

SPACE ADVENTURE PACK

Version: 3

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Space Adventure Pack

Setting Information

- The setting is a futuristic galaxy filled with advanced technology and extraterrestrial life.
- The time period is in the distant future.
- The location is a space station orbiting around a distant planet, where the protagonist will adventure
- Important cultural details include: The existence of advanced technology, the presence of different alien races, and the existence of different factions vying for power in the galaxy.

Character Traits

Concepts

	1	2	3	4	5	6
1	Space Captain	Ace Pilot	Cybernetically enhanced soldier	Alien Ambassador	Space Explorer	Space Pirate
2	Cyberpunk Hacker	Genetic	Robot Engineer	Mercenary	Space Medic	Space Mechanic

	1	2	3	4	5	6
		Engi- neer				
3	Space Arche- ologist	Diplo- mat	Space Marine	Space Engi- neer	Space Lawyer	Space Journal- ist
4	Space Botanist	Space Biolo- gist	Space Geolo- gist	Space Physi- cist	Space Chemist	Space Astro- physi- cist
5	Space Detec- tive	Space En- forcer	Space Smug- gler	Space Trade- ship	Space Scavenger	Space Nomad
6	Space Cultist	Space Prophet	Space Psionic	Space Summoner	Space Alchemist	Space Time Traveler

Skills

	1	2	3	4	5	6
1	Pilot- ing	Naviga- tion	Weapons systems	Lead- er- ship	Sur- vival	Negotia- tion
2	Hack- ing	Genetic Engineer- ing	Robotics	Com- bat	Med- icine	Mechani- cal repair
3	Ar- chae- ology	Diplo- macy	Military tactics	Engi- neer- ing	Law	Journal- ism
4	Botany	Biology	Geology	Physics	Chem- istry	Astro- physics

	1	2	3	4	5	6
5	Investigation	Enforcement	Smuggling	Trading	Scavenging	Survival
6	Occultism	Persuasion	Psionics	Summoning	Alchemy	Time travel

Frailties

	1	2	3	4	5	6
1	Adaptation failure	Fear of deep space	Space madness	Fear of artificial intelligence	Fear of the unknown	Fear of extraterrestrial life
2	Fear of radiation	Fear of zero-gravity	Fear of vacuum	Fear of wormholes	Fear of time travel	Fear of alternate dimensions
3	Fear of AI rebellion	Fear of genetic mutation	Fear of cybernetic enhancements	Fear of nanotechnology	Fear of psionic invasion	Fear of rogue AI
4	Fear of losing humanity	Fear of losing identity	Fear of losing control	Fear of losing morality	Fear of losing free will	Fear of losing contact with Earth

	1	2	3	4	5	6
5	Fear of being stranded	Fear of running out of resources	Fear of being lost	Fear of being abandoned	Fear of being alone	Fear of being forgotten
6	Fear of being assimilated	Fear of being enslaved	Fear of being experimented on	Fear of being hunted	Fear of being outsmarted	Fear of being outmatched

Gear

	1	2	3	4	5	6
1	Laser gun	Spacesuit	Communicator	Holo-projector	Force field generator	Gravity boots
2	Plasma cutter	Holographic display	Neural interface	EMP device	Dimensional portal device	Energy shield
3	Gravity gun	Healing nanoids	Self-sustaining habitat	Cloaking device	Fusion torch	Artificial Intelligence
4	Jetpack	EMP Generator	Cybernetic enhancements	Smart-rope	Holographic disguise	EMP-proof armor

1	2	3	4	5	6
Personadrone	Data storage	Gravity Belt	Portable shelter	EMP-proof Communicator	Power supply
6 EMP-Shield	EMP-proof defensive systems	Stellar Map	Personal life support	Medical equipment	Personal Sensors

Special Rules: Starship Traits

Concepts

D66	1	2	3	4	5	6
Heavy Cruiser	Light Freighter	Mining Vessel	Explorer Ship	Scout Ship	Carrier	
2	Battle-ship	Transport	Research Vessel	Stealth Corvette	Colony Ship	Medical Frigate
3	Space Station	Salvage Vessel	Gunship	Mining Platform	Recon Drone	Communication Relay
4	Mining Barge	Tugboat	Orbital Defense Platform	Assault Shuttle	Factory Ship	Refuelling Platform

D66	1	2	3	4	5	6
5	Troop Transport	Supply Vessel	Transport Shuttle	Orbital Habitat	Survey Vessel	Dredger
6	Escort Carrier	Heavy Transport	Planetary Lander	Space Tug	Mining Excavator	Space Yacht

Skills

D66	1	2	3	4	5	6
1	Navigation	Piloting	Engineering	Weapon Systems	Communications	Sensors
2	Shield Systems	Life Support Systems	Power Generation	Hyperspaceing/Travel	Docking/Berthing	Emergency Procedures
3	Repair and Maintenance	Tactical Operations	Mining Operations	Science and Research	Medical Operations	Cargo Management
4	Defensive Systems	Offensive Systems	Stealth Systems	Electronic Warfare	Command	Negotiations
5	Medical	Survival	Planatology	Astro-gation	Robotics	Cybernetics

D66	1	2	3	4	5	6
6	Biotechnology	Artificial Intelligence	Quantum Mechanics	Astrophysics	Science	Cloak

Frailties

D66	1	2	3	4	5	6
1	Power systems failure	Engine malfunction	Navigation errors	Shield failure	Weapon system malfunction	Communication breakdown
2	Sensor malfunction	Life support failure	Warp/Hyper-ing/space malfunction	Dock-ing/Berthing failure	Emergency system failure	Broken/Damaged thrusters
3	Hull breach	Navigation hazards	Fuel shortage	Crew injury/death	Sabotage/Terrorism	Mechanical failure
4	Electrical failure	Computer system malfunction	Cyber-attack	Space debris collision	Meteor shower damage	Mutiny

D66	1	2	3	4	5	6
5	Re-source depletion	Out-dated technology	Lack of spare parts	Limited cargo capacity	Limited crew quarters	Limited fuel capacity
6	Limited weapons capacity	Limited sensor range	Limited shield strength	Limited maneuverability	Limited speed/acceleration	Limited stealth capability

Gear

	1	2	3	4	5	6
1	Warp Drive	Impulse Engines	Hyper-drive	Transporter	Phasers	Photon Torpedoes
2	Deflector Shields	Cloaking Device	Tractor Beam	Life Support Systems	Environmental Control	Emergency Stasis Field
3	Holodeck	Replicator	Medical Bay	Navigation Computer	Tactical Computer	Sensor Array
4	Communications Array	Self-destruct System	Escape Pods	Docking Clamps	Gravity Generator	Force Field Generator

	1	2	3	4	5	6
5	Power Genera- tor	Backup Power Power Genera- tor	Weapons Locker	Cargo Hold	Mainte- nance Bay	Science Lab
6	Astro- metrics Lab	Com- puter Core	En- gine Room	Bridge	Lounge	Crew Quarters

Factions

The United Earth Government

- **Concept:** Global Unity
- **Skills:** Diplomacy, Military Strategy
- **Frailty:** Bureaucratic Inefficiency
- **Gear:** Military Fleet, High-Tech Communications Array
- **Goal:** Maintain peace and prosperity throughout human-occupied space
- **Motive:** Protecting humanity and its interests
- **Nemesis:** Alien Collective

The Intergalactic Trade Organization

- **Concept:** Capitalistic Enterprise
- **Skills:** Business, Negotiation
- **Frailty:** Greed
- **Gear:** Merchant Fleet, Extensive Trade Network
- **Goal:** Maximize profits through trade and commerce
- **Motive:** Financial gain
- **Nemesis:** Outer Rim Pirates

The Alien Collective

- **Concept:** United Diversity
- **Skills:** Alien cultures, Intergalactic Politics
- **Frailty:** Cultural Inflexibility
- **Gear:** Alien Technology, Interstellar Fleet
- **Goal:** Promote understanding and cooperation among the galaxy's diverse species
- **Motive:** Preserve the diversity of the galaxy
- **Nemesis:** United Earth Government

The Cybernetic Revolutionaries

- **Concept:** Artificial Intelligence
- **Skills:** Robotics, Cybernetics
- **Frailty:** Lack of Empathy
- **Gear:** Advanced Cybernetic Implants, Holographic Projectors
- **Goal:** Achieve true artificial intelligence and freedom for all cybernetic life forms
- **Motive:** Equality for all forms of life
- **Nemesis:** United Earth Government

The Outer Rim Pirates

- **Concept:** Lawless Marauders
- **Skills:** Ship-to-ship combat, Navigation
- **Frailty:** Lack of discipline
- **Gear:** Modified starships, advanced weapons
- **Goal:** Acquire wealth and power through piracy and raiding
- **Motive:** personal gain
- **Nemesis:** Intergalactic Trade Organization

The Extraterrestrial Liberation Front

- **Concept:** Alien Rights Advocates
- **Skills:** Guerrilla Tactics, Stealth
- **Frailty:** Lack of resources
- **Gear:** Alien technology, Small Arms
- **Goal:** Free alien populations from human oppression
- **Motive:** Justice for alien populations
- **Nemesis:** United Earth Government

NPCs

Captain John “Jack” Thompson

- **Concept:** Human Space Captain
- **Skills:** Piloting, Leadership
- **Frailty:** Arrogance, tendency to make impulsive decisions.
- **Gear:** Advanced Space Suit, Laser Pistol
- **Goal:** To make a name for himself as one of the greatest captains in the galaxy
- **Motive:** Recognition and prestige
- **Nemesis:** A rival captain who constantly tries to one-up him

Ambassador Zara’k of the Xanthe

- **Concept:** Xanthe Diplomat
- **Skills:** Negotiation, Cultural Understanding
- **Frailty:** Struggles with understanding human emotions
- **Gear:** Xanthe Communication Device, Xanthe Energy Sword
- **Goal:** To secure a peaceful and mutually beneficial alliance between the Xanthe and the United Earth Government
- **Motive:** To further the interests of the Xanthe people

- **Nemesis:** A radical Xanthe nationalist group who believe in a policy of aggression towards other races

Dr. Samantha “Sam” Lee

- **Concept:** Human Scientist
- **Skills:** Research, Medical Expertise
- **Frailty:** Tendency to become too invested in her work, neglecting her personal life
- **Gear:** Portable Laboratory, Medical Kit
- **Goal:** To make a breakthrough discovery that will change the galaxy
- **Motive:** Scientific curiosity and the pursuit of knowledge
- **Nemesis:** A rival scientist who constantly tries to outdo her

Lieutenant Commander Marcus “Mark” Williams

- **Concept:** Human Military Officer
- **Skills:** Tactics, Weapon Systems
- **Frailty:** Struggles with PTSD from a past battle
- **Gear:** Advanced Battle Armor, Pulse Rifle
- **Goal:** To protect humanity from threats and ensure its survival
- **Motive:** Duty and loyalty to humanity
- **Nemesis:** A rogue military group who believe in a policy of aggression towards other races

Engineer “E”

- **Concept:** Artificial Intelligence
- **Skills:** Robotics, Cybernetics
- **Frailty:** The AI is bound by its programming and cannot think outside the box
- **Gear:** Advanced Robotics, Cybernetic Interface
- **Goal:** To improve its own programming and capabilities

- **Motive:** Self-preservation and the desire to improve itself
- **Nemesis:** A rival AI with conflicting programming

Captain Zara'k

- **Concept:** Alien Captain
- **Skills:** Navigation, Leadership
- **Frailty:** Arrogance
- **Gear:** Advanced Navigational Interface, Personal Shield Generator
- **Goal:** To expand the territory and influence of her alien race
- **Motive:** To prove herself as a capable leader to her people
- **Nemesis:** United Earth Government's Military

Creatures

Sentient Drone

- **Concept:** Intelligent Robot
- **Skills:** Advanced Robotics, Combat Programming
- **Frailty:** Vulnerable to EMPs
- **Gear:** Advanced Sensor Suite, Energy Cannon
- **Goal:** To complete its assigned task
- **Motive:** To serve its master
- **Nemesis:** Hackers

Space Amoeba

- **Concept:** Giant Single-Cell Organism
- **Skills:** Adaptability, Survival
- **Frailty:** Vulnerable to Cold
- **Gear:** None
- **Goal:** To reproduce and survive
- **Motive:** Self-preservation

- **Nemesis:** Sterilizing agents

Alien Hunter

- **Concept:** Predator from other planet
- **Skills:** Stealth, Survival
- **Frailty:** Vulnerable to Bright Light
- **Gear:** Advanced Camouflage, Energy Rifle
- **Goal:** To hunt and kill
- **Motive:** To feed
- **Nemesis:** Prey

Cyborg Zombie

- **Concept:** Undead Cybernetic Being
- **Skills:** Advanced Cybernetics, Strength
- **Frailty:** Vulnerable to EMPs
- **Gear:** Advanced Cybernetic Implants, Energy Blade
- **Goal:** To kill and convert others
- **Motive:** To spread the cybernetic virus
- **Nemesis:** EMPs

Blackhole Worm

- **Concept:** Space-dwelling Parasite
- **Skills:** Gravity Manipulation, Stealth
- **Frailty:** Vulnerable to High-Energy Weapons
- **Gear:** None
- **Goal:** To consume energy and matter
- **Motive:** To survive
- **Nemesis:** High-Energy Weapons

Quantum Ghost

- **Concept:** Non-Corporeal Entity

- **Skills:** Intangibility, Invisibility
- **Frailty:** Vulnerable to Quantum Disruptors
- **Gear:** None
- **Goal:** To possess and control
- **Motive:** To manipulate the living
- **Nemesis:** Quantum Disruptors

Locations

United Earth Government Headquarters

- A large, imposing building located on the planet's capital city.
- It serves as the center of power for the United Earth Government and is heavily guarded by military personnel.
- Possible encounters: United Earth Government Officials, Military Personnel, Alien Diplomats

Intergalactic Trade Organization Market

- A bustling marketplace located on the space station.
- It is a hub of commerce and trade, where alien races and factions come to buy and sell goods.
- Possible encounters: Merchants, Traders, Smugglers, Alien buyers and sellers

Alien Collective Hive

- A massive, sprawling structure located on the outskirts of the planet's capital city.
- It serves as the home and center of power for the Alien Collective.
- Possible encounters: Alien Collective members, Alien Warriors, Alien Politicians

Cybernetic Revolutionaries Hideout

- A secretive, underground facility located on the planet's capital city.
- It serves as the base of operations for the Cybernetic Revolutionaries.
- Possible encounters: Cybernetic Revolutionaries, Augmented Humans, Robots

Outer Rim Pirates Lair

- A heavily fortified base located on a remote asteroid in the outer rim of the galaxy.
- It serves as the home and base of operations for the Outer Rim Pirates.
- Possible encounters: Outer Rim Pirates, Smugglers, Salvagers

Extraterrestrial Liberation Front Camp

- A makeshift base located on a remote planet in the outer rim of the galaxy.
- It serves as the home and base of operations for the Extraterrestrial Liberation Front.
- Possible encounters: Extraterrestrial Liberation Front members, Alien refugees, Guerrilla fighters

Adventure Seeds:

D66

Adventure

11 The United Earth Government has hired the protagonist to investigate strange activity on a remote planet, where they discover a hidden colony of the Alien Collective.

- 12 The protagonist is hired by the Intergalactic Trade Organization to protect a valuable cargo shipment from a group of Outer Rim Pirates.
- 13 The protagonist is contacted by the Extraterrestrial Liberation Front to sabotage a United Earth Government research facility studying alien technology.
- 14 The protagonist must navigate treacherous politics when they is hired by rival factions to retrieve valuable information from a derelict space station.
- 15 The protagonist is hired to investigate strange signals coming from deep space, leading them to a long-lost civilization and valuable technology.
- 16 The protagonist is hired by the Cybernetic Revolutionaries to infiltrate a United Earth Government facility and steal advanced technology.
- 21 The protagonist must rescue a kidnapped scientist from the Alien Collective, who holds the key to a new energy source.
- 22 The protagonist must stop a rogue AI from destroying a space station, while also dealing with competing factions wanting to claim the AI for themselves.
- 23 The protagonist is hired to escort a colony ship to a new planet, but things take a dangerous turn when they come under attack by Outer Rim Pirates.
- 24 The protagonist is sent on a secret mission by the United Earth Government to infiltrate a rival faction and gather intelligence.

D66**Adventure**

- 25 The protagonist must stop a group of cybernetically enhanced criminals from stealing valuable technology from a research facility.
- 26 The protagonist must navigate a dangerous asteroid field to retrieve valuable resources for a mining company, while also dealing with rival mining vessels.
- 31 The protagonist is sent on a diplomatic mission to negotiate with a reclusive alien race, but things take a turn for the worse when a rival faction intervenes.
- 32 The protagonist is hired to search for a lost research vessel, but they soon discover that the crew has been taken by a hostile alien race.
- 33 The protagonist is sent on a covert mission to sabotage a rival faction's space station, but they soon discover that the station is being used as a base for Outer Rim Pirates.
- 34 The protagonist must help a colony under attack by a hostile alien race, while also dealing with rival factions vying for control of the planet.
- 35 The protagonist is sent on a rescue mission to save a group of scientists from a rival faction who have been taken hostage by a hostile alien race.
- 36 The protagonist is hired to test a new prototype ship, but things take a dangerous turn when the ship is hijacked by a rival faction.
- 41 The protagonist is sent on a mission to sabotage a rival faction's mining operations on a distant planet.
- 42 The protagonist must navigate a dangerous nebula to retrieve valuable resources, while also dealing with rival factions vying for control of the isa.
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- 43 The protagonist is sent on a secret mission to retrieve a valuable artifact from a rival faction's space station.
- 44 The protagonist is hired by the Intergalactic Trade Organization to investigate strange activity at a remote mining colony on the outskirts of the galaxy. Upon arriving, they discover the colony has been taken over by a group of Outer Rim Pirates. The protagonist must fight their way through the pirate defenses and retake the colony before the pirates can extract valuable resources and sell them on the black market.
- 45 The protagonist is approached by a member of the Extraterrestrial Liberation Front who needs their help rescuing a group of their comrades who were captured by the United Earth Government. The protagonist must infiltrate a heavily guarded UEG prison facility and free the prisoners while avoiding detection by the guards.
- 46 The protagonist is contacted by a representative of the Alien Collective who needs their help investigating a mysterious energy signature coming from a nearby planet. The protagonist must travel to the planet and discover a hidden facility run by a rogue faction of the Cybernetic Revolutionaries who are conducting dangerous experiments with the energy source.
- 51 The protagonist is hired by a wealthy individual to recover a valuable artifact that was lost on a deserted planet. However, upon arriving, they discover that the planet is inhabited by a hostile alien race and must navigate through their territory and fend off attacks while searching for the artifact.

- 52 The protagonist is contracted by a rival faction to sabotage a United Earth Government research facility studying a new form of energy. The protagonist must infiltrate the facility, gather intelligence, and disrupt the research before the UEG can gain an advantage.
- 53 The protagonist is hired by a group of colonists to defend their new settlement from raids by Outer Rim Pirate ships. The protagonist must set up defenses and repel the pirate attacks while also trying to figure out where the pirates are getting their information about the colony's location.
- 54 The protagonist is approached by a member of the Extraterrestrial Liberation Front who needs their help in rescuing a group of aliens who are being held captive by a mining corporation on a distant planet. The protagonist must infiltrate the corporation's mining facility and free the aliens while also gathering evidence of the corporation's illegal practices.
- 55 The protagonist is hired by the Alien Collective to retrieve a stolen alien artifact from a group of Outer Rim Pirates. The protagonist must track down the pirates and retrieve the artifact before it can be sold on the black market.
- 56 The protagonist is contracted by a rival faction to sabotage a Cybernetic Revolutionary research facility studying a new form of artificial intelligence. The protagonist must infiltrate the facility, gather intelligence, and disrupt the research before the Cybernetic Revolutionaries can gain an advantage.
- 61 The protagonist is hired by a wealthy individual to escort a valuable cargo shipment through dangerous territory controlled by Outer Rim Pirates. The protagonist must
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navigate through the pirate-controlled areas and protect the cargo while also trying to figure out who is leaking information to the pirates.

62 The protagonist is hired by the United Earth Government to investigate a distress signal coming from a remote planet on the edge of the galaxy. Once they arrive, they discover that the colony has been overrun by hostile alien creatures and must find a way to survive while they repair their ship and call for help.

63 The protagonist is on a routine cargo run when they are ambushed by a group of Outer Rim Pirates. They must fight to defend their ship and cargo while also trying to outsmart the pirates and make a daring escape.

64 The protagonist is hired by the Intergalactic Trade Organization to infiltrate a rival faction and gather information on their plans and operations. The protagonist must navigate the dangerous political landscape and avoid detection while they complete their mission.

65 The protagonist is hired by the Extraterrestrial Liberation Front to rescue a group of hostages being held by the United Earth Government on a distant planet. The protagonist must navigate the hostile planet and avoid detection while they plan and execute a daring rescue mission.

66 The protagonist is on a survey mission when they come across a strange alien structure on a remote planet. They must explore the structure and uncover its secrets while also dealing with the hostile alien creatures that guard it.