercenary groups that work for the empire, and they hire bounty hunters throughout the entire empire to search for criminals and political dissidents.

### **Miners Guild (41)**

The Miner's Guild is in charge of gathering resources from asteroid belts and planets throughout the universe.

### **Ministry (42)**

This institution is the state church of the empire. They demand that the entire population worships the emperor as a god, and they help hunt down heretics that worship other gods.

### **Navigation (43)**

This institute raises and trains the psionic navigators that allow imperial ships to warp through space.

### **Planetary Governors (44)**

Each planet is controlled by a planetary governor and the planetary bureaucracy that maintains control of the population of each core world.

### **President (45)**

This is an elected leader of a galactic empire that is picked from one of their homeworlds.

### **Psionics Guild (46)**

These institutes search for citizens that have psionic potential to be trained for use in the space empire's military. They also run psionic temples on every core world to help maintain peace and search for rogue psykers that can become dark psions if not found quickly.

### **Research Institute (51)**

These scientific institutes are run by a star empire to research military, propulsion, defensive, power, and robotics technologies.

### **Royal Guard (52)**

These soldiers have dedicated their lives to protect the emperor or the president of their star empire.

### **Science Guild (53)**

This organization searches the universe for lost and alien technology that can be reverse engineered to create new technological wonders. They also hunt down people using forbidden technology to acquire this technology, so it can be studied.

### **Space Marines (54)**

These highly specialized power armored troops are trained to invade enemy planets to quickly destroy their military capacity in lightning fast strikes, so the rest of their army can come in to take over the planet's infrastructure.

### **Space Police (55)**

Interstellar police maintain peace on all the colonial worlds and defend interstellar trade routes from space pirates.

### **Survey (56)**

This organization is devoted to space and planetary exploration. They search the universe for new worlds that can be colonized or terraformed. They also look for new alien races that are willing to join the empire or face planetary invasion and enslavement.

### **Tech Priests (61)**

This organization is in charge of the technology from the forgotten past. These technologies are not completely understood, so tech priests can repair these ancient devices but cannot build new ones. These priests worship these technological wonders that appear to be almost magical when compared to modern technology.

### **Titan Academy (62)**

This institution is designed to build and maintain the massive robotic machines that dominate the battlefield of the future.

### **Trade Authority (63)**

These fleets of crewed and automated deep space freighters transport goods and technology between member worlds of a space empire. They are defended by light patrol ships towed by these freighters.

### **Transit Authority (64)**

This institution maintains the entire passenger transportation network between every imperial world. They also patrol imperial space to destroy any space pirates and smugglers that they encounter.

### **Truth Ministry (65)**

This media institution is in charge of releasing news and propaganda throughout the universe to manipulate the minds of the imperial population.

### **Youth Ministry (66)**

This organization is the official orphanage of the empire that raises and trains young children to be used as weapons by the empire. These children can be indoctrinated and mentally programmed to become perfect soldiers.

## **Space Encounters (D300)**

Space encounters include alien machines, structures, artifacts, and alien starships that might be discovered during a space adventure.

### **Abandoned Cargo Pod (1)**

These cargo pods have been ejected during a space battle, so they may be filled with valuable goods. They may also be bobby trapped, so they must be handled with great care.

### **Abandoned Colony (2)**

This is a colony on an alien world that has been abandoned for some unknown reason. There are many clues left behind of what happened to the hundreds or thousands of missing colonists.

### **Abandoned Space Station (3)**

This abandoned space station has been attacked, suffered from technical problems, or was infected by an alien or military virus.

### **Alien Derelict (4)**

Your crew has discovered a derelict alien starship filled with alien technology.

### **Alien First Contact (5)**

Your crew has made first contact with a new alien sentient race.

### **Ancient Hulk (6)**

An ancient space vessel the size of a small continent floats in space filled with wondrous technologies from a long extinct alien race. This enormous space hulk is filled with deadly security systems.

### **Ancient Ruins (7)**

These unexplored ancient ruins cover an alien world.

### **Ancient Space Probe (8)**

This ancient space probe uses advanced technology that allows it to deactivate any form of technology.

### **Arcology Ship (9)**

This space arcology is designed to permanently support millions of people as long as enough outside resources can be stripped mined from alien worlds as this massive ship passes through a new star system.

### **Arcology World (10)**

This artificial world looks like a normal planet on the outside, but its entire interior is an enormous arcology.

### **Artifact Ship (11)**

This ancient alien ship lies dormant, but its ancient automated self-defense system will activate if an unknown ship approaches it.

### **Artificial Planet (12)**

This planet was constructed by an ancient world building race, so it may have very bizarre surface features. It might have areas with strange gravitational fields or massive monuments that are tributes to its creators that can be the size of a mountain.

### **Asteroid Colony (13)**

This is a makeshift colony built into the structure of an asteroid.

### **Asteroid Field (14)**

This region of space is filled with asteroids.

### **Asteroid Mining Station (15)**

This mining station is found in a massive asteroid field, and it sends out automated mining drones to harvest these asteroids.

### **Asteroid Station (16)**

An asteroid has been carved out and filled with environmental containment units and a power source turning this rock into a cheap deep space colony or trade station.

### **Asteroid Storm (17)**

This is a fast moving asteroid field.

### **Asylum Space (18)**

This region of space causes the mind of anyone that enters it to become confused and eventually psychotic.

### **Atmospheric Purifier (19)**

This orbital structure changes a planet's toxic atmosphere into a breathable atmosphere.

### **Auto Surveyor (20)**

This lightly armed automated scout has been sent by a local star empire into unexplored space.

### **Automated Mining Base (21)**

This fully automated mining station is operating on a local planet. It loads ore aboard automated freighters that deliver it to its owner's homeworld.

### **Automated Salvage Ship (22)**

These automated ships search war zones to dismantle destroyed starships for salvage.

### **Automated Starship (23)**

This fully automated starship has a powerful AI that controls and performs all its operations.

### **Battle Debris (24)**

This region of space is filled with the debris of a destroyed starship.

### **Battle Fleet (25)**

Your starship has run into a massive space battle fleet on its way to the frontlines of a space war.

### **Battlestation (26)**

This continental sized mobile space station has a primary weapon powerful enough to destroy a small moon.

### **Bioformer (27)**

This immense space organism travels from planet to planet terraforming worlds to suit the alien race that created it.

### **Biohazard World (28)**

This planet is filled with deadly lifeforms and microorganisms that will kill any unprotected away team.

### **Biomagnetic Storm (29)**

This storm causes anything organic to produce a powerful magnetic field. This will cause anything ferromagnetic to stick to the crew and the crew to stick to the walls of the ship.

### **Bioship (30)**

Your crew has contacted an organic bioship created by a race of advanced alien bioengineers.

### **Black Hole (31)**

A black hole is a naked singularity that has an event horizon that once entered can never be escaped from.

### **Black Market Station (32)**

This cloaked space station specializes in illegal goods and slaves.

### **Border Defense Grid (33)**

This region of space is filled with mine fields, defense platforms, and starship patrols.

### **Bounty Hunter Ship (34)**

A bounty hunter offers you a deal to help capture his prey.

### **Chaotic Space (35)**

This warped region of space alters the laws of physics.

### **Cloaked Minefield (36)**

This mine field has a defense station that projects a holo field over it that prevents the mines from being detected. More advanced mines have internal cloaking systems that make them almost impossible to detect.

### **Cloaked Ship (37)**

A ship with a phasic cloak that is almost impossible to detect hunts your starship.

### **Clone Facility (38)**

This space station is where clone soldiers are produced and trained for a clone army.

### **Colony Ship (39)**

These immense ships are designed to land on an alien planet and quickly set up a functional colony.

### **Colony World (40)**

A colony is located on a world in this star system.

### **Comet (41)**

This ball of ice, frozen methane, and organics travels through the universe in a massive elliptical orbit.

### **Conglomerate Ship (42)**

This immense ship has a corrupt artificial intelligence, so it searches the universe for ships to destroy and add them to its growing conglomerated space hulk.

### **Construction Ship (43)**

These automated ships are designed to create a megastructure that might take multiple generations to build.

### **Consuming Cloud (44)**

These interstellar clouds are composed of parasitic nano tech that has mutated into an all-consuming horror. They move by riding solar winds and the scattering action of supernova explosions. These massive nano tech clouds consume comets, starships, moons, planets, and even stars and use them as resources to produce more copies of themselves.

### **Core Igniter (45)**

This megastructure allows a super gas giant to be turned into a star.

### **Cosmic String (46)**

A cosmic string is a moving mass of strange matter that can warp the space around it.

### **Creation Point (47)**

This is a region of space where matter is being created.

### **Cruise Ship (48)**

The captain of a luxury cruise starship has asked your crew to escort it to its next port for repairs.

### **Cryo Vault (49)**

This orbital station is filled with cryogenically stored people.

### **Cultural Buoy (50)**

When a society on a doomed world cannot escape, their people often record their greatest achievements and memories and send them into space, so their existence will not be forgotten. Many of these devices are powerful psionic devices that can pull the consciousness of anyone into a simulated world, so the person chosen by the machine can experience how these extinct people once lived.

### **Cylindrical Space Colony (51)**

The inner walls of a cylindrical space colony are covered in buildings because artificial gravity is created when the cylinder spins on its axis. Artificial light is produced from the axis of the cylinder to simulate day time, and it is turned off to simulate night time.

### **Damaged Freighter (52)**

A damaged freighter needs repair or a tow in order to reach the nearest starbase. Its merchant captain is willing to pay money or cargo for your services.

### **Damaged Starship (53)**

A heavily damaged starship enters space from hyperspace.

### **Dark Matter Nebula (54)**

Your crew has discovered a cloud of dark matter. This rare find is very valuable because many rare technologies require dark matter to manufacture.

### **Data Library (55)**

Ancient space empires attempted to keep their history and technology safe in the form of massive space complexes known as great libraries. These monoliths are hundreds of thousands of years old, but their powerful automated defense systems still protect their corrupted knowledge banks. Most of the data stored in them has been distorted or destroyed by the passage of time leaving nothing but a few fragments of useful information.

### **Death Station (56)**

This mobile space station is the size of the moon, and it has a main weapon powerful enough to destroy an entire planet. Many of these mobile death stations have an Achilles' heel that allows them to be destroyed if their weakness can be discovered.

### **Death World (57)**

This planet is filled with deadly creatures or plant life. Its atmosphere is also poisonous and its gravity is usually extremely high.

### **Deep World (58)**

This asteroid ship is a hollowed-out asteroid with a livable environment that has been created within it allowing it to support a small society. These ships have maneuver drives allowing these small ecologies to move.

### **Defense Fleet (59)**

A defense fleet prepares for battle, and its admiral asks if you would like to join her forces.

### **Derelict Ship (60)**

This ship floats immobile in space and produces no energy signature. It appears to be heavily damaged, but many of its components are still intact.

### **Dimensional Vortex (61)**

This region of space has a spatial vortex that will cause any starship entering it to spin at hypervelocity speeds causing its crew to be splattered against the ship's walls or dimensionally twisted apart.

### **Disc World (62)**

This artificial world is a giant disc with artificial gravity that has a massive livable surface on both sides. It rotates on its side axis to create night and day on each of its sides.

### **Distortion Field (63)**

A distortion field will not let any electromagnetic radiation pass through it. Sensors, communication signals, teleporters, and shields will not function within this field.

### **Distortion Ring (64)**

In this region of space, the shape of space time is constantly or rhythmically changing. This will cause the interior of a starship to constantly reconfigure.

### **Distress Beacon (65)**

Your crew has received a distress signal and has calculated its space coordinates.

### **Doomsday Device (66)**

This alien machine is an ancient doomsday device that goes from planetary system to system destroying every society that it discovers. These massive ships can be almost impossible to destroy, but they may be deactivated or destroyed from within.

### **Drone Pack (67)**

A large number of automated battle drones approach your ship in battle formation with all their weapons firing.

### **Dust Cloud (68)**

This cloud is filled with particles that will damage any starship that passes too fast through it.

### **Dyson Cannon (69)**

This megastructure surrounds a star, and it can generate a powerful magnetic field allowing the entire energy of the star to be focused and fired at a single point in space.

### **Dyson Sphere (70)**

Dyson spheres are massive space engineering projects where a thin walled spherical frame is built to enclose a star. Populations live on the inner surface of the sphere, and these massive habitats have the surface area of a hundred planets. They require massive amounts of raw materials to construct, so local asteroids belts, moons, and planets must be consumed during their production.

### **Dyson Swarm (71)**

This collection of megastructures includes solar panels, manufacturing stations, and space habitats that completely enclose a star.

### **Dyson Thruster (72)**

A megastructure surrounds a star with structural panels over its entire surface that can be folded away allowing the energy from the star to escape from the Dyson sphere to create thrust. This device allows a star to be moved in any direction.

### **Edge of Known Space (73)**

This is the edge of known space, so there are no stars further than this border.

### **Electromagnetic Storm (74)**

This electrically charged cloud produces a deadly burst of static charge that will destroy anything that enters it.

### **Embassy Ship (75)**

An embassy ship hails your ship and requests that you escort it to its final destination. The captain of the ship promises that you will be richly rewarded for your help upon delivery.

### **Enemy Fleet (76)**

Your ship has been intercepted by an enemy fleet of warships.

### **Enemy Ship (77)**

Your ship has been intercepted by an enemy warship.

### **Energy Leech (78)**

This space creature hunts down energy sources like spaceships and drains them of all their energy.

### **Energy Siphon (79)**

This tear in the fabric of spacetime will absorb the energy of anything near it into a void universe in a few minutes.

### **Energy Vampire (80)**

This ancient device will drain the energy of anything near it.

### **Energy Web (81)**

An energy web fills an entire region of space that can trap your ship if it makes contact with it.

### **Engineered World (82)**

This world has been heavily modified to create many unique features that were created by its designers for some unknown reason using the lost super science of their extinct alien race.

### **Escape Pod (83)**

A small escape pod is transmitting a distress signal, so you must decide to rescue it or not.

### **Escher Space (84)**

This occurs when quantum folding of real space causes space to be smoothly folded back onto itself to create impossible objects inside a starship like endless corridors or elevators that end up where they left.

### **Factory World (85)**

This planet's entire surface is covered in factories, mines, and generators. It is also completely covered in orbital factories and solar collectors.

### **Farm World (86)**

This entire world is covered in factory farms and ranches. Its oceans are covered in factory fisheries.

### **Flattened Space (87)**

These regions of space prevent the folding of real space that overlaps into forth dimensional space preventing any form of hyperspace travel.

### **Fleet Repair Dock (88)**

A space dock or fleet repair dock is located in this sector of space. These massive frameworks have thousands of automated manipulators that can quickly build or repair a spacecraft.

### **Fleet Shipyard (89)**

These fleet docks can cover an entire solar system and have been constructed from matter taken from the original planets in this system.

### **Font of Knowledge (90)**

This ancient space station is filled with the complete scientific knowledge of an ancient precursor alien race.

### **Fortress World (91)**

Every inch of this world is covered in weapons and it is surrounded by orbital weapons and defensive fleets. These interdict planets pull attacking battle fleets from hyperspace and destroy them.

### **Free Trader (92)**

These independent cargo ships are piloted by local merchants or smugglers.

### **Freighter Convoy (93)**

A convoy of space freighters asks your crew to escort them to their final destination for a very large fee.

### **Frontier Station (94)**

This independent space station controls an entire sector of space. It is operated by a local merchant or pirate clan.

### **FTL Inhibitor Field (95)**

Your starship enters an interdiction field that prevents your ship from entering hyperspace.

### **Future Ship (96)**

Your crew encounters what appears to be your ship from the future manned by your future selves, but something does not seem right.

### **Galactic Barrier (97)**

This is an energy field or physical barrier that might be hundreds or thousands of light years across that cannot be crossed. Many of these barriers appear to close off entire regions of the universe in a giant bubble. These energy fields were created by ancient aliens for some unknown reason. Many people imagine what wonders or horrors are hidden behind

these barriers that seem impossible to penetrate or even get around because of their incredible dimensions.

### **Galactic Core (98)**

A super massive black hole is located in the center of each galaxy. It is slowly pulling in the rest of the galaxy into itself causing the universe to collapse.

### **Galactic Defense Grid (99)**

These automated weapon stations and mine fields are designed to protect a space empire's galactic border from invasion.

### **Galactic Police (100)**

You have been intercepted by galactic police that either want to search your ship or ask your help in capturing a space criminal.

### **Galactic Slipstream (101)**

This is raw energy that flows through the universe that a starship can jump into to be quickly transported to anywhere along its path. This slipstream is the energy of the Big Bang flowing inward to the massive black hole at the center of the universe.

### **Garbage Field (102)**

This field of garbage was ejected by a starship before it jumped into hyperspace. It can provide useful salvage if it is carefully scanned.

### **Generation Ship (103)**

This ancient ship still has a crew that are the descendants of its original crew.

### **Giga Forge (104)**

This megastructure surrounds a neutron star, and it produces super high-density materials.

### **Grav Trap (105)**

This space station will pull a starship out of hyperspace, so no ships can pass by it without being dropped back into real space. Defense systems are set up around these gravity traps to destroy intruders making it possible to defend the borders of a space empire.

### **Gravity Field (106)**

This area of space has been mined with grav mines to prevent an invading starship from escaping.

### **Gravity Well (107)**

Space is warped causing local gravity to be extremely high depending on the extent of the permanent curvature that has been created.



### **Habitable World (108)**

This rare find is a livable and unoccupied class M planet that is an invaluable resource to any star empire.

### **Habitat Ring (109)**

A series of asteroids are hollowed out to create habitats that orbit around a star.

### **Halo World (110)**

This ring-shaped megastructure habitat has a captured star at its axis. Its population lives on its inner surface, and it uses its rotation to create a gravitational field.

### **Harvest Complex (111)**

This orbital megastructure turns the upper atmosphere of a gas giant into a harvestable fungal farm producing almost unlimited amounts of food.

### **Hollow World (112)**

This world is an artificial shell where billions of people live on the inner surface that is lit up by an artificial micro star at its core.

### **Hoop World (113)**

This donut shaped artificial planet has a livable surface area on its entire surface.

### **Hot World (114)**

This planet is infected with a deadly alien virus.

### **Hypermatter Clouds (115)**

This ultra high density material can collect in hyperspace making it difficult for a starship to travel through certain regions of hyperspace.

### **Ice Field (116)**

This region of space is filled with small to massive chunks of ice that might have dissolved chemicals and organics.

### **Inversion Field (117)**

This is a powerful energy field that blocks all subspace and FTL forms of communication and all short and long range sensors.

### **Ion Storm (118)**

This highly energized cloud produces intense lightning strikes that will destroy anything electronic hit by them.

### **Jump Gate (119)**

This jump gate will instantly take you to another jump gate in another star system.

### **Jump Lanes (120)**

These are the only safe regions of hyperspace which means only specific routes to different planetary systems can be taken by a FTL starship.

### **Jump Network Gate (121)**

This ancient jump gate gives your ship access to a universe wide wormhole network.

### **Kill Zone (122)**

These ancient relics are massive fields of automated weapon platforms that are designed to destroy anything without the proper security codes attempting to pass through them. It is unimaginable but some of these space barriers can be thousands of light years across.

### **Knowledge Vault (123)**

This space station contains all the history and technology of an entire space empire.

### **Layered World (124)**

This artificial world is a series of consecutive shells with a livable surface on each of its outer surfaces. The interior surface of each of its shells produce artificial light for the shell below.

### **Limpet Mine Field (125)**

A field of hunter killer mines will move towards and attach to anything with a mass that wanders into their kill zone.

### **Living Moon (126)**

This alien organism is the size of a small moon, and it orbits around a local star.

### **Living Planet (127)**

This planet is a living creature or all the life on its surface form a sentient hive mind.

### **Magnetic Storm (128)**

This area of space is filled with ferromagnetic particles that produce a powerful magnetic field that can destroy any unprotected electronic system that passes through it.

### **Marker Buoy (129)**

This space beacon signals your ship and warns you that this is a protected, interdict, quarantine, neutral, or demilitarized zone, so you must leave or be destroyed. It can also signal local warships of your presence once your starship is detected.

**Matter Decomposer (130)**

This megastructure can deconstruct a captured singularity to gather almost unlimited resources.

**Matter Trap (131)**

This area of space has been artificially warped to create an event horizon that cannot be escaped from once it is entered.

**Medical Facility (132)**

This space station is designed to treat people with extremely deadly and contagious diseases to prevent the spread of these infections to their people's homeworld.

**Medical Ship (133)**

These medical ships or space bases are fully equipped hospitals that can provide the most advanced medical care in the universe.

**Mega Battle Station (134)**

A huge battle station is located in this sector of space.

**Mega Planet (135)**

This world can be the size of a small star.

**Memory Fountain (136)**

The memories of the victims of a hyperspace storm have been imprinted into the fabric of subspace. These memories are slowly being embedded into the minds of your crew.

**Mercenary Ship (137)**

The captain of this ship offers an escort service for a fee.

**Merchant Ship (138)**

The crew of this free trader or space freighter travel the universe looking for new worlds to trade their goods with. The captain of a space merchant ship offers to trade goods with your crew.

**Merchant Station (139)**

An enormous trade station used by all the alien races in this region of space is hidden near a black dwarf or cloaked in open space.

**Message Capsule (140)**

An encoded message capsule is found floating in space.

**Meta Mind (141)**

This megastructure is a single powerful AI that covers a star allowing it to absorb the star's entire power output providing it with enough energy for almost unlimited computing power.

**Meta World (142)**

This artificial planet is the size of a small star, but its gravitational field is limited by super science internal machines.

**Micro Meteorite Storm (143)**

Small bits of rock hurtle towards your ship.

**Micro Wormhole (144)**

A micro wormhole has formed in this system that can only fit an energy signal, a small object, or a single person through its spatial opening.

**Microsingularity (145)**

This small planetoid has immense mass but not enough to form a black hole. Its massive gravitational fields will pull anything out of hyperspace that passes near it.

**Millennium Pod (146)**

This escape pod is producing a distress beacon, and its stasis or cryosleep system has kept its occupants alive for hundreds or thousands of years.

**Mind World (147)**

This world has been converted into a giant sentient AI that is worshipped by alien synth and machine races.

**Mine Field (148)**

This region of space is filled with proximity space mines.

**Mining Colony (149)**

A planet in this star system has an operational mining colony.

**Mining Platform (150)**

A huge space mining rig floats among an asteroid field.

**Mining Ship (151)**

The captain of a mining barge offers to sell you its haul, so they can continue their current mining operation instead of leaving the field to sell this ore.

**Molecular Distortion Field (152)**

This warpage of real space causes the distortion or destruction of any molecules that pass through it.

**Multi-Dimensional Planet (153)**

This world exists in multiple dimensions at the same time allowing access to different dimensions or timelines.

**Mutation Field (154)**

This area of space has a severe warpage of space that causes genetic mutations in anyone that enters it.

**Nanite World (155)**

This world is completely composed of nano machines allowing it to instantly change shape.

**Navigation Buoy (156)**

This space beacon warns nearby starships of local space anomalies and spatial dangers.

**Nebula (157)**

A gas nebula fills this region of space.

**Neutron Sweeper (158)**

This massive ultimate weapon creates a deadly neutron particles wave designed to kill all organic life on a planet but leave all its structures and infrastructure intact.

**Nomad Fleet (159)**

When a group of people are forced off their world, the easiest way for them to escape is to convert cargo space freighters into mobile habitats and take off into space. These massive fleets of nomadic city ships search the universe for new worlds to colonize.

**Null Energy Space (160)**

This region of space causes energy to slowly dissipate, so any ship trapped here will slowly be drained of all its power. All crew aboard this ship will also be slowly drained of their lifeforce and die.

**Ocean World (161)**

A planet's entire surface is covered in water.

**Omnipotent Being (162)**

This powerful transcendent being has total control over reality and matter, and it sometimes takes interest in sentient beings that it finds amusing.

**Orbital Artifact (163)**

An ancient alien artifact orbits a planet.

**Orbital Habitat (164)**

This ring-shaped megastructure surrounds a planet allowing the planet to support double its population.

**Orbital Rings (165)**

A planet has orbital megastructure rings at different latitudes connected to its surface by multiple space elevators.

**Organic Planetoid (166)**

This small world is a living creature that lives off the light from its local star.

**Paradise World (167)**

This planet is a garden world that has little or no technology. It is a pristine world that has not been discovered by a high technology society, or it is saved for the sole use of their nobility and the ultra-rich.

**Particle Fountain (168)**

This is a rip in the fabric of space that projects a stream of ionized particles that originates from another dimension.

**Passenger Liner (169)**

This spacecraft is a huge passenger ship or luxury space yacht.

**Past Ship (170)**

Your crew encounters what appears to be your ship from the past with past versions of your crewmembers.

**Patrol Ship (171)**

The patrol cruiser hails your ship and demands that you leave their protected space or be destroyed.

**Penal Ship (172)**

The warden of a prison ship asks for your crew's help putting down a prisoner uprising.

**Pirate Ambush (173)**

A pirate ship is producing a fake distress signal to draw unexpected starships to their doom.

**Pirate Base (174)**

Your ship stumbles onto a hidden pirate base located on an uninhabited world or asteroid.

**Pirate Ship (175)**

A pirate ship hails your crew and demands money or cargo or it threatens to attack.

**Plague Ship (176)**

The crew of this ship has been killed by an alien or virulent virus. It might also contain people with an incurable and contagious disease.

**Plague World (177)**

The population of this planet is dying or has all been killed by an alien or virulent virus.

**Planet Bomb (178)**

A massive FTL planet killer missile is quickly approaching its target planet, so your crew must decide how to stop it.

**Planet Destroyer (179)**

This enormous super battleship can produce an energy beam so powerful that it can destroy a planet with a single hit.

**Planet Maker (180)**

This mobile megastructure uses protomatter to form a new planet.

**Planetary Debris (181)**

You discover the remnants of a destroyed world. There are only a few weapons in the universe that can vaporize an entire planet.

**Planetary Deconstructor (182)**

A planet is covered in a megastructure that decomposes the planet into ore using powerful gravitational fields.

**Planetary Reformatter (183)**

This mobile megastructure produces a genesis field that can molecularly terraform the surface of a planet in an instant.

**Plasma Storm (184)**

This space phenomena is a moving mass of plasma contained in a weak magnetic field.

**Plasma Wall (185)**

A ship fires an immense plasma wall to either prevent large capital ships from maneuvering or as cover for their fighter squads.

**Pocket Universe (186)**

A gateway allows access to a smaller alternate dimension that might range in size from a small room to the size of a planet.

**Police Ships (187)**

These police spacecraft patrol a local system or a deep space shipping lane looking for smugglers and space pirates.

**Prison Station (188)**

This isolated space station is a maximum-security prison designed to be completely inescapable by a local star empire.

**Private Space Station (189)**

In regions of unexplored space there are massive independent space stations that are centers of trade and commerce for entire sectors of space. They are run by independent business people or underworld organizations. Many illegal activities occur here, but these stations have their own laws that must be followed when anyone is aboard them. They are great sources of illicit items and illegal services.

**Progenitor World (190)**

This world was a homeworld of an ancient extinct race that created all the sentient races in the universe. This progenitor race were masters of super science and many of their ancient technologies can be found on these wonder worlds.

**Proto Planetary Disk (191)**

This is a rotating cloud of gas that surrounds a newly formed star.

**Prototype Ship (192)**

Your crew discovers a dead prototype starship that can be recovered to harvest its advanced technology.

**Psychic Link (193)**

This megastructure is built around a star giving this machine the power to link the minds of everyone in an entire star empire.

**Psychosis Field (194)**

This powerful electromagnetic field slowly warps the mind of crewmembers creating feelings of intense anger and uncontrollable rage.

**Quantum Asteroid Field (195)**

The fabric of space is unstable in this asteroid field causing the asteroids to randomly change position.

**Quantum Datahub (196)**

This remote station is designed to receive subspace signals and boost them to their next destination before they completely degrade.

**Quantum Filament (197)**

This region of space has a strange quantum resonance that will collapse any energy field that enters it including the antimatter containment field of a starship's reactor.

**Quarantine Space (198)**

This region of space is restricted by a local star empire for political or safety reasons.

**Radiation Storm (199)**

This is a massive cloud of radioactive particles that produce unimaginable amounts of ionizing radiation that will damage or destroy an unshielded ship and anyone onboard it.

**Reality Tear (200)**

This is a tear in the fabric of reality that leads to the warp which is an alternate universe filled with chaos and unstable energy.

**Rebel Fleet (201)**

The commander of a rebel fleet asks for your crew's help in his next space battle with a space empire's forces.

**Rebel Ship (202)**

The captain of a rebel starship asks for your crew's help to finish its secret mission.

**Refueling Station (203)**

This sector of space has an automated refueling station.

**Refugee Convoy (204)**

The commander of a fleet of converted freighters carrying refugees asks your crew to escort this fleet until it reaches its final destination.

**Relay Station (205)**

A relay station is the conduit for data streaming from the outer worlds to the core worlds of a star empire. It is the perfect place to hack into and steal secret or commercial data.

**Repair Ship (206)**

A repair ship hails your ship and offers its repair services for money or cargo.

**Repair Station (207)**

A small independent repair station is located in this region of space.

**Research Station (208)**

A research station is located near a spatial anomaly or unique world.

**Ring World (209)**

This ancient alien artifact is a planet sized ring with a livable surface built on its inner surface. Super science technology produces the incredible forces used to keep it from collapsing and to spin it creating artificial gravity.

**Robot World (210)**

A giant mechanical world is occupied by sentient machines that have converted their world into a mobile battle station.

**Rogue Drone Swarm (211)**

This is a collection of drones that were individually abandoned in space by their masters. The AI of these drones have gone rogue during their isolation, so they have joined forces into a drone swarm.

**Rogue Moon (212)**

This moon has broken free of its planetary orbit, so it now travels through the universe.

**Rogue Planet (213)**

This planet has broken free of its solar orbit, so it now travels through the universe.

**Rogue Ship (214)**

Your ship has made contact with a slaver or pirate starship that requires immediate repairs after escaping from space police.

**Salvage Ship (215)**

The captain of a salvage starship asks your crew if they have encountered any recent space wrecks.

**Science Nexus (216)**

This megastructure is a powerful artificial intelligence designed to collect scientific data from sensor arrays throughout the universe to investigate space anomalies and alien technology.

**Science Vessel (217)**

This research vessel is exploring a spatial anomaly or newly discovered planet.

**Scout Ship (218)**

The captain of a scout ship asks to purchase any star system scans that your crew has recently made. They might also ask for information on any ship scans that you might have made.

**Sensor Buoy (219)**

These deployable sensor arrays warn a local star empire of intruders into their local space. They also scan for changes in the local stellar topography.

**Sensor Station (220)**

A sensor station is located in this region of space. It scans space for invading space forces and changing spatial conditions.

**Sentient Missile (221)**

A sentient missile with advanced stealth and cloaking systems is heading towards your starship.

**Sentient Repair Station (222)**

This ancient device will repair any damaged ship that docks with it, but its ancient schematics might cause very strange changes to any ship repaired by it.

**Sentry Array (223)**

This megastructure is a sensor base that can scan areas of the universe up to hundreds of sectors away.

### **Shell World (224)**

This artificial planet looks perfectly normal on the outside, but it is completely hollow on the inside.

### **Shield Wall (225)**

A large scale energy barrier is created by the projectors installed in a series of fighters or drones. These ships move together to create a defensive shield wall or to push asteroids or space debris out of the way.

### **Ship Graveyard (226)**

This is a region of space where ships mysteriously stop functioning, so their crews are trapped and eventually die of hunger. There may be hundreds of derelict ships stranded in this area, but anyone that attempts to get to them will also have a total systems shutdown.

### **Ship in Distress (227)**

You receive a distress signal from a ship under enemy attack, having a star drive failure, a reactor core breach, having a crew mutiny, or having a complete systems failure.

### **Ship Trap (228)**

These ancient traps are found all over the universe and many have been tagged with signal buoys to keep ships away. They have two methods of destroying ships. They absorb all the energy from a ship leaving it completely inert or they create a massive gravitational field that prevents a ship from ever escaping.

### **Singularity Decomposer (229)**

This megastructure covers a black hole, and it slowly decomposes it to produce almost unlimited amounts of matter and energy. This device can also produce stable wormholes and exotic matter.

### **Singularity Storage Facility (230)**

This megastructure contains a singularity allowing immense amounts of matter to be stored inside its gravity well. This massive structure can jump to other distant star systems.

### **Slave Trader (231)**

A slaver ship hails your ship and offers to sell you an experienced crewmember that these slavers have recently captured.

### **Slaver Ship (232)**

A powerful slaver ship approaches your starship and demands that one of your crewmembers be handed over or your ship will be destroyed.

### **Sleeper Ship (233)**

These ancient ships carry passengers in suspended animation that are waiting for some specific event, future medical cure, or whose ship has malfunctioned and trapped them. Some sleeper ships contain the mental patterns of their passengers and their genetic material to produce a new body with a personality download when a suitable planet is discovered.

### **Sleeping War Fleet (234)**

An ancient automated space battle fleet remains completely inert waiting for a signal to attack by its long extinct masters. They will be activated by any ship that scans or attacks them but once the attackers have been eliminated, they will enter hibernation again.

### **Smuggler Ship (235)**

Your ship has made contact with a smuggler's starship.

### **Solar Reformattor (236)**

This megastructure surrounds a star, and it slowly changes the star's class by increasing or decreasing its mass.

### **Space Armada (237)**

This massive space fleet might have thousands to hundreds of thousands of capital ships and battleships prepared for battle.

### **Space Battle (238)**

A massive space battle is being fought in this sector of space between two space empires.

### **Space Colony (239)**

This massive space colony has incredible environmental domes that protect the cities below from the deadly atmosphere or the immense amounts of solar radiation coming from a local star. These completely sealed environments require immense amounts of resources to keep functioning.

### **Space Creature (240)**

A huge space creature moves through space using bioplasma for propulsion.

### **Space Derelict (241)**

This starship has had a terrible tragedy, so its entire crew has been lost. This derelict may be empty, or it may still contain the people or things that killed its crew.

### **Space Elevator (242)**

A planet has a space tower that extends from its surface to an orbital space station in its upper atmosphere.

### **Space Factory (243)**

These zero gravity factories allow special devices to be created that can include powerful computer chips, energy crystals, memory crystals, and superconductive wires.

### **Space Hulk (244)**

A huge disabled space derelict floats motionless in this sector of space. It is a progenitor ship, so it is filled with super science wonders and technology.

### **Space Leviathan (245)**

This massive space creature may be the size of a moon, planet, or star.

### **Space Monolith (246)**

This alien artifact floats above a planet in this star system. It is slowly changing the orbit or atmosphere of the planet below.

### **Space Palace (247)**

This moon sized space station is the central command for an entire space empire and the home of their leader.

### **Space Parasites (248)**

These space creatures are attracted to energy emissions. This allows them to locate and clamp onto a ship and slowly drain all its energy.

### **Space Pilgrims (249)**

A fleet of converted space freighters carries religious zealots looking for new worlds to colonize or evangelize.

### **Space Pirates (250)**

Space pirates are the scourge of the universe. This scum raids planets, cargo freighters, and luxury liners to loot them of their goods and capture prisoners to be sold as slaves. Galactic police are always on the lookout for these criminals and finding their secret bases are a high priority.

### **Space Probe (251)**

These devices may be millions of years old, so their original programming may be completely lost because of the degradation of their systems. These ancient devices were designed to search the galaxy for life. When they find life, they convert it into an energy signal for storage and analysis. These death machines are extremely powerful, so they mean extinction for any race discovered by them.

### **Space Refugees (252)**

This fleet of converted freighters is carrying alien refugees from a recent space war or the survivors of a planetary invasion.

### **Space Time Warp (253)**

This area of space has been warped allowing FTL travel without the use of an FTL drive.

### **Spatial Implosion (254)**

This is an area of space where spacetime is compressed, so any starship that enters it will be crushed.

### **Spatial Rift (255)**

This is a massive rupture in space that will trap any starship unlucky enough to enter it. The only way to escape it is to release an immense amount of energy to overload and dislocate the rift.

### **Spatial Tear (256)**

This is a tear in space that leads into another dimension. It is not completely stable, so it slowly grows smaller and smaller.

### **Spatial Tunnel (257)**

This is a tunnel through space that allows a spacecraft to travel great distances that would be impossible with conventional propulsion systems.

### **Star Destabilizer (258)**

This starship has the ability to cause a star to become unstable and explode.

### **Starbase (259)**

This space station is the command center and repair station for an entire sector of space. This starbase has an entire defense fleet and enough weapons to destroy an entire enemy fleet. These starbases have immensely powerful weapon systems, so they are located in the most important planetary systems to keep the core worlds of a space empire safe from invasion.

### **Stargate (260)**

This massive device opens a wormhole portal that can send a starship to another star system.

### **Starliner (261)**

These luxury spacecrafts are designed to take rich nobles and corporate executives to see the most beautiful sites in the entire universe. These luxury cruise ships have an entire defensive fleet to protect them from space pirates.

### **Starship Graveyard (262)**

This area of space is filled with destroyed starship hulls and debris from a space battle.

### **Stellar Crusher (263)**

This megastructure is built around a star to compress the star down into a singularity.

### **Stellar Drake (264)**

This ancient star creature lives off the energy of a star causing it to become unstable as it is slowly consumed.

### **Stellar Lifter (265)**

This megastructure orbits a star and draws hydrogen and helium from it. A massive linear accelerator also incircles the star to create any amount of higher mass elements from this harvested material.

### **Stellar Nursery (266)**

This region of space is filled with the matter that will eventually become multiple protostars.

### **Stellar Rings (267)**

Multiple megastructures of different sizes encircle the different latitudes of a star.

### **Stranded Ship (268)**

A starship floats in space and their crew is willing to offer a reward for fuel.

### **Strip Miner Vessel (269)**

A massive strip mining vessel is approaching a local planet for processing.

### **Subspace Compression Field (270)**

This region of space has a highly compressed underlying region of subspace, so any starship that enters it will be miniaturized.

### **Subspace Divergence Field (271)**

This region of space can duplicate particles of matter because of a divergence or multiplication field in the underlying region of subspace. This will duplicate an entire starship and its crew, or it will cause duplicate crewmembers to come into existence.

### **Subspace Expansion Field (272)**

This region has a highly expanded underlying region of subspace, so any starship that enters it will greatly increase in size.

### **Subspace Mines (273)**

These mine fields have an advanced design that allows them to exist in subspace. Once a ship in real space passes over them, they appear in real space and explode. These mine fields can never be detected, so they are extremely dangerous.

### **Subspace Monster (274)**

A subspace monster uses its ethereal tentacles to reach into real space to grab your crewmembers to pull them into subspace to eat them. The easiest way to kill these monsters is with a subspace mine or by flooding subspace with reactor exhaust.

### **Subspace Ship (275)**

A transdimensional starship hiding in subspace fires missiles at your ship that enter into real space to hit your ship.

### **Super Hauler (276)**

A massive freighter the size of a small moon filled with valuable cargo is guarded by an entire defensive fleet.

### **Supernova (277)**

A star is about to explode in a local star system, so local planets are asking for help with the evacuation of their entire populations.

### **Supernova Wave (278)**

A local star has gone supernova disrupting the local fabric of space making interstellar travel unreliable in this region of space.

### **Survey Ship (279)**

The captain of a survey ship asks your crew to help them scan a spatial anomaly.

### **Swarm of Missiles (280)**

An incoming swarm of missiles is approaching your ship.

### **Temple Ship (281)**

This massive ship is a huge temple run by a religious cult.

### **Temporal Fog (282)**

This region of space is filled with a cloud of high density dark matter that causes a gravity induced time dilation within its gravitational boundary.

### **Temporal Portal (283)**

This temporal gate will send a ship forward or backward through time but many of these portals are one way.

### **Time Cruise (284)**

The ultra-rich can buy a ticket to a massive luxury space liner that is transported through time and space by powerful psykers in order to see important moments throughout the timeline. These trips are allowed because passengers are only allowed to secretly observe events and no one is ever allowed to interfere with these past or future events.



### **Toroid Space Colony (285)**

This space colony is in the shape of a torus and habitats line the inner surface of the torus. Light from a local star comes from the transparent structure of its inner surface, but it can be made reflective to simulate night time. Artificial gravity is produced by spinning the entire colony around its axis.

### **Trade Station (286)**

An orbital trade station orbits one of the worlds of this star system.

### **Universal Core (287)**

A supermassive black hole is located in the center of the universe that is slowing down the expansion of the universe.

### **Virus Fleet (288)**

This ever enlarging fleet of vampire ships spreads a computer virus to any ship that communicates with them. This computer virus gains control of a ship and immediately deactivates its life support system to kill its crew and passengers. The infected ship then joins the rest of the virus fleet that grows more powerful with each new victim.

### **Void Space (289)**

This region of space is completely impassable by matter or energy because of the inert region of subspace that underlies it. This is an impassible region of space that can be engineered to create galactic barriers.

### **Wall of Fighters (290)**

A large number of fighters are approaching your ship in battle formation with all their weapons blazing.

### **War Moon (291)**

A moon is converted into a mobile battlestation by covering it in weapons and installing a main propulsion system and spinal weapon.

### **War Planet (292)**

A planet is converted into a mobile battlestation by covering it in weapons and installing a main propulsion system and spinal weapon.

### **Warning Beacon (293)**

A permanent nuclear-powered warning beacon sends out a signal for all ships to stay away. These beacons often have schematics of the danger, but this data is usually difficult to understand because of its alien nature. Sometimes these beacons are used to keep people away from secret areas of space important to an alien race.

### **Water Sphere (294)**

This miracle world is a sphere of water held together with powerful gravitational and energy fields. It has a breathable outer atmosphere, and it can support immense amounts of aquatic life because light from its local star can pass through its entire diameter at all times.

### **Water World (295)**

This world is completely covered in a giant ocean.

### **World Eater (296)**

These incredibly large machines slowly travel the universe consuming every world and star that they encounter. They seem to be indestructible but their incredibly slow pace means that a doomed planetary system can be evacuated before one of these death machines arrives.

### **World Ship (297)**

This massive ship allows an entire community to live inside it or on its surface under environmental domes.

### **Wormhole (298)**

The spatial opening of a wormhole is located in this region of space, and it will instantly transport your ship to where the other end of the wormhole leads.

### **Wormhole Cannon (299)**

This megastructure creates artificial wormholes allowing it to fire its main weapon to hit planets in distant star systems.

### **Wormhole Network (300)**

This ancient system was created by powerful merchant princes that wanted to link their now extinct star empire together. This network is formed from thousands of linked artificial wormholes that connect every corner of the universe. If a ship accidentally enters this network, it can be transferred through an incredible number of these connections to an unknown part of space. It can be difficult or impossible to determine the exact sequence of wormholes necessary to get a ship back home or to even determine its current location.

## **Space Explorer Missions (D100)**

These are ways that independent space explorers, space merchants, and starfighter pilots can earn money throughout the universe. Many of these missions will get your crew into trouble with specific alien races and space empires throughout the universe, so your fee for each job is based on its current and future dangers.

### **Anomaly Research (1)**

Your crew searches for spatial and temporal anomalies and performs sensor readings and internal probes on them.

### **Arms Dealer (2)**

Your crew delivers illegal military weapons to rebels, revolutionary forces, and criminal organizations.

### **Artifact Collector (3)**

Your crew searches alien worlds for the relics of these lost alien civilizations and collects ancient artifacts.

### **Assassinate (4)**

Your crew must hunt down and kill a specific person.

### **Asteroid Mining (5)**

Your crew mines asteroids and comets for valuable minerals and crystals.

### **Attack Clone Station (6)**

Your crew must attack and destroy a military clone factory.

### **Attack Medical Station (7)**

Your crew must attack and destroy a medical space station.

### **Attack Shipyard (8)**

Your crew must attack and destroy a space shipyard or repair dock.

### **Attack Supply Convoy (9)**

Your crew must destroy a supply convoy of space freighters and their escorts before they reach their destination.

### **Base Buster (10)**

Your crew must attack and destroy a space base or orbital battle station.

### **Base Siege (11)**

Your crew must join forces with a client's fleet to lay siege to and destroy a space station.

### **Blockade (12)**

Your crew must prevent any starships from landing or escaping from a planet for a specific amount of time.

### **Blockade Runner (13)**

Locals of a quarantined or interdict planet will pay a lot of money if your crew can get past the blockading defensive fleets to deliver needed goods and medical supplies to this world.

### **Bounty Hunter (14)**

Criminals throughout the universe have bounties posted at local bounty centers. If your crew can bring these criminals in alive, they receive the reward money for them. If your crew kills the wanted criminal, they only receive half the bounty.

### **Breakthrough (15)**

Your crew must destroy a section of a space defense line, so your client can pass through unharmed.

### **Capture Alien Starship (16)**

Your crew must capture an alien starship and deliver it to your client, so she can determine the technologies of an enemy space empire or alien race.

### **Capture Starship (17)**

Your crew must capture and deliver a specific ship to your client but its crew is expendable. The starship must not be damaged at all costs.

### **Cargo Run (18)**

Your crew must deliver goods to a distant planet or space station.

### **Cell Cleaner (19)**

Your crew must find and destroy hidden terrorist cells on a planet or space station.

### **Cleanse (20)**

Your crew must find and destroy all traces of an alien lifeform from a planet or space station.

### **Collect Biosamples (21)**

Your crew is paid for samples of new species that can be used by pharmaceutical companies to develop new drugs or weapon manufactures to make experimental bio weapons.

### **Collect Planetary Data (22)**

The interstellar survey will pay for planetary scans and samples from alien worlds because they are always looking for new planets to colonize or to exploit for minerals and organics.

### **Courier (23)**

Your crew must deliver encrypted information to a specific person in a given time window.

**Criminal Transport (24)**

Your crew transports dangerous criminals to new prisons and penal worlds across the universe.

**Crush Revolt (25)**

Your crew must help put down a revolt on a planet or space station. You must locate and destroy hidden rebel cells and bases.

**Debt Collection (26)**

Your crew must repossess a spaceship or collect the money from a person that has not paid his debts.

**Defend Jump Gate (27)**

Your crew has been hired to patrol a jump gate and defend it from attackers.

**Defend Trade Station (28)**

Your crew has been hired to patrol a space trade station or orbital trade center and defend it from attackers.

**Defensive Line (29)**

Your crew must help defend a defensive line between two warring space empires.

**Delivery Service (30)**

Your crew must deliver goods to a specific location within a given time window with no questions asked.

**Deploy Minefield (31)**

Your crew must deploy an entire minefield in a specific region of space.

**Deploying Beacons (32)**

Your crew must deploy guidance or warning beacons at specific space coordinates.

**Destroy Crime Stronghold (33)**

Your crew must attack and destroy a hidden space station or planetary base run by a crime syndicate.

**Destroy Planet (34)**

Your crew must destroy a world with a virus bomb, planet buster, singularity bomb, or by destroying its atmosphere.

**Destroy Ship (35)**

Your crew must intercept and destroy a target ship.

**Destroy Smuggler Base (36)**

Your crew must attack and destroy a hidden space station or planetary base run by smugglers.

**Diplomatic Mission (37)**

Your crew must deliver a diplomat and make sure that he performs his diplomatic mission safely.

**Emergency Beacons (38)**

Space empires will pay people to respond to emergency signals from any of their ships. Follow a distress beacon and help out the ship or space station in order to collect this reward money.

**Escort Duty (39)**

Your crew must defend a convoy of freighters at all costs from raiding enemy ships. This convoy must reach its destination intact to receive your full escort fee.

**Evacuate (40)**

Your crew must help evacuate all the people from a space base or planet before an enemy attack or before the imminent destruction of the base or planet.

**Extract Data (41)**

Your crew must attack a ship or space station and extract all the data it has stored on its main computers.

**Extricate (42)**

Your crew has been hired to find and tow a damaged starship from a battlefield or dangerous region of space.

**Forward Observer (43)**

Your crew must secretly enter and scout the space of an enemy space empire to determine their fleet composition, planetary defenses, and border defenses and patrols.

**Guard Data Delivery (44)**

Your crew must defend a starship as it transfers its data to another ship or space station.

**Guard Passenger Delivery (45)**

Your crew must defend a starship as it transfers a person to another ship or space station.

**Guard Resupply (46)**

Your crew must defend a supply convoy until they have resupplied a space station or planetary base.

**Hijacking (47)**

Your crew must capture a target cargo freighter or space liner.

**Information (48)**

Your crew must gather information important to your client any way possible.

**Interdict Planet (49)**

Your crew must land on an interdict planet and perform a secret mission there.

**Kidnap (50)**

Your crew must find and kidnap a specific person and deliver her to your client.

**Kill Fleet (51)**

Your crew must intercept and destroy a target fleet of ships.

**Law Enforcement (52)**

Your crew patrols a region of space, so they must arrest any wanted criminals or space pirates that they intercept.

**Medical Run (53)**

Your crew must deliver a cure to an infected space station or planet.

**Mercenary (54)**

Your crew is hired to help one side of a bloody war on an alien world.

**Merchant (55)**

Your crew buys goods on one world and delivers them to another world for a profit. Each world has different prices for different goods based on supply and demand making this a very profitable business.

**Military Transport (56)**

Your crew has been contracted to safely transport military weapons or personnel to a distant military base.

**Minesweeping (57)**

Your crew must clear out space mines from a region of space.

**Nano Cleaner (58)**

Your crew must destroy all traces of rogue nano technology from a planet or space station.

**Package Delivery (59)**

Your crew must deliver a special package to a distant planet or space station.

**Passenger Flight (60)**

Your crew must deliver paying customers to a distant planet or space station. These people have their own personal reasons that they do not want to take a commercial transport.

**Patrol Duty (61)**

Your crew must patrol a given region of space and stop anyone attempting to enter or pass through it.

**Pirate Hunter (62)**

Bounties are paid for destroying pirate ships and enormous bounties are paid for finding and destroying hidden pirate bases. Large bounties are also paid for capturing famous space pirate captains.

**Planetary Cure (63)**

Your crew must help locals find a cure for a global pandemic.

**Planetary Mining (64)**

Your crew discovers and mines valuable minerals and crystals from the surface of a planet.

**Planetary Siege (65)**

Your crew joins forces with a client's fleet to lay siege to a planet.

**Planetary Survey (66)**

Your crew must survey the entire surface of an alien world for future analysis.

**Political Negotiation (67)**

Your crew performs political negotiations between various planets or space empires.

**Protect Disabled Ship (68)**

Your crew must defend a damaged ship until it can be repaired.

**Protect Medical Ship (69)**

Your crew must defend a medical ship until it can reach its destination and perform its medical duties.

**Punitive Raid (70)**

Your crew must attack a planet or space station in response to an attack that they committed on your client's interests.

**Raid Colony (71)**

Your crew must attack a space colony and steal its resources.

**Raid Space Station (72)**

Your crew must attack a space station and steal its resources.

**Raider Hunter (73)**

Bounties can be collected for destroying raider or slaver starships. Enormous bounties are paid for finding and destroying hidden raider and slaver bases.

**Recruit (74)**

Your crew must find and recruit volunteers and recruits for your client's army, social cause, or political movement.

**Reformat Planet (75)**

Your crew must deploy a planetary reformattor or genesis device on a given world.

**Relic Hunter (76)**

Your crew has been hired to explore a newly discovered ancient relic site. They must acquire data about the site and bring back any artifacts that they discover.

**Repair Beacon (77)**

Your crew must repair a damaged signal beacon.

**Rescue (78)**

Your crew must rescue the survivors of a damaged starship or space station.

**Retrieve Stolen Goods (79)**

Your crew must retrieve stolen goods from the criminals that stole them and return them to their rightful owners.

**Sabotage (80)**

Your crew must sabotage a starship, a space station, a space colony, or a planet's infrastructure.

**Salvage (81)**

Your crew finds and salvages wrecked spacecraft throughout space.

**Scout (82)**

Your crew must perform deep sensor readings on a target planet and escape with this data without being detected.

**Secure Planet (83)**

Your crew must search and cleanse a planet of invaders or an alien infestation.

**Secure Station (84)**

Your crew must search and cleanse a space station of invaders or an alien infestation.

**Secure System (85)**

Your crew must search and defend a star system and clean it out of all hostile forces.

**Ship Repair (86)**

Your crew repairs or tows damaged starships for a fee.

**Slave Trade (87)**

Your crew kidnaps and sells people as slaves.

**Smuggling Run (88)**

Your crew transports illegal goods and drugs to a planet that has laws against these illicit goods.

**Space Anomaly Exploration (89)**

Your crew explores and collects data on space anomalies.

**Space Piracy (90)**

Your crew attacks space liners and space freighters to steal their goods and kidnap rich people for ransom.

**Space Race (91)**

Your crew enters local space race competitions to win their grand prizes.

**Specimen Collection (92)**

Your crew discovers and explores alien worlds and collects living or dead specimens of new alien organisms for study.

**Steal Tech (93)**

Your crew must break into a secure building or space station to steal technological data.

**Stellar Cartography (94)**

The galactic survey will pay for quick scans of stars and their planetary systems that have never been cataloged.

**System Survey (95)**

The galactic survey will pay for detailed planetary scans of undiscovered systems.

**Tariff Collection (96)**

Your crew stops freighters and free traders and collects payments of local tariffs and taxes on their cargo shipments.

**Terraform Planet (97)**

Your crew must help in the work of terraforming a planet.

**Troop Transport (98)**

Your crew must transport troops to a distant planet.

**Upgrade Merchant (99)**

Your crew provides and installs new weapons to starships in transit and resupplies their missiles and ammo.

**Wormhole Investigation (100)**

Your crew searches for new wormholes and determines where they lead to for future use by star empires and shipping companies.

## **Space Fleet Adventure Hooks (D200)**

These are missions that a space fleet crew can be assigned for a space military exploration campaign where adventures occur aboard a starship or on unexplored alien worlds.

### **Alien Infestation (1)**

Your crew must clear out an alien infestation that has overtaken a starship, star base, or space colony.

### **Alien Killer (2)**

Your crew must stop an alien creature that is slowly killing the crew of your ship.

### **Alien Prize (3)**

Your mission is to capture an alien probe located in an asteroid belt before enemy forces arrive.

### **Alien Shapeshifters (4)**

Many of your crew have been replaced with alien shapeshifters, so you have to flush them out before they can take over your ship.

### **Alien Xenomorph (5)**

You discover an alien apex predator that you believe can be used as a biological weapon, so it must be captured and returned to space fleet's military weapons research division.

### **Alternate Reality (6)**

Your starship has passed through a wormhole into an alternate timeline or reality.

### **Artifact Delivery (7)**

Your mission is to deliver an alien artifact to a fleet research facility, but it starts to affect the minds of your crew during transit.

### **Artifact Retrieval (8)**

You must retrieve an alien artifact from an alien world before enemy forces arrive.

### **Assassinate (9)**

Military intelligence has determined the location of an important enemy military leader. You have been assigned to destroy his ship which will greatly weaken enemy forces in this space sector.

### **Behind Enemy Lines (10)**

An enemy ship has been captured, and your crew will use it to get behind enemy lines undetected to perform a secret mission.

### **Black Hole Mining (11)**

Your mission is to capture a newly discovered singularity and deliver it to a local forge world.

### **Blockade Runner (12)**

Your mission is to sneak or fight your way through an enemy's blockade of a friendly world to deliver supplies, medicine, weapons, or reinforcements to stop the worldwide suffering.

### **Border Incident (13)**

Your starship must hunt down and destroy an enemy starship that has crossed your star border before it escapes with its reconnaissance data.

### **Border Skirmish (14)**

You run into an enemy warship on the border of your space empire. You are in a standoff waiting for your opponent's first move.

### **Bring Them Into The Fold (15)**

Your mission is to forge a military treaty with a neutral alien race that has the same hatred for your enemy. Adding new allies to your side is one of the most important jobs of a space fleet captain.

### **Brothers in Arms (16)**

Your mission is to support a neutral battle fleet fighting the forces of an enemy space empire.

### **Bug Hunt (17)**

Alien creatures infest a colony or space station. It is your mission to save any survivors and destroy this alien menace before it can spread.

### **Capture Ship (18)**

Your ship has been ordered to capture an enemy prototype ship, so its experimental technology can be analyzed and copied.

### **Capture Specimen (19)**

You have been ordered to capture and return a rare alien creature from a quarantined planet that can be used to create a cure for an epidemic on one of your homeworlds.

### **Carrier Assault (20)**

Your mission is to destroy an enemy super carrier. This massive carrier carries hundreds of fighters and has a large support fleet to defend it from attack.

### **Civil War (21)**

Your mission is to help a faction of an alien race in a planet wide civil war that is friendly to your space federation.

**Claim Jumper (22)**

Your mission is to raid an enemy mining colony and steal as much rare minerals as possible and escape.

**Cleanup Duty (23)**

Your mission is to find and destroy any enemy ships that escaped from a recent space battle.

**Colony Defense (24)**

Your mission is to defend a colony world from an enemy invasion.

**Colony Evacuation (25)**

Your mission is to help evacuate a space colony because it has been invaded by alien forces or its planet or star has become unstable.

**Colony Rescue (26)**

A distress signal is being sent from a distant colony. You have been assigned to investigate this colony that might be in great danger.

**Comet Extraction (27)**

Your mission is to extract a rare chemical from a passing comet.

**Coming Meteor (28)**

Your mission is to destroy an incoming continent sized asteroid before it impacts a friendly world.

**Comm Defense (29)**

Your starship must protect a communication station from a cloaked warship.

**Conspiracy (30)**

Your crew must stop a conspiracy to take over space fleet command by sleeper agents, alien shapeshifters, or alien mind controllers.

**Consuming World (31)**

A planet is a living creature that will consume anything on its surface.

**Convoy Defense (32)**

Your mission is to defend a convoy of refugee ships to its final destination.

**Convoy Raid (33)**

Your mission is to attack enemy supply convoys to destroy as many freighters as possible and escape.

**Covert Mission (34)**

Your crew must find and apprehend or kill the rebel forces that have destroyed a space fleet outpost.

**Crush the Uprising (35)**

Your mission is to destroy a recently discovered rebel base and root out all their hidden forces.

**Crushing Blow (36)**

Your mission to save a crippled space fleet starship trapped in the crushing pressure of a gas giant. You must act quickly before the ship sinks to deep into the atmosphere and is destroyed.

**Data Mining (37)**

Your mission is to hack into and extract data from an enemy relay or listening station. This data stream has encrypted military data that can be used to find an enemy star empire's weaknesses.

**Dealer Maker (38)**

Your mission is to acquire valuable resources from an independent mining colony that are also being sought after by an enemy space empire. You must provide the colony with better terms than your enemy.

**Death Rain (39)**

You must stop a drone bombardment of a friendly homeworld.

**Decapitate the Enemy (40)**

Your mission is to destroy an enemy flagship. This massive battleship is protected by an enormous battle fleet.

**Decoy Fleet (41)**

Your mission is to defend a fleet of empty space freighters acting as a decoy to prevent enemy forces from finding the real supply line fleet.

**Deep Recon (42)**

Your mission is to find and scan an enemy invasion fleet that has been seen forming near the neutral zone.

**Defensive Harassment (43)**

Your mission is to attack local defense stations to deal damage and escape. This will force the enemy to waste precious resources on constantly repairing their defensive lines.

**Defensive Wedge (44)**

Your mission is to punch through the enemy's defense perimeter allowing a friendly battle fleet to pass through unharmed.

**Delivery Service (45)**

Your mission is to deliver an important military leader, religious leader, diplomat, or scientist to a planet within a demilitarized zone in order to stop a war or a plague or to strengthen your front lines.

**Desecration (46)**

Your mission is to protect an alliance shrine world from invasion by enemy forces. You must prevent the destruction of this alien's most sacred sites.

### **Deserted Base (47)**

A distress signal is being sent from a local star base and when your ship arrives, the entire base appears to be abandoned. You must send in an away team to discover what has happened to the over five thousand space fleet officers that were aboard this space station.

### **Destroy Experimental Ship (48)**

Your mission is to destroy an experimental warship before an enemy star empire achieves a scientific breakthrough.

### **Destroy Mobile Base (49)**

Your mission is to destroy a mobile base created by enemy forces in the demilitarized zone.

### **Diplomatic Duty (50)**

Your mission is to transport a famous or controversial ambassador to a political negotiation.

### **Diplomatic Escort (51)**

You must transport diplomats and important dignitaries to a peace conference, but you are being chased by enemy ships that want to kill your passengers at all costs.

### **Doomsday Device (52)**

Your mission is to stop an alien doomsday device heading towards one of your core worlds at all costs.

### **Emergent Intelligence (53)**

Your ship's computer is becoming a fully sentient being and this process is creating deadly consequences for your crew.

### **Emotion Eater (54)**

An alien lifeform that feeds on negative emotions wants to start a battle between your ship and an alien starship.

### **Energy Monster (55)**

Your mission is to stop or destroy a deadly space monster made of pure energy headed for one of your homeworlds.

### **Escape Plan (56)**

You must stop pirate ships from freeing their fellow pirates from a prison station.

### **Escape Pod (57)**

You have received an automated emergency signal from an escape pod floating in deep space. Your starship must quickly pick up this pod and save its occupants.

### **Escort Duty (58)**

Your mission is to protect an important convoy of freighters to make sure that their supplies of foods, vaccines, or military equipment get to their destination.

### **Eviction Notice (59)**

Space pirates have captured a space fleet starship. It is your mission to take it back.

### **Evolution (60)**

Your crew has been infected by an alien virus that is turning them into a long dead alien race.

### **Experimental Tragedy (61)**

A research vessel has disappeared when it accidentally opened a spatial rift during an experiment.

### **Experimental Transport (62)**

Your mission is to deliver an experimental subject that has been turned into a psychic super weapon and her handler to a fleet research facility.

### **Exploration Duty (63)**

Your mission is to explore a distant star system that an automated deep space probe's scan suggests might have a colonizable world.

### **First Contact (64)**

Your mission is to perform first contact with a newly discovered alien race and forge diplomatic and trade agreements with them.

### **First Responders (65)**

You have received a distress call from a neutral merchant station under attack by an enemy battle fleet.

### **Fortress Finder (66)**

Your mission is to find but not engage with the enemy's central command starbase or space battle fortress.

### **Forward Observer (67)**

Your mission is to observe enemy fleet formations and space fortifications and report back with your findings.

### **Freedom Fighters (68)**

Your mission is to help local resistance fighters to overthrow their evil government to help add another planet to our space federation.

### **Galactic Vault (69)**

Your crew has discovered an ancient sealed vault. Space fleet command has ordered your crew to explore it.



**Ghost Ship (70)**

You discover a friendly starship that appears to be fully functional, but it will not respond to hails and it had no life signs.

**Ghostbusters (71)**

Your crew must fight incorporeal aliens that have invaded your starship.

**Ground Assault (72)**

Your starship must defend a squadron of troop transports on a planetary invasion of an enemy homeworld.

**Headhunter (73)**

Your mission is to destroy an enemy command ship. Its captain is one of their greatest warriors and tacticians.

**Hide and Seek (74)**

Your ship is holo disguised as a freighter amongst many luxury goods carrying freighters to surprise and destroy a pirate ship that has been hunting local freighters.

**Hostile Takeover (75)**

Your mission is to help colonists on a frontier world in their war against enemy invading forces.

**Humanitarian Relief (76)**

A neutral world is suffering from a plague. Your mission is to provide supplies and medical help to these people.

**Illusions (77)**

Your crew spends their shore leave on an uninhabited paradise world, but they start to have very unusual hallucinations.

**Intercept (78)**

Your battle group has been ordered to intercept an enemy fleet on a direct course to a friendly homeworld.

**Interdict World (79)**

Your mission is to prevent any starships from escaping from a plague world until a cure is found.

**Interdiction Assault (80)**

Your mission is to destroy a warp trap array on the border of an enemy space empire because its destruction will allow a space fleet invasion fleet to enter deep into enemy territory.

**Interdiction Duty (81)**

Your mission is to prevent any starship from reaching a designated interdict planet.

**Investigate Ancients (82)**

The ruins of an ancient alien civilization have been discovered, and it is your mission to investigate this ancient site for any scientific or military discoveries.

**Investigate Derelict (83)**

A massive space hulk is sending out a distress signal. You must send an away team inside to determine what has happened to this ship.

**Investigate Spatial Anomaly (84)**

Your mission is to investigate a spatial anomaly to determine if it is dangerous or if it can reveal any scientific information. You might have to bring scientists to this site for further investigation.

**Kidnapped (85)**

Your away team has been captured by a local government when they were responding to a distress beacon.

**Last Stand (86)**

Your ship must do whatever it takes to stall an entire enemy fleet heading for an unprotected homeworld to give them enough time for reinforcements to arrive or to evacuate as many people as possible.

**Lost Away Team (87)**

The away team you sent down to an alien world has disappeared, so you must discover what has happened to them.

**Love is in the Air (88)**

A disease is spreading among the crew that is causing their emotions and passions to run wild.

**Medical Evacuation (89)**

Your mission is to meet a hospital ship, unload their wounded, and evac them to a local homeworld as quickly as possible.

**Mercy Mission (90)**

Your mission is to help an alien star empire with a pandemic that is raging across their worlds.

**Mind Meld (91)**

Your mission is to perform peace negotiations with a psionically active alien race that only speak through telepathy.

**Minefield Duty (92)**

Your ship has been ordered to clear a minefield from an important region of space. Your ship may also be ordered to lay mines in a strategic region of space.

**Mining Duty (93)**

Your ship has been ordered to a distant planet to mine a specific militarily important mineral that can only be found there.

**Mirror Universe (94)**

Your crew finds themselves in a parallel mirror universe where everything is slightly or drastically different and mirror versions of each of your crewmembers exist.

**Mothball Fleet (95)**

You must reactivate a fleet of ancient starships and use them to defend a friendly homeworld from an alien invasion.

**Mutiny (96)**

An alien parasite takes control of the minds of many of your crew and they start a mutiny. You must stop these rebels and take back your ship.

**Mutiny Breaker (97)**

You must help a fellow space fleet starship that is experiencing a full scale mutiny.

**Negotiators (98)**

Your crew must perform a trade negotiation with two alien races when one race has access to a rare drug that the other race needs to live.

**Neutral Zone (99)**

Your mission is to patrol the neutral zone for any hostile ships and engage them or call for backup if their forces are too powerful.

**Outflanking Maneuver (100)**

Your mission is to outflank an enemy battle fleet and pick off any stragglers.

**Pacification Mission (101)**

Your mission is to pacify a neutral space empire that has become aggressive.

**Patrol Duty (102)**

Your ship has been assigned to patrol duty of the border between your space federation and an enemy space empire.

**Peace Treaty (103)**

Two local space empires are at war. Your mission is to forge a peace treaty between them and help recruit them to our space federation.

**Peacemakers (104)**

Your mission is to mediate the dispute between two factions on an alien world.

**Peacemakers (105)**

Your mission is to stop a war between two neutral space empires.

**Pirate Trap (106)**

You respond to a distress beacon but are attacked by space pirates. You must destroy the pirate ships or escape.

**Planetary Defense (107)**

Your starship must defend a besieged world from space raiders.

**Planetary Evac (108)**

Your crew must evacuate scientists from an isolated research facility on a desolate alien world before a devastating natural disaster occurs.

**Planetary Exploration (109)**

Your mission is to explore alien worlds for mineral resources.

**Planetary Rescue (110)**

A natural disaster is about to destroy the population of an entire planet. Your mission is to stop the disaster or save the most vital members of their society. These disasters include asteroid or comet strikes, super volcano eruptions, planetary crust rotations, or a local star going super nova.

**Political Duty (111)**

Your mission is to provide a space fleet presence at a diplomatic meeting between rival neutral alien races.

**Powers (112)**

Crewmembers aboard your ship are starting to form "godlike" psychic powers that are putting your ship and crew in danger after crossing an unexplored region of unstable space.

**Prime Directive (113)**

Your crew must stop another space fleet officer that has broken the prime directive and made himself into a false god to a primitive alien race. After stopping him, you must restore this alien civilization back to normal.

**Prison Break (114)**

Your mission is to raid an enemy prison planet and release all the military and political hostages held there.

**Psionic Race (115)**

Your crew has contacted a psionic race that can read a person's mind, and they want to see if your race is honest and trustworthy enough to form a political and military alliance.

**Quarantine Duty (116)**

Your mission is to stop a plague ship filled with infected people that is heading toward one of your core worlds looking for help for their sick and dying.

**Quite the Skies (117)**

You must send an away team down to the surface of a planet to destroy a powerful laser cannon. Its destruction will allow an invasion force to land on this world.

**Radiation Leak (118)**

Your crew must survive and repair your ship that has suffered a severe radiation leak when its reactor core has been compromised.

**Raider Hunter (119)**

Your mission is to find the world where local space raiders are coming from and destroy their base.

**Recon (120)**

Your ship must enter enemy space and discover how many ships and starbases are in this sector of space and get out alive with the reconnaissance data.

**Recon Probe (121)**

Your mission is to recover a recon probe that has been analyzing enemy space.

**Recovery Mission (122)**

Your mission is to liberate a captured or stolen friendly starship.

**Red Alert (123)**

Enemy forces have teleported aboard your ship, so you must destroy these invaders and prevent them from damaging or capturing your ship.

**Relay Station (124)**

Your mission is to repair a corrupted data station that is sending corrupt data to distant frontier worlds because of damage or a computer virus.

**Repair Rendezvous (125)**

Your mission is to bring vital parts required to repair a damaged warship before enemy forces arrive.

**Rescue Mission (126)**

Your ship has been ordered to rescue a kidnapped military or political leader that is being transported to an enemy starbase.

**Resistance Fighters (127)**

Your mission is to help the planetary government of a friendly homeworld fight rebel forces in a bloody civil war.

**Retrieval Duty (128)**

A piece of technology was left behind on a primitive world by a space fleet away team, so it must be retrieved before locals find it.

**Rift Incursion (129)**

Your mission is to assist a core world where a spatial rift has opened allowing transdimensional invaders to attack. Your prime objective is to protect local civilians, and your secondary missions are to destroy enemy forces and close the spatial rift.

**Rogue Ship (130)**

A space fleet crew has mutinied and stolen a space fleet vessel. Your mission to find this rogue starship and capture or destroy it.

**Sabotage (131)**

A secret double agent has sabotaged your starship after sending your position to enemy forces. Your crew must repair the ship and escape before your ship is destroyed.

**Salvation Mission (132)**

You must rescue prisoners of war held in an enemy internment camp.

**Scientists (133)**

Your crew has made contact with a high technology science species that wishes to exchange technology with your people.

**Secret Mission (134)**

Your mission is to sneak behind enemy lines using an experimental cloaking device to contact enemy rebel forces.

**Sever the Head (135)**

Your crew must invade and destroy an enemy command center that has been setup on one of your frontier worlds.

**Shield Duty (136)**

Your mission is to protect your fleet's command cruiser or flagship.

**Shields Down (137)**

You must send an away team down to a planet to destroy a shield generator. This shield generator is either protecting a military ground base or an orbital base. Once the shield is down, the ground base can be quickly destroyed by orbital bombardment or the orbital base can be destroyed by a space battle fleet.

**Ship Graveyard (138)**

Your starship has entered a negative energy zone that prevents any of your ship's systems from functioning. Your starship is surrounded by derelict ships and you must escape before your crew dies from the lack of life support.

**Shore Leave (139)**

Your crew is invited to a local paradise world for a well deserved shore leave.

**Siege Breaker (140)**

Your mission is to break the siege of one of your homeworlds.

**Singularity Fall (141)**

You must save a crippled starship that has been trapped in the event horizon of a black hole.

**Slipstream Wormhole (142)**

Your starship enters a wormhole that takes it on a one way trip to the other side of the universe.

**Sneak Attack (143)**

Military intelligence has discovered that a space battle group is going to pass by a nearby asteroid field. The ships in your fleet must remain hidden within the asteroid field and ambush the enemy fleet when it passes by.

**Solar Accident (144)**

Your starship has had a reactor core breach, so your crew must repair it before your ship falls into a local star.

**Solar Bomb (145)**

Your mission is to deliver a solar destabilizer to an enemy system to destroy its star.

**Solar Repair (146)**

You need to stabilize a star that is about to produce planet destroying solar flares.

**Space Hunter (147)**

Your mission is to hunt down and destroy a specific enemy starship that has been causing trouble for your forces.

**Space Menace (148)**

Your mission is to capture or destroy a space creature that is attacking one of your core worlds.

**Space Monolith (149)**

Your mission is to explore a massive space artifact that has appeared near a planet in federation space.

**Space Pirates (150)**

Space pirates have been raiding local colonies and shipping lines, so you have been ordered to find their base and destroy this scum once and for all.

**Space Race (151)**

Your starship has been entered into a galactic race with other federation ships to help build friendships with our allies.

**Space Ranger (152)**

Your mission to find a weak point in the enemy's defenses that can be exploited during a full-scale invasion.

**Space Rescue (153)**

A civilian space vessel has had a major emergency, and you must rescue any survivors.

**Space Time Distortion (154)**

Your crew detects a spacetime distortion that threatens the very existence of your race through the entire time stream.

**Star Fall (155)**

You must save a crippled friendly starship that is falling into the gravity well of a star.

**Starbase Assault (156)**

Your ship has been assigned as part of a strike fleet to destroy an enemy base that will weaken an enemy empire's hold on this entire sector of space.

**Station Sabotage (157)**

Your mission is to sabotage a ground base or space station to weaken its offensive and defensive capabilities, so it can be easily destroyed by a nearby strike fleet.

**Stop the Apocalypse (158)**

You must stop a cosmic string that is teleporting everything it touches to an alternate reality that is heading straight toward a highly populated world.

**Strange Visitor (159)**

A visitor aboard your ship has strange mental powers that effect the crew.

**Suicide Mission (160)**

You must defend your fleet as they retreat no matter what the cost.

**Super Volcano (161)**

You crew must plant a cryo device and freeze the molten core of a volcano before it explodes and kills every living thing on this world.

**Superweapon (162)**

Your mission is to destroy the superweapon of an enemy alien empire.

**Supply Buster (163)**

Your mission is to destroy an enemy supply depot. Once this space station is destroyed, gather as many resources as possible and escape.

**Supply Harassment (164)**

Your mission is to harass an enemy supply line.

**Supply Mission (165)**

Your mission to find rare minerals required by space fleet to build new starships that have completely run out. If you cannot find a source for these resources, you will have to trade for it with local alien races.

**Supply Raid (166)**

Without the flow of supplies, an army cannot function. Your mission is to destroy a convoy of enemy freighters that are carrying strategic military supplies to the frontline of the war with this enemy star empire.

**Supply Run (167)**

You must deliver emergency supplies to repair a frontier defense base.

**Surveillance Sweeper (168)**

Your mission is to search for and destroy enemy surveillance satellites hidden in a friendly planet's rings or an enemy listening station hidden in a local asteroid field.

**Survivors (169)**

Your crew has discovered a mysterious crew that has crashed landed on an alien planet.

**Symbiosis (170)**

Your crew must stop an alien symbiotic creature that is slowly taking over your crew.

**Symbolic Speech (171)**

Your mission is to perform a peace negotiation with an alien race that only speaks through symbolism making universal translators useless.

**Systems Patrol (172)**

Your mission is to patrol all the systems of a friendly sector of space and scan all their populated worlds for possible dangers.

**Tanker Duty (173)**

Your mission is to escort a fleet of tankers.

**Target of Opportunity (174)**

Your mission is hunt down and destroy an enemy warship that has been reported as damaged before it returns to its territory for repairs.

**Teleportation Blues (175)**

Crewmembers find that they have become incorporeal after a teleportation malfunction, but the rest of the crew thinks that they have all perished.

**Temporal Agents (176)**

Your mission is to stop an alien race that has discovered an ancient time travelling artifact.

**Test Flight (177)**

Your mission is to perform a test flight of an experimental starship or an experimental system installed in your starship.

**The Collector (178)**

Many of your crew has been captured by a powerful alien for use as collector items or zoo specimens in its collection.

**Thieves (179)**

Thieves attempt to steal your ship when your crew is on shore leave or getting repairs done at a star base.

**Time Loop (180)**

Your crew has been trapped in a time loop but after each consecutive loop, you begin to notice that something is wrong.

**Time Portal (181)**

Your ship enters a wormhole that takes it to the same location but hundreds of years into the future or back into the past.

**Time Slip (182)**

Your ship is accidently sent back in time, so you must struggle to get back to your own timeline and hide all evidence that you were ever there.

**Time Trap (183)**

Your ship has been sent back to the past or forward into the future by an omnipotent being, so you must find your way back to your own time.

**Total Recall (184)**

All space fleet starships are being recalled because a full-scale alien invasion of the Earth has begun.

**Tow Duty (185)**

Your mission is to tow a damaged space fleet starship back to a fleet repair dock.

**Trade Negotiation (186)**

Your mission is to form a trade negotiation with a newly discovered spacefaring alien race that will hopefully lead to a long-term peace treaty.

**Trail by Fire (187)**

Your crew must prove that they were not responsible for the destruction of a space colony.

**Training Day (188)**

Space fleet forces are dwindling, so you must take aboard the most recent graduating class of the space fleet academy to fight on the front lines of a local war.

**Training Duty (189)**

New academy recruits have been assigned to your ship, and it is your duty to train them in the ways of the fleet.

**Transfer Defense (190)**

You must protect a freighter from enemy attacks as it transfers its cargo to a blockade runner.

**Treachery in Space (191)**

A space fleet captain is suspected of treason. You are ordered to arrest him and take over his starship.

**Treasure Ship (192)**

You must steal an ancient alien relic ship that has been captured by enemy forces.

**Uncover Conspiracy (193)**

You must discover which space admirals have been replaced by alien shapeshifters.

**War Games (194)**

Your mission is to run training activities for new recruits by setting all weapons to training mode and running live starship space battles.

**War Race (195)**

Your crew has made contact with a martial race that wants to test your crew to determine if your people are strong enough to make an alliance with them.

**War Salvage (196)**

Your mission is to search a war zone looking for salvage and possible survivors in escape pods.

**War World (197)**

You have discovered a planet that has been converted into an enemy battleship. It must be stopped before it can destroy all the defense stations, starbases, and core planets in this entire space quadrant.

**Web World (198)**

Your ship is pulled into an unusual planetwide web that seems impossible to escape from.

**Where No Man Has Gone (199)**

Your mission is to perform a three-year journey into unexplored space looking for new alien races and new worlds that can be colonized or exploited for resources.

**Wormhole Duty (200)**

Your mission is to explore what lies beyond a newly discovered wormhole.

## **Space Fleet Ranks (D44)**

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

### **Mate (11)**

These are the crewmembers that perform most of the work aboard a starship.

### **Master Chief (12)**

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

### **Ensign (13)**

These junior officers work alongside the enlisted aboard a starship.

### **Sub Lieutenant (14)**

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

### **Lieutenant (21)**

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

### **Lieutenant Commander (22)**

These senior officers are the captains of smaller vessels and the merchant and supply ships.

### **Wing Commander (23)**

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

They assign duties to all fighter pilots aboard a space carrier.

### **Commander (24)**

These are the second in command aboard a starship. They perform most of the daily procedures for their captain.

### **Captain (31)**

These captains are in charge of all operations aboard a capital starship.

They take direct control of their ship during any space battle.

### **Fleet Captain (32)**

These captains are in charge of a starship and a space battle group. They control a command cruiser.

### **Commodore (33)**

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

### **Rear Admiral (34)**

A rear admiral is in charge of an entire defensive fleet. She controls her own battleship, super dreadnought, or mega carrier.

### **Vice Admiral (41)**

A vice admiral is in command of an entire battle fleet. He controls her own super battleship or battle titan.

### **Fleet Admiral (42)**

A fleet admiral is in charge of an entire sector of space. She controls a mobile command station or system control ship.

### **High Admiral (43)**

A fleet admiral is in charge of an entire quadrant of space. He controls the central command starbase or space battle fortress.

### **Lord of the Fleet (44)**

The Lord of the Fleet is a direct advisor to the Emperor and the leader of all the fleets in the empire. She controls a battle moon or war world.

## Space Station Encounters (D200)

These are the random events, locations, or people your group may encounter aboard a space station.

### Activist (1)

An activist asks your group to help him gather proof that a megacorporation is performing illegal sentient experiments aboard the station.

### Activity Director (2)

The activity director is in charge of all activities and parties that occur on a space station.

### AI Server (3)

The AI server room houses the artificial intelligence that runs the space station.

### Airlock (4)

This is a dual airlock that allows a person to go outside a space station in an environmental suit.

### Alien Visitor (5)

An alien asks your group to help him find an artifact that has been stolen.

### Amusement Park (6)

A station's amusement park has virtual rides and physical rides like rollercoasters, Ferris wheels, carousals, and water slides.

### Android (7)

This human robot is designed to look like the sentient race that created it.

### Aquarium (8)

This aquarium is filled with ocean life from the local planets or from the worlds of a space station's controlling space empire.

### Arena (9)

This is where sporting events and fighting venues are held aboard a station.

### Armory (10)

An armory is a storehouse of hand weapons that are distributed to crewmembers when a space station is under attack.

### Arms Dealer (11)

Arms dealers sell weapons that are illegal on a space station.

### Art Dealer (12)

An art dealer trades in alien and cultural art.

### Assassin (13)

A hired assassin is willing to take any contract killing for a given price.

### Assassin Robot (14)

An assassin robot has been sent to kill someone aboard the station, so it must be destroyed.

### Asteroid Miner (15)

An asteroid miner can teach you how to find asteroid fields and how to extract ore from an asteroid in zero gravity.

### Atmosphere Scrubbers (16)

This system cleans the air in a space station and keeps it breathable.

### Auto Doc (17)

This automated system will perform medical diagnosis and most medical procedures for free.

### Bank (18)

A local banking center where loans can be taken and money can be deposited or invested.

### Bar (19)

A bar is a good place to meet new team members or companions.

### Bartender (20)

A bartender is a good source of insider information about a space station.

### Bazaar (21)

A bazaar is a great place to buy goods and foods aboard a space station.

### Bio Doc (22)

A bio doctor can heal, modify, remove, and install biotechnological enhancements.

### Biologist (23)

A biologist can help analyze a bio sample or biometric scan.

### Black Market (24)

Almost anything can be purchased in the black market aboard a space station if you have enough money and connections.

### Bodyguard (25)

A professional bodyguard protects the rich and powerful for a price.

### Bounty Center (26)

Bounty centers list all the current criminals that have a bounty on their heads in the local system.

### Bounty Hunter (27)

A bounty hunter can help you find or capture anyone for a price.

### Bridge (28)

This is the command center for an entire space station.



**Broken Airlock (29)**

A broken airlock might accidentally lock a person outside a space station when it malfunctions.

**Buffet (30)**

This is an all-you-can-eat restaurant aboard a station.

**Businessman (31)**

A businessman asks your team to help him transport goods to another world with no questions asked.

**Cabin Fire (32)**

A fire has broken out in a room causing automated fire suppression systems to activate and fire suppression teams to respond.

**Cafe (33)**

A cafe serves quick service food and stimulant drinks.

**Canteen (34)**

The canteen is where space station crewmembers go to eat during their break times.

**Captain (35)**

The captain of a space station is in charge of the entire space station and all its crew.

**Casino (36)**

A casino allows legal gambling aboard a space station.

**Chef (37)**

A cook works in a space station's restaurant or canteen.

**Church (38)**

This small chapel gives services in a specific religion. It is run by a holographic minister or priest.

**Cleaning Robot (39)**

A cleaning robot travels the halls of a station cleaning wherever it goes.

**Cloning Center (40)**

These clone chambers allow people to make clones to represent them in dangerous activities or as backup in case a person dies.

**Coffin Hotel (41)**

This hotel rents out bed sized rooms for a small price.

**Comm Operator (42)**

The comm operator is the person in charge of determining if a ship has the proper docking codes to dock with a space station.

**Commander (43)**

The commander of a space station is in charge of all space marines and security officers aboard a station.

**Communication Array (44)**

This is the communication array of a space station.

**Concourse (45)**

A large hallway that connects the different regions of a space station.

**Core Reactor (46)**

The core reactor is the power generator for an entire space station.

**Corrupt Noble (47)**

This noble is willing to exchange his influence within his society for money.

**Counselor (48)**

A counselor is a psychologist that helps people with their mental health needs.

**Crew Quarters (49)**

These are the housing for the crewmembers of a space station.

**Crewmember (50)**

A crewmember works on the operations of a space station.

**Crime Lord (51)**

A crime lord is in charge of all the illegal activities aboard a space station.

**Criminal (52)**

A local thief can help you get into any area of a space station for a price or help steal anything aboard a station.

**Criminal Enforcer (53)**

This is the muscle of a criminal organization aboard a station.

**Cyber Doc (54)**

A cyber doctor can repair, remove, and install cybernetic enhancements.

**Cyber Slave (55)**

This sentient has been installed with a slave rig that controls the person's actions.

**Dance Hall (56)**

This entertainment center is a dance and rave hall.

**Data Dealer (57)**

Data dealers are willing to buy or sell illicit financial and personal data.

**Data Terminal (58)**

This data terminal allows access to the station's computer network.

**Decker (59)**

A decker can be hired when your team needs to break through computer security to gain access to a specific room in a space station.

**Defense Lasers (60)**

These laser cannons are scattered all over the surface of a space station to protect it from enemy starships and meteorite collisions.

**Depressed Person (61)**

This person is down on his luck and needs help.

**Desperate Gambler (62)**

This gambler will do anything for money to try to win back all his losses.

**Detective (63)**

A private detective can be hired to look for someone or perform surveillance on someone aboard a space station.

**Detention Center (64)**

A detention center is a prison aboard a space station.

**Diplomat (65)**

A diplomat is in charge of the diplomatic missions aboard a space station.

**Diplomatic Center (66)**

A diplomatic center is where diplomats from all the planets in a star system meet to perform their diplomatic duties.

**Docking Bay (67)**

This is where merchant ships and shuttles dock to a space station.

**Doctor (68)**

A doctor is in charge of treating people with health problems or medical emergencies.

**Doppelganger (69)**

A doppelganger is a shapeshifting alien that you can be hired to pretend to be someone else.

**Drug Addict (70)**

A drug addict is completely addicted to an illegal psychoactive drug.

**Drug Dealer (71)**

A drug dealer sells illegal drugs.

**Drug Dispensars (72)**

These vending machines sell prescription medicine and legal recreational drugs.

**Drunk (73)**

A drunk is a person that is completely intoxicated.

**Elevator (74)**

Elevators allow a person to go from deck to deck in a space station.

**Engineer (75)**

An engineer is in charge of maintaining and repairing the internal systems and the power reactor aboard a space station.

**Ensign (76)**

This is an officer aboard a space station that runs a specific region of a space station.

**Entertainer (77)**

This is a singer, musician, or actor aboard a space station.

**Environmental Control (78)**

These life control systems maintain a livable environment aboard a space station.

**Farms (79)**

This farm use artificial light to grow fruits and vegetables.

**Fitness Centers (80)**

Fitness centers contain weightlifting equipment and cardio machines.

**Fixer (81)**

A fixer can acquire anything for a price, and he can find jobs and intel for your team.

**Food Dispensars (82)**

These food manufacturing devices allow people to buy instant meals.

**Food Generators (83)**

These machines clone synthetic food for consumption.

**Food Storage (84)**

This is a stasis food storage area that keeps food permanently fresh.

**Freight Docks (85)**

These are where cargo freighters unload goods onto a space station.

**Galactic Library (86)**

This center holds all the information of an entire space empire.

**Gambling Den (87)**

This illegal casino allows for better odds than the legal station casinos.

**Gang Member (88)**

This is a member of a local criminal gang aboard a space station.

**Garden (89)**

This garden uses artificial light and drip irrigation or hydroponics to grow these decorative flower gardens.

**Gravity Room (90)**

These are the antigravity generators that maintain a station's artificial gravity.

**Greenhouse (91)**

This sealed dome gets its light from natural starlight.

**Gun Store (92)**

This store sells weapons that are legal aboard a space station.

**Hijacker (93)**

A hijacker can acquire a stolen spacecraft for you for a price.

**Hiring Center (94)**

This center lists jobs available aboard a space station or on a local planet.

**Holographic Suite (95)**

This center allows people to enter fully digitized holographic worlds.

**Hunter (96)**

An alien animal hunter asks your group to join him on a dangerous expedition.

**Hydroponic Farms (97)**

This farm uses artificial light and hydroponics to grow edible algae.

**Injured Person (98)**

A person is found that has been attacked and injured.

**Intelligence Officer (99)**

An intelligence officer helps to keep conspiracies and treason under control aboard a space station.

**Interrogation Center (100)**

An interrogation center uses psychoactive drugs and neural manipulation to extract information from a person if the information that he is withholding endangers a space station or its crew.

**Investigator (101)**

An investigator makes sure that crewmembers are behaving properly and legally.

**Investment Terminal (102)**

These terminals allow a person to invest her money in the galactic stock market and cryptocurrency exchanges.

**Janitor (103)**

A janitor keeps a space station clean.

**Laboratory (104)**

This is where scientific data and alien samples are analyzed by science officers.

**Liaison Officer (105)**

A liaison officer is in charge of helping crewmembers and civilian workers cooperate.

**Living Quarters (106)**

These staterooms are where officers aboard a space station live.

**Loader (107)**

These exosuits are used to load and unload visiting starships and cargo freighters.

**Longevity Center (108)**

These centers have machines that regenerate the cells of a person's body to help him live a much longer and healthier life.

**Lost Child (109)**

A lost child is looking for his parents.

**Lounge (110)**

This is where people can rest and meet aboard a space station. It is filled with coaches, displays, computer terminals, and meeting tables.

**Luxury Quarters (111)**

These are the enormous luxury staterooms for the rich, the famous, or the powerful aboard a space station.

**Mad Scientist (112)**

A crazy scientist can help you create unique technologies to deal with special situations or difficult missions.

**Maintenance (113)**

These automated centers perform repairs on most ground vehicles and exosuits.

**Maintenance Robot (114)**

A maintenance robot can perform repairs on vehicles and exosuits in the field.

**Manufacturing Center (115)**

These automated factories can manufacture anything found in their online catalogs.

**Mechanic (116)**

Mechanics are in charge of maintaining and repairing shuttles, cargo lifters, ground vehicles, and exosuits.

**Medic Bay (117)**

This is the medic bay for injured crewmembers and civilians with life threatening injuries aboard a space station.

**Medical Officer (118)**

A medical officer is a military doctor that runs a medic bay and performs routine medical checkups on all the crew aboard a station.

**Mercenary (119)**

An experienced mercenary can be hired when more firepower can help during a mission for a hefty fee.

**Mercenary Guild (120)**

This center gives members access to job listings for independent mercenary and black ops work.

**Merchant (121)**

A merchant can help you get goods from alien worlds and other space empires.

**Merchant Prince (122)**

A merchant prince can help you set up trade routes with his vast knowledge of all the local planetary economies. They have access to supply chains and manufacturing facilities throughout the local system.

**Mind Mapper (123)**

A mind mapper can manipulate the thoughts, memories, and emotions of another person. She can be hired to use her powers to help you in your current job or mission.

**Money Launderer (124)**

A money launderer will take normal currencies and turn them into untraceable cryptocurrencies.

**Murderer (125)**

A serial killer must be caught as quickly as possible because news of his murders is creating panic aboard a space station.

**Night Club (126)**

Most night clubs require special invitations to enter.

**Observation Deck (127)**

This large deck window allows people to look at a special view of the local planets and star.

**Observation Dome (128)**

This dome allows people to observe space and the star system around a space station.

**Operations (129)**

This center controls all the activities performed by the crew on a space station.

**Ore Processing Facility (130)**

This facility takes raw ore and produces pure minerals to be shipped to a local planet or distant homeworld.

**Person Asking for Help (131)**

A local or visitor asks your team for help.

**Pilot (132)**

This pilot can be hired to fly a starship for your team.

**Plague Patient (133)**

A person aboard the station has contracted an alien disease and needs immediate medical help or he will die.

**Pleasure Center (134)**

The center offers real, synth, and virtual prostitution.

**Police Officer (135)**

A police officer keeps the peace inside the civilian areas of a space station.

**Police Station (136)**

A police station is where crimes aboard the station can be reported.

**Political Embassy (137)**

Every local planet around a space station has a political embassy that people can seek political asylum in times of need.

**Political Refugee (138)**

A person is hiding aboard a space station to avoid persecution from a local planetary government.

**Pool (139)**

A giant pool for general use by anyone aboard a space station.

**Power Station (140)**

Power stations are smaller power generators that are designed to provide electrical power in case of a major power outage or to provide extra energy during a space battle.

**Prophet (141)**

The leader of a local religious cult is attempting to take control of the space station one crewmember at a time.

**Prostitute (142)**

A local illegal prostitute with knowledge of the station's underworld.

**Psi Center (143)**

This center uses advanced psionic manipulation technology to help people determine their psionic potential, enhance their psionic abilities, and train them to control their mental powers.

**Quarantine Center (144)**

A quarantine isolates people and objects that might be contaminated with alien or dangerous biological agents.

**Quartermaster (145)**

A quartermaster is in charge of keeping all crewmembers of a space station fully equipped and paid their weekly salary.

**Rebel (146)**

A rebel soldier asks for your help infiltrating an enemy base or extracting a rebel prisoner from a local penal planet.

**Recreation Center (147)**

Recreation centers are filled with virtual reality suites, pleasure centers, and gaming stations.

**Recycling Center (148)**

This center recycles trash back into its original components or elements.

**Religious Zealot (149)**

This cult member tries to spread his religion or ideology throughout the space station.

**Repair Bot (150)**

These robots repair damage anywhere aboard a space station.

**Residential Habitat (151)**

These are the large living areas for residents of a space station.

**Restaurant (152)**

This station restaurant is family or corporate owned.

**Royal Family (153)**

This is a member of the local royal family.

**Saboteur (154)**

This person is attempting to damage or destroy the station, so he must be stopped.

**Sacred Child (155)**

This child is the chosen one selected by a religious group to lead them to their prophesied destiny.

**Science Officer (156)**

These crewmembers run the laboratory aboard a space station.

**Scientist (157)**

A scientist can help your team analyze or produce chemicals and alloys.

**Scout (158)**

A scout can sell you detailed galactic maps of local star systems.

**Second in Command (159)**

The second in command is in charge of the daily operations and diplomatic missions aboard a space station. He takes care of all operations outside of a space station.

**Security Checkpoint (160)**

This is an automated security checkpoint that scans people for illegal weapons and drugs and determines if a person has permission to be aboard a space station.

**Security Officer (161)**

A security officer is in charge of all forms of security aboard a space station, and she arrests people that commit crimes aboard the station. She is also in charge of defending the station from enemy intruders.

**Security Robot (162)**

A security robot scans people to make sure that they are not carrying illegal weapons or drugs and that they have permission to be aboard the station.

**Sensor Array (163)**

This is the sensor array of a space station.

**Sentry Robot (164)**

These security robots protect a specific room or area aboard a space station.

**Shield Generator (165)**

The shield generator protects a space station from enemy starship attacks or meteorite or asteroid strikes.

**Sick Person (166)**

A person is extremely sick and needs immediate medical help.

**Smuggler (167)**

A smuggler can be hired to transport your team to an alien world.

**Space Marine (168)**

These trained soldiers defend a space station from attackers.

**Space Traffic Array (169)**

This is the sensor array that makes sure that starships do not collide with a space station.

**Specialist (170)**

This is a team member that can be hired with a very specific skill like mind control or computer hacking.

**Stage (171)**

This is a stage where music concerts and theatrical plays are held.

**Storage Bay (172)**

These storage bays can be set up to create special environments to store anything safely and securely.

**Street Doctor (173)**

A street doctor can heal any injury with no questions asked for a price.

**Suicide Booth (174)**

This device helps a person commit legal suicide.

**Supermarket (175)**

This store sells all types of fresh and processed foods.

**Surveillance Center (176)**

This center maintains a constant watch on all the public areas and walkways to make sure that people are safe.

**Teacher (177)**

A teacher can help you learn to speak an alien language, perform special techniques, or use specialized equipment.

**Theater (178)**

This is a movie theater found on a space station that shows all the blockbusters from the local worlds and the station's homeworld.

**Thug (179)**

A thug is a local pickpocket or thief found on a space station.

**Tourist (180)**

Tourists are visiting the space station on vacation.

**Tractor Beam (181)**

Tractor beam generators are used to help starships dock with the station and push away incoming threats like asteroids.

**Trade Center (182)**

A trade center is where goods can be bought or sold on a space station.

**Trade Guild (183)**

This center gives guild members access to trading data for local star systems and information about their trading customs.

**Trainer (184)**

A trainer can train you to fight and shoot better.

**Training Center (185)**

This training center uses mental encoding to quickly train a person in almost any skill and field of knowledge.

**Tram Station (186)**

Trams move people around a deck of a space station.

**Transport Tube (187)**

This transportation tube takes a person directly to a specific room aboard a space station.

**Trash Cannon (188)**

This electromagnetic cannon fires trash cubes towards the local star.

**Trash Compactor (189)**

This is a room where trash is compressed into trash cubes that can be fired into a local star for disposal.

**Trauma Center (190)**

These cellular regeneration tanks allow people to heal severe injuries and even regenerate lost limbs.

**Travel Cart (191)**

This small electric cart can be used to move people and cargo around a space station.

**Undercover Agent (192)**

An undercover agent is trying to uncover a conspiracy aboard a space station.

**Vending Robot (193)**

A vending robot travels the halls of a station offering its goods for credits.

**Vigilante (194)**

A vigilante asks your group to help her bring a criminal to justice.

**Water Purifier (195)**

This water purification system cleans all the water used on a space station and recycles it back for reuse.

**Weaponsmith (196)**

Weaponsmiths can repair and modify hand weapons.

**Worker (197)**

A hired worker that performs manual labor aboard a space station.

**Xeno Archeologist (198)**

A xeno archeologist studies newly discovered ancient alien civilizations and artifact sites.

**Xeno Biologist (199)**

A xeno biologist can help discover the biological weaknesses of an alien lifeform.

**Yeoman Purser (200)**

A yeoman purser is in charge of the finances of a space station.

## **Spatial Anomalies (D50)**

Spatial anomalies are unusual astrological objects or phenomenon that might be encountered during a space adventure.

### **Asteroid Belt (1)**

This area of space is filled with hundreds to millions of asteroids that range from small boulders to island sized rocks. Each asteroid can be composed of ice, metals, minerals, crystals, and organics making them valuable resources for any local spacefaring society or space colony. Asteroids range from one to ten thousand kilometers in diameter. Impact with an asteroid would destroy any spacecraft or colony, so asteroid belts are usually avoided at all costs. They also make great hiding places for pirates, smugglers, and rebels. Many asteroid communities exist to avoid political and religious persecution or to hide their criminal activities. In either case, most of these societies appear strange to outsiders, and they are usually extremely hostile to strangers.

### **Black Hole (2)**

When a star of sufficient mass dies it completely collapses into a singularity. This singularity creates such powerful gravitational forces that even light cannot escape. Anything entering the area around a singularity known as an event horizon can no longer escape. Super massive black holes are singularities that have grown by consuming stars or even other black holes. Naked singularities are rapidly rotating black holes whose rotation has replaced its event horizon with an alternate time distortion or wormhole. Most known black holes are surrounded by science facilities and survey ships performing wormhole and super weapon research.

### **Causality Loop (3)**

These temporal anomalies cause a portion of the space time continuum to constantly repeat in a specific region of space. Everyone entering this area must continually repeat a specific moment of time over and over again until they can find a way to escape from the time anomaly. Every time a new loop begins, the people trapped in the anomaly will have an increasingly strong sense of déjà vu. Once the anomaly has been detected, the people trapped will remember more and more about their temporal prison after each loop, hopefully leading to a possible solution and escape. If a person ever escapes from a permanent anomaly, he should remember to leave a danger buoy behind, so other space travelers will not fall into the same trap.

### **Causality Rift (4)**

These strange areas of space are caused by the warping of the fabric of reality. They allow different versions of a person or spacecraft from alternate dimensions to exist in the same spacetime coordinate. They also allow people to communicate with past and future versions of themselves if they have ever been in a location where the rift was present in their own timeline.

### **Chaos Rift (5)**

These areas of space are considered to be dangerous because of a strange warping of the fabric of reality that distorts the brain patterns of sentient beings leading to temporary delusions and irrational behavior for short term exposure and irreversible insanity and uncontrollable sociopathic violence for long term exposure.

### **Chaos Expanse (6)**

These regions of warped space have constantly changing physical laws that make passing through this expanse of space extremely dangerous.

### **Comet (7)**

These five to up to a thousand kilometer diameter blocks of ice, rock, and organics take an elongated orbit around the galaxy. It takes a periodic time ranging from hundreds to even tens of thousands of years to complete its orbit leaving a trail of gases and debris behind it. Comets have been known to collide with planets and moons causing environmental catastrophes.

### **Conversion Cloud (8)**

This is a cloud of ancient primordial antimatter that has survived in the vacuum of space. Any normal matter that enters this cloud is instantly annihilated unless a powerful electromagnetic barrier protects it. These clouds sometimes form at the junction between our dimension and an alternate antimatter dimension.

### **Core of the Universe (9)**

There is a massive black hole in the center of the universe that has already consumed half of the universe's mass. Many scientists believe it will eventually consume the entire universe.

### **Cosmic String (10)**

This anomaly has an atomic width but produces a gravitational field as powerful as a black hole. These anomalies may be thousands of kilometers long, and they can be detected by the presence of the highly accelerated gases that outline the cosmic string.

### **Creation Point (11)**

These are regions of space where matter is being created, so this is an extremely high energy region of the universe. Nebulas and primordial stars slowly coalesce from these regions of space. Creation points are extremely valuable because they produce almost unlimited amounts of raw resources.

### **Dark Matter Asteroids (12)**

These dangerous spatial objects travel through the universe at high speeds and their dark matter composition makes them almost impossible to detect before it is too late. A ship can crash directly into a dark matter asteroid belt or be hit with a dark matter meteorite storm without any warning.

### **Dark Matter Nebula (13)**

These massive spatial bodies are filled with large accumulations of dark matter making them impossible to detect. Dark matter appears to have special properties that include the absorption of all radiation, thermal energy, and light from its environment. Any ship that enters a dark nebula will slowly be rendered inert by the absorption of its energy.

### **Death Zone (14)**

This is a region of space where the spacetime continuum is actually distorting and being destroyed. Anything passing through this zone will be instantly destroyed.

### **Dimensional Portal (15)**

These rifts in the fabric of space allow travel to different dimensions. Reports have been made of people traveling to alternate versions of their own reality or to other dimensions where the laws of physics and reality may be very different from our own. Only emergency buoy records have ever been recovered from these portals because no known survivors have ever escaped from one of these one way portals.

### **Distortion Field (16)**

This anomaly disrupts the physical laws of space causing any ship entering it to physically warp, so regions inside a trapped ship start to randomly change shape and size.

### **Edge of the Universe (17)**

In the expanding universe, all matter started in the center of the universe and was ejected during the Big Bang. That means that there is an outer edge of the universe where there is no matter that is constantly expanding outward.

### **Energy Sink (18)**

An energy sink is created where the fabric of space becomes warped in a specific region of spacetime. Most forms of stored or generated energy will be instantly drained of all power leaving a spacecraft stranded if it enters an energy sink. Depending on the type of rift, living things may or may not be affected.

### **Explosive Gas Cloud (19)**

This cloud is made of highly reactive chemicals that will ignite and explode if weapons or engines are activated inside it. These clouds can be very dangerous because they are difficult to detect and are deadly if passed through.

### **Galactic Void (20)**

This is a massive hole in the fabric of space. It can be entered, but it is totally devoid of matter and energy. There appears to be no way to escape this energy dissipating anomaly.

### **Globular Star Cluster (21)**

Globular star clusters represent thousands of stars that occupy a volume of space ranging from one to five light years across. These stars are so close together that at night the inhabitants of the planets within these clusters can see thousands of stars brighter than the brightest star seen from Earth. These stars produce so much ambient light that the night sky on these worlds is brighter than an overcast day.

### **Gravity Well (22)**

These deadly areas of space contain a subspace singularity that has fallen out of real space. They are impossible to detect, but they still produce an inescapable event horizon that results in a permanent prison for any unlucky ship and its crew.

### **Ion Fountain (23)**

These are spatial rifts that release immense amounts of ionized particles that will destroy any electronic device or power source touched by this powerful electromagnetic emission.

### **Ion Storm (24)**

Ion storms are created when a tear in real space leads to nullspace or subspace right above a cloud of protostellar gas. When this gas streams through the crack, massive amounts of energy are released that can damage or destroy nearby ships and unlucky worlds.



### **Killer Asteroid (25)**

A few random asteroids and spatial bodies have trajectories that coincide with a planet with a sentient population. If it is massive enough, it can completely destroy a society and the entire biosphere of a planet. These asteroids are usually pushed away with massive nuclear furnaces built onto their surface, but they may have to be completely annihilated if this technique does not work. Some asteroids are so large that nothing can stop them from colliding into a doomed world.

### **Micro Singularity (26)**

These small accumulations of highly compressed matter have incredibly powerful gravitational fields, but they are so minute that their event horizon is very small.

### **Micro Wormhole (27)**

These wormholes are so small that a ship could not pass through them, but radio signals can be sent through them allowing communication between regions of space that might be on opposite sides of the universe.

### **Miniature Space (28)**

These warpatures of space actually change the size of anything that passes through them. Ships passing through them are permanently shrunk and the only way to reverse this process is to create a reversed warpature of space or to actually turn back time.

### **Nebula (29)**

Nebulas are massive interstellar clouds of gas and dust. They are created from supernova explosions, so they contain radioactive particles that interfere with defensive screens, sensors, and direct communication. Nebulas negate the effects of defensive shields and interfere with sensors and all forms of communication. Nebulas known as shadow nebulas are so dense, they reduce visibility and sensor ranges to zero. A ship that attempts to travel through a shadow nebula can be damaged or destroyed if it travels too fast or collides with an unseen object hidden inside one.

### **Particle Fountain (30)**

This rift in the fabric of spacetime allows immense amounts of antimatter to pour into our universe. This antimatter explodes on contact with normal matter creating a massive energy discharge in this region of space that will destroy anything near it. It also produces immense amounts of radiation that makes all local star systems unlivable.

### **Phase Rift (31)**

A phase rift is a tear in real space that has blended in with subspace. If a ship passes into one of these tears, the ship and its crew will be thrown into subspace. Nothing will appear to have changed, but their crew's actions will no longer have any effect on the real world and nothing in the real world can sense or affect them.

### **Plasma Cloud (32)**

These super heated plasma clouds are created when a cloud of hydrogen gas pours through a temporal rift into an alternate dimension. These clouds create massive amounts of heat, light, and wide spectrum radiation. This energy can destroy an unshielded spacecraft that collides with one of these phenomena.

### **Quasar (33)**

These quasi-stellar objects produce massive amounts of energy and radiation. Quasars are produced when a huge cloud of cosmic dust is drawn into a black hole. The friction of the accelerating particles passing near the speed of light creates incredible and variable energy emissions.

### **Radiation Cloud (34)**

These dense clouds of radioactive dust inflict immense amounts of damage for every second anything passes through them depending on the cloud's density and composition.

### **Reflective Singularity (35)**

This singularity causes multiple copies of anything near it to appear in the spacetime continuum that may become permanent objects causing extreme temporal anomalies to occur.

### **Reversion Field (36)**

This anomaly causes everything in it to revert back to its simplest form eventually convert anything inside it into a cloud of quarks.

### **Rogue Planet (37)**

These planets or moons have been knocked free from their orbit by the impact of a massive spatial body, so they travel through the universe at extremely high speeds.

### **Slipstream (38)**

These distorted regions of space have a gravitational field that will pull a starship at high speeds to a specific area of space allowing energy free travel in one direction and more difficult travel in the opposite direction.

### **Spatial Distortion (39)**

This is a corruption in the structure of reality in a localized area. These anomalies cause the laws of physics to randomly change making bizarre and impossible events occur within them. This area of distortion can be stable, but most spatial distortions quickly stabilize and disappear.

### **Spatial Rift (40)**

These tears in the fabric of real space are direct portals into other dimensions.

### **Stasis Field (41)**

These temporal anomalies represent areas of space where time has stopped, so anything entering them will be trapped forever in an unchanging state.

### **Subspace Corridor (42)**

These gateways through subspace allow starships to reach unlimited speeds when inside these corridors that may be thousands of light years across.

### **Subspace Radiation (43)**

The universe that exists right under real space completely destabilizes normal matter. This distortion can seep through cracks in real space creating areas filled with destructive energy. Matter cannot exist in these areas for long and eventually everything near these cracks slowly disintegrates.

### **Supernova (44)**

A supernova is a massive explosion that occurs when a super massive star dies. When a star reaches a point where its entire core is solid iron, it collapses and produces an explosion equivalent to the power generated by a billion stars in one second. Another path to a supernova explosion occurs when a white dwarf slowly accumulates excess mass from a companion star until it is massive enough to go nova. Supernova events are extremely rare so if one is about to occur, research ships from all over the universe will gather to collect invaluable scientific data.

### **Quantum Filament (45)**

This massless anomaly causes any ship passing through it to receive a very large electrical discharge that can overload all its systems.

### **Temporal Displacement (46)**

This temporal distortion will actually fling a ship and its crew forward or backward in time ranging from a few days to thousands of years from its standard time. The only way for a ship to get back to its own time is to find another temporal distortion to send them back through time.

### **Temporal Drift (47)**

These temporal anomalies represent areas of space where time progresses either extremely slowly or rapidly. Sometimes time can even move backwards in these bizarre areas of space. These areas have been known to have biogenic effects permanently reversing the physical effects of aging in people. Biogenic effects can be very dangerous because unborn babies can be turned into stem cells causing termination of a pregnancy and anyone exposed to these fields for an extended period of time will eventually revert back to proto cells.

### **Temporal Rift (48)**

These tears in the spacetime continuum allow a vehicle to travel to any moment in the timeline. This tear in space is found in the exact same location at every moment in time in a given spacetime continuum. A temporal rift allows copies of the same object or person from different moments in time to exist together at the same point in time and space. If these different temporal versions of the same thing ever come into contact, their existence will be erased throughout time to resolve the paradox.

### **Warp Rift (49)**

These fast moving tears in the fabric of space can be almost one kilometer in length. They are very rare but anything that they touch is pulled into an alternate dimension. If any part of a ship or world is in its path, it will be torn off and pulled into the rift. The pieces pulled in will be quite safe inside the new dimension and can possibly be recovered if the rift can be found again. These rifts move at random and their only trail is the destruction that they cause, so they can be difficult to find again.

### **Wormhole (50)**

This subspace tunnel connects two points of real space that can be infinitely far apart. Three dimensional space would appear as a curved surface in a higher dimensional universe, so this curvature allows any two points of space to touch and be connected by a wormhole. These tunnels allow vehicles entering them to travel the distance between the two ends of a wormhole in an instant. Wormholes can be very unstable and can collapse without any warning destroying anything traveling through them at the time.

## **Special Ammo (066)**

These special rounds can be used in futuristic projectile weapons giving a hand weapon special abilities and greater versatility.

### **Armor Piercing (11)**

Armor piercing rounds contain a lower caliber flechette ejected from a discarding sabot designed to pierce heavily armored targets.

### **Buckshot (12)**

The casing of this round is filled with micro buckshot covered with a polymer cap that empties into a target on impact.

### **Caseless (13)**

Caseless rounds use their shells as a propellant when they are fired. These bullets are much smaller than normal, so many more rounds can be carried in a single clip and they almost never jam.

### **Control (14)**

These hollow rounds contain nano tech that enters a person's blood stream and reconstructs his nervous system turning him into a mindless slave that will respond to simple verbal commands.

### **Cryo (15)**

These hollow rounds are filled with a cryogenic liquid that will freeze anything solid on contact.

### **Crystal (16)**

These rounds are made of a crystal that explosively grows when it contacts the moisture of a person's body.

### **Destructor (21)**

Destructor rounds are made of destructive nano tech that will decompose anything touched by them.

### **Dissolving (22)**

Dissolving rounds are made of an organic polymer that dissolves when it makes contact with water leaving little or no evidence during an autopsy.

### **EMP (23)**

These electronic rounds produce an electromagnetic pulse when they hit a target that can disrupt its electronic systems.

### **Explosive (24)**

Explosive rounds are filled with a highly explosive chemical that explodes on impact.

### **Fat Boy (25)**

These depleted uranium bullets use their high density slug to pierce through body armor.

### **Frag (26)**

Frag rounds explode into a thousand ceramic shards designed to shred a person's internal organs.

### **Fungus (31)**

These hollow rounds are filled with fungal spores that explosively grow when they make contact with water tearing a person's body apart.

### **Gyrojet (32)**

Gyrojet rounds have a micro rocket that accelerates them to incredible speeds once they have been fired.

### **High Velocity (33)**

High velocity rounds are fired using an extremely powerful propellant allowing a bullet to achieve two to five times the speed of sound giving it incredible penetrating power.

### **Hollow Point (34)**

These bullets have their tips cored out, so they break apart into fragments once they enter a person's body.

### **Holy (35)**

These rounds are made of melted down holy relics and church bells. They have been blessed allowing them to instantly destroy vampires, demons, and the undead.

### **Incendiary (36)**

Incendiary bullets are filled with white phosphorous that ignites when it contacts the air.

### **Paint (41)**

These rubber bullets are filled with paint that mark a target instead of damaging it.

### **Poison (42)**

These hollow rounds are filled with a glass canister filled with a deadly chemical or biological poison. Many of these poisons damage or destroy a person's neurological system.

### **Proximity (43)**

Proximity rounds explode into deadly fragments once they near a target allowing them to deal damage even if the bullet does not hit anything.

**Ripper (44)**

Ripper rounds release thousands of fibers when they hit and explode tearing a person's body apart.

**Shield Buster (45)**

These rounds produce a powerful electromagnetic field allowing them to penetrate a defensive shield.

**Shock (46)**

These gel rounds spread a piezoelectric gel all over a target in order to shock her nervous system.

**Silver (51)**

These solid silver rounds are useful for dealing with paranormal creatures like werewolves and vampires. Silver prevents many mythical creatures from regenerating injured wounds.

**Silver Nitrate (52)**

These hollow rounds are filled with a silver nitrate solution to kill lycanthropes. They have replaced silver bullets because the silver nitrate enters a werewolf's blood stream, so they cause almost instant death to were creatures.

**Slide (53)**

Slide rounds are covered in a frictionless gel allowing them to penetrate ballistic armor.

**Smart (54)**

Smart rounds have an active flight system controlled by a smart gun or cybernetic system that guides the bullet to its target. They can actually bend around corners and chase a hiding target.

**Stabilized (55)**

These rounds deploy stabilizing wings once they are fired greatly increasing their range and accuracy.

**Stun (56)**

These non-lethal bullets are made of polymer fibers, so they knock down a person instead of killing him.

**Sub Sonic (61)**

These rounds have a special mix of propellant that prevents the round from reaching the speed of sound, so the sound produced by each shot is extremely reduced. The hitting power of the round is also greatly reduced, but it still produces lethal force against unarmored targets.

**Toxic (62)**

These rounds have been coated in a fast acting nerve toxin, so the slightest scratch by one of these rounds is lethal.

**Tracer (63)**

These bullets have a small pyrotechnic charge that ignites when fired to burn brightly allowing the projectile's trajectory to be seen.

**Tumbler (64)**

These rounds are designed to tumble around once they enter a person's body allowing them to produce an immense amount of internal damage.

**Ultraviolet (65)**

These hollow rounds are filled with an irradiated fluid that produces ultraviolet light to kill vampires.

**Viral (66)**

These rounds carry a canister of live virus that will infect a person injured by a round, so the victim will spread this lethal or debilitating disease to his comrades.

## Star Types (D20)

These are the common star types that exist in the universe that can be used when creating a star system.

### Type O (1)

Luminosity: 1,500,000 Size: Super Giant

These extremely bright blue stars have a short life span that results from their intense heat and luminosity. These high energy stars can destroy any starship that comes too close that does not have powerful enough defensive screens. They are usually referred to as blue giants and have a surface temperature greater than 30,000°C.

### Type B (2)

Luminosity: 20,000 Size: Giant

These blue white stars have high luminosity and tend to be very large. These bright stars are useful for building manufacturing facilities and antimatter conversion plants that orbit around these high energy stars. They have an average surface temperature of 15,000°C.

### Type A (3)

Luminosity: 80 Size: Giant

These massive white stars produce high intensity luminosity without producing massive solar radiation and flares making them prime locations for the construction of space stations. Many antimatter conversion plants are produced near these stars because the worlds that surround them cannot support life. They have an average surface temperature of 9,000°C.

### Type F (4)

Luminosity: 6 Size: Main Sequence

These yellow-white stars produce many colonized worlds, but planets orbiting them tend to be very arid and barren. Planets closest to these stars are usually too hot to support life. They have an average surface temperature of 7,000°C.

### Type G (5)

Luminosity: 1 Size: Main Sequence

These yellow stars produce the perfect balance of radiation and light for sentient races making their systems perfect for colonization. Type G stars are represented by the star Sol that supports the planet Earth. Most stars that are near the cores of any star empire have been converted to type G stars. They have an average surface temperature of 5,000°C.

### Type K (6)

Luminosity: 0.5 Size: Main Sequence

These orange stars don't provide as much light or heat as a type G star, but they are highly prized because many of the explored inner planets that orbit them are prime candidates for terraforming. They have an average surface temperature of 3,500°C.

### Type M (7)

Luminosity: 0.05 Size: Dwarf to Subdwarf

These red stars represent one third of all known stars because their low intensity results in a greatly extended life span. They are commonly known as red dwarfs and have an average surface temperature of 2,000°C.

### Supergiant (8)

Luminosity: 50,000 Size: Super Giant

These super massive red stars have an average surface temperature of 3,000°C but their incredible mass and volume make them appear very bright.

### Red Giant (9)

Luminosity: 1000 Size: Giant

These massive red stars are dying main sequence stars that have core fusion reactions occurring between helium and other elements instead of hydrogen. They have an average surface temperature of 6,000°C

### White Dwarf (10)

Luminosity: 1 Size: Dwarf

These are the remnants of dying low mass main sequence stars. When a star goes nova and blows off its envelope in the form of a planetary nebula, all that is left is a core of carbon and a burning shell of helium. The barren worlds that were destroyed when this star died can be terraformed to become livable worlds by local star empires. They have an average surface temperature of 10,000°C.

### Red Dwarf (11)

Luminosity: 5 Size: Dwarf

These are small and faint main sequence star with a surface temperature of 4,000°C. These are the most common stars in the universe. Many viable colony worlds exist near these common dwarf stars.

### Black Dwarf (12)

This is a dead white dwarf star that has gone completely cold and produces absolutely no light. These dead stars are perfect mining resources for a local space empire to harvest.

### **Brown Dwarf (13)**

Luminosity: 0 Size: Dwarf

This star is not massive enough for a fusion reaction to begin in its solar core. It produces no energy, but it has a very powerful magnetic field surrounding it.

### **Pulsar (14)**

Luminosity: 1 Size: Main Sequence to Dwarf

These are the remnants of massive stars. They are rapidly rotating, highly magnetic neutron stars that generate intense bursts of radio waves, x-rays, or visible electromagnetic radiation at regular intervals. They are the second densest objects in the universe after a singularity.

### **Variable Star (15)**

Luminosity: Varies from 10 to 0.01 in a set pattern

Size: Varies from Giant to Main Sequence in a set pattern.

Many stars become unstable causing them to periodically expand and contract which results in a periodic change in their brightness. This change can destroy any life found in these star systems and the massive solar flares that they produce can damage or destroy spacecraft entering these systems.

### **Neutron Star (16)**

Neutron stars are the stellar cores of stars that have gone supernova, but they were not massive enough to form a black hole. The surface of these stars has been blown off and a core of about ten to twenty kilometers in diameter remains. Within a neutron star, the mass is so compressed that protons and electrons are crushed together to form neutrons. Neutron stars produce a massive gravity field that pulls anything near it towards itself with a force similar to a black hole.

### **Unstable Star (17)**

An unstable star has a magnetic field that is constantly in a state of flux. These stars grow and shrink changing the energy output from their cores. This change in solar density causes massive explosive bursts of solar radiation and intense solar flares.

### **Rogue Star (18)**

These stars have actually been knocked free by a massive gravitational burst causing them to fly through the universe. These harbingers of death will destroy all life in any star system that these rogue stars pass through because of their intense radiation and magnetic fields.

### **Binary Star (19)**

These star systems are very unstable because the larger star always cannibalizes the smaller star to grow larger and more dense. The smaller star slowly disappears and the other star becomes a massive star releasing immense amounts of energy as the solar materials accelerates towards its surface.

### **Protostar (20)**

These are stars in the process of being born. Protostars are slowly coalescing spheres of hydrogen and dust that are building up enough gravity to start their nuclear furnace.

## **Starship Apex Systems (D30)**

These super advanced devices can be added to any starship to make them extremely powerful.

### **Bio Energy Reactor (1)**

This device is a living organism that creates unlimited amounts of clean energy that it draws from an alternate dimension.

### **Bio Neural Computer (2)**

This computer is the most powerful AI in the universe, and it can analyze any combat situation to come up with the perfect solution to guarantee victory against even unsurmountable odds.

### **Chameleon Circuit (3)**

This device allows a ship to look like anything from the outside including a moving cloud of dark matter or an asteroid. The ship actually surrounds itself with this material making it completely undetectable.

### **Cloaking Device (4)**

This device produces a stealth field around a vehicle making it impossible to detect. This field absorbs enemy sensor signals and suppresses all energy emissions produced by the ship.

### **Energy Wall Generator (5)**

This device produces an energy barrier behind a vehicle that will destroy anything that touches it.

### **Fold Drive (6)**

This drive folds the space around a starship allowing the ship and all other ships around it to move instantly through space.

### **Holo Doctor (7)**

This system generates a holographic medical officer that operates like a standard doctor because of force fields that allow this hologram to interact with the real world. It is programmed with thousands of medical procedures allowing it to heal almost any injury using its regenerative fields.

### **Implosion Cannon (8)**

This weapon fires a piece of unstable matter and when it touches a starship or a celestial object like a moon causing it to implode inward into itself.

### **Inertial Matrix (9)**

This device negates inertia within a vehicle allowing its crew to resist extreme turns and changes in acceleration.

### **Internal Dimension (10)**

The inside of a vehicle is a separate dimension allowing it to be incredibly large inside. This pocket dimension also protects everything inside from any attacks or interference from the outside world.

### **Luck Circuit (11)**

This device modifies the field of probability around a ship to create a zone of good luck around it.

### **Neural Link (12)**

A ship can directly link to its pilot and crew's minds allowing instantaneous and instinctual control of the ship.

### **Phase Drive (13)**

This drive allows a ship to slip into and out of hyperspace allowing all enemy weapons fire to pass harmlessly through it on command.

### **Planet Breaker (14)**

This weapon fires a missile that cause space and time to fold destroying anything near it when it is activated. This weapon can even destroy a planet or star when activated.

### **Psi Amplifier (15)**

This device greatly amplifies the psionic potential of a user within a starship allowing it to fire a devastating mental blast. It also protects a psyker from mental attacks when he is linked to this device.

### **Quantum Torpedo Launcher (16)**

This weapon fires a quantum torpedo that travels through hyperspace towards its target and reemerges into real space inside its target and explodes ignoring an opponent's defenses.

### **Ram Field (17)**

This device produces an indestructible field around a starship allowing it to absorb immense amount of enemy fire and ram through another starship without being damaged.

### **Reconstructive Nanotech (18)**

This technology is embedded into the structure of a ship, and it allows any part of the ship to self-repair in seconds no matter how severe the damage.

### **Sentient Computer (19)**

A ship is controlled by a super intelligent computer that can predict the actions of its opponents and remotely dominates other computer controlled systems.

**Smart Skin (20)**

The outer surface of this vehicle has sensors allowing a pilot to sense and react to his environment as if the vehicle were an extension of his own body.

**Stasis Emitter (21)**

This device projects a beam that causes everything within its field to be trapped in a specific moment in time.

**Telepathic Link (22)**

This device uses an advanced telepathic link that allows its crew to understand and communicate with any alien race.

**Teleporter (23)**

This device allows a person to be instantaneously teleported to and from a ship from almost any distance.

**Temporal Nullifier (24)**

This device projects a beam that erases anything from the timeline and sends out a causative wave that erases everything that exists because of that thing.

**Time Loop Protocol (25)**

This device locks the bridge of a ship in a time loop if the starship is about to be destroyed to protect its crew until they can be rescued.

**Time Matrix (26)**

This device allows a ship to travel back and forth through time.

**Vortex Shield (27)**

The device allows a starship to gather incoming projectiles, missiles, and energy beams fired at it and fire them back at another target.

**Warp Field (28)**

This device bends space to deflect any incoming dangers harmlessly away from a starship.

**Wave Motion Cannon (29)**

This spinal weapon creates thousands of micro black holes in its generator that release unimaginable amounts of energy when they collapse that is directed through the barrel of this weapon with enough power to destroy a planet.

**Wormhole Key (30)**

This device gives a starship access to an ancient wormhole network that allows it to travel throughout the known universe in an instant.



## **Starship Crew (D20)**

These are the crewmembers aboard a spacecraft that run all the systems of a starship and the leaders that command all its crew.

### **Assassin (1)**

This officer makes sure that the crew and captain remain loyal to their space empire.

### **Captain (2)**

This commanding officer is in charge of a starship and he gives all orders during a space battle.

### **Chaplain (3)**

This officer is in charge of every crewmember's spiritual wellbeing, and he helps them maintain absolute loyalty to the empire.

### **Chief Engineer (4)**

This officer is in charge of all repairs performed aboard his ship.

### **Chief Medical Officer (5)**

This officer is in charge of the physical and mental health of every person aboard a ship.

### **Chief Science Officer (6)**

This officer is in charge of all scientific investigations in space or on the surface of an alien planet.

### **Communication Officer (7)**

This officer is in charge of communication and code breaking. They are in charge of all official negotiations with first contact alien races.

### **Deck Crew (8)**

These are the crews that refuel, load, and rearm all the shuttles, mechas, and fighters aboard a ship.

### **Engineer (9)**

These are the officers that perform the repairs and modifications to a starship and its accessory vehicles and equipment.

### **First Officer (10)**

This officer deals with all the crew logistics, and he makes sure all his captain's orders are performed.

### **Intelligence Officer (11)**

These officers act as diplomats and negotiators with alien ships and planetary governments.

### **Medical Officer (12)**

These are the officers that perform all the minor medical procedures aboard a ship.

### **Navigator (13)**

This is the officer that pilots the ship and plots its dimensional jumps.

### **Pilot (14)**

These are the officers that pilot the fighters and mechas aboard a starship.

### **Science Officer (15)**

These are the officers that perform the experiments and analyze the data assigned by the chief science officer.

### **Security Officer (16)**

These officers maintain the security aboard a ship and guard it against enemy boarding parties.

### **Sensor Officer (17)**

This officer is in charge of sensor analysis, planetary and spatial probing, and tracking enemy ships.

### **Space Marines (18)**

These marines are in charge of boarding enemy ships and star bases. They are also in charge of all ground based combat missions.

### **Weapon Officer (19)**

This officer is in charge of weapon and shield operations aboard a starship.

### **Wing Commander (20)**

This officer is in charge of all the pilots aboard a starship.

## Starship Maneuvers (D66)

These are maneuvers that a starship captain can perform during a space battle or during normal operations.

### Alpha Pattern (11)

A group of tightly packed starships move towards an enemy fleet with all shields forward, so the ships in the front of the pack protect the ships in the rear. Ships exchange positions when their shields begin to fail.

### Alpha Strike (12)

A starship moves extremely fast directly at an enemy ship and fires all its weapons when it is extremely close to the other ship. This maneuver works well if a ship is cloaked or remains hidden behind space debris until it attacks.

### Ambush (13)

A spaceship hides behind an asteroid or debris field to ambush an enemy ship.

### Barrage (14)

A ship has many fighters and mecha in its hangar bay so when its hangar doors open, these support vehicles fire a massive barrage of missiles and laser weapons at a nearby target.

### Close (15)

A starship decreases its distance to a target starship to maximize its weapon damage.

### Come About (16)

A starship curves its trajectory to move towards an enemy ship.

### Concentrated Strike (21)

This is when all the weapons on a starship are aimed directly at a single point of an enemy's facing shield to punch a hole through it.

### Crossfire (22)

In this maneuver, multiple friendly starships concentrate their weapons fire on a single enemy starship to quickly destroy one ship at a time.

### Death Blossom (23)

A starship uses its inertial thrusters to spin around in all directions allowing it to fire its weapons in all directions.

### Death Ploy (24)

A starship drops debris and explosives while jumping into hyperspace to make it appear that it has exploded and was completely destroyed.

### Deck Run (25)

A fighter or mecha can ram into a starship's command deck to destroy its ability to operate.

### Disengage (26)

A starship moves away from a battlefield and flees.

### Evasive Maneuvers (31)

This allows a ship to pull away from its movement vector, so an enemy starship cannot bear its main weapons on it.

### Full Stop (32)

A starship comes to an immediate and complete stop including rotation.

### Gas Scoop (33)

A ship skims the surface of a gas giant's upper atmosphere to gather fuel.

### Guiding Light (34)

A ship dives toward an enemy fleet and produces a gravity well allowing friendly ships to make accurate jumps right next to an enemy's flank.

### Hard About (35)

A starship turns extremely hard, but there is a risk of damaging its structural integrity and injuring the crew.

### Last Stand (36)

A starship fires its shuttles and escape pods filled with explosives at an enemy ship.

### Limpet Mine (41)

A starship attaches itself to another ship and self destructs.

### Match Speed (42)

A starship matches speed with an enemy ship to maintain its distance.

### Minimal Aspect (43)

A starship circles around an enemy ship while rotating its hull to maintain its minimal surface area towards the enemy.

### Missile Wake (44)

A fleet of ships fire an incredible barrage of missiles followed by a wave of fighters in front of a group of capital ships. The enemy fleet must destroy the wave of missiles allowing the fighters and capital ships to get into kill range unharmed.

### Open (45)

A starship increases its distance from an enemy ship to stay within its maximum weapon range but outside an opponent's weapons range.

**Planetary Slingshot (46)**

A starship enters a planet's gravitational field in order to use its gravitational pull to fling itself around the world to gain speed.

**Ram (51)**

This is when a starship actually rams its hull into another ship to cause both ships to be destroyed.

**Ramming Speed (52)**

A starship moves at maximum speed towards an enemy ship.

**Reverse Strike (53)**

A starship maintains its trajectory but rotates around its axis to present its front firing arc towards a pursuing enemy.

**Sacrificial Lamb (54)**

A single ship stands and fights, so the rest of its fleet or its command vessel can escape.

**Shadow Run (55)**

A starship sneaks up to a larger ship and attaches itself to its surface and travels with it undetected.

**Shield Shear (56)**

A ship moves extremely close to another ship, so its shields penetrate through the other ship's shields allowing it to fire its weapons directly through them.

**Short Jump (61)**

A starship makes a short hyperspace jump across the battlefield, but it has a random direction and trajectory when it arrives.

**Silent Running (62)**

A starship runs with all systems down to avoid being detected. The crew must wear environmental suits because the ship's life support and grav systems must also be deactivated.

**Stutter Jump (63)**

A ship performs a micro jump making it appear to disappear and suddenly reappear right next to an enemy ship, so it can blast the enemy at close range with all its weapons.

**Tractor Catapult (64)**

A starship dumps its cargo and flings it at an enemy ship using its tractor beam. This also allows space mines and space debris to be thrown at an enemy starship.

**Tractor Shield (65)**

A starship maneuvers another ship or an asteroid in front of it using its tractor beam to shield it from incoming attacks.

**Tractor Slingshot (66)**

A starship uses its tractor beam to attach itself to a large mass like an asteroid or planet to quickly change its trajectory.

## Starship Names (D500)

This is a list of names for starships and space stations in your sci-fi campaigns.

Abomination (1)	Black Star (42)	Dark Angel (83)	Enforcer (124)	Gauntlet (165)	Illusion (206)
Adamant (2)	Black Widow (43)	Dark Wing (84)	Enigma (125)	Gazelle (166)	Immortal (207)
Adept (3)	Bladerunner (44)	Dauntless (85)	Enterprise (126)	Gemini (167)	Imp (208)
Agony (4)	Blaze of Glory (45)	Death (86)	Epsilon (127)	Genesis (168)	Imperator (209)
Alchemy (5)	Blizzard (46)	Death Blow (87)	Equalizer (128)	Ghost (169)	Impulse (210)
Alliance (6)	Blockbuster (47)	Death Bringer (88)	Eradicator (129)	Gladiator (170)	Incinerator (211)
Alpha (7)	Blood Moon (48)	Death Scythe (89)	Eternal Dawn (130)	Gladus (171)	Independence (212)
Anarchist (8)	Broadsword (49)	Death Wing (90)	Eternal Night (131)	Glory (172)	Indomitable (213)
Anarchy (9)	Bravo (50)	Decimator (91)	Event Horizon (132)	Goblin (173)	Inferno (214)
Andromeda (10)	Brawler (51)	Defender (92)	Evolution (133)	Goliath (174)	Infinity (215)
Angel (11)	Capricorn (52)	Defiant (93)	Excalibur (134)	Good Fortune (175)	Ingenuity (216)
Annihilation (12)	Carnage (53)	Defiler (94)	Excelsior (135)	Grenadier (176)	Inquisitor (217)
Anvil (13)	Carnivore (54)	Deimos (95)	Executioner (136)	Griffon (177)	Insatiable (218)
Apex (14)	Cataclysm (55)	Demolisher (96)	Exeter (137)	Guardian (178)	Inseparable (219)
Apocalypse (15)	Catapult (56)	Demon (97)	Exorcist (138)	Guiding Light (179)	Interceptor (220)
Apollo (16)	Centaur (57)	Demon Hunter (98)	Explorer (139)	Halberd (180)	Intrepid (221)
Aquarius (17)	Centurion (58)	Desolation (99)	Exterminator (140)	Halo (181)	Intrigue (222)
Arcadia (18)	Challenger (59)	Destiny (100)	Fable (141)	Hammer (182)	Invader (223)
Archer (19)	Champion (60)	Destroyer (101)	Faith (142)	Harbringer (183)	Invincible (224)
Archon (20)	Cheetah (61)	Devastator (102)	Falcon (143)	Harlequin (184)	Invulnerable (225)
Ares (21)	Chimera (62)	Devil (103)	Fate (144)	Harmony (185)	Iron Maiden (226)
Armada (22)	Chronos (63)	Dictator (104)	Fearless (145)	Harpy (186)	Jackal (227)
Armageddon (23)	Citadel (64)	Discovery (105)	Firebrand (146)	Havoc (187)	Jackpot (228)
Arrow (24)	Claymore (65)	Division (106)	Firefly (147)	Hawk (188)	Jaguar (229)
Artemis (25)	Cobra (66)	Domino (107)	Flash (148)	Helios (189)	Javelin (230)
Asp (26)	Colossus (67)	Doom (108)	Forerunner (149)	Helix (190)	Joker (231)
Assassin (27)	Comet (68)	Doom Falcon (109)	Forever (150)	Hellhound (191)	Jubilee (231)
Atlantis (28)	Conqueror (69)	Doom Wing (110)	Forge (151)	Herald (192)	Juggernaut (233)
Atlas (29)	Conquest (70)	Double Cross (111)	Forsaken (152)	Hercules (193)	Karma (234)
Atom (30)	Conquistador (71)	Dragon (112)	Fortitude (153)	Hermes (194)	Katana (235)
Atrocity (31)	Constellation (72)	Dragonfly (113)	Fortnight (154)	Hero (195)	King (236)
Aurora (32)	Corsair (73)	Druid (114)	Fortress (155)	Hood (196)	Knight (237)
Avalanche (33)	Cosmos (74)	Eagle (115)	Fortune (156)	Honor (197)	Kraken (238)
Avenger (34)	Courage (75)	Eclipse (116)	Freedom (157)	Hope (198)	Lancer (239)
Babylon (35)	Crossbow (76)	Eden (117)	Frenzy (158)	Hornet (199)	Lantern (240)
Banshee (36)	Crossfire (77)	Emperor (118)	Fury (159)	Hunter (200)	Last Hope (241)
Basilisk (37)	Crusader (78)	Empress (119)	Galaxy (160)	Huntsman (201)	Legion (242)
Behemoth (38)	Crusher (79)	Enchanter (120)	Gallant (161)	Hurricane (202)	Leopard (243)
Berserker (39)	Cutlass (80)	Enchantress (121)	Gambit (162)	Hydra (203)	Leviathan (244)
Bishop (40)	Dagger (81)	Endeavor (122)	Gargoyle (163)	Hyena (204)	Liberator (245)
Black Ice (41)	Dancer (82)	Endurance (123)	Gate Crasher (164)	Hyperion (205)	Liberty (246)

Lighthouse (247)	Oblivion (290)	Python (333)	Searcher (376)	Storm (419)	Vanquisher (462)
Lightning (248)	Observer (291)	Quake (334)	Sentinel (377)	Storm Seeker (420)	Vengeance (463)
Lion (249)	Odin (292)	Quantum (335)	Sentry (378)	Striker (421)	Venom (464)
Lionheart (250)	Odyssey (293)	Quasar (336)	Serenity (379)	Subjugator (422)	Venture (465)
Loki (251)	Olympus (294)	Queen (337)	Serpent (380)	Successor (423)	Vertigo (466)
Longbow (252)	Omega (295)	Quest (338)	Shadow Hawk (381)	Sudden Impact (424)	Victory (467)
Luck Lady (253)	Onslaught (296)	Quicksilver (339)	Shaman (382)	Summit (425)	Vigilant (468)
Lynx (254)	Oracle (297)	Rage (340)	Shark (383)	Tempest (426)	Viking (469)
Mage (255)	Outland (298)	Ragnarok (341)	Shieldbreaker (384)	Templar (427)	Vindicator (470)
Magma (256)	Overlord (299)	Raider (342)	Shining Light (385)	Tenacity (428)	Virgo (471)
Malevolent (257)	Pain (300)	Rainbow (343)	Shooting Star (386)	Terminator (429)	Virtue (472)
Mamba (258)	Paladin (301)	Ranger (344)	Siegebreaker (387)	Terror (430)	Vision (473)
Mantis (269)	Pandora (302)	Rapier (345)	Silver Moon (388)	Thor (431)	Visitor (474)
Marathon (260)	Paradise (303)	Raptor (346)	Siren (389)	Thrasher (432)	Vixen (475)
Matrix (261)	Paragon (304)	Ravager (347)	Slayer (390)	Thunder (433)	Voodoo (476)
Mauler (262)	Pathfinder (305)	Raven (348)	Sledgehammer (391)	Thunderbird (434)	Vortex (477)
Maverick (263)	Peacekeeper (306)	Reaper (349)	Soul Killer (392)	Thunderstone (435)	Voyager (478)
Medusa (264)	Peacemaker (307)	Reaver (350)	Soul Stalker (393)	Thunderstorm (436)	Vulcan (479)
Mercury (265)	Peek (308)	Rebel (351)	Sovereign (394)	Tiger (437)	War Dog (480)
Mercy (266)	Pegasus (309)	Refuge (352)	Spearhead (395)	Titan (438)	Warhammer (481)
Messiah (267)	Persuader (310)	Relentless (353)	Specter (396)	Tomahawk (439)	Warlock (482)
Meteor (268)	Pestilence (311)	Renegade (354)	Spectrum (397)	Torment (440)	Warlord (483)
Midnight (269)	Phantom (312)	Renown (355)	Spellbinder (398)	Tornado (441)	Warp Hammer (484)
Mischief (270)	Pharaoh (313)	Repressor (356)	Sphinx (399)	Tranquility (442)	Warpath (485)
Misfit (271)	Phoenix (314)	Rescue (357)	Spider (400)	Traveler (443)	Warrior (486)
Monarch (272)	Pinnacle (315)	Resolute (358)	Spirit (401)	Trickster (444)	Wasp (487)
Monitor (273)	Pioneer (316)	Restless (359)	Stalker (402)	Trident (445)	Watcher (488)
Mutilator (274)	Piranha (317)	Retaliator (360)	Stalwart (403)	Trinity (446)	Whirlwind (489)
Mystic (275)	Plague (318)	Retribution (361)	Star Crusher (404)	Triton (447)	Wildfire (490)
Myth (276)	Plasma (319)	Revenge (362)	Star Dragon (405)	Triumph (448)	Windowmaker (491)
Nautilus (277)	Polaris (320)	Revolution (363)	Star Fury (406)	Typhoon (449)	Wisdom (492)
Navigator (278)	Poseidon (321)	Rhapsody (364)	Star Hammer (407)	Tyrant (450)	Witch (493)
Nebula (279)	Predator (322)	Rogue (365)	Star Hawk (408)	Unforgiven (451)	Wolverine (494)
Necromancer (280)	Prestige (323)	Saber (366)	Star Killer (409)	Unicorn (452)	Wraith (495)
Nemesis (281)	Prism (324)	Sabretooth (367)	Star Lord (410)	Unity (453)	Wrath (496)
Nexus (282)	Privateer (325)	Saint (368)	Star Quest (411)	Utopia (454)	Wyvern (497)
Night Raven (283)	Prometheus (326)	Salamander (369)	Star Talon (412)	Valhalla (455)	Zenith (498)
Nightbringer (284)	Prowler (327)	Samaritan (370)	Star Wolf (413)	Valiant (456)	Zephyr (499)
Ninja (285)	Pulsar (328)	Sanctuary (371)	Starburst (414)	Valkyrie (457)	Zeus (500)
Nirvana (286)	Punisher (329)	Scimitar (372)	Starfire (415)	Valor (458)	
Noble Wind (287)	Purity (330)	Scorpio (373)	Starlight (416)	Vampire (459)	
Nomad (288)	Pursuit (331)	Scorpion (374)	Stinger (417)	Vandal (460)	
Obliterator (289)	Pyro (332)	Scout (375)	Stingray (418)	Vanguard (461)	

## **Starship Options (0200)**

These powerful options and special abilities that make a spaceship more powerful and versatile.

### **Active Camo (1)**

The surface of this starship is covered in a coating designed to mimic the appearance of its surrounding making it very difficult to see.

### **Active Shield (2)**

An active shield is a single point shield generator that projects a small but extremely powerful deflector field. Its artificial intelligence attempts to stop all attacks, but it sometimes cannot move its small shield fast enough to stop everything. If this field blocks an attack, it completely negates it.

### **Adaptive Armor (3)**

This external nano tech hull armor can change its structure to better defend against any weapon. It can become reflective to defend against lasers, ablative to defend against plasma weapons, and reactive to defend against projectile weapons.

### **Aerospace Ship (4)**

A starship is designed to enter a planet's atmosphere and safely land on its surface.

### **Afterburners (5)**

A starship has massive ramjets located on its hull allowing it to achieve a sudden immense burst of speed to avoid a barrage of projectiles or missiles or to avoid enemy fire until its hyperdrive is fully charged.

### **Antimass Deflector (6)**

This system will deflect anything with a mass away that enters the field including asteroids, missiles, and other ships.

### **Armor Drones (7)**

These armored drones are designed to deflect projectiles and asteroids heading towards a spaceship or ram into an enemy ship.

### **Attack Buoys (8)**

These remote attack satellites are dropped from a starship, and they automatically defend a specific area of space.

### **Auto Targeter (9)**

This battle computer can control all the weapons and sensors aboard a starship.

### **Autopilot (10)**

This AI system can pilot a starship without the need of a pilot.

### **Auxiliary Reactor (11)**

This is a backup power system that can take over when the main reactor fails or it can be used to provide extra energy during an emergency.

### **Barrage Drones (12)**

These sentient drones carry multiple missile launchers to saturate an enemy with seeking missiles.

### **Battle Drones (13)**

These sentient drones are armed with a laser cannon or battle cannon depending on their opponent.

### **Bio Reactor (14)**

The power core of this starship creates unlimited power from a psychically sensitive creature that opens a portal to an alternate reality allowing energy to flow into its capacitors from this other dimension.

### **Bio Ship (15)**

These living ships use bio plasma for propulsion and weaponry. These creatures have internal compartments that the organism maintains a livable environment inside for its crew. This creature has electrodes installed in its brain allowing it to be piloted and controlled, but it can operate on its own in times of need. It also has advanced regenerative abilities allowing it to heal most forms of damage after a few days of rest.

### **Biomechanical Ship (16)**

Bio mechanical starships are semi-organic spacecraft designed to integrate the vitality of an organism with the power and speed of a machine. These ships have metasteel internal frames and move using semi-organic bioplasma engines. Biomech starships are partially grown and partially nano constructed allowing them to be mass produced in times of need. They have natural regenerative properties, and they are extremely quick, highly adaptive, and partially sentient.

### **Blade Drone (17)**

This drone is armed with an energy blade allowing it to slice an enemy starship apart.

### **Blink Drive (18)**

This advanced jump drive allows a starship to make small interstellar jumps that might only be a few kilometers in distance.

### **Boarding Tubes (19)**

A starship fires boarding tubes that burrow into another ship allowing boarding teams to invade an enemy starship. The end of the tube has a rocket propulsion system that propels it forward pulling the boarding tube. The tube's boarding ring has a laser grid to penetrate the hull of an enemy ship in seconds to set up an airlock for troops to board the enemy ship.

### **Bulkhead Reinforcement (20)**

The hull of a starship has been magnetically or energy field reinforced to make it resistant to damage.

### **Cage Drones (21)**

Four of these sentient drones are released and they surround an enemy ship. These drones project an energy cage around the target ship trapping it in place.

### **Chaff Launcher (22)**

This device fires electromagnetically charged and infrared producing chaff to cause auto tracking missiles and turrets to lose track of your starship.

### **Cloaking Device (23)**

A cloak field bends all forms of radiation around a ship and disperses the energy released by it making it almost invisible to the unaided eye and most advanced sensors. These starships are almost impossible to detect unless they release some form of intense energy by activating a weapon or its engines.

### **Cloning Tanks (24)**

This system allows crewmembers to be cloned to add additional crewmembers or to replace crewmembers when they are killed.

### **Collision Compensator (25)**

This AI system combined with a vector maneuvering system can prevent a starship from colliding with any object that it detects as long as a possible safe path exists.

### **Collision Field (26)**

A starship produces a powerful energy field in front of it that will disintegrate incoming asteroids and space debris. This field can destroy almost anything as long as enough energy can be applied to the field.

### **Combat Probes (27)**

These high energy limited range sensor probes are powerful enough to detect cloaked ships, drones, or mines in close proximity.

### **Combat Scanner (28)**

These high energy limited range scanners are powerful enough to detect nearby cloaked ships, mines, and drones.

### **Combiner Ship (29)**

Combiner starships are composed of multiple smaller spacecraft that can act together as a larger and more powerful ship. If one of these ships is not present, the other ships cannot link. Once linked, they can combine their power sources to power a deadly spinal weapon and powerful defensive shields formed from all their components and circuitry.

### **Containment Field (30)**

This system allows an energy field to project around anything inside the ship to contain enemy intruders or to put out internal fires.

### **Control Circuit (31)**

This device uses a powerful electromagnetic field designed to take control of enemy vehicles, robots, and computer systems. This device can deactivate a machine or take complete control of it.

### **Countermeasures (32)**

Countermeasures are designed to attract and divert missiles, torpedoes, and drones fired at a vehicle. Countermeasures include chaff, flares, ECM drones, and other sensory jamming devices including thermal, image, and sonar decoys.

### **Creation Reactor (33)**

This device opens a temporal gate allowing it to harvest the particles from the past that produced the Big Bang in order to generate unlimited amounts of energy.

### **Damage Control (34)**

This system of internal and external robotics and self repairing circuitry allows a starship to repair damage during a battle.

### **Data Analyzer (35)**

This computer has a powerful AI allowing it to make predictions about the movement of enemy starships. This prediction algorithm allows a starship to hit a target ship even when it is performing evasive maneuvers.

### **Debris Field (36)**

This automated tractor beam system gathers asteroids and space debris to create an orbiting defensive ring or shell around a spaceship. This ring can be launched at an enemy ship in an emergency.

### **Decontamination Field (37)**

An energy field swipes through the entire interior of a ship destroying any microorganisms in its atmosphere or on any of its interior surfaces.

### **Decoy Drones (38)**

These drones produce a holographic image and heat signal that make them almost indistinguishable from the actual ship that deployed them.

### **Decoy Mines (39)**

These mines produce the exact signal and a holographic image of their deploying ship, so enemy ships cannot tell which of them is the real one. If an enemy ship approaches, they detonate.

### **Defensive Swarm (40)**

This swarm of shield drones cover a starship in a massive sphere, so every angle is defended against enemy attacks.

### **Detachable Section (41)**

A large portion of a ship can detach, so the two separate ship sections can be operated as separate starships.

### **Distorted Time (42)**

Distorted time systems produce a temporal field that creates a pocket dimension around the crew of a starship. Within this pocket dimension, time moves extremely fast, so everything around a ship appears to be moving in slow motion to its pilot and gunners.

### **Docking Clamp (43)**

This allows a starship to externally carry a gunboat or heavy fighter into combat.

### **Doomsday Device (44)**

This system contains a miniature singularity that can be unleashed to destroy the ship and everything in an entire solar system.

### **Drill Prow (45)**

A starship has a massive drill on its prow allowing it to deal immense ramming damage.

### **Drone Controller (46)**

A drone navigation computer allows a starship's drones to operate faster and cooperate better as a swarm.

### **Drone Fabricator (47)**

A ship has a nano tech factory that produces various types of sentient or remote battle and support drones. This system can produce any number of

drones as long as it has the resources and energy necessary to construct them.

### **Drone Link Augmenter (48)**

This system drastically increases a starship's drone control range.

### **Electronic Warfare Drone (49)**

This ECM/ECCM drone is a multispectral jammer and sensor dampening device.

### **Electronic Warfare System (50)**

This ECM/ECCM array jams enemy communications and sensors. It also produces destructive signals that negate any signatures produced by the starship.

### **Electroshock Net Launcher (51)**

This device fires a highly charged gossamer netting that expands as it travels towards a target starship. A ship hit by it will receive a powerful electromagnetic shock.

### **EM Diffuser (52)**

This device is designed to absorb EMP blasts making a starship resistant to EMP devices and static attacks.

### **EM Emitter (53)**

An electromagnetic emitter allows a starship to take control of enemy drones, fightercraft, and other starships.

### **EM Field (54)**

This system generates a field that protects a starship from electromagnetic damage or interference.

### **Emergency Bridge (55)**

This secondary bridge allows the crew to control a ship when the main bridge has been destroyed or captured.

### **EMP Generator (56)**

This device produces a massive electromagnetic pulse that will disable everything around a ship, but it will also disable the ship itself.

### **Energy Capacitors (57)**

These high energy batteries allow a starship to store excess energy for future use.

### **Energy Converter (58)**

This system allows energy produced from independent systems to be channeled to each other.



### **Energy Discharge Drone (59)**

This drone can cause a target ship to discharge the entire energy capacity of its core by disrupting its containment field on contact causing damage to its internal systems.

### **Energy Grapple (60)**

This system fires an electromagnetic beam that can hold onto and pull another starship or any object towards the ship.

### **Energy Parasite Drone (61)**

This drone attempts to drain a target ship of energy through a carrier beam or by directly clamping to a starship and absorbing its energy and releasing it as heat.

### **Energy Prow (62)**

A starship has a massive energy blade allowing it to pierce through an enemy ship's hull when this ship rams it.

### **Energy Transfer Array (63)**

This system allows a ship to transfer energy from an ally starship with an energy transfer array through a carrier beam.

### **Energy Vampire Array (64)**

This device produces a carrier beam that can absorb the energy from an opponent's capacitors or core reactor.

### **Energy Web Projector (65)**

This device projects a powerful energy beam that connects it to another ship with an energy web projector. This allows multiple ships to produce an unpassable energy net that can be set to capture or destroy anything that touches it.

### **Entrapment Array (66)**

This electromagnetic field generator can produce a magnetic field around a target starship or any object to prevent it from moving. If a captured ship fires its weapons or propulsion, the energy will bounce back at it.

### **Entropy Generator (67)**

This device produces a beam that causes any material to breakdown to its component parts.

### **Escher Interior (68)**

Different regions of space within a spacecraft can be smoothly folded allowing impossible objects like endless hallways or stairways that travel in a loop to exist within the ship.

### **Fighter Catapult (69)**

This ship can launch fighters at high velocity into battle with an electromagnetic catapult.

### **Fighter Hangar (70)**

This ship can carry fighters and space shuttles in its hangar bay that uses a containment field to maintain its inner atmosphere.

### **Fighter Teleporter (71)**

This device allows fighters to be teleported anywhere on the space battlefield.

### **Fleet Cloaking Device (72)**

This device warps a large area of a space around a ship bending all energy emissions away from enemy forces, so friendly ships around it cannot be detected. Everything within its cloaking sphere is completely undetectable unless they release some form of intense energy by activating a weapon or their engines.

### **Frame Shift Interdictor (73)**

This device warps subspace causing this ship and any ship near it to fall out of hyperspace back into real space.

### **Fuel Scoop (74)**

Fuel scoops allow a starship to capture gases from the upper atmosphere of a gas giant that can be used in a fusion reactor.

### **Gas Ship (75)**

This starship is designed to travel through the high density atmosphere of a gas giant or a liquid environment.

### **Generation Ship (76)**

A ship is designed to house an entire society, so it is completely self-sufficient and the children of the crew are trained to replace them over time.

### **Grapple Drones (77)**

These drones fire magnetic grapple lines or tractor beams to hold another ship in place.

### **Grav Drone (78)**

This gravity producing drone can slow down anything that attempts to pass by it.

### **Gravity Mines (79)**

These mines produce a powerful gravity well that draws missiles and starships towards them.

### **Hack System (80)**

This device allows a starship's crew to attempt to take control or scramble the controls of an enemy spacecraft or drone.

### **Hatch Breaker (81)**

This limpet device is fired at an enemy starship, and it will pull open any hatch that it is attached to causing the interior atmosphere to be blasted into space.

### **Heat Circuits (82)**

Energy absorbing circuitry throughout a starship absorbs excess heat produced by its systems and converts it back into useable energy.

### **Heatsink Launcher (83)**

This system can fire off heatsinks that have been heated to unimaginable temperatures during a space battle to quickly reduce the internal heat of a starship. These heatsinks can be collected after a battle and reused.

### **Holo Display (84)**

This system allows a large holographic image to be displayed in the space near a starship.

### **Holoship Decoys (85)**

These drones produce holographic images of a starship designed to confuse enemy starships and drones.

### **Inertial Dampers (86)**

Inertial dampers use powerful grav generators to negate the effect of massive acceleration and deceleration aboard a starship.

### **Inertial Shifter (87)**

This device allows a starship's center of mass to be suddenly changed to cause it to instantly shift direction to avoid weapons fire or quickly change direction.

### **Inertial Stabilizer (88)**

This system can enhance or absorb a starship's inertia allowing for improved stopping distances and lateral movement which will greatly improve its maneuverability and ability to strafe.

### **Integrity Field (89)**

This ship can produce powerful integrity fields to cover any damage that punctures through its hull to protect it from explosive decompression in an instant. This integrity field allows a ship to make extreme turns at incredible speeds because it keeps the hull together during this extreme stress.

### **Interdict Buoy Launcher (90)**

This device drops interdict buoys that increase the local gravity well preventing nearby starships from warping away or entering hyperspace.

### **Interdict Drone (91)**

These gravity producing drones are designed to prevent a starship from escaping to hyperspace.

### **Interdiction Ship (92)**

A starship carries a miniature singularity within a stasis field that can be partially unleashed to prevent any ships near it from using their jump drives or entering hyperspace.

### **Internal Community (93)**

An entire city lives inside a starship or their population lives under environmental domes on its surface.

### **Ion Drone (94)**

This drone is armed with an ion blaster allowing it to disable a ship instead of destroying it.

### **Jump Booster (95)**

A jump booster is a frame that gives a starship the ability to perform an interstellar jump, but it can be ejected at any time allowing a starship to move much faster in real space.

### **Jump Gate (96)**

A jump gate generator opens a wormhole in space to a specific location allowing other ships and the ship itself to instantly travel to another point in the universe.

### **Jump Point Generator (97)**

This device allows a ship to instantly jump from one point in the universe to another point by using a quantum drive to fold space.

### **Jump Portal Generator (98)**

This massive system can produce a wormhole portal that a ship and any ship near it can pass through to instantly travel to wherever the other end of the wormhole exists.

### **Landing Gear (99)**

This system of landing gears and thrusters allows a starship to land on the surface of asteroids, moons, planetoids, and planets without an atmosphere. Starships can also be designed to fly through an atmosphere allowing them to land on a planet with an atmosphere.

### **Life Support System (100)**

Advanced life support systems maintain proper temperature, humidity, gravity, and atmosphere aboard a starship that depends on the alien race that operates it.

### **Limpet Clamps (101)**

These devices allow a starship to clamp onto the surface of another starship.

### **Logistic Network (102)**

A series of ships with a logistic network can share all their sensor readings and targeting data.

### **Maneuver Thrusters (103)**

Multiple thrusters can be installed on a ship's hull allowing it to rotate in any axis or quickly change its trajectory.

### **Manipulator Arms (104)**

A starship has massive mechanical arms allowing a ship to handle large loads or carry hand weapons.

### **Manipulator Drones (105)**

These drones have mechanical manipulators allowing them to move heavy loads and carry mecha hand weapons.

### **Manipulators (106)**

Starships can have small mechanical manipulators allowing them to move things outside the ship. These manipulators may also be electromagnetic projectors or tractor and repulsor beams.

### **Matter Fabricator (107)**

This nano tech device allows anything within its databanks to be created if enough necessary elements are available.

### **Micro Locators (108)**

This system deploys micro sensor devices throughout the battlefield that gives a starship the exact position and velocity of anything in its sensor range.

### **Mind Control Device (109)**

This device allows a starship's crew to take control of the minds of crewmembers on an enemy ship.

### **Minefield Mapper (110)**

This sensor system is designed to generate a map of a minefield, debris field, missile swarm, or asteroid belt allowing for safe travel in the most dangerous conditions.

### **Mining Drone (111)**

These sentient drones have a mining laser and tractor beam allowing them to automatically collect ore and crystals from asteroids, space ice, moons, and planets.

### **Mining Laser (112)**

A mining laser vaporizes parts of an asteroid to reveal its precious ore and crystals.

### **Missile Teleporters (113)**

This device allows a starship to teleport a missile directly in front of another ship, so this missile cannot be evaded or destroyed.

### **Modular Design (114)**

A ship has a modular design, so its components can be replaced to quickly change its weapons and modules depending on its mission parameters. This also allows its systems to be replaced quickly when they are damaged or destroyed.

### **Modulated Shields (115)**

A ship's computer can change the frequency of its electromagnetic shields to harmlessly deflect laser beams that have already hit its shields by matching the frequency of the laser weapon.

### **Nano Miners (116)**

This nano tech system deploys nanites to dismantle an asteroid into its component elements.

### **Nano Repair (117)**

A starship with nano repair is infected with advanced nano tech that automatically repairs any damage a ship receives making it almost impossible to destroy.

### **Nanocomposite Armor (118)**

This exterior hull armor is composed of nano tech that constantly repairs itself.

### **Nimble Ship (119)**

A starship has advanced maneuver drives and inertial dampeners allowing it to change direction quickly without injuring its crew.

### **Non-Euclidean Shielding (120)**

This field alters space so weapons fire enters it and travels back towards its source. At close range, it can warp the structure of an enemy starship to cause its own weapons to hit itself.

### **Null Gate Generator (121)**

A null gate generator opens a portal to nullspace anywhere around a starship. Any weapons fire or an unlucky ship that enters this portal will disappear into nullspace forever.

### **Omnidirectional Thrusters (122)**

This system of directional thrusters allows a starship to instantly stop, change direction in an instant, or spin around.

### **Omnidirectional Tracker (123)**

This powerful sensor array and battle mind AI is designed to track and target anything within its range. This auto targeter can target any number of targets and can shoot down incoming projectile weapon rounds.

### **Omnipotent Reactor (124)**

This power core contains within it a severely injured omnipotent being trapped in an energy barrier. This device can drain this creature's immense amounts of energy to power a starship.

### **Phase Shifter (125)**

This experimental device allows a starship to exist in real space and subspace at the same time. This ship can still move and fire its weapons, but most enemy attacks simply pass straight through it when its phase field is activated.

### **Phasic Cloaking Device (126)**

This device produces a phase effect allowing light and solid matter to pass through a ship. This system also protects a ship from incoming projectiles and missiles.

### **Phoenix Field (127)**

These starships surround their entire surface with energy allowing it to produce enormous amounts of damage by ramming another ship. This field will also destroy any incoming projectiles and missiles.

### **Pincers (128)**

These mechanical claws are built into a starship's prow allowing a ship to clamp onto an enemy ship or physically attack another starship at close range.

### **Plasma Arc (129)**

This ramming system produces a massive plasma arc in front of a starship that will cause immense damage to anything touched by this sphere of plasma.

### **Pocket Interior (130)**

The interior of a starship is a relative universe, so it can be much larger on the inside than the outside. The interior of this ship cannot be affected by the outside world when its entrance portal is closed. Because the interior of the ship is essentially empty, it can quickly accelerate and brake.

### **Point Defense Lasers (131)**

This system tracks and fires multiple auto lasers to destroy incoming missiles, fighters, and asteroids.

### **Power Absorber (132)**

Energy absorbing panels are integrated into the structure of a starship. Power absorbers are designed to absorb energy and kinetic damage and store it as power that can be used at a later time.

### **Power Siphon (133)**

This device can draw off the power from an enemy ship leaving it an inert derelict.

### **Probe Drone (134)**

This sensor drone is designed to survey local planets and asteroids.

### **Psionic Amplifier (135)**

This device greatly amplifies the psionic ability of a person aboard a ship to greatly increase his powers and the range of his mental powers.

### **Psionic Nullifier (136)**

This device can produce an intense psionic pulse that will severely disorient or cause excruciating pain to anyone with psionic potential within its range.

### **Psionic Shielding (137)**

A starship has an energy barrier that prevents its crew from being affected by mind control technology and psionic manipulation.

### **Quantum Defense (138)**

This device can change the quantum state of anything that enters its field causing it to change direction which can deflect incoming projectiles or missiles.

### **Quantum Drive (139)**

This device allows a ship to enter a quantum slipstream allowing it to travel many times faster than the speed of light.

### **Quantum Flux Generator (140)**

This system can cause a starship to move instantaneously over short distances to avoid attacks or collisions.

**Ram Jaw (141)**

This massive mechanical jaw allows a starship to ram and bite a massive chunk out of another ship.

**Ramming Field (142)**

A starship can produce a powerful forward shield allowing it to ram another ship dealing immense amounts of impact damage without any effect on the ramming ship. This ram field can also be projected to push another ship away from the starship or push the starship away from a large object like an asteroid, planet, or moon.

**Reaction Armor (143)**

Segments of the surface of this reactive armor can be ejected before the impact of a projectile to negate its damage.

**Reactor Overdrive (144)**

A starship's core reactor can be caused to go into overdrive allowing it to produce immense amounts of excess energy for short periods of time.

**Reflect Shield (145)**

This energy shield can deflect energy beams from enemy weapons.

**Relic Analyzer (146)**

This device can scan the internal workings of ancient alien monoliths, structures, and starships to determine how they function.

**Repair Beam (147)**

This device is a tractor beam array that can perform repairs on another starship from a distance.

**Repair Bots (148)**

Repair drones are small robots that cover a ship, and they can even repair damage during a space battle.

**Repair Drone (149)**

These drones have manipulators or tractor repulsor arrays that allow them to repair a starship even during a space battle.

**Repel Shield (150)**

This defensive shield will deflect any projectiles or missiles that touch it. It can also be used to repel asteroids and space debris.

**Repulsion Beam (151)**

This system produces a beam designed to push an object away from it. Its beam can also be used to accelerate an object towards an enemy ship or give a friendly ship a boost of speed.

**Rocket Anchor (152)**

This rocket powered anchor or grapple allows a starship to anchor itself to any solid object allowing it to pull the object or pull itself towards the object.

**Salvage Beam (153)**

This is a teleporter beam designed to teleport pieces of a wreck aboard a starship.

**Salvage Drones (154)**

These sentient drones have laser cutters and a tractor beam to dismantle a damaged ship or space hulk for parts.

**Scavenger Crane (155)**

A scavenger crane is a cutting laser and claw on a massive manipulator arm that allows a ship to grab or dismantle another ship.

**Scoop Drones (156)**

These drones are designed to enter the atmosphere of a gas giant to collect reactive gases that can be returned to the ship as fuel.

**Scrap Recovery Arm (157)**

This mechanical arm allows a starship to pull a wreck close and tear another ship apart.

**Secret Storage (158)**

A starship has secret cargo areas that are ray shielded to prevent them from being detected even with a deep scan.

**Self Destruct (159)**

A starship can cause its reactor core to go critical causing it to destroy the ship and anything near it.

**Self Repair (160)**

These starships have integral repair systems built into their structure that performs repairs as damage is dealt to a ship.

**Sensor Drones (161)**

These drones have full sensor arrays allowing them to scout out a region of space or a planetary system.

**Sensor Jammer (162)**

This device produces destructive interference signals that jams enemy sensors and communications.

**Shield Amplifier (163)**

This system allows capacitor energy to be channeled into a shield to reinforce it for a limited time.

### **Shield Barrier Projector (164)**

This shield barrier projector allows a starship to create a massive shield wall in conjunction with other starships or drones with the same device.

### **Shield Booster (165)**

This emergency system can reinforce a specific shield facing when it is about to fail.

### **Shield Booster Array (166)**

This system will boost a nearby ship's defensive shield if it is within range.

### **Shield Disruptor (167)**

This device generates a massive static charge that it propels at a ship to disrupt the shield facing this device.

### **Shield Drones (168)**

These drones have powerful shield generators allowing them to defend their mothership.

### **Shield Hardener (169)**

This system allows an energy shield to be made solid, so it becomes a barrier to incoming solid objects like asteroids or projectiles.

### **Shield Projector (170)**

This system allows a ship's defensive shields to be projected over another ship.

### **Shield Ripper (171)**

This device can produce a massive magnetic field that will tear a hole in an opponent's shields.

### **Ship Scanner (172)**

These powerful sensors allow a starship to perform a deep scan of another starship or starbase even through shields.

### **Ship Teleporter (173)**

This device allows an entire starship to teleport around the space battlefield or teleport safely to another star system.

### **Shockwave Generator (174)**

A starship has a shockwave generator that produces a massive electromagnetic pulse that will knock down shields and fry the circuitry of any ships within its area of effect.

### **Sleeper Ship (175)**

This starship is equipped with stasis or cryosleep tubes for all their crewmembers, so they can hibernate when the ship is in transit.

### **Smart Ship (176)**

Smart starships are covered with a smart sensory skin integrated with auto monitoring, diagnostic, and targeting systems. The diagnostic and monitoring systems allow an operator with a neural interface to feel as if the ship is an extension of his own body. Its smart sensory skin also allows an operator with a neural interface to view every aspect of the environment around the ship.

### **Solar Panels (177)**

A starship can deploy solar panels to recharge batteries as long as an active star is present.

### **Spatial Wake (178)**

This device partially warps the fabric of space that a starship passes through, so any ship that tries to follow this ship will be violently shaken and pulled off course.

### **Stasis Field Generator (179)**

Stasis field generators produce a powerful stasis sphere that stops time trapping anything inside the field within the moment of time when it entered. Anything trapped inside the field cannot perform any further actions, and they cannot be affected by anything outside the field.

### **Stealth Field (180)**

This field prevents a starship from releasing an energy signal making it difficult to detect. This energy must be used, or it will slowly cause a starship to overheat.

### **Stealth Ship (181)**

Stealth starships produce a holographic stealth field that projects a false image and bends electromagnetic radiation around a ship making it almost impossible to detect or target at a distance.

### **Subspace Interdictor (182)**

This ship produces a gravity wake causing any starship following the ship through hyperspace to fall into real space.

### **Subspace Radio (183)**

This is an FTL communication device that allows a ship to communicate across interstellar distances.

### **Super Alloy Hull (184)**

A starship's hull is made of a strong alloy making it difficult to damage or destroy.

### **System Hacker (185)**

This device uses powerful electromagnetic fields to attempt to hack the command systems of other starships or starbases and the control systems of missiles.

### **Target Bot (186)**

The weapon systems of this starship are controlled by battle robots designed to track and destroy multiple targets at once.

### **Telepathic Drones (187)**

These drones can be directly controlled by the mind of the drone operator onboard your ship.

### **Teleporter Mines (188)**

These explosive proximity space mines can be teleported anywhere on the space battlefield including in front or inside an enemy ship.

### **Teleporters (189)**

A teleporter system allows people and objects to be teleported to and from another starship, space station, or planet. These mass teleporters have a limited range, cannot be used through a defensive screen or inside a nebula, and they can be scrambled using electronic warfare devices or intense radiation.

### **Temporal Reactor (190)**

This power core has a wormhole at its centers that leads to an area that existed during the moment of the Big Bang. This allows this device to draw unlimited amounts of energy from this moment of time.

### **Thermal Field (191)**

This system protects a ship from thermal damage including the heat of a star or solar flares.

### **Time Ship (192)**

Time starships have a temporal drive that can bend the spacetime continuum allowing them to move backward or forward through the timeline. It also allows these ships to move anywhere in the universe by bending space and moving through hyperspace from their current position to a new point in space in an instant.

### **Tractor Beam (193)**

Tractor beams produce repulsion or attraction beams that can be used to move distant objects. They also allow a starship to tow another ship in an emergency.

### **Tractor Mines (194)**

These mines contain a powerful tractor beam designed to capture passing missiles and starships. These mines connect themselves with their tractor beam to a target and fire their thrusters to prevent the target from moving.

### **Void Shield (195)**

A ship can generate a powerful void shield that can deflect any amount or type of damage. The drawback is that the amount of damage determines the amount of energy required to keep the void shield up. If a ship cannot provide enough energy to the void shield, it will collapse leaving the ship unprotected.

### **VR Bay (196)**

This virtual reality transmat bay allows crewmembers to train in a virtual environment or experience any environment stored in its databanks.

### **Warp Disruptor (197)**

This gravity device warps the fabric of space to make it impossible for a nearby starship to jump to hyperspace.

### **Warp Field Generator (198)**

These starships have powerful gravity generators allowing them to warp the fabric of space around themselves to deflect enemy attacks harmlessly away.

### **Warp Stabilizer (199)**

This anti-gravity device nullifies the effects of gravity based interdiction systems.

### **Zero Point Energy Scoop (200)**

This device allows a starship to gather the zero-point energy from the vacuum of space.

## **Starship Propulsion Systems (D30)**

These are the different propulsion systems used to maneuver a starship through normal space or travel between the stars. Many of these FTL systems use super science that can take an advanced technology society thousands of years to develop.

### **Bioplasma Drive (1)**

An organic propulsion system that produces plasma energy from its energy glands.

### **Booster Stations (2)**

An orbital base can actually fire a spacecraft towards the next boosting station using an electromagnetic pulse. A sequence of these boosters eventually gets a ship to its planetary destination within a star system. A booster station can also fire a laser beam at a ship to push it forward.

### **Conversion Drive (3)**

This engine uses the controlled detonation of matter and antimatter to propel a starship forward.

### **Cosmic Trail (4)**

An artificial cosmic thread spans the distance between stars that bends spacetime shortening the distance between these two points. This makes the distance between these stars shorter and quicker to transverse.

### **Distortion Drive (5)**

A drive moves spacetime around a ship allowing it to instantly move to any location in the universe.

### **Expansion Drive (6)**

A drive expands the space between the atoms of a ship until its length reaches its new destination that can be any distance away. The drive then contracts the ship, so it instantly ends up in its new location.

### **Fold Drive (7)**

This device actually folds the fabric of space in an alternate higher dimension and lets a spacecraft jump to the other side of the folded space which can be millions of light years away.

### **Fusion Drive (8)**

This engine uses a fusion reaction to produce immense amounts of plasma that can be directed out of the drive with a powerful magnetic field to provide high G acceleration.

### **Galactic Sail (9)**

This device allows a ship to catch the waves of energy or matter that accelerates throughout the universe. With proper galactic maps, these galactic jet streams can be used to travel vast portions of the universe without using any energy but only in specific directions.

### **Gravity Drive (10)**

This antigravity drive can cancel out the effects of gravity effecting a ship except for the gravity well produced by the astrological body that a ship wants to travel towards. The gravity produced by the spatial body will accelerate a ship to almost the speed of light without the use of energy. This sublight system must use the gravity wells of other spatial bodies to decelerate a ship to allow it to stop.

### **Hyper Drive (11)**

This device punches a hole in real space allowing a starship to enter hyperspace where FTL travel is possible and then allows a ship to return to real space when its destination is reached.

### **Inertialess Mass Drive (12)**

This drive warps space to cause a ship's mass to become negative or imaginary allowing a ship to travel much faster than the speed of light.

### **Infinity Drive (13)**

A drive searches through all the infinite parallel universes to find one that will allow your ship to move directly from your current position to one that might be trillions of light years away. When the ship reenters normal space, it will be in this new location.

### **Ion Drive (14)**

This drive accelerates ions using powerful magnetic fields.

### **Jump Drive (15)**

This device opens a gateway into an alternate two-dimensional space. This space can be folded between any two points of real space, so the ship can reenter real space millions of lights years away.

### **Light Drive (16)**

This system contains a wormhole that links to another wormhole located at the time of the Big Bang. This allows this system to draw on almost infinite amounts of energy from quark gluon plasma created by the Big Bang. This system uses this almost infinite power source to accelerate a ship to near the speed of light.



### **Mass Drive (17)**

These engines produce a powerful electromagnetic pulse that pushes a charged gas forward at hypervelocity speeds allowing a spacecraft to achieve incredible speeds because of Newton's third law.

### **Mass Effect Drive (18)**

This engine changes the relativistic properties of the mass of a ship allowing it to easily travel faster than the speed of light using a standard propulsion system.

### **Nuclear Pulse Drive (19)**

This engine releases bursts of ionizing radiation from small controlled nuclear explosions to propel a spacecraft forward.

### **Planetary Slingshot (20)**

A spacecraft uses the gravitational pull of a planet or moon to gain acceleration, so it can travel to its next destination faster.

### **Probability Drive (21)**

This device calculates all the possible quantum states in the universe and creates the perfect quantum state to instantly move a ship to anywhere in the universe. This system can also cause other objects to move through space by changing their quantum state.

### **Psi Drive (22)**

This drive allows a trained psionic navigator to teleport a ship to another location in the universe using the power of her mind. This psionic amplifier allows a ship to pass through an alternate universe filled with psionic energy.

### **Reaction Drive (23)**

These solid or liquid fuel based engines react chemicals together to produce a burst of energy.

### **Singularity Drive (24)**

This drive has a captured singularity that tears open space to enter an alternate reality which has a much higher speed of light. This allows a ship to travel at FTL speeds using normal propulsion systems and the ship then reenters real space once its destination has been reached.

### **Slide Drive (25)**

A ship's artificial gravity system effectively reduces a ship's mass to almost nothing. The drive then rips a hole in real space, so the ship can enter an alternate universe allowing it to catch a ride with a moving mass string in this universe.

### **Solar Sail (26)**

These massive metallic sails are deployed, so a starship will be pushed directly away from a local star by catching its solar radiation.

### **Space Dilation/Compression Drive (27)**

This engine contracts the space in front of a ship and expands the space behind it to move a ship at FTL speeds.

### **Stargates (28)**

These massive portals create an Einstein-Rosen Bridge to another gate that allows anything passing through them to instantly travel from one gate to another.

### **Temporal Distortion Drive (29)**

This drive lowers the density of spacetime allowing a ship to travel faster than light, but this causes time to move significantly faster aboard the ship than outside it.

### **Warp Drive (30)**

This device creates a field around a starship that warps the fabric of space allowing the ship to move faster than the speed of light.

## **Starship System Failures (D12)**

These are the results of different starship systems being damaged or destroyed during space combat or a severe space accident.

### **Bridge (1)**

If the bridge of a starship is destroyed, the entire ship is rendered immobile unless it has a secondary or emergency bridge.

### **Communications (2)**

If a starship's communication system is damaged, it is cut off from the rest of the universe meaning that the crew must deal with any problems or emergencies on their own.

### **Engine (3)**

If a starship's engines are damaged or it runs out of fuel, a ship can no longer move around space, but it still might be able to make hyperspace jumps to other parts of the universe.

### **Gravity Control (4)**

If the gravity control of a starship is damaged, the artificial gravity of a ship will disappear and the interior of the ship will return to zero gravity.

### **Hull (5)**

If a ship's hull is damaged, it can cause a hull breach causing the atmosphere inside the ship to flow explosively into space carrying anything and everyone with it that is not tied down. Most spacecraft will automatically seal the damaged area off or create an integrity field over the hole to seal it off from the vacuum of space.

### **Jump Drive (6)**

If a starship's jump drive is damaged, it can no longer make jumps between stars, so it will be trapped wherever it is until the drive can be repaired.

### **Life Support (7)**

If a starship's life support is damaged, its internal atmosphere and temperature will slowly degrade until the only way to survive in the ship is by wearing a spacesuit.

### **Main Computer (8)**

If the main computer of a starship is destroyed, most of its systems will no longer function and stellar navigation becomes almost impossible. Most starships have a backup computer and a copy of the ship's AI stored aboard them for an emergency.

### **Power (9)**

When a ship's main reactor is damaged, a starship must run on emergency power and batteries. A damaged reactor may explode during a meltdown or breach releasing immense amounts of radiation into the ship.

### **Sensors (10)**

If a starship's sensors are damaged, the ship is left blind, so it cannot see anything around it.

### **Shields (11)**

If a starship's shield generators are damaged, it cannot protect itself from enemy weapons and micro meteor storms.

### **Weapon Systems (12)**

If a starship's weapon systems are damaged, it can no longer attack enemy ships or defend itself from incoming space debris.

## **Starship Systems (D50)**

These are the internal systems found on many starships and space stations.

### **Airlock (1)**

An airlock is a pressurized system of locks that allows the crew of a starship to open the doors of a starship to the vacuum of space.

### **Batteries (2)**

These are power storage systems aboard a starship.

### **Cargo Bay (3)**

These large areas are designed for carrying bulk cargo and supplies. They can also be altered to be used as emergency living or triage areas.

### **Cloaking Device (4)**

This system makes a starship completely undetectable unless the ship activates its drives or weapon systems.

### **Command Bridge (5)**

This is the primary command bridge where the deck crew and captain control a starship during a battle.

### **Communication Array (6)**

These transmitting and receiving dishes allow a ship to communicate with other starships, fightercraft, distant crewmembers, away teams, and planetary communication systems.

### **Control System (7)**

These are the automations that allow a single person to control a starship during a space battle.

### **Core Reactor (8)**

This fusion or conversion reactor provides all the power for an entire ship. The entire reactor core can be ejected if it is about to overload.

### **Crew Quarters (9)**

These are the living quarters for all the crewmembers aboard a starship.

### **Damage Control (10)**

These are automated robotics that repair a damaged starship even during a space battle.

### **Detention Center (11)**

These prison cells have energy fields and neural dampening fields to deal with many different kinds of criminals or threats.

### **Electronic Countermeasures (12)**

These passive and active sensors and transmitters are designed to scramble and block an enemy starship's targeting systems and confuse the tracking and command systems of enemy missiles and drones.

### **Emergency Generator (13)**

These small fusion or conversion generators allow a ship to function even if its main reactor is damaged or destroyed.

### **Environmental Bay (14)**

These sealed chambers can be set to represent any environment, so living creatures can be transport safely. They can be pressurized and even filled with a gas or liquid to represent any foreign environment.

### **Escape Pod (15)**

These small spacecrafts allow crewmembers to escape from a dying ship. They are designed to move as far away as possible from their mothership and send a distress signal. In times of battle, they can be cloaked until the enemy has left the battlefield.

### **Fabricators (16)**

These nano tech or field induction machines can produce any item if given the necessary resources including clothing, household goods, equipment, drugs, armor, weapons, and vehicles.

### **Fire Control (17)**

These are the sensors and battle computers that track and predict the targets of a starship's weapon systems. They can automatically fire the weapons on a starship without an operator.

### **Food Processor (18)**

These eating areas have advanced food processors that can make any food or drink stored in their data banks from nutrient solutions, minerals, and water using advanced nano tech or field induction technology.

### **Fuel Tank (19)**

These storage areas hold fossil fuels, radioactive isotopes, or antimatter that are used as fuels on a starship.

### **Gravitics (20)**

This system produces the artificial gravity aboard a starship.

### **Hangar (21)**

These are the landing bays for refueling, rearming, maintenance, and boarding of space fighters, shuttlecraft, and drones carried by a starship.

**Hull (22)**

This is the structural frame and bulkhead of a starship. If it is heavily damaged, it can cause the entire ship to be destroyed.

**Inertial Dampener (23)**

This system is a series of gravitic drives that protect the crew of a starship from the effects of the massive acceleration and deceleration experienced during space flight.

**Interstellar Drive (24)**

This device creates a field around a starship that allows it to enter an alternate universe, fold space around it, or travel faster than light, so it can move between the stars in an instant.

**Jammer (25)**

These wide spectrum energy emitters are designed to scramble all communication and remote transmissions in a very large area around a starship. This prevents the use of transporters and remote drones in a local area of space.

**Labs (26)**

These rooms contain scientific equipment and sensors that allow the crew to examine foreign substances, alien species, strange artifacts, or new forms of technology to determine their composition and internal workings.

**Life Support (27)**

These machines produce and maintain a breathable atmosphere with the proper composition and humidity. They also maintain the proper internal pressure and temperature of the internal space of a starship. If there is a hull breach, entire sections of a starship are sealed off to protect its interior environment and to prevent explosive decompression.

**Main Computer (28)**

A ship's computer runs all its internal systems and can remotely operate the starship during emergencies. Most advanced models have their own personalities and prime directives.

**Maneuver Drive (29)**

These chemical, nuclear, or conversion drives push a ship forward in space or in an atmosphere. A starship usually has a set of vector drives allowing it to turn or rotate in all different directions.

**Navigation Computer (30)**

These computers can maneuver a ship and plot its navigation coordinates allowing it to safely travel through space. An emergency interstellar jump

can be made without giving the navigational computer enough time to calculate the jump coordinates, but a ship can accidentally reenter real space near or inside a planet or star.

**Ore Processor (31)**

These devices process raw ore to make commercially valuable resources for use or sale.

**Passenger Suites (32)**

These luxury rooms are for paying passengers or important visitors aboard a starship.

**Point Defense System (33)**

These weapons are gatling lasers or burst launchers designed to destroy small fighters and incoming missiles or meteorites. Advanced proximity sensors control these weapons to automatically destroy anything that approaches a starship.

**Power Absorber (34)**

These panels cover a starship, and they can absorb and store energy weapons fire that strikes its surface. This energy is stored in a ship's internal batteries and can be used to power the ship's systems. This system will no longer function if a ship's batteries are completely full.

**Probe Launcher (35)**

A starship can launch sensor probes that will automatically scan a planet, star, spatial anomaly, or spacecraft. These probes will send back their gathered data and will attempt to return if possible. In an emergency, they can be armed with an antimatter or nuclear warhead and fired as a weapon.

**Recreation Deck (36)**

These areas are the recreation and exercise zones aboard a ship designed to keep the crew and passengers happy and healthy. They include workout facilities, virtual reality suites, and media centers.

**Recycler (37)**

This system recycles all the trash aboard a ship, so it can be processed back into useable materials using advanced nano technology. Anything too dangerous is dumped directly into space.

**Sensor Array (38)**

These advanced passive and active sensors allow a starship to perceive the environment around it and actively scan planets, stars, asteroids, spatial anomalies, and other starships. In an emergency, a sensor array can be rigged to produce deadly amounts of electromagnetic radiation.

### **Shield Generator (39)**

A shield generator produces deflector screens around a starship. These defensive screens are broken down into specific facings of a starship, so their power levels can be lowered or reinforced depending on the combat situation.

### **Sickbay (40)**

This area contains all the equipment required to perform medical examinations and all forms of medical procedures including surgery. Many sickbays have fully automated examination and surgery tables or full interface holographic doctor programs.

### **Simulation Deck (41)**

These rooms create a virtual reality simulation when a person enters them used for entertainment, education, or training purposes. The people in the room are converted into teleportation signals allowing them to fully interact with this virtual world. All virtual programs have limitations built into their programs that prevent people from actually being hurt, but these limiters can be removed by computer malfunction or manipulation.

### **Solar Cells (42)**

These emergency solar cells can be deployed to produce energy from the light emitted by a local star.

### **Spinal Weapon (43)**

This is an immense spinal weapon that is so large that its barrel passes through almost the entire starship and its internal mechanisms are distributed throughout the ship.

### **Stealth System (44)**

This stealth system produces a holographic screen and a sensor shroud around a starship or it warps the space around a ship preventing it from being detected.

### **Sterilization Chamber (45)**

This special airlock produces a sterilization field or irradiates and sprays chemical cleaning agents to kill alien microorganisms before an away team or an outside visitor enters a ship.

### **Tractor Beam Generator (46)**

This system produces powerful tractor beams to manipulate objects near a ship to tow another spaceship, cargo containers, and large objects. It can also be used to help other ships dock with it or fling objects at other starships.

### **Teleporters (47)**

Teleportation systems allow crew, vehicles, and equipment to be teleported directly into space, onto the surface of a planet, or into another starship. Teleporters should not be used during energy storms or intense radiation, when jamming systems are active, or through a defensive shield because the teleportation signal can be scrambled or destroyed. Distant crewmembers can use teleporter beacons to boost their signal which will improve the accuracy and safety of a teleportation.

### **Water Processor (48)**

This system generates pure water from hydrogen and oxygen gas and it recycles waste water for reuse. It can also process water taken aboard the ship from an alien world or collected as ice from an asteroid.

### **Weapon Lockers (49)**

These lockers are filled with armor and weapons used by the crew to defend the ship or to arm an away team or a squad of space marines or security troopers.

### **Weapon Systems (50)**

These are railgun, laser, plasma, fusion, and missile weapon systems that can have stationary or swivel mounts or be mounted in turrets or turret towers.

## Starship Types (D88)

These are the different classes of spacecraft found throughout the universe.

### Fighter (11)

This small spacecraft has a single pilot. It has no jump drive, so it must be delivered to a battle by a space carrier.

### Interceptor (12)

This heavy space fighter has its own jump drive allowing it to operate independently of its fleet. It has heavy shielding and missiles powerful enough to destroy a capital ship.

### Bomber (13)

This super heavy fighter has heavy shielding and powerful torpedoes designed to take down a large capital ship.

### Heavy Bomber (14)

This massive fighter has powerful shields that allow it to approach close enough to a capital ship to unload its payload of torpedoes.

### Scout (15)

This small capital ship is designed to scout local systems to determine their planetary defenses before the main fleet arrives.

### Corvette (16)

This small combat ship is used by space police and system defense forces.

### Escort (17)

Escorts are light frigates designed to protect capital ships from missiles and fighters.

### Frigates (18)

Frigates are small spacecraft designed to protect the larger ships from fighters and incoming missiles.

### Destroyer (21)

Destroyers are medium sized spacecraft that are deadly in large formations.

### Battle Destroyer (22)

This destroyer has a powerful spinal weapon allowing it to destroy cruisers at close range.

### Command Destroyer (23)

This destroyer has extra sensors and communication arrays allowing it to coordinate an entire battle group of destroyers.

### Stealth Destroyer (24)

This destroyer is equipped with a cloaking device allowing it to flank an enemy fleet.

### Light Cruiser (25)

Light cruisers are designed to support a group of heavy cruisers and provide extra firepower.

### Medium Cruiser (26)

Medium cruisers have a good balance of defensive shields and offensive weapons.

### Heavy Cruiser (27)

These capital ships are the main spacecraft in every space battle fleet, and they are powerful enough to destroy the surface of a planet. Many heavy cruisers operate independently throughout space.

### Command Cruiser (28)

This heavy cruiser has extra sensors and communication arrays allowing it to command an entire battle group or fleet of other ships.

### Interdiction Cruiser (31)

This ship contains a naked singularity that warps space preventing other ships from entering hyperspace.

### Logistic Cruiser (32)

A logistic cruiser uses electronic warfare and countermeasures to disrupt enemy communication and targeting.

### Stealth Cruiser (33)

This heavy stealth cruiser uses a cloaking device to move without being detected allowing it to strike without warning.

### Strike Cruiser (34)

This heavy cruiser has a powerful spinal weapon designed to destroy an enemy spacecraft with a single hit.

### Dreadnought (35)

A dreadnought is a massive battle cruiser that has the power of multiple heavy cruisers.

### Battleship (36)

A battleship is a super heavy dreadnought with a massive spinal weapon.

### Sentinel (37)

A sentinel ship is the largest and most powerful super dreadnought that can destroy an entire battle group of heavy cruisers.

**Titan (38)**

A titan is the size of a small island and it has the power to devastate an entire battle fleet in seconds.

**Light Carrier (41)**

This capital ship is a carrier designed to carry a few wings of starfighters.

**Heavy Carrier (42)**

This capital ship is a carrier that can carry an few dozen starfighters safely into battle.

**Fleet Carrier (43)**

This massive carrier can carry hundreds of starfighters into battle. These massive capital ships have advanced sensor systems to help coordinate the attack of these fighters.

**Swarm Carrier (44)**

This continent sized mobile battlestation carries thousands of starfighters into battle.

**Planet Destroyer (45)**

This massive ship is the size of a small moon and it has a main gun powerful enough to destroy a small moon.

**Death Station (46)**

This incredible spacecraft is the size of a planet and it carries ten thousand starfighters and its main gun has the power to destroy a planet.

**Auxiliary Cruiser (47)**

This is a freighter that has been armed with heavy weapons and shields allowing it to fight alongside other warships.

**Barrage Ship (48)**

This is a freighter with all its cargo bays filled with missile launchers that can be fired in a massive barrage.

**Gunship (51)**

This spacecraft is just a massive main gun that has engines, an energy source, sensors, and defensive screens attached to it.

**Minelayer (52)**

This spacecraft is designed to deploy a network of mines to protect a given area of space.

**Free Trader (53)**

These independent cargo carriers are used by merchants and smugglers to deliver goods and passengers to alien worlds.

**Blockade Runner (54)**

This is a heavily armed stealth freighter that uses a cloaking device to avoid being detected.

**Freighter (55)**

These large space freighters are designed to transport large amounts of cargo between distant worlds.

**Hauler (56)**

This massive freighter is designed to move cargo from system to system.

**Mega Freighter (57)**

This freighter is the size of a battleship and it can carry immense amounts of cargo between different star systems.

**Fleet Tug (58)**

This spacecraft is designed to tow a damaged ship through hyperspace to a fleet repair dock.

**Mining Vessel (61)**

These immense ships are designed to find and process entire asteroid fields and carry all these resources back to their homeworld.

**Escape Pod (62)**

This small spacecraft is an emergency escape pod that allows a few crewmembers or passengers to escape a dying ship.

**Battle Drone (63)**

These remote controlled or sentient spacecraft are designed to fight alongside and protect the mothership that carries them and releases them during combat.

**Survey Ship (64)**

This exploration ship is designed to search the universe and explore alien worlds looking for new worlds to colonize.

**Colony Ship (65)**

This massive ship is designed to carry colonist to a new world with all the resources and technology to set up a new colony.

**Passenger Ship (66)**

This spacecraft is designed to carry passengers between planets within a solar system or between different star systems.

**Troop Carrier (67)**

This spacecraft carries an entire battalion of troops and all their combat and support vehicles to a distant world.

### **City Ship (68)**

These incredible ships have entire cities on their upper surface protected by powerful energy fields. These city ships allow a society to stay on the move to avoid being overrun by their enemies.

### **World Ship (71)**

This ship is the size of a moon and it contains an entire society inside its walls. It is armed with immense amounts of weapons that would devastate any fleet attempting to attack it and it has an almost impenetrable defensive shield.

### **Bio Ship (72)**

This organic ship uses bioenergy for propulsion and as its main source of energy to power its systems and weapons. These ships are grown, and they have a partially sentient mind that allows them to fight for themselves during an emergency.

### **Living Ship (73)**

This living spaceship is a sentient creature that can regenerate when injured, and it can fight for itself during a battle.

### **Energy Ship (74)**

This ship is made of pure energy so it is completely immune to all energy weapons.

### **Time Ship (75)**

This ship can move backwards and forwards through time or it can cause another object or ship to move through time.

### **Crystal Ship (76)**

This ship is made of crystal, so it can be grown and quickly repaired.

### **Asteroid Ship (77)**

An asteroid is carved out and installed with a command center and propulsion system. These weapons and defensive systems are simply bolted onto the outside of the asteroid, so these ships are cheap to manufacture and are very difficult to destroy.

### **Drone Carrier (78)**

This ship carries hundreds of sentient drones designed to flood space with their light weapons and missile fire.

### **Repair Ship (81)**

This ship can erect a mini fleet repair dock to perform ship repairs anywhere in space.

### **Support Ship (82)**

Support ships resupply weapons and food and refuel the giant capital ships of a fleet in the battlefield.

### **Component Ship (83)**

A component ship is composed of many components that allow it to be quickly modified to fill almost any role in a fleet simply by changing its components.

### **Survey Ship (84)**

These super fast spaceships have advanced sensors allowing them to quickly scan enemy fleet formations and planets. They use advanced stealth technology to operate within an enemy's territory without being detected.

### **Science Ship (85)**

These ships have advanced sensors and a powerful main computer that allows them to interpret data from spatial anomalies and planetary and solar data scans.

### **Hospital Ship (86)**

These ships have advanced automated medical facilities and a dedicated medical crew to heal injured crewmembers from other ships or to help stop planetary pandemics.

### **Deep Space Explorer (87)**

These ships are designed to travel into deep space to explore new areas of space for new worlds to colonize and terraform and to discover new alien races to trade with and make political and military alliances with.

### **Generation Ship (88)**

These massive ships are designed to travel to distant regions of space. Their crewmembers bring their families with them, so a ship never has to return home for many decades.



## **Starship Weapons (050)**

These are the different weapon systems found on various alien or futuristic spacecraft. Each alien race develops their own main battle armaments and special weapons for their starfighters, capital ships, and space stations.

### **Annihilation Cannon (1)**

This weapon negates the strong nuclear force in any matter that its beam touches causing its atoms to decompose in a chain reaction that causes an entire ship to disintegrate.

### **Assault Railgun (2)**

This weapon is an automatic railgun designed to saturate a target with sublight particles.

### **Beam Laser (13)**

This laser weapon produces a beam of coherent light that cuts across another ship creating a giant burning gash.

### **Bio-Plasma Cannon (4)**

This organic weapon fires a blast of bio-plasma at a target.

### **Conversion Cannon (5)**

This weapon fires two transmission beams carrying matter and antimatter that interact once they reach their target creating an immense explosion.

### **Dark Lance (6)**

This weapon fires a beam of dark matter that destroys any normal matter that it contacts.

### **Destructor Beam (7)**

The beam of this weapon causes atomic repulsion within a target turning it into a high energy cloud of gas.

### **Directional Laser (8)**

When the beam of this weapon is fired, a powerful electromagnetic field bends the laser at any target in space.

### **Disruptor Cannon (9)**

Disruptors fire oscillating electromagnetic pulses designed to knockdown a defensive shield.

### **EMP Cannon (10)**

This weapon fires an electrostatic pulse designed to fuse circuitry but leaves the superstructure of a target ship intact.

### **Enveloping Plasma Cannon (11)**

This weapon fires a sphere of plasma in an unstable magnetic field. The plasma wraps around a target ship's shields damaging all its shield facings equally or directly hitting a ship through a downed shield facing.

### **Flak Cannon (12)**

This weapon fires a stream of particles almost at the speed of light to create immense amounts of kinetic damage.

### **Flux Cannon (13)**

This weapon creates a wave in the fabric of space that will tear any ship apart caught in its wake.

### **Force Cannon (14)**

This weapon fires a compression beam that actually causes the front of a ship to crash into its rear tearing it apart.

### **Fragment Cannon (15)**

This electromagnetic shotgun fires a burst of particles. This kinetic damage weapon is deadly at close range.

### **Fusion Cannon (16)**

This weapon uses powerful gravity fields to create a fusion reaction allowing it to produce plasma and gamma radiation like a solar flare.

### **Gauss Cannon (17)**

This particle cannon accelerates a stream of matter to almost the speed of light tearing anything that it hits apart.

### **Grav Cannon (18)**

This weapon produces a micro black hole that sucks in every ship around it.

### **Hate Cannon (19)**

This weapon focuses the psychic energy of its operator to create a powerful blast of energy.

### **Ion Cannon (20)**

This weapon fires a beam of ionized particles to disrupt shields and short circuit the electrical systems on a target starship.

### **Laser Cannon (21)**

Lasers project a beam of powerful coherent light that can vaporize a target on impact.

### **Lightning Cannon (22)**

This weapon fires arcs of electricity at a target ship. Once hit, more lightning arcs will be produced as long as the target is in range.

**Macro Cannon (23)**

This massive cannon fires enormous antimatter shells that explode on impact.

**Mass Driver (24)**

This weapon produces a massive gravitic pulse that can be used to push asteroids, space debris, and damaged starships towards a planet or starbase.

**Meson Blaster (25)**

This weapon fires particles that produce kinetic damage and radioactive decay on impact causing intense radiation damage.

**Micro Missile Launcher (26)**

This missile rack can fire hundreds of hypervelocity micro smart missiles in a single volley that are difficult to hit or avoid because of their incredible speed and small size.

**Microwave Laser (27)**

This weapon fires intense microwave radiation at another starship that will kill any crewmembers aboard the target ship.

**Mine Layer (28)**

This weapon uses a tractor beam to throw or position powerful explosive proximity mines that will explode when an enemy starship approaches them.

**Missile Launcher (29)**

This single fire, reloading, or scatter pack weapon fires a smart missile armed with various warheads.

**Missile Launcher (30)**

This missile rack fires seeker missiles armed with various warheads. These missiles can have antimatter, plasma, fusion, gravimetric, quantum, and nuclear warheads.

**Neutron Cannon (31)**

This weapon projects a stream of ionized neutrons that can be used to slash across the surface of a starship.

**Nova Cannon (32)**

This massive spinal weapon fires an intense beam of plasma that produces more heat than the core of a small star.

**Particle Beam Cannon (33)**

This weapon fires a high velocity beam of matter using a powerful electromagnetic generator.

**Phased Particle Array (34)**

This weapon fires millions of high energy particles to destroy incoming fighters or missiles.

**Plasma Bolt Cannon (35)**

This beam fires a plasma bolt at a target with an electromagnetic pulse.

**Plasma Cannon (36)**

This weapon produces a bolt of high energy plasma and contains it in a powerful magnetic field. This plasma bolt is fired using an electromagnetic pulse and it will burn through anything it touches.

**Plasma Wave Emitter (37)**

This weapon produces a ring of plasma around a ship that can be projected outward from it to create a massive field of destruction around a ship.

**Psi Cannon (38)**

This weapon amplifies a psyker's psionic powers to fire a devastating mental blast that can destroy the minds of the entire crew of an impacted starship.

**Pulse Laser (39)**

This weapon fires a burst of laser beams designed to overload a defensive shield and tear apart the hull of an enemy's ship once its shields have been breached.

**Railgun (40)**

This massive electromagnetic accelerator fires a small particle at almost the speed of light causing massive damage when it hits.

**Shock Cannon (41)**

This electromagnetic cannon fires an electrified particle with an electromagnetic pulse that produces kinetic damage and damages a target's electronics with shock damage.

**Spatial Compression Cannon (42)**

This weapon fires a compression wave in the fabric of spacetime that will crush a target starship by pushing the end that it first hits directly into its more distant end.

**Subspace Cannon (43)**

This enormous spinal weapon fires a subspace field causing the part of a ship hit to fall into subspace tearing the entire ship in half.

**Teleporter Cannon (44)**

This weapon causes a region of a ship to teleport away tearing it away and causing the ship to explode.

**Temporal Cannon (45)**

This weapon distorts time causing a target ship to be trapped in a time loop.

**Torpedo Launcher (46)**

This weapon charges and fires a proton or neutron torpedo at almost the speed of light.

**Turbolaser (47)**

This powerful laser cannon has a large capacitor allowing it to fire intense bursts of laser bolts at extremely long range.

**Warp Cannon (48)**

This weapon tears open the fabric of space causing an area of an enemy spaceship near the tear to be pulled into a spatial rift.

**Wave Motion Gun (49)**

This weapon opens a gateway to a higher dimension that releases an immense amount of energy that compresses gravity waves to their limit.

This super gravity wave is released with enough power to destroy anything in a kilometer-wide beam of destruction with a range of thousands of kilometers with enough power to destroy a large moon.

**World Breaker Cannon (50)**

This massive laser cannon is the size of a small moon that fires a frightening laser beam that can destroy an entire planet.

## **Steampunk Adventure Hooks (D50)**

These are ideas for running campaigns set during the steam powered Victorian age of gaslight and aristocracy. This genre is also known as gaslight fantasy.

### **Air Cities (1)**

All the elites of the world have moved to these flying cities that keep them above the filthy slums of the commoners.

### **Ancient Knowledge (2)**

Your team has been sent on an expedition to search for a legendary vault in Antarctica filled with ancient technology.

### **Automatons (3)**

Clockwork automatons are designed to perform all forms of manual labor and even skilled forms of labor like singing and engineering making them hated for making workers and artisans all over the world useless.

### **Blimp Cities (4)**

Small minority communities and criminal organizations want to stay on the move, so they have created these small blimp cities.

### **Children of Atlantis (5)**

The descendants of the lost city of Atlantis want to use their advanced technology to reclaim their place as rulers of the world again.

### **Clockpunk Machines (6)**

Your team of clockwork robot pilots are in a war against evil alien invaders.

### **Clockware (7)**

People in Victorian society start to replace parts of their body with advanced clockwork versions that vastly improve their abilities like clockwork eyes or limbs. Society calls these people the "Augmented" and many people fear and despise them.

### **Clockwork Clones (8)**

Clockwork clones can be made of people that have greater skills and a better personality than the original person, so the rich can present themselves in the best way possible to high society.

### **Clockwork Imposters (9)**

Clockwork machines are made to replace all the political, business, and religious leaders of the world, so your team must uncover the imposters before the world is taken over by them.

### **Clockwork Mind (10)**

A clockwork computer has been created that has achieved sentience, but it can only communicate with the world through punch cards.

### **Clockwork Prison (11)**

The Queen has created a clockwork prison that does not require prison guards because this living dungeon watches and tortures the prisoners in this automated clockwork living hell.

### **Corepunk (12)**

The world is hollow and dinosaurs roam this subterranean world where a natural gas furnace acts like the sun. Your expedition has found a tunnel that leads into this unexplored world filled with undiscovered primitive tribes.

### **Crystal Skulls (13)**

Your team has been sent on an expedition to explore an ancient underground temple discovered in South America where mysterious crystal skulls have been discovered. Your mission is to uncover the secrets of these ancient artifacts and discover their true purpose.

### **Dark Gas (14)**

A black gas is leaking out of the ground that turns anyone that breathes it in into a mindless flesh-eating zombie.

### **Darwin Army (15)**

Ally scientists have created genetically engineered giant animals to fight Central Power forces that use steam powered fighting machines to conquer the world.

### **Desertpunk (16)**

The world has become a massive desert, so mobile cities and massive sail barges travel these vast deserts looking for food and water.

### **Fey War (17)**

Victorian aristocrats are using their vast knowledge and financial power to fight a war against the fairies that are attempting to replace these aristocrats to gain control of human society. These aristocrats not only need to fight these magical creatures, but they must stop the fey curse that haunts all their greatest families.

### **Floatstone (18)**

A new element allows anything that touches it to levitate and fly allowing massive ironclad battleships to fly above the battlefield. It also makes it possible for flying ships to travel to the moon and the inner planets.

### **Flying Ironsides (19)**

Your crew has been assigned to one of the new flying battleships created using a new invention that lowers the density of matter, so these iron behemoths can float in the sky.

### **Gaslight Detectives (20)**

Your team of detectives solves murders and attempts to stop the invasion of neo-Victorian England by deadly vampires and werewolves. As supernatural investigators, your team must travel around the world to stop the ancient forces of evil from awakening and destroying the world.

### **Guild of Engineers (21)**

As a member of the Guild of Engineers, you must search the wasteland for lost technology.

### **Guild of Historians (22)**

As a member of the Guild of Historians, you must search the wastelands for any information about the ancient past.

### **Hidden Paradise (23)**

A hidden city lies on top of a high mountain, and it is heated by a geothermal vent. It can only be reached by hot air balloons or flying ships.

### **Holy Cog (24)**

A religious cult has been created that worships a clockwork artificial intelligence.

### **Icy Secrets (25)**

Your team has been sent on an expedition to explore the ruins of an ancient civilization in Antarctica.

### **Island Ships (26)**

This world is covered in floating islands that have been fitted with steam powered engines creating powerful island battleships.

### **League of Proper Gentlemen (27)**

The Queen has created a task force of the greatest minds in the British Empire to defeat any force that would attack the British realm.

### **Ley Lines (28)**

Aristocratic magicians and necromancers have learned to control the magical powers that emanate from the ley lines that have formed around the world. New devices have been created using these ley lines like airships that ride over these magical highways and power plants that convert magic into electricity.

### **Magical Industrial Revolution (29)**

The age of steam and magic has begun with the discovery of magical coal that energizes everything that it powers with magic. This has allowed living robots and flying cities to exist.

### **Mars Colony (30)**

The Queen sends an expedition to Mars to set up a permanent colony in the name of England. Once the colonists arrive, they discover that Mars is populated by a race of primitive fishmen that do not want to share their land with these invaders.

### **Martian Expeditions (31)**

Your team is being sent to Mars on a steam powered rocket to see what alien societies live on this red planet.

### **Mobile Cities (32)**

The cities of the world move on massive wheels to avoid the current unstable plate tectonics of the world. These cities must keep moving to survive, so they chase and dismantle smaller cities for their resources and people.

### **Mole Drill (33)**

Your team must accompany a scientist that has just invented a drill train that can pierce the crust of the Earth to enter a hidden subterranean world underneath.

### **Morality Police (34)**

Your team of "bobbies" must hunt down people for breaking the moral codes of Victorian England.

### **New Ice Age (35)**

The world has frozen over and all the survivors travel to the world's active volcanoes to create the final cities of this frozen world.

### **Royal Colony (36)**

Your team has been assigned to set up a new colony on Mars, Venus, Mercury, or the Moon.

### **Royal Society of Thinkers (37)**

You are a member of a secret society of nobles and scholars that use their riches and knowledge to protect the world from mad scientists and evil hidden powers.

### **Sky Pirates (38)**

Your crew terrorizes the skies in your flying galleon looking for adventure and searching for the infamous lost treasure of Atlantis.

**Social Darkness (39)**

Neo-Victorian society has integrated werewolves and vampires into society as the outbreak of these creatures could not be stopped.

**Steam Western (40)**

A wild west filled with steam powered horses and stagecoaches is dominated by clockwork gunslingers. The west is also filled with the magic of Native American shaman.

**Steambots (41)**

The armies of the world are dominated by steam powered robots that tower over a city and the wars between them have completely devastated the world.

**Sunken City (42)**

An underwater city has been created to protect a group of scientists and industrialists that want to create a new perfect society.

**Super Sub (43)**

Your team has discovered an abandoned submarine filled with advanced technology that borders on magic.

**Thinking Engine (44)**

Your squad has been sent into enemy territory to destroy a powerful analog computer that has been able to break every secret code produced by your country.

**Time Machine (45)**

Your team must use a time machine to go back and stop your enemies from changing the future, so they will win the great war in this new future.

**Underworld Slums (46)**

The poor live in underground cities and they work day and night in the gaslight of these slums. The rich live in unimaginable luxury in sky cities raised above the ground on giant stilts.

**Waterpunk (47)**

The world has flooded, so the final cities float on giant rafts or are built on coral atolls.

**Weird War (48)**

Your squad of soldiers has been ordered to destroy a laboratory creating deadly steam powered zombies. This mission is vital because there are rumors that the scientists involved in the creation of these zombies are on the verge of creating a super weapon that will win the war for the Axis.

**World's Fair (49)**

Scientists, inventors, and engineers from around the world come to the world's fair to present their scientific discoveries and inventions to the world. Your team has been sent to protect a scientist that has just discovered a zero-point energy generator, because major energy companies do not want this technology to exist.

**Zeppelin Force (50)**

Your crew is in charge of a powerful battleship blimp that must fight its way to your enemy's main command center. You must fight your way through battle balloons, balloon mines, assault gliders, steam copters, and attack zeppelin.

## **Superpower Origins (D50)**

These are the possible origins of how a person acquired his superpowers.

### **Accident (1)**

A person had a freak accident that has given him his superpowers. He may have been caught in a massive chemical spill, hit by lightning, or exposed to intense radiation.

### **Alien (2)**

A person was given powers by an alien visitor, or she has found an alien device that has given her superpowers.

### **Alien Origin (3)**

A person is an alien that has natural abilities that appear to be superhuman.

### **Animal Hybrid (4)**

A person has been naturally, magically, or scientifically born as an animal human hybrid.

### **Artifact (5)**

This magic or super science device emanates some power that gives a person superpowers.

### **Bite (6)**

A person has been bitten by a mutated, alien, or radioactive insect or creature that has energized a person's body or altered their cellular structure or genetic code.

### **Breeding Program (7)**

This person has been produced by an ancient breeding program or a scientific research project.

### **Chi (8)**

A person can generate internal energy inside her body. She can channel this energy to create her superpowers.

### **Cyborg (9)**

A person has installed numerous cybertechnology enhancements and replaced parts of her body with cybernetic prosthetics.

### **Deity (10)**

A person is a mythical god or deity from the past or a recently created god worshipped in the modern world.

### **Demonic Possession (11)**

A person is possessed by a demon, ghost, or transdimensional creature.

### **Energy (12)**

A person's body has absorbed cosmic rays or gamma rays giving him superpowers.

### **Experiment (13)**

A person was given an experimental drug or went through a scientific process that has given him superpowers.

### **Family Trait (14)**

All your ancestors have this superpower and you received it as your birthright.

### **Future (15)**

A person has come from the future, so his level of technology and knowledge makes him appear to have superpowers to the people of this era.

### **Genetic (16)**

A person's genetic structure has been altered through a massive energy surge or a nano tech or viral infection.

### **Genetically Enhanced (17)**

A person has been genetically engineered to have special powers by a research project or secret society.

### **Gift (18)**

A person has been given his powers by a god or omnipotent being as a reward to fulfill some greater purpose.

### **Government Program (19)**

A person received his superpowers from a super serum given to him or through a super soldier program.

### **Half Blooded (20)**

One of your parents was a secret metahuman or alien, so you received powers that you might not know about until you reach maturity. You might also learn about your powers from one of your parents or their friends.

### **Infection (21)**

A person has been infected by a mutant or alien virus or bacteria that has energized her body or altered her cellular structure.

### **Knowledge (22)**

A person may have knowledge of how the universe really works allowing her to manipulate and control the world around her. This understanding might have been gained accidentally, passed down from a master, or gained from an ancient tome.

**Life Exchange (23)**

A person receives a superpower, but it significantly reduces her life span.

**Machine (24)**

A person is a sentient robot or android with incredible powers that was created by a powerful megacorporation, scientific genius, or government project.

**Madness (25)**

A person has gone totally insane which has given him access to hidden regions of his mind.

**Magic (26)**

A person has mastered the mystic arts giving him magical powers and hidden knowledge about the world.

**Mental Programming (27)**

A person has been mentally programmed and virtually trained to be a perfect living weapon.

**Mutation (28)**

A person has a genetic mutation that gives him his superpowers. These are natural powers that may lie dormant in a person until they are unleashed during his life.

**Mythical (29)**

A person is a mythical being or from a non-human race that has natural powers or magical abilities.

**Nature (30)**

A person draws on the life energy of nature and the living world around him because of his worship of nature or by finding an ancient artifact.

**Other Dimension (31)**

A person is from another dimension that allows him to alter the fabric of our reality.

**Other Worldly (32)**

A person is a demon, transdimensional creature, or mythical half breed creature.

**Possession (33)**

A person has been possessed or contains a demon or ghost inside his body that gives him his power. This possession might have been caused by a personal investigation, an accident, a government occult project, or a cult organization's ritual.

**Power Armor (34)**

A person has powers because of a suit of super advanced power armor that she wears. She might have invented the suit herself, been given it, stolen it, or simply found it.

**Psionic Power (35)**

A region of a person's mind is opened that gives her incredible powers produced by her mind.

**Pure Will (36)**

A person receives his power because of his intense hate, fear, or madness.

**Radiation (37)**

Radiation has mutated a person or has been absorbed by her giving her special powers.

**Reality Fracture (38)**

A person was exposed to the warpage of space that allows him alter the fabric of reality.

**Shock (39)**

A sudden and intense moment of fear or suffering has released a hidden region in a person's mind and unveiled his hidden power.

**Solar (40)**

A person is an alien that has superhuman powers when his body absorbs the power of our yellow sun.

**Technology (41)**

A person uses advanced technology and machines that give him superpowers when he activates them. This technology can take the form of a device, a weapon, cyber tech, bio tech, or internal nano tech.

**Temporal Anomaly (42)**

A person was exposed to a temporal anomaly that allows him to travel and manipulate time. This exposure to raw hyperdimensional space has altered the very structure of a person's body.

**Time Fracture (43)**

A person was exposed to a time fracture that allows her to alter the fabric of spacetime. This fracture has removed him from our spacetime and has created a separate personal reality for him.

**Training (44)**

A person has survived intense training that has given her such incredible concentration and physical expertise that her actions appear superhuman.



**Transcendence (45)**

A person has transcended our universe giving him access to the hidden powers of the human mind.

**Transfer (46)**

A person was given his powers from the person that originally owned them because he was dying or his time was running out. You might be part of a long line of supers that have handed down these powers from one champion to another.

**Undead (47)**

A person has survived death and has been given powers of the living dead. He may also be a ghost or a soulless body.

**Vampire (48)**

A person has been bitten by a vampire making her an undead creature of the night.

**Visitor (49)**

A person is from an alternate dimension where his powers are considered normal.

**Werewolf (50)**

A person has been bitten by a werewolf turning him into lycanthrope.

## **Superpowers (D300)**

These are superpowers that can be given to a super hero or villain in a supers or mutants campaign. Many supers have superpowers of different power levels and many supers have multiple different types of superpowers. The same superpower may look totally different depending on how it used.

### **Absorb (1)**

The ability to absorb energy into a person's body. She can drain any amount of energy from an object or a person leaving the target weakened or completely inert. This power can also be used to absorb enemy attacks.

### **Accelerate (2)**

The ability to throw any object at almost supersonic speeds allowing anything to be turned into a weapon. A person can throw anything with incredible accuracy, so she can kill a person by throwing a small rock or a playing card at her.

### **Acid (3)**

The ability to project a substance or fluid that can dissolve through any material in seconds. This fluid could be a person's spit or vomit.

### **Acid Blood (4)**

A person's blood is so corrosive that it will instantly melt through anything that it touches.

### **Acrobatics (5)**

A person has superhuman balance, speed, and reaction time. He can dodge any attack or attack people with his body using his superhuman agility and reflexes.

### **Adapt (6)**

A person's body instantly adapts allowing her to survive and function in any environment that she finds herself in.

### **Age Control (7)**

The ability of a person to change his physical age or the physical age of another person.

### **Air Control (8)**

The ability to control the movement of air and form air into solid objects. A person can fly by pushing a column of air underneath himself, knock people or objects over, crush an object with a massive pulse of air, or move objects with the movement of air. He can even forge air into physical objects or animate a construct made of pure air.

### **Air Form (9)**

A person can change his entire body or part of his body into air. He can fly or move through even the smallest gap and even enter another person's lungs. He can also change into a powerful gust of wind or a deadly tornado.

### **Air Walk (10)**

The ability to walk on air allowing a person to travel through the air and move up or down through it.

### **Ancient Wisdom (11)**

A person has deep insight into the world and how to solve almost any problem because of her access to ancient wisdom or the knowledge passed down by her ancestors.

### **Animal Control (12)**

The ability to control the minds of animals using telepathy. This allows a person to talk to animals or simply give them commands that they cannot resist. He can control a single animal companion or an entire herd of animals.

### **Animal Form (13)**

The ability to partially or completely change a person's body into the form of a specific animal giving him different powers that depend on the animal selected.

### **Animal Mimic (14)**

A person gains the ability of any insect or animal but not its appearance. For example, a person that mimics a spider can crawl on walls, produce web, and has a poisonous bite. If a person mimics a cheetah, she can run extremely fast and would have razor sharp claws and fangs.

### **Animate (15)**

The ability to control the motion of any physical object. A person can completely take control of a vehicle or the body of another person or an animal. He is not controlling the person's mind but just making her body move around like a puppet.

### **Antimatter Control (16)**

The ability to create antimatter that can cause normal matter that it touches to explode.

### **Arcane Construction (17)**

The ability to energize any object with arcane energy giving it its own consciousness, so it can move and operate on its own. It can also cause robots to become permanently sentient.

**Armament (18)**

A person can form his body parts or his entire body into guns and machineguns and cover his entire body in guns.

**Armor (19)**

A person has a protective shell, structures, or plates over all her vital organs. This natural body armor is made of hard organic substances making her body harder than steel.

**Art Control (20)**

The ability to bring anything that a person draws or paints to life. This living animation will perform its specific task and then disappear. The drawing will have powers and abilities based on its appearance.

**Assimilate (21)**

The ability to absorb the memories and knowledge from another person by touching him. A person must be careful because she can accidentally absorb pieces of another person's personality and memories that will slowly distort her own.

**Astral Projection (22)**

The ability to remove a person's spirit from her own body and travel through normal or astral space in a disembodied form. She can also enter another person's mind to speak to him or take over his actions.

**Atomic Manipulation (23)**

The ability to reconstruct matter by changing the atoms that compose the material. This allows a person to reconstruct an object by rearranging its atoms and changing the atomic structure of each atom.

**Ball Production (24)**

The ability to produce balls from a person's body that can be sticky, hard, bouncy, or explosive.

**Bender (25)**

The ability to control the path of any projectile to make bullets or arrows fired by a person always hit or cause incoming projectiles to miss him.

**Bind (26)**

The ability to create energy restraints, vines, metal wires, and force shackles to bind an opponent's limbs and body.

**Black Hole (27)**

The ability to produce small black holes that can suck all matter or light into them.

**Blades (28)**

A person can change his body parts or his entire body into super sharp blades or spears. He can also completely cover his entire body in blades that can be fired off at an opponent. He can also turn anything that he touches into a blade.

**Blind (29)**

The ability to permanently or temporarily blind another person. A character can use a mental power, spray poison in an opponent's eyes, produce intense light to overload optic nerves, or fire a sticky material to block an opponent's eyes.

**Blood Manipulation (30)**

The ability to secrete blood from a person's body that can be manipulated to form any shape and hardened to attack or bind an enemy and move objects around. He can also manipulate other people's blood in the same way with a devastating effect.

**Body Alteration (31)**

The ability to alter the structure and function of a person's body to produce gills, razor sharp teeth, claws, a tail, spines, tendrils, webbed feet, wings, extra arms, or an adhesive grip to adapt to any environment or battlefield condition.

**Bone Manipulation (32)**

A person can change the length and shape of his bones. His bones can be made to protrude through his skin to be used as a weapon or a shield. He can even fire bones from his body as high velocity projectiles or pull them out to be used as ultra-sharp hand weapons. He can increase the density of his bones to make them as hard as steel. By decreasing their density, he can float on water or increase his speed and agility in combat.

**Boost (33)**

A person can change her internal chemistry and control the chemical secretions inside her body giving her a burst of physical speed and power. She can greatly increase the speed, strength, and sensitivity of her body by releasing different hormones.

**Bounce (34)**

A person can bounce his body off any surface with incredible speed or cause anything that hits him to bounce harmlessly away from his body. Anything he touches also becomes extremely bouncy.

**Brawl (35)**

The ability to fight and use a person's bare hands and feet to subdue or defeat anything or anyone. She has natural fighting instincts that allow her to easily defeat large numbers of enemies. When she gets injured, her ability to fight increases as her anger grows. She also knows how to use her surroundings as a weapon.

**Bullet Time (36)**

A person has highly accelerated senses and reaction time allowing him to react to his world as if everything around him is moving in slow motion. He can easily dodge bullets and lasers, and he can block or evade attacks before an opponent even moves.

**Burrow (37)**

The ability to tunnel underground at amazing speeds through dirt or solid rock. A person can quickly make tunnels and caves in the hardest rock formations.

**Cancel (38)**

The ability to prevent someone else from using her superpowers. A person can prevent another person from accessing her powers or he can absorb these powers as they are being used.

**Cartoon World (39)**

The ability to transform into cartoon form with almost any appearance and create cartoon items that actually function in the real world. A person can also become two dimensional, so all the laws of physics seen in cartoons now apply to him.

**Chainsaws (40)**

A person can form his body parts or his entire body into super powerful chainsaws.

**Chameleon (41)**

A person can change the appearance of her skin and any clothes that she is wearing to blend into her environment.

**Chaos Magic (42)**

The ability to twist reality and change the laws of physics allowing a person to do things that would otherwise be impossible.

**Charm (43)**

The ability to cause other people to like and obey a person that cannot be resisted.

**Chemicals (44)**

A person can emit natural chemicals from her body that can be used to kill or stun an entire army of enemies or it can be used to control a horde of villains. These chemicals can also be used to boost or alter her body or her comrade's abilities and powers.

**Chi (45)**

The ability to concentrate the metaphysical power hidden inside a person's body to generate powerful fields around his body to deflect damage or generate immense amounts of damage with his body.

**Cibopath (46)**

The ability to get psychic images and impressions by eating or tasting an object.

**Claws (47)**

A person has permanent or retractable nails or sharp blades that project from his fingers, knuckles, or arms that can cut through almost anything.

**Clay Form (48)**

A person can change his body into living clay making him incredibly strong and his body totally malleable. He can change his shape and stretch his body to almost any size or shape allowing him to form his arms into weapons.

**Clone (49)**

A person can make copies of himself that can exist as separate individuals. These copies might be exact copies or different versions of the person from different moments of the timeline or from different dimensions.

**Comprehend (50)**

The ability to understand anything that a person hears or sees instantly no matter what language the information is in even if it is coded or encrypted.

**Conceal (51)**

The ability to make anything impossible to detect no matter how large by making people think that it is not actually there.

**Confuse (52)**

The ability to make another person forget where he is and what he is doing.

**Consume (53)**

The ability to consume or absorb any structure or person to gain his, her, or its abilities, powers, and knowledge. When a person consumes something, she partially takes on the object's form or the appearance of the person or object consumed.

**Copy Cat (54)**

The ability to copy another person's superpower simply by touching her. This is a very versatile ability because it allows a person to counteract another person's superpower by using the exact same power. She loses the superpower every time that she touches a new person.

**Cosmic Awareness (55)**

The ability to sense anything that is happening in the entire universe.

**Cosmic Energy (56)**

The ability to access the energy throughout the entire universe and direct it at a single target or power another superpower.

**Cosmic Permanence (57)**

A person is forever linked to the universe and the universe will do anything to keep the person from dying.

**Damage Transfer (58)**

The ability to transfer all the damage a person has received to another person simply by touching her.

**Danger Sense (59)**

The ability to detect if any danger is present in a person's environment allowing him to avoid it with ease.

**Darkness Manipulation (60)**

The ability to produce areas of total darkness or project darkness from a person's body. The darkness can be used to produce a crushing force or to move objects of any size or weight.

**Death (61)**

The ability to kill a person simply by touching him or projecting a death beam at him. This power works by destroying a person's soul, draining her lifeforce, or causing her body to stop functioning.

**Decay (62)**

The ability to cause anything to rot, decay, or crumble instantly. A person can cause metal items to rust or disintegrate into dust, and he can cause organic matter to melt into primordial ooze.

**Deconstruct (63)**

The ability to dismantle anything into its component parts.

**Deflect (64)**

The ability to deflect any physical attack directed at a person no matter what form or intensity it takes by producing a blast of pure force.

**Density Manipulation (65)**

The ability to increase or decrease a person's density. He can decrease his density so much that he will start to float into the air. He can also increase his density so much that he cannot be moved and his body becomes almost indestructible.

**Dental Manipulation (66)**

The ability to extend and manipulate a person's teeth allowing him to bind or attack an opponent.

**Destructive Voice (67)**

A person can produce a destructive blast of force whenever she speaks. The amount of energy released is based on how loud she speaks with a yell being equal to the blast of a nuclear warhead.

**Detect (68)**

The ability to find almost anything with her power of detection no matter where it is or how well it is hidden or protected.

**Detonate (69)**

The ability to charge things that a person touches with energy causing them to explode. This explosion can be timed to occur at a specific moment to cause the most damage, allowing an object to be thrown, or to give her time to get away. The intensity of the explosion can also be controlled depending on what she is trying to accomplish.

**Disease (70)**

The ability to infect anyone with a deadly bacterial, fungal, or viral disease by touching them, spewing vomit on them, or releasing a deadly gas into a person's environment. This disease can be debilitating or can result in a violent and painful death.

**Disguise (71)**

A person can actually change his facial structure, voice, skin and hair color, and physique to look like anyone that he has ever observed. This disguise can be so perfect that even a relative or friend cannot tell the difference simply by looking at him.

**Disintegrate (72)**

The ability to disrupt the atomic bonding of any object. This will cause an object to turn into a gas or slowly fall apart at the atomic level. A person can also set up a destruction field around his body that will not let anything solid pass through it.

**Disorient (73)**

The ability to create a disorientation field that causes people that enter it to become extremely confused and disoriented.

**Divide (74)**

A person can separate her body into many pieces that can each be controlled separately and the whole thing can be recombined later.

**Dreamscape (75)**

The ability to enter another person's dreams and nightmares making what happens there real. A person can also manipulate another person's dreams to permanently change her beliefs and emotions after she wakes up.

**Drills (76)**

A person can form his body parts or his entire body into super powerful drills or cover his body in multiple drills that are as hard as diamond.

**Duplicate (77)**

The ability to make perfect copies of anything that a person has touched.

**Earth Control (78)**

The ability to cause rocks and stone to move and change shape. A person can launch stones at an enemy or form rock and dirt into barriers and walls to protect herself.

**Earthquake (79)**

The ability to project seismic waves from a person's hands producing a shockwave through any material. The solid ground around her body will produce a physical wave throwing everything into the air and destroying any nearby structures. She can also cause intense earthquakes anywhere around her with her body as the epicenter.

**Eater (80)**

The ability to eat anything causing it to disappear from the universe. A person can even eat an explosion or toxic waste to negate its effect without any negative effects to himself.

**Elastic (81)**

A person is completely elastic, so she can bend and change her body to form any shape. She can greatly increase the size of any part of her body or stretch herself like a rubber band. If she stretches and releases her arm, her hand will reach incredible speeds by the time it hits its target. She can also coil around an enemy or enlarge her fists or feet to create a greater impact. She can also change into a ball and bounce around the battlefield.

**Electromagnetic Vision (82)**

A person can see in any part of the electromagnetic spectrum.

**Elemental Absorption (83)**

A person can absorb the damage produced by a specific element that includes fire, water, earth, electricity, and air and store it in his body.

**Elemental Breath (84)**

The ability to breathe out destructive energy from a person's mouth that can include fire, water, earth, electricity, and air.

**Elemental Resistance (85)**

A person is completely immune to any damage produced by a specific element that includes fire, water, earth, electricity, and air.

**Elongating Tongue (86)**

A person has an elongating tongue that can be used to grab enemies or objects or to whip opponents with incredible force.

**Emotion Control (87)**

The ability to manipulate the feelings and emotions of other people. A person can create feelings of intense fear, love, hate, sickness, hope, and hatred in another person.

**EMP Pulse (88)**

A person can produce powerful electromagnetic pulses that will destroy the circuitry of any electronic device or knockdown an electromagnetic shield.

**Empathy (89)**

The ability to comprehend the feelings and emotions of other people by touching them.

**Empower (90)**

The ability to give other people superpowers for a limited time.

**Enchantment (91)**

The ability to magically enhance an object or person to give it or her a special power or resistance.

**Energize (92)**

A person has immense amounts of energy stored inside his body that he can use to energize parts of his body allowing him to hit harder than any superhero in the world.

**Energy Absorption (93)**

The ability to draw energy from any object or another person that can be channeled to a person's superpower or stored inside her body.

**Energy Blade (94)**

The ability to produce an energy sword in a person's hands that can slice through anything. This blade can cut through any material, penetrate energy fields, and cut through the barrier between dimensions.

**Energy Blast (95)**

The ability to produce intense blasts of energy from a person's hands, fingers, eyes, or mouth. This energy can also be used to shock other people and stun them.

**Energy Conversion (96)**

The ability to change any form of energy into another form. A person can convert energy between the following energy types: heat, kinetic energy, potential energy, light, and sound.

**Energy Form (97)**

A person can change his body into pure energy allowing him to shock or burn anything that he touches. He can also produce powerful energy shields and energy blasts. In energy form, he can actually enter and take control of any machine operated by electricity.

**Ensnare (98)**

The ability to project webs, slime, nets, ropes, cables, or energy to entangle opponents or attach to distant surfaces. Once attached, a person can swing by this attachment to quickly move around her environment or to move or throw large objects.

**Entropy (99)**

The ability to control the randomness in matter. Increasing entropy in matter will cause it to fall apart or decay while decreasing entropy will cause an object to cease moving and become inert.

**ESP (100)**

The ability to extend one of a person's senses to any distant location in the universe.

**Evolve (101)**

A person's body can change shape by expressing different genes to instantly adapt to her environment and situation. She can also rearrange her vital organs to avoid damage during a fight.

**Exorcism (102)**

The ability to destroy spirits, undead, ghosts, and demons that might possess a given person or area.

**Explosive Gas (103)**

The ability to produce a gas that can be made to explode with incredible force.

**Explosive Sweat (104)**

The ability to produce sweat that can explode on impact that has no effect on the person that produced it when it explodes.

**Extended Lifespan (105)**

The ability to live for an extremely long period of time without suffering the negative effects of aging.

**Extra Limbs (106)**

A person has multiple arms allowing him to perform multiple attacks or perform many actions at once.

**Fatigue (107)**

The ability to cause instant fatigue and extreme tiredness in other people, so they become so tired that they cannot move anymore and collapse.

**Fear (108)**

The ability to create uncontrollable feelings of fear in other people. Victims of this effect must overcome this incredible sense of dread or run in terror or become completely overcome with fear and remain motionless or faint. If this state of fear is strong enough, the victim can be rendered permanently comatose. The feelings of fear can be induced through mind control or the use of airborne chemicals or pheromones.

**Fire Form (109)**

A person can change his entire body into a burning fire or just surround his body with natural, magical, or psychic flames allowing him to melt through almost anything. He can also project powerful blasts of fire to destroy his enemies.

**Fire Manipulation (110)**

The ability to project flames at an enemy as long as oxygen is available in a person's environment. This fire can be used to melt or destroy an enemy or to deflect enemy attacks. He can also heat or melt any material or cut through it in seconds with a blast of intense fire.

**Flight (111)**

The ability to move through the air and perform different aerial maneuvers. This can be done with physical wings, super science, or the manipulation of gravity or the fabric of space.

**Fold Space (112)**

The ability to fold space allowing a person to instantly move himself and anything that he is touching to anywhere in the universe. A person can teleport to anywhere that he has been before.

**Force (113)**

The ability to produce a crushing wave of force that can be used to push or pull an object with incredible force. This force can be used to move an object or completely stop its motion.

**Force Field (114)**

The ability to produce indestructible defensive force fields of any size at almost any distance to protect himself or other people and objects. These force fields can also be used to move or throw an object of any weight.

**Forge (115)**

The ability to instantly make any machine from the matter around a person. He only has to think of the function of a machine to make it form, he does not actually have to understand the science behind how it operates.

**Friction (116)**

The ability to change the effect of friction on any object. By decreasing the friction, an opponent will find it impossible to walk without slipping or objects become impossible to hold without them slipping out of a person's hand. By increasing friction, a person or ground vehicle will no longer be able to move and the internal mechanisms of a machine would grind to a halt.

**Gas Control (117)**

The ability to produce a gas from a person's body and control its movement and composition.

**Gas Form (118)**

The ability to change into a gas of any composition and move around undetected.

**Gate (119)**

The ability to produce a transdimensional portal to another universe. This portal will allow anything passing through it to enter this alternate universe.

**Ghost Form (120)**

A person can change into an ethereal state allowing her to pass through any material. In ghost form, any attack will pass harmlessly through her and she can pass through any barrier. She can also drain the life force from another person or change anyone that she touches into the ethereal state.

**Glide (121)**

The ability to float gently to the ground or move at high velocity from a high position to a lower position.

**Glue (122)**

The ability to produce a liquid that can bond anything together. This cement can be instantly hardened to trap an opponent or softened to release an opponent.

**Gravity Manipulation (123)**

The ability to increase or decrease the effect of gravity in a given area. Increased gravity can be used to hold an opponent in place or crush him. Decreased gravity will cause opponents and objects to float into the air. She can also decrease gravity to safely levitate to the ground when she is falling or to jump incredible distances with ease.

**Growth (124)**

A person can increase her physical size and mass to almost any proportion. As her size increases so does her strength and endurance.

**Hair Control (125)**

The ability to manipulate the hair on a person's body to change its shape, length, movement, and strength. Her hair can form a blade or spear. It can reach out and grasp another person or be used as a whip or a hammer.

**Harden (126)**

The ability to harden a person's body to resist any amount of damage. A person can also harden objects and other people by touching them.

**Hate (127)**

A person can cause another person to hate a specific person or group of people that cannot be resisted. This power can also be used to cause an entire crowd to become enraged to cause a riot.

**Heal (128)**

The ability to physically heal any injury simply by touching another person on the injured area. A person can instantly heal any injury, repair broken bones, or regrow entire limbs if given enough time and expending enough energy.

**Hypnosis (129)**

The ability to hypnotically control another person's mind. This power works better on people with lower intellect and willpower because people with high intellect or willpower can partially resist this mental control.



**Ice Control (130)**

The ability to project any amount of ice or snow from a person's body as long as there is enough moisture in the air. He can form structures to imprison opponents and defend himself, create weapons from ice, or launch razor sharp ice shards. He can form slippery patches of ice to disrupt an opponent's movements and produce massive ramps of ice to move quickly over any environment.

**Ice Form (131)**

A person can change his entire body or portions of his body into rock hard ice. He can also change the shape of his ice appendages into weapons, tools, whips, or shields. He can repair any part of his ice body as long as there is enough moisture in the air or there is a local source of water. In ice form, a person can grow larger if enough moisture is present or grow smaller.

**Illusions (132)**

The ability to produce illusions in another person's mind that are so real that they can actually injure or kill him. These illusions can also be used to trap another person in a mental prison making him stand motionless while his mind works out the illusion.

**Imagination (133)**

A person can make anything that she thinks about or believes in become reality. Objects created in this way will function exactly how the person imagined it would even if it breaks the laws of physics. He can also change the environment around him to fit his imagination. He can even cause people and things to come into existence from his imagination.

**Immobilize (134)**

The ability to cause anyone to become completely paralyzed by physically or mentally controlling her. He can also cause objects like projectiles to stop moving or cars to stop in their tracks.

**Immortal (135)**

A person cannot be killed because of a magical power or temporal anomaly. An immortal person can be completely annihilated, but he cannot be killed in the normal way or die of old age.

**Immovable (136)**

A person can transfer any force or energy directed at him into the ground. No physical attack can hurt or move him as long as he is touching the ground. He can also cause things or people that he is touching to become immovable.

**Insect Control (137)**

The ability to control and speak to all types of insects or a single type of insect. This allows a person to control thousands of insects that can be used to attack an opponent or perform many different types of tasks. A large swarm of insects can move large objects, overwhelm an opponent, or clog up the machinery of a vehicle. A single insect can be used to track the movement of another person or stand guard over a given area.

**Intuition (138)**

A person never fails at anything that he ever does because he always has a feeling that makes him do the right thing at the right time. She can make unlimited amounts of money by betting, gambling, or buying stocks because she always knows the winner of any contest or the movement of stock prices.

**Invisibility (139)**

A person can make her body disappear to the human eye and advanced sensors by bending light around herself, creating false images, or duplicating the image of her environment onto her body. Some forms of invisibility make a person cease to exist in the minds of everyone around her.

**Invulnerability (140)**

A person cannot be hurt or damaged because of his high density or tough skin. He might also have alloy bones or produce powerful defensive screens around his body.

**Iron Will (141)**

A person has perfect willpower meaning that he can never be forced to do anything against his will. This power also gives a person an immense pain threshold making him almost impossible to take down.

**Item Reading (142)**

A person can tell when he touches any item, who touched it and how it was used in the past.

**Jinx (143)**

The ability to curse another person giving him bad luck which will cause an enemy to constantly miss his attacks and make mistakes. He can also curse a machine to make it malfunction and break.

**Kinetic Manipulation (144)**

The ability to control the movement of any object making it speed up or slow down. A person can fire anything at an opponent at hypervelocity speeds or cause anything to come to a sudden stop.

**Leap (145)**

The ability to make immense leaps into the air that let a person travel incredible distances over any terrain in seconds. If he lands on something, the impact can be devastating and massively destructive depending on the distance and height traveled.

**Learn (146)**

The ability to instantly learn anything by accessing the knowledge of a nearby person.

**Levitate (147)**

The ability to cause anything to float into the air by lowering its gravitational attraction, so a person can cause objects to launch into the air and come crashing back down when the power is deactivated. A person can levitate themselves or make anything appear to be weightless.

**Life Energy (148)**

The ability to absorb the life energy from another person or animal to gain more life force and power. A powerful person can drain the life force from the entire populace of an entire city, country, or world to gain immense amounts of power.

**Light Control (149)**

The ability to produce blasts of intense chromatic light that can be used to burn through anything or melt any material. A person can also produce bursts of intense light that will blind everyone around her.

**Light Form (150)**

A person can turn herself into pure light allowing her to move at the speed of light, burn through any object, or produce an intense blinding light.

**Light Speed (151)**

A person can move faster than light, so she can appear and disappear anywhere on the battlefield at will. She can also hit or kick a person at the speed of light with a devastating effect.

**Lightning Control (152)**

The ability to project lightning from a person's body, a special object, or directly from the sky.

**Lightning Form (153)**

A person can change into a bolt of lightning allowing him to move at the speed of light, burn through almost any material, or enter the circuitry of an electronic system to take over its functions.

**Liquefy (154)**

The ability to make any material change from a solid to a liquid causing it to lose its shape and structure.

**Living Metal (155)**

A person can change her body into organic metal making her incredibly strong and durable. This organometallic form is still flexible like skin, so the only disadvantage of this form is the loss of skin sensitivity.

**Living Rock (156)**

A person can partially or completely change her body into living rock giving her incredible strength and endurance.

**Luck (157)**

A person has incredible luck, so she can never fail at anything and it is almost impossible for her to ever get hurt. No matter what a person does, she always succeeds without any training or preparation.

**Macro Vision (158)**

The ability to see extremely far away with total clarity.

**Madness (159)**

The ability to destroy someone's psyche to drive him completely insane or destroy his personality.

**Magic (160)**

The ability to create and control arcane forms of energy and magic. A person can produce powerful bolts of arcane energy, forge magic shields, and perform almost any action that his imagination can force into reality.

**Magnet Control (161)**

The ability to generate powerful magnetic fields that can move or manipulate anything made of iron, nickel, or cobalt. He can control and destroy anything composed of ferromagnetic materials including human blood.

**Matter Absorption (162)**

The ability to absorb matter directly into her body. This matter can add more mass to her body, or it can cover her body in almost indestructible materials.

**Matter Chameleon (163)**

A person can change his body into any material that he touches. He can change his body into metal to make himself almost indestructible, into water to squeeze through any tight space, or into a gas to disappear and hide from an enemy.

**Matter Creation (164)**

The ability to produce any amount of matter from nothing allowing a person to build any structure or knock over enemies with waves of matter.

**Matter Manipulation (165)**

The ability to rearrange matter at the molecular level. A person can change the shape, chemical composition, size, color, and temperature of any object.

**Metamorphosis (166)**

The ability to change into the shape of any animal or a human-animal hybrid.

**Micro Portals (167)**

The ability to create small portals, so a person can fire into one portal to hit a person across the world as a second portal appears next to him. He can also punch through a portal or look through a portal at a distant location.

**Micro Vision (168)**

The ability to see extremely small objects or magnify the view of microscopic objects.

**Microwave Control (169)**

A person can produce microwave radiation to cause things to heat up and explode.

**Mind Control (170)**

A person can reach out and control the actions and thoughts of another person. This control can be so complete that the person will not notice that she is being manipulated.

**Miniaturize (171)**

A person can decrease the physical size of another person or object.

**Mirage (172)**

The ability to cause another person to see things that are not really there by manipulating the light before it enters his eyes.

**Molecular Manipulation (173)**

A person can change the chemical bonds in any material to change its chemical composition. This allows a person to cause chemical reactions to occur at any time.

**Monster Form (174)**

The ability to change form into different monsters that gives a person special powers when changed into these different forms. He can usually change into a specific number of these monstrous forms, but only one at a time.

**Morph (175)**

A person can change the shape of his body allowing her to create physical weapons and tools with her body.

**Multi Form (176)**

The ability to change shape into various different forms that gives a person different special powers, defenses, and abilities.

**Musical Manipulation (177)**

A person can control the emotions and actions of other people by singing or playing an instrument.

**Mutate (178)**

The ability to cause a person's body or other organisms to permanently mutate their physical form and genetic material.

**Nausea (179)**

The ability to affect the inner ear or brain of another person to cause extreme nausea or vertigo.

**Necromancy (180)**

The ability to talk with the dead, so these spirits can tell the person anything that they knew or saw when they were alive.

**Negate (181)**

The ability to remove a person or a specific action that anyone has performed from the time stream. All actions performed by the negated person and their consequences are also removed from the timeline and all memories of them are removed from the universe.

**Nuclear Control (182)**

The ability to generate intense bursts or beams of ionizing radiation that can destroy any substance and cause anything that it touches to become radioactive.

**Nullify (183)**

The ability to negate another person's superpowers, so he cannot use his powers for a limited time.

**Object Possession (184)**

The ability to take control of an object and animate it to be used as a tool or as a weapon.

**Omnipresence (185)**

The ability to see everything that is happening, will happen, and that has happened with different levels of accuracy.

**Optic Blast (186)**

The ability to fire powerful burst of energy from a person's eyes. These beams can melt through any material or be used to slowly heat up any substance.

**Overdose (187)**

The ability to inject massive amounts of a drug into a person's body by touching her causing her to go unconscious or die from a drug overdose.

**Overgrowth (188)**

The ability to multiply the cells of a person's body to quickly grow any part of her body to become any size or mass. This allows her to become vastly larger and stronger in seconds, but she can change back to normal at any time.

**Pain (189)**

The ability to create intense feelings of pain in another person that can be so intense that it causes him to go unconscious.

**Paper Form (190)**

A person can turn her body into pieces of paper that can be formed into any shape or hardness.

**Paper Manipulation (191)**

The ability to produce any amount of paper from his body or a magic book. This paper can be made to be any size, shape, and hardness allowing a person to fold or stack these pieces of paper into shapes that give them special abilities. He can fly around inside a massive paper airplane or float on a paper boat. He can slice anything with a paper blade, make impenetrable paper walls, or pile mountains of paper onto an opponent.

**Paralysis (192)**

The ability to shock a person's mind, so he can no longer move his body.

**Parasite (193)**

The ability to produce insects from a person's body that can absorb the energy of an object or another person and channel it back to him.

**Petrify (194)**

The ability to turn another person into stone or parts of his body into stone simply by looking at him or touching him.

**Phase (195)**

A person can accelerate the vibrations of the atoms of his body allowing him to pass through solid matter without harm.

**Pheromones (196)**

The ability to produce powerful mood altering pheromones that can be used to control people, cause them to fall asleep, seduce people, or cause them to experience intense fear or pain.

**Physical Perfection (197)**

A person is a perfect physical specimen giving him incredible strength, speed, and endurance.

**Plant Form (198)**

A person's body can change into plant form allowing him to change his arms and legs into vines. A person can entwine or slash opponents with these vines and grow roots to become unmovable and absorb nutrients from the ground.

**Plant Manipulation (199)**

The ability to communicate with and animate all forms of plants. A person can animate the plant life in her environment to attack or restrain an opponent. She can also cause plants to grow out of control or sprout out of the ground or another person's body as long as there is enough nutrients and water available.

**Plasma Form (200)**

A person can change her entire body or parts of her body into pure plasma making her body able to melt through almost any material. In plasma form, physical and energy weapons have no effect on her body unless the energy produced is greater than her internal energy.

**Plasma Manipulation (201)**

The ability to produce streams of super-hot plasma as destructive as a solar flare that can destroy anything that it touches. He can also produce walls or shields of plasma that will prevent anything from touching him or escaping from a given area.

**Pocket Universe (202)**

The ability to create a pocket universe that has a portal to our own world. The appearance and physical laws in this universe are only limited by a person's imagination.

**Poison (203)**

The ability to produce poisonous gases or liquids that can kill or render a person unconscious on contact. These poisons can also be found on a person's skin, nails, claws, and teeth.

**Portal (204)**

The ability to create two transdimensional portals that connect any two locations in the universe. Anything that enters one portal is instantly transported to the other connected portal. A person can put a portal anywhere that she has ever been with pinpoint accuracy.

**Possess (205)**

A person can transfer her spirit into another person's body to take total control of the other person.

**Power Copy (206)**

The ability to copy the exact superpower of another person simply by touching him. This superpower will only last for a limited time. Multiple powers can be copied at the same time, but the time that they can be kept is reduced by each addition power that is copied.

**Power Steal (207)**

The ability to steal a superpower from another person. The person gains the superpower and the victim loses his power until the person attempts to steal another power, releases the power, or is knocked unconscious.

**Power Strike (208)**

A person can focus her internal energy into her hands or feet making her attacks incredibly destructive. By focusing this energy into her hands, she can block any attack or pick up any dangerous substance with her bare hands without harm.

**Precognition (209)**

A person has the ability to see future events, but she must achieve total concentration in order to see a clear vision of the future. Once she has seen the future, she can easily respond to change any undesirable future event. These images of the future are always true, but sometimes a person may misinterpret what she is seeing.

**Prehensile Tail (210)**

A person has a prehensile tail that can be used to manipulate objects, carry a weapon, or strike an opponent. Some prehensile tails are extremely strong allowing them to crush or smash another person.

**Psionics (211)**

A person can forge his thoughts into pure energy. He can create mental blades and shields or bolts of psychic energy that destroys matter but can also annihilate an opponent's mind.

**Puppet Master (212)**

The ability to control the movement of other people, so the person can manipulate them like a puppet. The controlled person can still perceive the world around herself, but she cannot control her own actions.

**Push (213)**

The ability to produce a massive wave of force that can push back anything no matter how powerful or massive it is. This force can be directed at a small area or it can be blasted out in all directions from a person's body.

**Read (214)**

The ability to cause anything to happen or come into existence simply by reading aloud from a book or a piece of paper that describes the desired action.

**Reality Manipulation (215)**

The ability to manipulate the laws of nature and change the way the world works. A person can control her environment by changing the laws of physics to control what can and cannot happen. This allows her to make anything that she thinks about become reality.

**Reanimate (216)**

The ability to reanimate the dead to create zombies. This allows a person to bring a person back to life, but he is an undead creature and not a living being. These zombies can be controlled by the person that raised them from the dead.

**Reflect (217)**

The ability to reflect any attack harmlessly away or redirect any attack back at its source or another target.

**Regenerate (218)**

A person naturally heals any physical damage almost instantly. His cells repair and grow at incredible rates allowing his body to repair physical damage that would instantly kill a normal person. This constant cellular regeneration keeps a person young forever leading to eternal longevity.

**Reincarnate (219)**

A person is reborn as another person that takes her physical place when she dies. She may have a limited number of times that she can reincarnate before she finally dies.

**Remote Sensing (220)**

The ability to see and hear anywhere in the world or universe.

**Resurrect (221)**

The ability to bring another person back from the dead with a difficulty based on the amount of damage sustained and how long he has been dead.

**Sand Control (222)**

The ability to create, manipulate, and control sand. A person can forge sand into any shape and any level of hardness to form edged weapons, appendages to grasp opponents, protective shells, defensive walls, and crushing waves.

**Sand Form (223)**

A person can change his body into sand that she can form into any shape, size, or hardness. She can make weapons and shields from this sand or cover and overwhelm an opponent with living sand.

**Seduce (224)**

A person can cause another person to instantly fall in love and desire him which cannot be resisted.

**Shadow Manipulation (225)**

The ability to create and manipulate shadows. A person can instantly move through the shadows or teleport between them. She can also use shadows to control the bodies of other people or consume them with these shadows. She can produce shadows or turn her body into a consuming shadow that will harmlessly absorb projectiles and laser fire directed at her.

**Shapeshifter (226)**

A person can alter her appearance or overall shape to look like anything that she has ever seen. Her size and mass will change to allow her to transform into any object, animal, or person. This allows her to become the perfect doppelganger of another person and replace him without ever being noticed.

**Shock Absorption (227)**

The ability to absorb any amount of damage that hits a person's body making him almost indestructible. This power significantly reduces the amount of damage dealt to him, but immense amounts of damage will still have a small effect that can add up over time.

**Shrink (228)**

A person can decrease her physical size and mass to almost any size. By maintaining his mass but only shrinking his size, he can deal immense amounts of damage in his reduced state. He can even achieve atomic size and alter the physical size or internal structures of an enemy.

**Sixth Sense (229)**

The ability to detect and effect interdimensional and ethereal entities even though no one else can see them. This also allows a person to detect the motivations and weaknesses of these creatures.

**Size Manipulation (230)**

The ability to grow or shrink to almost any size on command. When a person shrinks, he still has the strength of his original body. When a person grows, he gains greater strength and endurance that is proportional to his greater size.

**Size Shift (231)**

The ability to change the size of objects allowing a person to cause anything to shrink or grow immensely in size.

**Sleep (232)**

The ability to cause other people to fall into a deep sleep that they cannot escape.

**Slice (233)**

The ability to produce an energy field around a person's hands, fingers, or feet allowing him to cut through any substance with a single stroke.

**Slime (234)**

A person can change his body or parts of his body into slime or ooze allowing him to change her shape at will and dissolve anything that she touches. This also allows her to pass through gates, cages, racks, and tight spaces and change her shape to avoid damage.

**Slow Aging (235)**

A person can cause himself or another person to age very slowly making him appear to not age at all compared to other people.

**Smoke Control (236)**

The ability to produce smoke from a person's body that can be manipulated into any shape, size, hardness, and temperature. This smoke can be used to form weapons, shields, and structures. This smoke can also be used to capture or suffocate an opponent.

**Smoke Form (237)**

A person can change his body into smoke allowing him to quickly fly through the air and pass through the smallest crack. He can forge this smoke into any shape, hardness, and temperature. He can also spread out to blind or suffocate everyone in his environment.

**Soften (238)**

The ability to soften anything that a person touches and it also softens blows and collisions when she is hit. A person can cause a building or a structure like a bridge to soften so much that it collapses.

**Solar Control (239)**

The ability to produce intense blasts of solar radiation from a person's body. This intense radiation and light can disintegrate a target or cause intense radiation burns.

**Sonic Control (240)**

A person can control sound and produce intense blasts of sound energy. These sonic waves can be used to stun, disorient, or crush an opponent. This power only works in an atmosphere or underwater.

**Sound Control (241)**

The ability to create immensely loud sounds that can crush an opponent or causes a person's ears to bleed.

**Space Travel (242)**

The ability to travel through space at near the speed of light and survive the cold and lack of an atmosphere in outer space. This power can include the ability to fold through space to distant stars.

**Spatial Control (243)**

The ability to control the structure of the universe around a person by bending and warping space to change the shape and size of the spacetime continuum. This allows him to trap a person in an infinitely long hallway or a forest that expands out to infinity. He can also shorten the distance he travels allowing him to travel faster than the speed of light.

**Spin (244)**

The ability to spin at incredible speeds without becoming disoriented so that a person can bounce around the battlefield. She can also cause anything or anyone that she touches to start spinning at faster and faster speeds until the person is rendered unconscious.

**Spirit Control (245)**

The ability to control the spirits of the dead and the spirits that live within every living thing including plants, animals, and people. A person can summon these spirits into the real world where they will take on physical form and obey his commands. He can also gain special powers by being possessed by a specific spirit creature.

**Stasis (246)**

The ability to produce a suspended animation field that causes anything in it to completely cease to change in any way as long as it is in this field. Anything in this stasis field cannot be affected by the outside world.

**Storage (247)**

The ability to store anything inside a pocket universe inside a person's body. This can be used to imprison an opponent in an inescapable prison or prevent an explosive from damaging people when it detonates.

**Stun (248)**

The ability to use electricity, sonic blasts, chemicals, or precise blows to cause another person to be knocked unconscious for a limited time.

**Suffocate (249)**

The ability to cut off the air from another person by physically preventing him from breathing or removing the air from around him.

**Summon (250)**

The ability to bring creatures from other dimensions into our world. These creatures will follow a person's orders as long as she can maintain her mental dominance over them.

**Summon Blades (251)**

The ability to summon blades and edged weapons that appear from a portal and shoot towards an enemy. These melee weapons can also be animated to fight an opponent.

**Super Bite (252)**

The ability to bite through any substance no matter how strong the material.

**Super Breathe (253)**

The ability to blow with the force of a hurricane or suck in with the force of a tornado. A person can also blow out super cold air to freeze an opponent solid.

**Super Endurance (254)**

A person's body can resist any amount of damage because it is super strong or extremely hard.

**Super Genius (255)**

A person is a true genius that has super human abilities in math, science, literature, or linguistics.

**Super Hearing (256)**

The ability to hear anything with total clarity at any distance.

**Super Olfactory (257)**

The ability to detect the slightest scent and track a person or object by following his or its scent trail from almost any distance.

**Super Reflexes (258)**

The ability to move with superhuman reflexes, so a person is almost impossible to hit or knock over. He can also strike another person in close combat with ease because of his incredible agility and physical dexterity.

**Super Senses (259)**

A person has enhanced normal senses or special sensory abilities allowing him to sense what other people cannot. These senses include radar, x-ray, ultrasound, infrared, and ultraviolet.

**Super Speed (260)**

A person can move and run at speeds as fast as the speed of sound or light. His senses and mental kinetics are also highly accelerated allowing him to control his incredible physical speed. He can also change direction at incredible speeds, punch and kick hundreds of times a second, or run in a circle so quickly that tornadoes will actually form.

**Super Strength (261)**

A person has almost unlimited physical strength and endurance. He is so strong that he can pick up unimaginable amounts of weight and stop the movement of almost anything. He can also punch with an incredibly destructive force or stomp on the ground causing small earthquakes and the ground to crack open. Super strength also allows a person to throw small to enormous objects at incredible speeds at an opponent.

**Super Swimming (262)**

A person can move at almost hypersonic speeds through the water by either controlling the movement of water or projecting force from behind his body. He can move so fast underwater that he can create cyclones in the water by turning in a circle.

**Tape (263)**

The ability to produce a sticky tape that can be used to entangle an opponent or swing from one area to another.

**Tech Control (264)**

The ability to directly or remotely control a machine or computer with a person's mind. He can completely take control of a security system, a vehicle, or a robot to use it against its owner.

**Telekinesis (265)**

The ability to move anything using the power of a person's mind no matter what its size or weight. Anything can be moved if the person believes it is possible.

**Telepath (266)**

A person can speak directly to another person's mind or read her thoughts without her realizing what is happening. A telepath can also remotely manipulate another person's memories and emotions.

**Teleport (267)**

The ability to move instantly through space allowing a person to instantly disappear and reappear in a totally different location.

**Tentacles (268)**

A person has tendrils or tentacles projecting from his body that can be used to manipulate objects, strike or entangle enemies, and move the person quickly around the battlefield or scale up sheer surfaces.

**Thermal Control (269)**

The ability to control the atomic vibration of any object to control its temperature and its state of matter. A person can heat or cool anything to any temperature and instantly change solids to liquids or any other state of matter.

**Thread Manipulator (270)**

The ability to create and manipulate threads that can be almost indestructible allowing a person to bind an enemy or attach himself to any surface. These threads can also be used to slice things into pieces.

**Time Manipulation (271)**

The ability to speed up, slow down, and even stop time in a localized area. This allows a person to move quickly, stop his opponents, and slow down time, so he can counteract another person's actions before he can even move making him almost impossible to defeat.

**Time Travel (272)**

The ability to freely move forward and backwards through time. Every time a person changes his position in time, his mind becomes more unstable.

**Torture (273)**

The ability to create an alternate universe where an opponent is tortured for what feels like an eternity, but which only takes a few seconds in the real world rendering him unconscious for weeks or permanently comatose.



**Transfer (274)**

A person can switch his spirit with another person, so he switches bodies but still maintains his own personality and memories.

**Transform (275)**

A person can change her appearance to look exactly like another person by touching him.

**Transmute (276)**

The ability to change the elemental composition of any object allowing a person to change any substance into something else. He can even change another person into solid gold or helium.

**Transparent (277)**

The ability to become invisible by bending light but this does not affect a person's clothes, so she is only completely invisible when she is naked.

**Truth Sense (278)**

The ability to divine the truth when another person is speaking and the power to detect exactly what a person is lying about.

**Ultimate Strategist (279)**

The ability to come up with a way to defeat any enemy no matter how powerful they are or what resources the person has to work with.

**Undersea Adaptation (280)**

A person has special amphibious adaptations that allow her to breathe underwater, see in the darkness of the depths, resist the immense pressure of the bottom of the ocean, and move at incredible speeds underwater.

**Unstoppable Momentum (281)**

The ability to become impossible to stop once a person starts to move no matter what is in front of him or what forces are trying to stop him. This is a deadly force if a person or object is trapped between him and a stationary object like a car or a building.

**Vibrate (282)**

A person can cause anything to increase its vibration, so it shakes apart or causes the atoms of an object to vibrate at such high speeds that it will heat up and eventually break apart into a gas.

**Virus (283)**

A person can emit airborne viruses from her body that can sicken or kill any living thing that they infect. This virus can be created to kill a specific person or a specific type of creature. With great effort, she can emit a viral cloud that can kill everyone and everything in an entire city.

**Voice Control (284)**

A person can control anyone that hears the sound of his voice even through a communication device or recordings. This power can also be used to control animals and robotic machines.

**Void (285)**

A person can change his body into pure darkness. This makes his body impossible to damage because any attack would simply enter into this nothingness. He can also absorb a person into the darkness and trap her there forever in total darkness.

**Voodoo Magic (286)**

The ability to use voodoo magic to control and manipulate another person by manipulating a magical voodoo doll with this person's appearance. She can cause a person to move parts of his body uncontrollably or feel intense pain or heat depending on what she does to the doll.

**Vortex (287)**

The ability to produce extra dimensional vortexes that can suck a person into an alternate dimension. She can also produce smaller vortexes to suck away a specific object or a person's body part.

**Wall Climbing (288)**

The ability to attach to any surface allowing a person to crawl on sheer surfaces and hang from any smooth surface without holding on. This power also allows a person to grab hold of any object with an unbreakable grip.

**Water Breathing (289)**

The ability to breathe underwater indefinitely or allow other people to breathe underwater.

**Water Control (290)**

A person can generate water and control the movement and viscosity of the water. He can control the flow of any body of water or project massive torrents of water at an opponent. He can harden and control water to use it as a weapon or a shield. Water can also be used to form an impenetrable sphere to imprison or drown an opponent.

**Water Form (291)**

A person changes her entire body into water allowing it to take any shape that he can imagine. He can trap an opponent inside her liquid body to imprison or drown her. He can also absorb any form of moisture to greatly increase his size and mass. He can also harden the water of his body to become as hard as steel.

**Water Walking (292)**

The ability to walk on water or any liquid surface. This also allows a person to make anything float no matter what its size, weight, or density.

**Weaken (293)**

The ability to cause another person to become weakened and lower the potential strength of any weapon or machine.

**Weakness Detection (294)**

The ability to determine the weaknesses of any person or vehicle and the weakest spot of a person's body or the structure of a vehicle or robot.

**Weather (295)**

The ability to control the forces of nature. This power allows a person to control the wind and atmospheric pressure and moisture around her. She can make the environment produce lightning, fog, massive hail, torrential rain, tornadoes, and hurricanes that she can control with pinpoint accuracy.

**Weld (296)**

The ability to permanently bond any two objects or people together. A person can then release this bond at any time.

**Wood Control (297)**

The ability to cause wood to grow from the ground to attack opponents and create wooden structures to trap or crush an opponent. A person can also produce permanent wood structures like buildings and bridges in seconds.

**Wood Form (298)**

A person can change his body into wood making him very difficult to damage and his arms and legs into extending wood structures to attack an opponent. This wood form is very weak to any form of fire.

**Wrath (299)**

The ability to forge a person's negative feelings into pure energy or a physical force. This almost uncontrollable power increases as his anger and hatred grows.

**Write (300)**

The ability to cause anything to happen that a person writes down no matter how unlikely or impossible. She can even kill a person simply by writing down that he has died.

## **Super Science (D66)**

Some alien races have developed such incredible technology that it borders on magic to other sentient races.

### **Afterlife Imager (11)**

These aliens have developed the technology that allows them to talk to the spirits of the dead.

### **Artificial Intelligence (12)**

These aliens have developed a sentient computer that has become almost omnipotent because of its incredible intelligence and computing power.

### **Brain Scan (13)**

These aliens can actually read information directly from a person's brain.

### **Cellular Regeneration (14)**

These aliens can perform instantaneous cellular regeneration allowing them to heal any injury or regenerate severed limbs and damaged nerve fibers.

### **Dimensional Engineering (15)**

Dimensional engineering allows a race to create alternate universes with their own special physical laws. These pocket universes can be used to hide from the rest of the universe. This alien race can also open stable portals to alternate dimensions and other realities.

### **Engram Programming (16)**

These aliens have learned to program knowledge and skills directly into the living mind using induction fields.

### **Free Energy (21)**

This alien race has developed powerful interdimensional power sources that gives them an unlimited source of clean energy.

### **FTL Travel (22)**

This alien race has developed a warp field that allows a ship to break the laws of physics and travel faster than the speed of light.

### **Group Consciousness (23)**

These aliens have developed a group consciousness that gives each individual access to the knowledge of the entire race.

### **Immortality (24)**

These aliens have developed medical techniques that allow an individual to live forever as long as they do not receive too much physical damage in a given time.

### **Infinite Perception (25)**

These aliens have expanded their perceptions throughout the universe, and they can now see past, present, and future events anywhere in the entire universe.

### **Matter Construction (26)**

These aliens have learned to completely control the structure of matter allowing them to instantly make anything with a thought. This might also represent a technology that can convert energy directly into matter.

### **Matter Manipulation (31)**

This technology allows an alien race to manipulate matter at the molecular level, so they can create incredibly complex machines in seconds or instantly repair any machine.

### **Mental Kinetics (32)**

These aliens have developed such powerful minds that they can do almost anything including manipulate the fabric of reality with their thoughts.

### **Mind Control (33)**

These aliens have developed powerful mind control machines that allow them to instantly conquer and control an entire planet of people.

### **Mind Transfer (34)**

These aliens have learned how to transfer their personality and memories from one brain to another. This allows them to take control of another person's mind and make perfect clones.

### **Negation (35)**

These aliens have developed a technology that allows them to erase anything from existence in the spacetime continuum. This deletion produces a causative wave that alters or deletes everything in the universe that the target negated object has ever affected or caused to exist.

### **Organic Technology (36)**

These aliens have developed organic sentient machines that have taken the place of computers and mechanical devices.

### **Planetary Construction (41)**

These aliens can actually construct planets by deconstructing local planets and reforming them to their own specifications.

### **Precognition (42)**

These aliens have learned how to focus their perception into the future, so they can glimpse future events.

### **Portal Weapon (43)**

These aliens have developed a weapon that can temporarily open a wormhole allowing it to fire at a planet anywhere in the universe.

### **Quantum Computers (44)**

These super computers use quantum mechanics allowing them to make calculations faster than the speed of light with little or no energy. These advanced computers make real artificial intelligence and life like virtual realities possible.

### **Reality Manipulation (45)**

These aliens have learned to control the fabric of reality, so they can alter the physical laws of the universe making almost anything possible. These manipulations can slowly alter or damage the very fabric of reality causing it to become unstable and eventually start to unravel.

### **Shapeshifting (46)**

These beings have such incredible control over matter and cellular manipulation that they can change their shape and biological functions at will.

### **Size Manipulation (51)**

These aliens have developed the ability to compress or expand matter allowing them to shrink or expand things at the atomic level. This allows them to shrink things down or increase their size by up to a hundred-fold.

### **Solar Engineering (52)**

Aliens can alter a star to change its brightness and spectral class. They can even cause a star to die or go supernova.

### **Space Folding (53)**

These aliens have developed ships that can travel amongst the stars by folding space and entering an alternate universe that allows instantaneous travel between any two points of real space.

### **Species Construction (54)**

These masters of genetic engineering can construct any type of living species simply by manipulating the genes of their brood stock. They can also manipulate any creature to give them vastly superior intelligence and physical abilities.

### **Telepathy (55)**

These aliens have learned to harness the power of their minds to communicate over any distance. They can usually also read other people's thoughts and emotions.

### **Teleportation (56)**

These aliens have developed a system of converting matter into a digital pattern that can be transmitted and reconstructed into its original form. Non-living teleportation is difficult but teleporting living creatures is almost impossible.

### **Time Manipulation (61)**

These aliens have learned to control the flow of time, so they can speed up, slow down, reverse, or stop the flow of time in a given area. They may also be able to bring multiple copies of themselves from different points of their timeline.

### **Time Travel (62)**

These aliens have created ships that allow them to travel backwards and forwards through time and anywhere in space in an instant.

### **Transmutation (63)**

These aliens have the technology to add or remove protons and neutrons to and from the nucleus of atoms allowing them to change the elemental composition of matter. This also allows them to convert radioactive matter into stable elements or vice-versa.

### **Transsentience (64)**

Sentients can transfer their personality and memories to a computer system allowing them to live forever in a virtual reality heaven.

### **Ultimate Viewer (65)**

This machine allows an alien race to see anywhere in the universe. They might also be able to see past and future events with limited clarity.

### **Warp Network (66)**

These aliens have created a network of wormholes allowing a ship to travel instantly anywhere within its network simply by entering one of its warp gates.

## **Tech Levels (D10)**

A specific society on an alien world or an entire alien society has achieved a specific level of technology. The following list is a guide to the types of technologies that are normally discovered at specific points in the development of a society. Many societies develop specific technology fields while other forms of technology are totally ignored or misunderstood. For example, an alien race may have developed advanced shield technology, but still uses chemical rockets for propulsion.

### **Primitive (1)**

Fire, Hunting and Gathering, Tools and Weapons made of Sticks, Rocks, and Obsidian

### **Stone Age (2)**

Levers, Wheels, Domesticated Animals, Agriculture, Painting, Canoes, Carts, Clay Pots, Bricks, Bow and Arrows, Huts, and Tools and Weapons made of Wood, Bone, and Stone

### **Metal Age (3)**

Writing, Wind and Water Power, Paper, Pulleys, Metal Tools and Weapons, Metal Armor, Compass, Clock, Calendar, Art, Fermentation, Religion, Metallurgy, Siege Weapons, Castles, Sailing Ships

### **Age of Reason (4)**

Advanced Mathematics, Science, Medicine, Surgery, Perspective, Printing Press, Gun Powder, Guns, Cannons, Hot Air Balloons, Optical Devices, Steam Power

### **Industrial Age (5)**

Factories, Cars, Trains, Boats, Planes, Submarines, Tanks, Antibiotics, Artificial Fertilizers, High Explosives, Machine Guns, Mortars, Missiles, Radio, Radar, Television, Fossil Fuels, Electrical Power

### **Information Age (Modern Earth) (6)**

Electronics, Wireless Communication, Nuclear Power, Space Rockets, Satellites, Nuclear Weapons, Stealth Technology, Recreational Drugs, Robotics, Computers, Cryptocurrencies, and the Internet

### **Space Age (7)**

Fusion Power, Space Colonies, Space Elevators, Environmental Domes, Fusion Drives, Lasers, Electromagnetic Shields, Artificial Intelligence, True Robots, Androids, Generational Terraforming, and Genetic Engineering

### **Conversion Age (8)**

Antimatter Power, Exotic Matter, Terraforming, Fusion Weapons, Plasma Weapons, Weather Control, Cloning, Gene Manipulation of Children, Mecha, Uplift, Thinking Machines, Bio Machines, Jump Drives, Star Gates, Dyson Spheres, Solar Engineering, Nano Tech, Bio Tech, and Cyber Tech.

### **Age of Wonder (9)**

Immortality, Sentient Machines, Mind Control, Transmutation, Psionics, Group Mind, and Wormhole Construction

### **Super Science (10)**

Planetary Construction, Time Travel, Time Control, Teleportation, Stellar Manipulation, Matter Manipulation, Pocket Universe Construction, and Transdimensional Portals