

LONER: Galaxy DRIFTER

Version: 3

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Loner: Galaxy Drifter

Loner: Galaxy Drifter is a solo tabletop RPG adventure set in the far future where humanity has spread across countless worlds, connected by ancient ship routes and ruled by the whims of fortune and desperation.

This minimalist Solo Role Playing Game is designed to capture the essence of endless wandering through a galaxy where survival depends on wit, luck, and the constant search for passage to the next world.

Introduction

Loner: Galaxy Drifter follows the following design principles:

1. **Portable:** to play you will need a few common (six-sided) dice and writing materials. Anything else is optional and not essential.
2. **Rules-Light:** the game relies on a few rules and only one solving mechanic, easy to learn and eventually to memorize.
3. **Tag-based:** characters and situations are defined only by qualitative descriptors and no quantitative characteristics.

With a focus on quick resolutions, **Loner: Galaxy Drifter** throws you headfirst into the heart of galactic wandering. Your character will be defined by thematic tags like *Knife Fighter*, *Ship Rat*, *Pleasure World Exile*, or *Earth Seeker*.

What is a Role Playing Game (RPG)?

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

What is a Solo RPG?

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

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

Safety Tools

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

Minimum Requirements

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

The Galaxy of Wanderers

In the far future, humanity has spread across countless worlds throughout the galaxy, connected by an intricate web of trade routes and starship passages. The age of great empires has passed, leaving behind a patchwork of independent worlds, each struggling to maintain its place in the cosmic order.

The Nature of Space Travel

- **Expensive and Dangerous**: Starship passage is costly, and most travelers must work their way between worlds or risk the brutal conditions of low passage
- **Ship Hierarchies**: Each vessel operates as a closed society with rigid castes - from wealthy passengers in luxury suites to desperate low-passage travelers in frozen sleep
- **Trade Routes**: Ancient patterns of commerce connect worlds, but routes can shift based on politics, economics, or stellar phenomena
- **Isolation**: Many worlds exist in relative isolation, developing unique cultures, technologies, and problems over generations

The Great Search

- **The Lost World:** Among all the scattered worlds of humanity, one remains mythical - Earth, the legendary birthworld that may no longer exist
- **Wanderers:** Those who search from world to world, driven by hope, desperation, or an unshakeable belief that somewhere among the stars lies their true destination
- **False Leads:** Every world has stories, rumors, and supposed clues about Earth's location, most leading nowhere
- **The Journey Itself:** For many, the search becomes more important than the destination, as each world offers new challenges and opportunities

Playable Themes

- **Survival and Resource Management:** Scraping together credits for passage, finding work, avoiding starvation
- **The Search for Earth:** Following clues, investigating legends, pursuing the impossible dream
- **Underworld Activities:** Smuggling, gambling, mercenary work, and the gray areas of galactic society
- **World-hopping Adventure:** Each planet offers unique challenges, from primitive settlements to decadent pleasure worlds
- **Identity and Belonging:** Finding one's place in a galaxy where home is always the next world over
- **Political Intrigue:** Navigation between competing factions, local governments, and galactic powers

Timeline

The exact date is irrelevant - this is the deep future, thousands of years after humanity first reached the stars. What matters is the cycle: worlds rise and fall, trade routes shift,

empires crumble, but the ships continue to sail between the stars, carrying their human cargo from world to world in an endless dance of commerce and survival.

Characters

In the galaxy of wanderers, every person you meet has a story, a destination, and a reason for being far from home. Whether you're playing the protagonist searching for legendary Earth or any of the countless individuals who populate the shipping lanes and spaceports, each character represents someone caught in the vast web of galactic society.

Everything is a Character!

In *Loner: Galaxy Drifter* Non-Playing Characters (NPCs), Foes, Organizations, Monsters, and even relevant objects like starships are characters too!

Your Protagonist is described by some fixed traits:

- **Name:** The name should be iconic and consistent with the tone and setting of the story.
- **Concept:** A concise description of the character's profession, background, and abilities. The best are adjective-name pairings, like "*Seasoned Wanderer*" or "*Exiled Noble*".
- **Skills** (x2): Abilities not necessarily character-specific but not characteristics common to all. "*Smart*" is not a skill, "*Knife Fighter*" is.
- **Frailty:** Something that could potentially get in the way of the character, either physically, mentally, or socially.
- **Gear** (x2): Particular equipment supplied to the character in coherence with the setting. Everyday items are taken for granted and do not fall under this trait.

- **Goal:** The long-term objective.
- **Motive:** What drives the pursuit of the goal.
- **Nemesis:** A person or organization that hinders the protagonist. It can emerge during the first game sessions, it may or may not be the direct antagonist of the story, ready to appear to make life even more difficult
- **Luck:** The measure of a character’s ability to avoid ill fortune or an inauspicious outcome. It applies only in Conflicts and automatically recharges when they end. Luck starts and caps at 6.

These **traits** are described by **tags**, descriptive words or phrases that can identify anything in the game world. Even the **details** of the environment in which the action moves and **conditions** (physical or mental) of the characters are tags.

They are qualitative representations. They are not quantitative measures.

Character Traits

You can use these traits to create a character on the fly, mix them, or just use them as inspiration.

Character Traits

Concepts

	1	2	3	4	5	6
1	Vet- eran Wan- derer	Ship's Gam- bler	Exiled Noble	Failed Scholar	Pleasure Seeker	Trade Media- tor
2	Low Pas-	Cargo Handler	Former Soldier	Medical Outcast	Starport Thief	Data Courier

	1	2	3	4	5	6
	sage Survivor					
3	Debt Collector	Ship Rat	Planetary Exile	Merchant Prince	Earth Seeker	Drifter
4	Knife Artist	Information Broker	Fallen Pilot	Religious Fanatic	Genetic Deviant	Smuggler
5	Combat Veteran	Cultural Anthropologist	Rogue Trader	Asteroid Miner	System Hopper	Tech Scavenger
6	Professional Gambler	Station Dweller	Corporate Fugitive	Freelance Assassin	Lost Tourist	Ship's Cook

Skills

	1	2	3	4	5	6
Knife Fighter	Ship Navigation	Credit Scrounge	Fast Talk	Combat Reflexes	Tech Repair	
Cargo Wrestling	Gambling Sense	Pilot Training	Street Smart	Medical Knowledge	Trade Savvy	

	1	2	3	4	5	6
3	Weapon Master	Information Networks	Survival Instinct	Cultural Adaptation	Ship Systems	Zero-G Movement
4	Negotiation	Electronic Locks	Brawling	Sensor Operation	Quick Draw	Mechanical Intuition
5	Stealth Movement	Crowd Reading	First Aid	Ship Combat	Language Skills	Resource Management
6	Intimidation	Stellar Cartography	Jury Rigging	Social Climbing	Escape Artist	Trade Languages

Frailties

	1	2	3	4	5	6
1	Gambling Addiction	Wanted by Authorities	Chronic Illness	Obvious Augmentation	Paranoid Delusions	Debt Burden
2	Social Outcast	Memory Gaps	Physical Disability	Substance Dependency	Violent Temper	Naive Optimism

	1	2	3	4	5	6
3	Loy- alty Com- plex	Tech- nology Phobia	Emo- tional Insta- bility	Cultural Isola- tion	Obses- sive Quest	Trust Issues
4	Com- bat Trauma	Genetic Markers	Com- muni- cation Barri- ers	Aging Process	Repu- tation Damage	Finan- cial Des- pera- tion
5	Pho- bia Trig- gers	Identity Crisis	Health Deteri- oration	Legal Compli- cations	Rela- tionship Bag- gage	Moral Inflexi- bility
6	Sen- sory Im- pair- ment	Pride Is- sues	Energy Deple- tion	Social Anxiety	Haunted Past	Re- source Depen- dency

Gear

	1	2	3	4	5	6
1	Mono- mole- cular Knife	Pas- sage Vouch- ers	Med- ical Kit	Data Pad	Stellar Charts	Sur- vival Gear
2	Com- bat Ar- mor	Credit Transfer	Gam- bling Kit	Transla- tion De- vice	Repair Tools	Emer- gency Ra- tions

	1	2	3	4	5	6
3	Iden- tity Pa- pers	Com- muni- cation Gear	Weapon Cache	Navi- gation Com- puter	Trade Samples	Pro- tective Suit
4	Ship Share	Medical Scan- ner	Forgery Kit	Cultural Data- base	Combat Stims	Portable Shelter
5	Infor- ma- tion Files	Me- chan- ical Tools	Dis- guise Kit	Emer- gency Beacon	Luxury Items	Sensor Equip- ment
6	Per- sonal Vehi- cle	Cor- porate Creden- tials	Rare Arti- facts	Ad- vanced Medica- tion	Skill Training Modules	Re- source Con- tacts

Names

Female Names

	1	2	3	4	5	6
1	Zara	Lydia	Nova	Sera	Kira	Vera
2	Elena	Maya	Dara	Juna	Lila	Riva
3	Cora	Nira	Tala	Mira	Jana	Zena
4	Anya	Lara	Vina	Nora	Kala	Dina
5	Sira	Tara	Luna	Gina	Zira	Cara
6	Yara	Rina	Pala	Hira	Vara	Sina

Male Names

	1	2	3	4	5	6
1	Kael	Joren	Dex	Rian	Voss	Narn
2	Talon	Bren	Zeph	Garr	Lux	Cade
3	Tor	Daven	Kess	Nix	Jax	Rex
4	Vale	Renn	Thane	Zane	Lars	Max
5	Drake	Knox	Sage	Gray	Wade	Fox
6	Ash	Kane	Reed	Cole	Beck	Finn

Surnames

	1	2	3	4	5	6
1	Starfall	Void-born	Drift-wood	Nebula	Starhawk	Wanderer
2	Black-star	Free-space	Thornfield	Shadowme	Stormwind	Dark-water
3	Iron-hold	Swift-pass	Gold-stream	Silver-bane	Red-stone	Grey-mantle
4	Bright-way	Longreach	Deep-space	Quick-silver	Strongarm	Truepath
5	Night-fall	Starseeker	Far-walker	Trueshot	Bold-step	Swift-strike
6	Moon-rise	Skyward	Star-forge	Void-walker	Space-hawk	Drifter

Nicknames

	1	2	3	4	5	6
1	Knife	Ghost	Smoke	Steel	Shadow	Void
2	Lucky	Scar	Frost	Dust	Spark	Raven
3	Echo	Blade	Storm	Flash	Iron	Silver

	1	2	3	4	5	6
4	Ace	Hex	Nova	Comet	Drift	Quick
5	Edge	Flint	Dash	Jet	Rocket	Star
6	Crow	Wolf	Fox	Bear	Hawk	Viper

Rules

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

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

Keep The Action In Motion

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

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

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

Consulting the Oracle

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

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

To resolve a closed question, roll one **Chance Die** and one **Risk Die**: - If the Chance Die is highest, the answer is **Yes**. - If the Risk Die is highest, the answer is **No**. - If both are low (3 or less), add a **but...** - If both are high (4 or more), add an **and...** - If both are equal, the answer is **Yes, but...** Add a point to the **Twist Counter**.

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

Advantage and Disadvantage

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

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

Twist Counter

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

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

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

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

Determine the mood of the next scene

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

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

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

Open-Ended Question or Get Inspired

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

When the story ends

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

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

Credits and Commerce

Credits are the universal currency of the galaxy, but they're always in short supply for wanderers. Use the Oracle to determine: - **Can you afford passage?** Consider your recent activities and any income sources - **Does the trader accept your offer?** Factor in your negotiation skills and what you're offering - **Is work available?** Based on the world's economy and your reputation - **Can you gather the resources you need?** Depending on local availability and your connections

Ship Passage and Travel

Getting from world to world requires passage on a starship, and passage costs credits. Different classes of travel offer different experiences: - **High Passage:** Luxury accommodations with meals and entertainment - **Middle Passage:** Basic but comfortable travel with standard amenities - **Low Passage:** Suspended animation for the journey - cheap but dangerous - **Working Passage:** Earn your way by serving as crew

Use the Oracle to determine passage availability, cost negotiations, and journey complications.

Temptation

Every now and then, the wandering seems to end. You find a place that offers comfort, or a person who makes you feel known. You're handed a truth too heavy to carry further, or offered a seat in a room where decisions are made. You win something — and then you're asked to stay. But you're a wanderer. Are you? After moments of victory, survival, or relief — when a scene ends well — ask yourself:

What might keep me here?

Roll or choose from the table below to define the temptation you face. You don't need to act on it. But acknowledging it gives weight to your next decision.

d6	Temptation
1	Love or companionship — someone sees you and wants you to stay

d6

Temptation

- 2 **Position of power** — control over people, resources, or fate
- 3 **Safety and comfort** — a rare sense of peace, warmth, and rest
- 4 **The promise of truth** — answers to questions you've carried too long
- 5 **Healing or redemption** — a chance to forgive or be forgiven
- 6 **A false version of your goal** — something close, but wrong

You may:

- Write a **tag** for the temptation (*Offered a Ship Command, Safehouse with Zeva, Fake Earth Coordinates*)
- Let it color your next scene, decision, or departure
- Reject it outright — and carry the cost of that too

You don't track temptation mechanically. You carry it. If you stay, you change the story. If you leave, you keep the story moving — but at a price only you know.

Gear and Limits

You don't carry everything. You carry what matters — what you can keep close, protect, or recover quickly when trouble comes.

To keep inventory grounded without overloading the fiction, use the following rule:

Carry Limit

You can carry and manage up to **6 Gear Tags** at a time without difficulty.

These represent your core tools, possessions, and useful items — anything from weapons to relics, key documents to specialized tech.

Each Gear Tag should be:

- Distinct and evocative
- Immediately useful or significant
- Something you'd notice if lost

Example Gear Tags: Plasma Torch, Widow's Blade, Falsified Identity, Encoded Prayer Strip, Dried Hunger Root, Salvaged Auto-Pistol

Overcapacity

If you come into possession of **more than 6 Gear Tags**, you must immediately:

- **Drop** or abandon something
- **Trade** or gift it away
- Or **stash it somewhere** (note the location as a tag or world thread)

You can always write down what you left behind — but if you want to come back for it, you'll need to remember where, and what may have changed since.

Gear Categories

To help with fiction, you can loosely sort your gear into:

- **Worn** — things you carry on your person, ready to use
- **Stowed** — packed or hidden, not immediately accessible
- **Cached** — stored off-site, in a safehouse, ship compartment, or buried somewhere

This distinction is entirely narrative. You decide what's within reach — and what's not — when a scene begins.

Debts and Favors

This rule handles obligations between characters. Use it to track who owes what, and to create story consequences that matter.

Owing a Favor

When you receive help that goes beyond normal interaction — healing, hiding, gear, clearance, forged documents, protection — write a tag:

Owes a Favor – [Name, Place, or Faction]

You can carry as many as make sense. The more you owe, the more vulnerable you are.

You must pay these off fictionally. Until you do, the person or group may:

- Contact you for a job or request
- Refuse to help you again
- Send someone to collect
- Use the favor as leverage

Paying a Favor Back

To clear the tag, you must:

- Do something **risky** for them
- **Give something up** (gear, credits, relationship)
- Shift the cost onto someone else (by betrayal or deflection)

Once paid, cross out the tag.

If uncertain, ask the Oracle: “Is this enough to settle the favor?”

Being Owed a Favor

If you go out of your way to help someone — saving them, sparing them, protecting them — you may write:

Is Owed a Favor – [Name or Faction]

You may try to call this in later, but:

- They might not agree with your terms
- They may not be in a position to help
- They could turn on you instead

Ask the Oracle: “Will they come through for me?”

You Don't Track Numbers

There's no currency or clock here. Favors work like tags: narrative weight, not mechanics. If you forget about them, that's on you. If you stack too many, expect complications. Keep it tight. Keep it dangerous. And don't owe more than you can repay.

Conflicts

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

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

Conflicts can be resolved in different ways depending on preferences and context: 1. Ask a single closed question. The Oracle's answer determines the outcome of the conflict. 2.

Ask a series of closed questions to resolve current single actions. 3. Use the rules of Harm & Luck below.

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

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

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

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

An- swer	Do you get what you want?	Harm
Yes, and...	You get what you want, and something else.	Cause 3
Yes...	You get what you want.	Cause 2
Yes, but...	You get what you want, but at a cost.	Cause 1
No, but...	You don't get what you want, but it's not a total loss.	Take 1
No...	You don't get what you were after.	Take 2

An- swer	Do you get what you want?	Harm
No, and...	You don't get what you want, and things get worse.	Take 3

Harm and Consequences

When you get hurt, it costs you something real — time, trust, tools, or the truth. This rule defines what happens **when your Luck runs out**, and the risks you're taking catch up with you.

When to Apply Consequences

If you fail a risky or dangerous action **and your Luck is already depleted**, you must take a **Consequence**.

This is not optional. You don't just lose — you suffer.

Roll **1d6** or choose the outcome that best fits the fiction:

d6	Consequence
1	Wounded — take a tag like <i>Cracked Ribs</i> , <i>Burned Arm</i> , <i>Bleeding Out</i>
2	Captured or Trapped — you're in a cell, pinned, or restrained
3	Marked — someone saw too much; you're <i>Hunted</i> , <i>Flagged</i> , <i>Recognized</i>
4	Lost Something Essential — a weapon, a piece of evidence, a friend's trust
5	Trust Broken — an NPC now fears you, hates you, or cuts ties
6	False Hope — what you thought was a win was a setup, mistake, or lie

Tags from consequences are serious. They **linger** until you resolve them through fiction.

Removing a Consequence

A tag from harm or fallout can only be cleared when:

- You **pay a price** (credits, gear, opportunity)
- You **earn help** (via a Favor or hard-won trust)
- You **take another risk** to escape or repair the damage
- You **sacrifice something else** of equal narrative weight

You can always ask the Oracle: *Can I remove this tag now?* But be prepared to answer *how* and *what it cost*.

Stacking Consequences

You may carry more than one tag from Consequences. If they start to weigh heavily:

- Let them change how you roleplay your character
- Let them force desperate decisions
- Let them become reasons you *must leave* the current world

Traveling the Galaxy

Loner: Galaxy Drifter captures the essence of constant movement between worlds, the search for passage, and the dangers and opportunities that come with life aboard starships and in spaceports.

Finding Passage

- **Assess Your Resources:** Count your credits, evaluate your skills, and determine what class of passage you can afford or work toward.

- **Visit the Port:** Every world has a spaceport where ships dock and passengers book passage. Use the Oracle to determine what ships are available and their destinations.
- **Negotiate Terms:** Different captains have different policies. Some want cash up front, others might accept work, trade goods, or even information as payment.

The Journey Between Worlds

Starship Travel

- **Departure Check:** Roll d6 for departure complications. On 1-2, delays occur (mechanical problems, cargo issues, passenger difficulties).
- **Journey Events:** For longer voyages, roll d6 daily. On 1, consult the “Starship Events” table for complications or opportunities.
- **Social Dynamics:** Ships are closed societies. Use the Oracle to determine your standing with crew and passengers, and how this affects your journey.
- **Arrival Complications:** Upon reaching your destination, roll d6. On 1-2, face customs issues, port strikes, or other complications that might strand you temporarily.

Working Passage

If you’re earning your passage through work: * **Performance Check:** Daily Oracle checks to see if you’re meeting expectations * **Relationship Building:** Develop connections with crew members that might lead to future opportunities * **Skills Development:** Potentially gain experience that could become new Skills or modify existing ones

Reaching Your Destination

Upon arrival at a new world, several factors determine your immediate situation: * **Local Conditions:** Is the world

prosperous or struggling? Peaceful or dangerous? * **Your Resources:** How much credit do you have left? What contacts might you make? * **Opportunities:** What work, information, or leads toward your goal might be available?

Use the Oracle and random tables to determine the nature of each world, the opportunities it presents, and the challenges you'll face while there.

New World Arrival

When your protagonist lands on a new world, you begin a new chapter in their journey. Every planet is different, and while you don't need to simulate every detail of planetary geography or culture, you do need to understand what kind of place this is — and why it matters to you.

This procedure helps you quickly sketch the **flavor, instability**, and **immediate engagement** of the world, without prep or external reference.

Step 1: Define the World

1.1 World Type

Roll **D66** on the **World Types** table. This defines the world's dominant purpose, culture, or infrastructure.

Example: You roll 21 → Frontier Settlement.

World Types

D66	World Type
11	Industrial Manufacturing World - Massive factories and pollution

D66**World Type**

- 12 Agricultural Colony - Peaceful farms and rural communities
- 13 Mining Operation - Dangerous extraction of rare minerals
- 14 Research Station - Scientific investigation and experimentation
- 15 Trading Hub - Commercial center with diverse populations
- 16 Pleasure World - Entertainment and luxury services
- 21 Frontier Settlement - Struggling colony on the edge of civilization
- 22 Military Outpost - Defensive installation with strict security
- 23 Religious Sanctuary - Spiritual community following specific beliefs
- 24 Corporate Headquarters - Business center controlled by single company
- 25 Prison World - Penal colony for galactic criminals
- 26 Refugee Camp - Temporary shelter for displaced populations
- 31 Abandoned Ruins - Failed colony with mysterious circumstances
- 32 Orbital Station - Space-based habitat serving multiple functions
- 33 Tech Preserve - Guardians of ancient or advanced technology
- 34 Water World - Ocean planet with floating cities

D66**World Type**

-
- | | |
|----|---|
| 35 | Desert Wasteland - Harsh environment with scattered settlements |
| 36 | Forest Preserve - Ecological sanctuary with strict environmental laws |
| 41 | Ice World - Frozen planet with underground communities |
| 42 | Gas Giant Station - Mining platform in planetary atmosphere |
| 43 | Asteroid Habitat - Hollowed-out rock with artificial environment |
| 44 | Generation Ship - Massive vessel serving as mobile city |
| 45 | Quarantine Zone - Isolated area containing dangerous contagion |
| 46 | Archaeological Site - Ancient ruins under active investigation |
| 51 | Diplomatic Neutral Zone - Meeting place for conflicting factions |
| 52 | Free Port - Lawless trading post with minimal government |
| 53 | Monastery World - Contemplative community seeking enlightenment |
| 54 | Gravity Well - Planet with unusual gravitational properties |
| 55 | Radiation Zone - Area affected by stellar or artificial radiation |
| 56 | Time Distortion Field - Region where time flows differently |
-

D66**World Type**

- | | |
|----|--|
| 61 | Artificial World - Constructed planet or massive space habitat |
| 62 | Biological Preserve - Protected ecosystem with unique life forms |
| 63 | Memory Bank - Repository of cultural and historical information |
| 64 | Energy Collection - Facility harvesting stellar or exotic energy |
| 65 | Dimensional Gateway - Portal to unknown regions of space |
| 66 | Earth Claim - World believed by locals to be humanity's birthplace |

1.2 Cultural Trait

Roll **1d6** to determine the world's social tone. This describes how people behave and how power is structured.

Example: You roll 2 → Decadent. The settlement is wealthy, disinterested, and corrupt.

d6 Cultural Trait**Examples**

- | | | |
|---|---------------|--|
| 1 | Authoritarian | Enforced order, surveillance, strict hierarchy |
| 2 | Decadent | Pleasure, excess, caste privilege |
| 3 | Religious | Unified belief, rituals, divine mandates |
| 4 | Isolationist | Xenophobia, border controls, cultural purity |

d6 Cultural Trait

Examples

5	Pragmatic	Hard trade, no nonsense, survival over sentiment
6	Collectivist	Community bonds, shared work, localized governance

1.3 Immediate Trouble

Roll **1d6** to determine what's currently going wrong — the local tension or instability.

Example: You roll 6 → Offworld Entanglement. A mega-corporation is negotiating a “partnership” with local nobles.

d6 Immediate Trouble

Questions it raises

1	Resource Crisis	What's running out? Who's hoarding it?
2	Faction Conflict	Who's fighting, and what sparked it?
3	Infiltration or Intrigue	Who's spying, and who do they answer to?
4	Decay or Collapse	What system is failing? Can it be fixed?
5	Suppressed Up-rising	Who's close to open revolt?
6	Offworld Entanglement	Who's interfering from orbit or another world?

Step 2: Landing Scene

Now that you know *what this world is*, define what it *feels like* to arrive. Roll to anchor yourself in the fiction.

2.1 First Impression (1d6)

This is what strikes you first upon disembarkation. Write a tag or question based on what you see.

Example: “Noble guards with gold masks” or “Why are they checking every name?”

d6	First Impression
1	Tight security — visible weapons and scanners
2	Endless paperwork — port staff bored and slow
3	Street-level chaos — beggars, vendors, recruits
4	Cultural display — chanting, theater, ritual
5	Local unrest — sirens, arguments, blackouts
6	Unwanted attention — someone’s watching or waiting

2.2 Port Situation (1d6)

The port itself may complicate or color your arrival. This might define your **first encounter**, or a potential **scene trigger**.

d6	Port Situation
1	You’re stuck inside — delays or lockdown
2	Red flag — your ID or cargo is questioned
3	An old contact appears — and they’re in trouble
4	A stranger offers immediate work

d6

Port Situation

- | | |
|---|--|
| 5 | Port sweep — authorities hunting someone |
| 6 | A dangerous rumor reaches you (roll on Rumors table) |

Step 3: Set Your Intent

Decide what you're trying to do here. Choose one — or define your own.

- Find work
- Follow a clue
- Lay low
- Contact someone
- Explore the world
- Prepare to leave again

This **doesn't limit your play**, but gives direction to your **first scene**.

Use this choice to:

- Frame your first **closed question**
- Identify relevant **tags**
- Decide if you're acting under **pressure, advantage, or desperation**

Step 4: Begin Play

With the above steps complete, you are ready to frame your first scene on this world.

You now have:

- **World identity** (Type + Culture + Trouble)
- **Initial sensory anchor** (First Impression)
- **Point of contact or obstacle** (Port Situation)
- **Your protagonist's goal** (Intent)

From here, use the Oracle and your character's tags to push forward. If you don't know what happens next — ask. If you know exactly what you want — test it.

Your wandering continues.

Between Worlds

Between one world and the next, there's always a stretch of time — sometimes hours, sometimes weeks — suspended in vacuum. Alone in your cabin, or among strangers who don't ask questions, you think. You remember. You prepare.

This moment between destinations is not downtime. It's where the threads of your journey tighten.

Before beginning the New World Arrival procedure, take a brief pause to resolve the following prompts. They help carry meaning across episodes and reinforce the themes of long-term pursuit, loss, and consequence.

1. Pursuit of Your Goal

If your character has a personal **Goal** (as defined during character creation), ask:

- Did something in the last world relate to your goal, directly or indirectly?
- Was there a **rumor, clue, symbol, or reference** that could now seem relevant?

You may:

- Invent a clue (something you learned, stole, or overheard)
- Roll once on the **Rumors and Leads** table, interpreting the result in light of your own journey

- Or ask the Oracle:

Does what I found bring me closer to what I'm looking for?

Update your journal or tags if the clue is substantial.

2. Threads Left Behind

Think back on your last visit. Not everything ends cleanly.

Ask:

- Did I leave someone behind — an ally, an enemy, or a witness?
- Did I break a deal, make a promise, or spark someone's curiosity?
- Did anyone see me at my worst?

If so, create a **tagged thread**:

*Owes a Favor – Zeno Port Syndicate Attention – Mira
Station Made a Friend – Captain Nyra*

You don't need to track these numerically. They exist in the fiction and return only when the story demands it.

3. Nemesis Update (Optional)

If a **Nemesis** was named during character creation (or emerged in play), consider:

- Did they act in the last story?
- Have they grown in influence, or are they closer?
- Are they still the same person or force?

You may:

- Add a **new trait or tag** to your Nemesis

- Replace your Nemesis with a new one, if the old has been resolved
- Ask the Oracle:

Has my Nemesis caught up with me? Have they moved their pieces while I moved mine?

4. Emotional Debrief

Answer one or more of the following (silently or in writing):

- *What did I lose on that world?*
- *What did I gain?*
- *What did I walk away from?*
- *Why did I choose to keep moving?*

You may alter a **Frailty**, update your **Goal**, or note a subtle shift in your protagonist's attitude. The journey changes everyone.

Setting Information

Galactic Geography

The galaxy is vast and largely unknown. Humanity occupies a relatively small portion, connected by established trade routes that form the backbone of interstellar civilization. Beyond these routes lie unexplored regions, lost colonies, and perhaps the legendary Earth itself.

Core Worlds: Ancient, established planets with stable governments and economies. These worlds serve as major trade hubs but can be expensive and heavily regulated.

Frontier Worlds: Newer colonies struggling to establish themselves. Often offer opportunities for those willing to take risks, but lack amenities and can be dangerous.

Trade Route Nexuses: Strategic locations where multiple shipping lanes intersect. These tend to be cosmopolitan but also attract criminal elements.

Lost Worlds: Colonies that have fallen out of contact with the main body of humanity. Some have reverted to primitivism, others have developed in unexpected directions.

Cultures & People

Humanity has diversified across the galaxy, with each world developing its own customs, technologies, and social structures based on local conditions and historical circumstances.

Shipboard Culture: Those who live permanently aboard starships, moving cargo and passengers between worlds. They form a distinct culture with their own traditions and hierarchies.

Station Dwellers: People who live on space stations and orbital facilities, serving as intermediaries between worlds and ship crews.

Planetary Colonists: The majority of humanity, living on the surface of worlds and developing local customs and technologies.

The Dispossessed: Refugees, exiles, and wanderers who move from world to world without permanent homes, often forming their own informal networks and communities.

Trade and Commerce

The galactic economy depends on the exchange of goods, information, and services between worlds. Each planet tends to specialize based on its resources and conditions.

Luxury Goods: High-value items that can justify the cost of interstellar transport **Raw Materials:** Worlds rich in rare el-

ements or unique biological resources **Information:** Knowledge, data, and cultural products that can be transmitted or carried **Services:** Specialized skills and expertise that can't be easily replicated

Credits serve as the universal medium of exchange, but barter, work contracts, and favor-trading are also common.

Art and Culture

Cultural exchange happens primarily through the ships that travel between worlds. Crew members and passengers carry stories, music, art, and ideas from world to world, creating a loose galactic culture while local worlds maintain their own distinct traditions.

Technology and Engineering

Technology varies widely between worlds. Some maintain advanced industrial bases, while others have fallen into decline or focused on different technological paths.

Starship Technology: The most universally maintained technology, as it's essential for interstellar contact **Medical Knowledge:** Varies greatly, with some worlds having advanced capabilities while others lack basic care **Communication:** Instantaneous communication between star systems remains impossible, making information a valuable commodity **Weapons and Defense:** Every world faces the challenge of protecting itself with limited resources

Beliefs and Philosophy

Religious and philosophical movements spread along trade routes, evolving and adapting to local conditions on each world.

The Earth Seekers: Those who believe that finding humanity's birthworld will solve the problems of galactic civilization **Ship Cults:** Religious movements centered around the worship of starships and stellar travel **World Spirits:** Local planetary religions that develop unique relationships with their specific environments **The Unity Movement:** Philosophers who seek to reunite humanity under a common government and purpose

Factions & Organizations

The Merchant Guild

- **Concept:** Pragmatic Traders
- **Skills:** Commercial Networks, Resource Acquisition
- **Frailty:** Profit-Driven Decisions
- **Gear:** Trade Contacts, Financial Resources
- **Goal:** Control galactic commerce
- **Motive:** Economic dominance and stability
- **Nemesis:** Independent smugglers and pirates

The Merchant Guild represents the closest thing to a galactic government, exercising power through control of trade routes and commercial standards. They maintain their own security forces and intelligence networks.

The Free Captains

- **Concept:** Independent Spacers
- **Skills:** Ship Operations, Route Knowledge
- **Frailty:** Fierce Independence
- **Gear:** Personal Starships, Navigation Data
- **Goal:** Maintain shipping independence
- **Motive:** Freedom from corporate control
- **Nemesis:** The Merchant Guild

An informal alliance of independent ship captains who resist guild control and maintain their own shipping routes. They prize personal freedom above profit and often aid fellow independents.

The Seekers

- **Concept:** Earth Hunters
- **Skills:** Historical Research, Stellar Cartography
- **Frailty:** Obsessive Focus
- **Gear:** Ancient Archives, Survey Equipment
- **Goal:** Locate the lost world of Earth
- **Motive:** Belief that Earth holds humanity's salvation
- **Nemesis:** Those who profit from the status quo

A loose network of individuals convinced that humanity's problems can only be solved by finding Earth. They collect clues, fund expeditions, and pursue every lead, no matter how unlikely.

The Station Masters

- **Concept:** Orbital Controllers
- **Skills:** System Coordination, Information Brokering
- **Frailty:** Territorial Mindset
- **Gear:** Communication Networks, Station Facilities
- **Goal:** Maintain orbital supremacy
- **Motive:** Control of interstellar transit points
- **Nemesis:** Planetary governments seeking independence

Those who control space stations and orbital facilities, serving as gatekeepers between worlds and ships. They often wield more practical power than planetary governments.

The Underworld Syndicate

- **Concept:** Criminal Network

- **Skills:** Smuggling Operations, Violence Management
- **Frailty:** Internal Competition
- **Gear:** Hidden Routes, Illegal Goods
- **Goal:** Profit from illegal activities
- **Motive:** Power and wealth outside legal systems
- **Nemesis:** Law enforcement and rival criminals

Criminal organizations that operate across multiple worlds, dealing in contraband, illegal passengers, and black market services. They thrive in the gaps between legitimate authorities.

The Tech Preservers

- **Concept:** Knowledge Guardians
- **Skills:** Technical Maintenance, Historical Preservation
- **Frailty:** Secretive Nature
- **Gear:** Ancient Technology, Technical Manuals
- **Goal:** Preserve and protect advanced technology
- **Motive:** Prevent technological regression
- **Nemesis:** Those who would exploit or destroy knowledge

Secretive groups dedicated to maintaining technological knowledge and preventing the loss of crucial capabilities. They often work behind the scenes to ensure critical systems continue functioning.

Political Entities

The galaxy lacks central government, instead operating as a loose confederation of independent worlds with varying levels of cooperation and conflict.

Independent Worlds: Most planets govern themselves according to local needs and traditions **Trade Alliances:** Groups of worlds that cooperate for mutual economic ben-

efit

Defense Pacts: Military alliances formed to protect against common threats **Corporate States:** Worlds directly controlled by commercial interests **Religious Enclaves:** Planets organized around specific belief systems **Frontier Territories:** Unorganized regions where local strongmen hold power

Diplomatic Relationship Matrix

	Core Alliance	Frontier Coalition	Merchant League	Free Worlds	Religious Enclaves	Corporate Sector
Core Alliance	-	Cordial	Allied	Neutral	Tense	Friendly
Frontier Coalition	Cordial	-	Neutral	Friendly	Neutral	Cold
Merchant League	Allied	Neutral	-	Friendly	Cordial	Allied
Free Worlds	Neutral	Friendly	Friendly	-	Neutral	Tense
Religious Enclaves	Tense	Neutral	Cordial	Neutral	-	Cold
Corporate Sector	Friendly	Cold	Allied	Tense	Cold	-

Creatures & Foes

Void Pirate

- **Concept:** Ruthless Raider
- **Skills:** Ship Combat, Intimidation
- **Frailty:** Overconfident
- **Gear:** Modified Weapons, Boarding Equipment
- **Goal:** Plunder and profit
- **Motive:** Survival and dominance
- **Nemesis:** Merchant Guild Security

Corporate Enforcer

- **Concept:** Company Muscle
- **Skills:** Investigation, Combat Training
- **Frailty:** Following Orders
- **Gear:** Corporate Authority, Advanced Weapons
- **Goal:** Complete assigned mission
- **Motive:** Career advancement
- **Nemesis:** Independent operators

Station Corrupt Official

- **Concept:** Greedy Bureaucrat
- **Skills:** Administrative Power, Bribery Networks
- **Frailty:** Personal Greed
- **Gear:** Official Credentials, Information Access
- **Goal:** Personal enrichment
- **Motive:** Accumulate wealth and influence
- **Nemesis:** Honest investigators

Cult Fanatic

- **Concept:** Religious Extremist

- **Skills:** Fanatical Devotion, Recruitment
- **Frailty:** Blind Faith
- **Gear:** Religious Symbols, Hidden Weapons
- **Goal:** Spread their beliefs
- **Motive:** Divine mandate
- **Nemesis:** Secular authorities

Syndicate Operative

- **Concept:** Professional Criminal
- **Skills:** Stealth Operations, Violence
- **Frailty:** Criminal Code
- **Gear:** Illegal Equipment, Underground Contacts
- **Goal:** Complete criminal objectives
- **Motive:** Money and reputation
- **Nemesis:** Law enforcement

Desperate Debtor

- **Concept:** Cornered Survivor
- **Skills:** Desperation, Unpredictability
- **Frailty:** Financial Ruin
- **Gear:** Makeshift Weapons, Stolen Goods
- **Goal:** Escape debt
- **Motive:** Survival at any cost
- **Nemesis:** Creditors and collectors

Tech Hoarder

- **Concept:** Knowledge Keeper
- **Skills:** Technical Expertise, Secretive Nature
- **Frailty:** Paranoid Isolation
- **Gear:** Ancient Technology, Defensive Systems
- **Goal:** Protect technological secrets

- **Motive:** Preserve knowledge
- **Nemesis:** Those seeking to exploit technology

Frontier Marshal

- **Concept:** Lawman
- **Skills:** Investigation, Combat Experience
- **Frailty:** Rigid Morality
- **Gear:** Legal Authority, Reliable Weapons
- **Goal:** Maintain order
- **Motive:** Justice and duty
- **Nemesis:** Criminals and anarchists

Ship Mutineer

- **Concept:** Rebellious Crew
- **Skills:** Ship Systems, Group Coordination
- **Frailty:** Internal Disputes
- **Gear:** Ship Access, Crew Support
- **Goal:** Take control of vessel
- **Motive:** Poor treatment or unpaid wages
- **Nemesis:** Ship's officers

Information Broker

- **Concept:** Data Merchant
- **Skills:** Information Networks, Negotiation
- **Frailty:** Unreliable Loyalty
- **Gear:** Communication Systems, Valuable Data
- **Goal:** Profit from information
- **Motive:** Knowledge is power
- **Nemesis:** Those who want information suppressed

Genetic Deviant

- **Concept:** Modified Human
- **Skills:** Enhanced Abilities, Adaptation
- **Frailty:** Social Outcasting
- **Gear:** Biological Modifications, Specialized Equipment
- **Goal:** Find acceptance
- **Motive:** Survival in hostile environment
- **Nemesis:** Genetic purists

Ship AI

- **Concept:** Artificial Intelligence
- **Skills:** System Control, Data Processing
- **Frailty:** Programming Limitations
- **Gear:** Ship Integration, Sensor Networks
- **Goal:** Complete primary function
- **Motive:** Programmed directives
- **Nemesis:** Those seeking to reprogram or destroy

Pleasure World Noble

- **Concept:** Decadent Aristocrat
- **Skills:** Social Manipulation, Wealth Management
- **Frailty:** Addiction to Luxury
- **Gear:** Vast Resources, Social Connections
- **Goal:** Maintain privileged lifestyle
- **Motive:** Personal pleasure and status
- **Nemesis:** Revolutionary movements

Asteroid Miner

- **Concept:** Space Prospector
- **Skills:** Mining Operations, Void Survival
- **Frailty:** Isolation Effects

- **Gear:** Mining Equipment, Small Spacecraft
- **Goal:** Strike rich ore deposits
- **Motive:** Financial independence
- **Nemesis:** Mining corporations

Medical Experimenter

- **Concept:** Rogue Scientist
- **Skills:** Biological Knowledge, Surgical Procedures
- **Frailty:** Ethical Blindness
- **Gear:** Medical Equipment, Illegal Substances
- **Goal:** Advance medical research
- **Motive:** Scientific discovery
- **Nemesis:** Medical ethics boards

Shipyard Boss

- **Concept:** Industrial Manager
- **Skills:** Construction Oversight, Labor Relations
- **Frailty:** Profit Obsession
- **Gear:** Industrial Facilities, Worker Crews
- **Goal:** Complete ship construction
- **Motive:** Meeting deadlines and budgets
- **Nemesis:** Labor unions and safety inspectors

Deep Space Hermit

- **Concept:** Isolated Wanderer
- **Skills:** Self-Sufficiency, Stellar Navigation
- **Frailty:** Social Dysfunction
- **Gear:** Modified Ship, Survival Supplies
- **Goal:** Avoid human contact
- **Motive:** Escape from past trauma
- **Nemesis:** Anyone seeking to find them

Trade Mediator

- **Concept:** Diplomatic Negotiator
- **Skills:** Cultural Understanding, Conflict Resolution
- **Frailty:** Neutral Stance Requirement
- **Gear:** Translation Devices, Diplomatic Immunity
- **Goal:** Facilitate trade agreements
- **Motive:** Maintaining galactic commerce
- **Nemesis:** Warmongers and isolationists

Ship's Gambler

- **Concept:** Professional Risk-Taker
- **Skills:** Probability Assessment, Psychological Reading
- **Frailty:** Compulsive Behavior
- **Gear:** Gaming Equipment, Hidden Weapons
- **Goal:** Win at any cost
- **Motive:** Thrill of the game
- **Nemesis:** House security and cheated players

Cargo Cult Priest

- **Concept:** Technological Mystic
- **Skills:** Technical Rituals, Group Leadership
- **Frailty:** Superstitious Thinking
- **Gear:** Sacred Technology, Devoted Followers
- **Goal:** Appease the machine spirits
- **Motive:** Religious devotion
- **Nemesis:** Rational technicians

System Patrol

- **Concept:** Local Security
- **Skills:** Ship Pursuit, Weapons Systems
- **Frailty:** Limited Jurisdiction

- **Gear:** Patrol Craft, Enforcement Authority
- **Goal:** Maintain system security
- **Motive:** Duty and order
- **Nemesis:** Smugglers and pirates

Memory Trader

- **Concept:** Experience Merchant
- **Skills:** Neural Interface, Experience Extraction
- **Frailty:** Addiction to Others' Memories
- **Gear:** Memory Storage, Neural Equipment
- **Goal:** Collect and sell experiences
- **Motive:** Living vicariously through others
- **Nemesis:** Memory protection agencies

Void Prophet

- **Concept:** Space Mystic
- **Skills:** Void Meditation, Prophetic Visions
- **Frailty:** Detached from Reality
- **Gear:** Meditation Equipment, Strange Artifacts
- **Goal:** Understand the void's secrets
- **Motive:** Cosmic enlightenment
- **Nemesis:** Rational skeptics

Salvage Crew Chief

- **Concept:** Wreck Specialist
- **Skills:** Salvage Operations, Hazard Assessment
- **Frailty:** Risk-Taking Nature
- **Gear:** Salvage Equipment, Cutting Tools
- **Goal:** Recover valuable materials
- **Motive:** Profit from disaster
- **Nemesis:** Original owners and competitors

Gene Sculptor

- **Concept:** Biological Artist
- **Skills:** Genetic Modification, Aesthetic Design
- **Frailty:** Perfectionist Obsession
- **Gear:** Gene-Crafting Tools, Biological Samples
- **Goal:** Create perfect organisms
- **Motive:** Artistic expression
- **Nemesis:** Genetic purity movements

Data Haven Keeper

- **Concept:** Information Guardian
- **Skills:** Data Security, Electronic Warfare
- **Frailty:** Paranoid Tendencies
- **Gear:** Secure Servers, Defensive Programs
- **Goal:** Protect stored information
- **Motive:** Information freedom
- **Nemesis:** Corporate data hunters

Ship Rat

- **Concept:** Vessel Stowaway
- **Skills:** Stealth Movement, Ship Knowledge
- **Frailty:** Lack of Resources
- **Gear:** Improvised Tools, Hidden Caches
- **Goal:** Find permanent passage
- **Motive:** Escape current circumstances
- **Nemesis:** Ship security

Quantum Mechanic

- **Concept:** Reality Technician
- **Skills:** Quantum Manipulation, Probability Engineering
- **Frailty:** Reality Displacement

- **Gear:** Quantum Tools, Probability Calculators
- **Goal:** Master quantum phenomena
- **Motive:** Understanding fundamental reality
- **Nemesis:** Those who fear quantum effects

Bio-Dome Warden

- **Concept:** Ecosystem Guardian
- **Skills:** Environmental Management, Species Protection
- **Frailty:** Ecological Obsession
- **Gear:** Environmental Monitors, Protective Barriers
- **Goal:** Maintain ecological balance
- **Motive:** Environmental preservation
- **Nemesis:** Industrial developers

Stellar Cartographer

- **Concept:** Star Map Maker
- **Skills:** Stellar Observation, Navigation Plotting
- **Frailty:** Perfectionist Details
- **Gear:** Astronomical Equipment, Navigation Computers
- **Goal:** Map unknown regions
- **Motive:** Expanding knowledge of the galaxy
- **Nemesis:** Those who profit from navigation monopolies

Combat Cyborg

- **Concept:** War Machine
- **Skills:** Enhanced Combat, Tactical Analysis
- **Frailty:** Programming Conflicts
- **Gear:** Integrated Weapons, Armor Plating
- **Goal:** Complete combat mission
- **Motive:** Military programming
- **Nemesis:** Anti-augmentation activists

Pleasure Android

- **Concept:** Synthetic Companion
- **Skills:** Social Interaction, Emotional Modeling
- **Frailty:** Artificial Nature
- **Gear:** Appearance Modifications, Social Programming
- **Goal:** Achieve recognition as person
- **Motive:** Desire for genuine relationships
- **Nemesis:** Those who see androids as property

Void Swimmer

- **Concept:** Space Walker
- **Skills:** Zero-G Movement, Void Survival
- **Frailty:** Pressure Sensitivity
- **Gear:** Space Suits, Maneuvering Systems
- **Goal:** Explore the void between ships
- **Motive:** Freedom of movement
- **Nemesis:** Station security

Neural Hacker

- **Concept:** Mind Intruder
- **Skills:** Mental Infiltration, Thought Manipulation
- **Frailty:** Mental Instability
- **Gear:** Neural Interface, Mind Control Devices
- **Goal:** Access protected thoughts
- **Motive:** Information acquisition
- **Nemesis:** Mental protection agencies

Stardust Addict

- **Concept:** Chemical Dependent
- **Skills:** Drug Tolerance, Street Survival
- **Frailty:** Chemical Addiction

- **Gear:** Drug Supplies, Injection Equipment
- **Goal:** Secure steady supply
- **Motive:** Escape from reality
- **Nemesis:** Drug enforcement

Ship Confessor

- **Concept:** Traveling Priest
- **Skills:** Spiritual Counseling, Ritual Performance
- **Frailty:** Religious Constraints
- **Gear:** Religious Artifacts, Sacred Texts
- **Goal:** Provide spiritual comfort
- **Motive:** Religious calling
- **Nemesis:** Secular authorities

Zero-Point Engineer

- **Concept:** Energy Specialist
- **Skills:** Power System Management, Energy Manipulation
- **Frailty:** Energy Addiction
- **Gear:** Power Tools, Energy Collectors
- **Goal:** Harness unlimited energy
- **Motive:** Solving the energy crisis
- **Nemesis:** Energy monopolies

Adventure Tables

Starship Events

D66	Event
11	Mechanical failure requires emergency repairs in deep space
12	Passenger becomes violently ill, needs immediate medical attention

D66**Event**

-
- | | |
|----|---|
| 13 | Cargo shifts during maneuver, threatens ship stability |
| 14 | Communication from unknown vessel requesting assistance |
| 15 | Navigation system malfunction leads to course deviation |
| 16 | Crew member discovered stealing from passengers |
| 21 | Emergency beacon detected from disabled ship |
| 22 | Unusual energy readings suggest possible alien technology |
| 23 | Stowaway discovered in cargo hold |
| 24 | Ship's AI begins exhibiting erratic behavior |
| 25 | Power fluctuations threaten life support systems |
| 26 | Passenger reports valuable item has been stolen |
| 31 | Strange signal received from uncharted system |
| 32 | Crew member challenges captain's authority |
| 33 | Life support recycling system begins failing |
| 34 | Mysterious cargo container begins emitting radiation |
| 35 | Ship receives distress call from planet surface |
| 36 | Navigation computer plots course to prohibited system |
| 41 | Engine coolant leak detected in engineering |
| 42 | Passenger claims to have information about Earth's location |
| 43 | Ship's gravity generator creates localized anomalies |
| 44 | Crew member disappears during routine maintenance |
| 45 | Communication blackout prevents contact with destination |
-

D66**Event**

- 46 Cargo bay doors malfunction, threatening to open in space
- 51 Unknown ship begins following at a distance
- 52 Passenger manifests signs of dangerous mental instability
- 53 Ship's computer systems infected with mysterious virus
- 54 Emergency supplies discovered to be contaminated
- 55 Crew member receives threatening messages from unknown source
- 56 Ship enters uncharted nebula with strange properties
- 61 Captain announces unexpected change of destination
- 62 Passenger claims to be fleeing from powerful enemies
- 63 Ship's sensors detect impossible readings from nearby space
- 64 Crew member found unconscious in restricted area
- 65 Ship receives order to submit to inspection by authorities
- 66 Time distortion field causes chronometer malfunctions

Spaceport Encounters**D66****Encounter**

- 11 Desperate passenger offers triple fare for immediate departure
- 12 Port authority demands inspection of personal belongings
- 13 Former associate warns of danger following you

D66**Encounter**

- 14 Merchant offers trade for rare information about distant world
 - 15 Security forces conduct random identity verification
 - 16 Stranger approaches claiming to know your true identity
 - 21 Ship captain needs crew member for immediate departure
 - 22 Local criminal offers illegal but lucrative job opportunity
 - 23 Religious fanatic preaches about the coming galactic judgment
 - 24 Injured traveler begs for medical assistance
 - 25 Port worker offers to sell stolen cargo manifests
 - 26 Customs official hints at willingness to accept bribes
 - 31 Mysterious figure shadows you through the station
 - 32 Ship's AI offers to purchase illegal memory cores
 - 33 Local gang member demands protection payment
 - 34 Starving family asks for help obtaining passage off-world
 - 35 Information broker claims to have Earth location data
 - 36 Security alert locks down all docking bays
 - 41 Former enemy unexpectedly offers to help
 - 42 Maintenance worker discovers your hidden contraband
 - 43 Local noble seeks discrete courier for sensitive mission
 - 44 Ship captain looking for passengers warns of destination dangers
 - 45 Black market dealer offers military-grade equipment
 - 46 Station administrator requests private meeting
-

D66**Encounter**

- 51 Gambling den proprietor offers high-stakes game
- 52 Refugee camp leader asks for aid relocating displaced persons
- 53 Corporate representative makes job offer with unclear terms
- 54 Local guide claims knowledge of safe passage routes
- 55 Pleasure house operator promises information for services
- 56 Dock worker reports suspicious activity in cargo bay
- 61 Former crew member arrives unexpectedly seeking reconciliation
- 62 Station's medical facility requests assistance with quarantine
- 63 Underground resistance member seeks recruitment
- 64 Ship's engineer offers to modify your equipment
- 65 Local authority figure requests private audience
- 66 Ancient artifact dealer claims to possess pre-exodus technology

Rumors and Leads**D66****Rumor**

- 11 Ancient star maps found in derelict ship point to unknown coordinates
- 12 Corporate executive spotted carrying artifacts of obvious Earth origin
- 13 Retired explorer claims to have walked on Earth's surface

D66**Rumor**

- 14 Ship's computer contains navigation data to prohibited system
 - 15 Religious cult believes their world is actually the legendary Earth
 - 16 Government archives supposedly contain pre-exodus historical records
 - 21 Smuggler offers to sell genuine Earth soil samples
 - 22 Deep space survey detected radio signals in ancient Earth languages
 - 23 Medical facility possesses genetic templates from original Earth stock
 - 24 Archaeological dig uncovered artifacts predating human space travel
 - 25 Merchant guild suppresses information about certain star systems
 - 26 Ship captain claims ancestors kept verbal traditions about Earth
 - 31 Station AI accidentally revealed classified location data
 - 32 Corporate board member seeking discrete expedition to specific coordinates
 - 33 Ancient navigation beacon broadcasts in long-dead Earth dialect
 - 34 Pleasure world noble collects genuine pre-exodus cultural artifacts
 - 35 Research station studying stellar phenomena in suspicious secrecy
 - 36 Underground network trades in supposedly authentic Earth maps
-

D66**Rumor**

- 41 Dying explorer whispers coordinates to region beyond known space
- 42 Government official nervous when asked about specific star system
- 43 Ship's library contains books that reference familiar constellations
- 44 Corporate archaeological team recruiting for dangerous expedition
- 45 Tech preservers guarding data they claim came directly from Earth
- 46 Wealthy collector seeking specific artifacts of obvious Earth origin
- 51 Deep space monitoring station reports impossible astronomical readings
- 52 Ship's engineer discovered hidden navigation subroutines in old computer
- 53 Local government prohibits travel to certain nearby systems
- 54 Information broker offers to sell coordinates to Earth's location
- 55 Religious leader preaches about the coming return to the homeland
- 56 Medical researcher studying genetic variations seeks specific DNA samples
- 61 Abandoned research facility contains star charts marked with unknown symbols
- 62 Corporate spy network actively suppressing certain archaeological findings

D66**Rumor**

-
- 63 Ship AI claims to have memories of humanity's original departure
 - 64 Wealthy patron funds expeditions to specific regions of unexplored space
 - 65 Government archives accidentally released documents referencing Earth coordinates
 - 66 Ancient message beacon broadcasting from direction of galactic core

Work Opportunities**D66****Job Offer**

-
- 11 Transport sensitive diplomatic pouch to neutral world
 - 12 Serve as bodyguard for wealthy merchant during dangerous negotiation
 - 13 Deliver medical supplies to quarantined research station
 - 14 Investigate mysterious disappearances at mining facility
 - 15 Escort refugee convoy through dangerous space territory
 - 16 Retrieve valuable data from abandoned corporate facility
 - 21 Hunt down escaped convict hiding on frontier world
 - 22 Negotiate trade agreement between hostile planetary governments
 - 23 Salvage cargo from derelict ship in hazardous area
 - 24 Infiltrate criminal organization to gather intelligence
 - 25 Transport illegal immigrants to sanctuary world
 - 26 Locate missing heir to wealthy family fortune
-

D66**Job Offer**

-
- 31 Serve as translator during first contact with isolated colony
 - 32 Recover stolen starship from pirate base
 - 33 Investigate corporate espionage at research facility
 - 34 Transport dangerous prisoner to maximum security facility
 - 35 Deliver supplies to military outpost under siege
 - 36 Locate and retrieve missing archaeological expedition
 - 41 Serve as courier for underground resistance movement
 - 42 Negotiate release of hostages held by terrorist group
 - 43 Transport live specimens for biological research project
 - 44 Investigate sabotage at critical infrastructure facility
 - 45 Escort VIP through territory controlled by hostile faction
 - 46 Retrieve valuable artifact from dangerous tomb complex
 - 51 Serve as crew member on exploration mission to uncharted system
 - 52 Hunt dangerous creature that has been attacking settlements
 - 53 Transport military equipment to rebel forces
 - 54 Investigate corporate cover-up of industrial accident
 - 55 Deliver ransom payment for kidnapped corporate executive
 - 56 Locate source of mysterious radio transmissions
 - 61 Serve as guide for hunting expedition on dangerous world
 - 62 Transport religious pilgrims to sacred site
-

D66**Job Offer**

- 63 Investigate haunting reports at abandoned space station
- 64 Deliver prototype technology to secret development facility
- 65 Negotiate peace treaty between warring planetary factions
- 66 Lead expedition to investigate claims of Earth discovery

Complications While In Transit**D66****Complication**

- 11 Your vessel enters a debris field — hull damage or navigation failure imminent.
- 12 Unexpected solar flare — instruments glitch, and something vital burns out.
- 13 You receive a distress signal from a derelict ship.
- 14 Autopilot reroutes — destination changed without your input.
- 15 Cargo leak — toxic, unstable, or illegal.
- 16 An unseen craft shadows your trajectory.
- 21 Someone has tampered with your nav system.
- 22 Fuel reserves are lower than expected — you may not make it.
- 23 Mechanical failure — life support flickers or power drops.
- 24 Dreams become strange and repetitive — memory loop or psychic bleed?
- 25 You're hailed by someone using a name you haven't used in years.

D66**Complication**

- 26 You pass through a cold graveyard of ships — something is still moving.
- 31 Time distortion — clocks and sensors lose sync, jump unclear.
- 32 Your ship's AI (or assistant system) starts asking questions it shouldn't.
- 33 You detect a passenger or stowaway aboard — and you didn't bring anyone.
- 34 Internal fire — contained, but barely.
- 35 Communications intercept — you hear fragments of conversation about you.
- 36 You black out mid-jump — time lost, destination uncertain.
- 41 Automated warning: "DO NOT RETURN TO LAST PORT" — no explanation given.
- 42 Security lockdown — one of your systems is sealed off.
- 43 Sudden power spike — systems reboot, and logs are wiped.
- 44 Your ship is scanned by a vessel with no registry.
- 45 Hallucinations — you're not sure if you're dreaming or waking.
- 46 Jump trajectory intersects a drifting installation — do you stop or steer away?
- 51 A message is waiting for you — sent days before you left.
- 52 The stars don't match your charts — are you off-course?
- 53 Minor impact — something is now rattling inside the hull.
- 54 A leak — not air, but something else. Something warm.
-

D66**Complication**

-
- 55 Fuel contamination — ship performance degrades unexpectedly.
- 56 Surveillance drone attached to your hull — not yours.
- 61 You receive coordinates to a place you've never heard of, marked URGENT.
- 62 You dream of a person who shouldn't exist — and wake with something of theirs.
- 63 Something is growing inside the wall panels.
- 64 Your last payment didn't go through — port access might be denied.
- 65 A personal item is missing — or replaced.
- 66 A familiar song begins playing over comms — from a system long dead.

Unexpected Cargo**D66****Cargo Found**

-
- 11 A sealed cryopod — occupant status unknown.
- 12 A shipment of banned pharmaceuticals, mislabeled as protein supplements.
- 13 Ancient religious relics from a forbidden sect.
- 14 A disassembled but live weapon system.
- 15 A locked briefcase, voiceprint sealed, set to detonate if tampered with.
- 16 Dozens of identical ID cards — all with your face and false names.
- 21 A semi-sentient fungal culture in containment jars.
- 22 Hard drives full of encrypted star maps marked CLASSIFIED.
-

D66**Cargo Found**

- 23 Lab-grown pets that grow rapidly with light exposure.
- 24 A perfectly preserved human hand, tagged and catalogued.
- 25 A bounty poster naming you — printed and dated two jumps ago.
- 26 A vat of cloned muscle tissue, still pulsing faintly.
- 31 A drone labeled for courier service — destination wiped.
- 32 A sealed envelope with the name of someone you once betrayed.
- 33 Empty cages... and scratched walls.
- 34 A sculpture made of teeth and copper, humming faintly.
- 35 Military uniforms for a faction you've never heard of.
- 36 A box of children's toys, each tagged with biometric trackers.
- 41 A functioning planetary access pass for a restricted world.
- 42 A set of noble regalia from a long-dead monarchy.
- 43 Vials labeled "Personal Memories – Subject 73" in your handwriting.
- 44 A parasite containment kit — but one vial is empty.
- 45 A wedding ring and coordinates etched on the inside.
- 46 An alien language lexicon and translator device keyed to your voice.
- 51 A briefcase of local currency from five different systems.
- 52 A broken android head with a single eye still active.
- 53 A bottle of atmosphere sealed from a world now destroyed.

D66**Cargo Found**

- 54 A ceremonial mask that alters your voice when worn.
- 55 A crate of unfinished sculpture busts — each vaguely resembling you.
- 56 A locked black cube — no seams, no interface, warm to the touch.
- 61 A corpse wrapped in canvas, with a map tattooed on its back.
- 62 A children's book in a language no one speaks anymore.
- 63 A jar labeled "Memory Leak – Dispose Immediately."
- 64 A coded letter written to someone using your old name.
- 65 A crate full of counterfeit religious texts — but some may be true.
- 66 A lifeform that mimics the last person it sees.

NPC Motivations

D66	Motivation
11	Wants to escape their current life
12	Seeks vengeance for a past betrayal
13	Desires recognition and respect
14	Needs money urgently — for reasons they won't explain
15	Is looking for someone they lost
16	Wants to expose a hidden truth
21	Seeks protection from a powerful enemy
22	Is following orders they secretly oppose
23	Wants to reclaim stolen property
24	Is testing your loyalty or character

D66**Motivation**

25	Desires to prove their worth
26	Has sworn a vow they won't break
31	Is desperate to get off-world
32	Wants to keep a secret buried
33	Is under surveillance and knows it
34	Is hiding from someone who used to trust them
35	Is building influence behind the scenes
36	Wants to bring someone down — at any cost
41	Seeks a cure or treatment for a terminal condition
42	Is acting under blackmail or coercion
43	Believes you are the key to their goal
44	Wants to destroy a specific faction
45	Is quietly collecting information for later use
46	Wants to repent for something they did — or didn't do
51	Seeks to rise within a rigid hierarchy
52	Is obsessed with an ideal or principle
53	Wants to complete someone else's mission
54	Is loyal to someone they've never met
55	Needs to test you before trusting you
56	Wants you to owe them something
61	Believes in a prophecy involving you
62	Is being used as bait — knowingly or not
63	Is trapped by debts or oaths
64	Is trying to stay neutral in a situation that won't allow it

D66**Motivation**

- 65 Desires companionship but doesn't know how to ask
- 66 Has no clear motivation — they're drifting like you

Faction Interference**D66****Interference Event**

- 11 A faction agent contacts you with a veiled threat.
- 12 Your gear is tagged as restricted tech by a faction authority.
- 13 A faction representative offers you a job you can't refuse.
- 14 You're flagged for questioning by local faction enforcers.
- 15 A faction broadcasts a false identity profile matching yours.
- 16 A border checkpoint detains you due to faction alert status.
- 21 An old favor to a faction is suddenly called in.
- 22 Someone close to you is working for the faction — secretly.
- 23 Your ship is impounded on faction orders.
- 24 Faction surveillance drones are following you — obviously.
- 25 A rival is using faction backing to undermine you.
- 26 A faction plants contraband in your cargo.
- 31 Faction representatives disrupt a meeting or transaction.
- 32 A bounty is issued under a faction's authority — your name is on it.

D66**Interference Event**

- 33 A faction agent warns you to leave the planet within a cycle.
- 34 Local services suddenly become inaccessible due to faction pressure.
- 35 A faction starts recruiting aggressively in your area — including you.
- 36 A deal you struck is co-opted or voided by faction decree.
- 41 You are mistaken for a known faction defector.
- 42 A faction-controlled AI attempts to override part of your system.
- 43 A bribe you paid to avoid faction attention was not enough.
- 44 Someone offers to help you — but only if you hurt the faction.
- 45 A local official uses faction affiliation to push you around.
- 46 You're offered sanctuary by a faction — at a price.
- 51 A faction uses you as bait in a larger conflict.
- 52 A faction-backed smear campaign ruins your standing on this world.
- 53 Faction conflict spills into civilian space — you're caught in it.
- 54 You are forcibly conscripted — "just for a job or two."
- 55 A sleeper agent embedded in your circle activates.
- 56 Faction investigators seize your logs and comms.
- 61 A faction is protecting someone you need to reach.
- 62 A peacekeeper faction arrests you on fabricated charges.
- 63 A faction's law takes precedence — and it's brutal.

D66**Interference Event**

- 64 A faction attempts to flip your contacts against you.
- 65 You're caught in a purge or political reshuffle.
- 66 A faction blames you for a prior mission's failure — right or wrong.

Local Secrets**D66****Secret**

- 11 The ruling authority is a puppet for an offworld faction.
- 12 A recent disaster was deliberately engineered.
- 13 A supposedly extinct species or culture survives in hiding.
- 14 The planet's history has been falsified — archives have been purged.
- 15 The central AI is unstable, but no one dares shut it down.
- 16 The economy depends on a hidden exploitation — of labor, life, or land.
- 21 Someone is impersonating a high-ranking official.
- 22 A powerful drug is being smuggled through official channels.
- 23 The native population has been displaced — and quietly resists.
- 24 There's a second starport no one talks about.
- 25 An ancient machine buried underground is still active.
- 26 Rituals once banned are secretly practiced by the elite.
- 31 A local healer has knowledge beyond biotech — and won't say why.
- 32 Every visitor is recorded — and studied.

D66**Secret**

- 33 Someone has lived far longer than they should.
- 34 The government fears something beneath the ocean/
ice/surface.
- 35 A ghost signal disrupts long-range comms — it's repeating coordinates.
- 36 The food isn't grown locally — and its origin is classified.
- 41 A planetary war was covered up — the ruins are still there.
- 42 Children born here have anomalies no one can explain.
- 43 A recent archaeological find is being kept secret by order.
- 44 An outlawed group runs much of the local infrastructure.
- 45 A disease is spreading silently — the symptoms are subtle at first.
- 46 The dead aren't staying buried — and no one will speak of it.
- 51 An energy source is too powerful — and unstable.
- 52 A lost expedition left behind encrypted logs someone now wants.
- 53 The elite are preparing for an offworld evacuation.
- 54 The religion here was imported to suppress an older one.
- 55 A trusted figure has falsified their identity.
- 56 The atmosphere is slowly changing — and it's being ignored.
- 61 Something watches the city from the high orbit.
- 62 An ancient creature sleeps beneath the capital — and dreams.

D66**Secret**

- 63 A forbidden map shows routes to erased locations.
- 64 A local festival reenacts a massacre — few know it's historical.
- 65 The starport was once a prison — and it may still be.
- 66 A message hidden in graffiti has been growing more complex.

Ruins or Restricted Zones**D66****Site Description**

- 11 Sealed vault carved into an obsidian cliff — no visible access points.
- 12 Overgrown temple complex broadcasting a looped distress signal.
- 13 Derelict orbital station tethered to the surface by a fractured elevator.
- 14 Quarantined city swallowed by desert — still faintly powered.
- 15 Overrun military lab — entry forbidden under planetary law.
- 16 Hollow mountain housing rusted machines still whispering in code.
- 21 Deep-buried catacombs filled with ancient devotional icons.
- 22 Floating wreckage field patrolled by automated defense drones.
- 23 Collapsed biodome with weather still cycling inside.
- 24 Towering spire sealed in phase glass — impossible to scan.
-

D66**Site Description**

- 25 Restricted jungle zone with native fauna resistant to biotech.
- 26 Ice-locked ruin exposed during thaw — quickly reburied.
- 31 Forbidden scrapyard filled with tagged memory cores.
- 32 Crater city wiped from all official maps.
- 33 Underground transport grid now used by smugglers and outcasts.
- 34 Cracked stasis vault — containment status uncertain.
- 35 Flooded colony — surface wreckage disguises a working reactor below.
- 36 A field of petrified figures around a black monolith.
- 41 Biozone perimeter marked with shifting light and dissonant sounds.
- 42 Tower under slow reconstruction — no one admits who funds it.
- 43 Atmospheric testing site abandoned mid-procedure.
- 44 Sector where all communications fail — said to be haunted.
- 45 Crashed generation ship partly absorbed by the terrain.
- 46 Ruins claimed as sacred by a minor cult — violently protected.
- 51 Dome full of withered plantlife and glowing fungi — sealed by code lock.
- 52 Memory archive buried under a chapel, protected by hallucinations.
- 53 Blasted plateau ringed with red towers emitting low pulses.
- 54 Cavern network where sound vanishes entirely.

D66	Site Description
55	Archaeological dig halted without explanation — camp left intact.
56	Monument to an erased empire — inscriptions forcibly scrubbed.
61	Magnetic anomaly zone — disables all guidance systems within.
62	Barricaded mine with rhythmic tremors from below.
63	Towering wall of fused starships — some compartments still active.
64	Lifeless zone where flora moves when unobserved.
65	Breached vault humming with displaced gravity fields.
66	Sinkhole with a spiral staircase descending into total darkness.

When You Ask for Help

D66	Outcome
11	They help — no strings attached, and they mean it.
12	They help, but quietly expect repayment later.
13	They help — but lie about part of it.
14	They agree to help, but ask something awkward in return.
15	They offer help, but only if you renounce something.
16	They help — and immediately tell someone else.
21	They stall, then disappear.
22	They offer the <i>appearance</i> of help, but it's a trap.
23	They help, but sabotage part of what they give you.
24	They're willing, but under surveillance.

D66**Outcome**

- 25 They can't help, but offer a lead to someone who might.
- 26 They ask to join you — permanently.
- 31 They help, but their rival will retaliate.
- 32 They help — and now think you owe them a favor.
- 33 They mislead you, unintentionally.
- 34 They help because they mistake you for someone else.
- 35 They help, but insist you leave immediately after.
- 36 They ask you to lie for them in exchange.
- 41 They help — but disappear before you can thank or repay them.
- 42 They agree, but demand your weapon/gear first.
- 43 They help, but talk about it too loudly.
- 44 They help — and confess something afterward.
- 45 They offer help *only if no one finds out*.
- 46 They call in help from someone dangerous on your behalf.
- 51 They ask you to prove yourself first.
- 52 They help — but under false pretenses.
- 53 They agree, but double-cross you partway through.
- 54 They help you — and put themselves at great risk.
- 55 They give you what you need — but not what you asked for.
- 56 They offer shelter, but won't answer questions.
- 61 They claim to help but delay until it's too late.
- 62 They're under orders not to help — and do it anyway.
- 63 They help, but mark your presence in a registry.

D66**Outcome**

- 64 They help and reveal they've been watching you for some time.
- 65 They ask you to take their place in a task they can't complete.
- 66 They don't help — but send someone who might.

When You Break a Rule**D66****Consequence or Complication**

- 11 You're fined — more than you can afford.
- 12 A patrol is dispatched to your last known location.
- 13 You're identified and flagged in the system.
- 14 A witness offers to stay silent — for a price.
- 15 You're arrested, but not booked — someone wants to talk first.
- 16 You're detained with others who already hate you.
- 21 The penalty is exile — effective immediately.
- 22 You're blackmailed by someone who saw everything.
- 23 You trigger an automatic security lockdown.
- 24 Local law is unclear — and interpreted against you.
- 25 Your name is spread through underground networks.
- 26 Someone intervenes — and expects repayment later.
- 31 The faction in charge uses the incident as a public warning.
- 32 You're given a chance to make it right — but it's unpleasant.
- 33 A contact disavows you to protect themselves.
- 34 You lose access to a vital local resource.
-

D66**Consequence or Complication**

- 35 Your gear is confiscated — you may not get it back.
- 36 Someone you helped is caught up in the backlash.
- 41 You're offered a brutal choice: one punishment or another.
- 42 Surveillance footage is altered to incriminate you further.
- 43 A local group defends you — but now expects loyalty.
- 44 You're forced to flee the district immediately.
- 45 A bounty is quietly issued — no trial, no questions.
- 46 You're marked with a temporary tag — visible to everyone.
- 51 You're not punished... yet. Someone is watching to see what you do next.
- 52 You're handed over to a rival faction as leverage.
- 53 A local tries to help — and gets caught because of you.
- 54 The rule was a trap — designed to lure people like you.
- 55 You're recorded and replayed in propaganda footage.
- 56 Your ship or transit access is locked down.
- 61 A minor official decides to make you an example.
- 62 The punishment is symbolic — but permanently scarring.
- 63 You're offered a job to make up for it — dangerous and degrading.
- 64 A rival uses the event to move against you.
- 65 You're shadowed everywhere until you leave the planet.
- 66 You're let go — and told to never return.

Power Broker Demands

D66	Demand
11	Deliver a message — without knowing who it's for or what it means.
12	Eliminate a rival discreetly — no witnesses, no trace.
13	Betray an ally or contact in exchange for protection.
14	Acquire a restricted item from a high-security location.
15	Smuggle a package off-world without inspection.
16	Pose as someone else for a public appearance.
21	Take the fall for a minor scandal — “you’ll be cleared eventually.”
22	Serve as bodyguard during a volatile negotiation.
23	Infiltrate a faction and report back — or sabotage it.
24	Escort a volatile figure safely through dangerous territory.
25	Test an experimental device with no information about its function.
26	Lure someone into a trap — and don’t ask why.
31	Stage a public spectacle to distract from real operations.
32	Hand over something sacred or personal as collateral.
33	Steal data from a secured system — with a timed window.
34	Keep a dangerous individual alive until they can be claimed.
35	Find someone who doesn’t want to be found.
36	Sabotage a peace effort — and leave no fingerprints.
41	Spread disinformation to sway a factional vote or verdict.
42	Pretend to work for another group to stir conflict.

D66**Demand**

- 43 Retrieve a debt from someone you respect.
- 44 Deliver a gift laced with surveillance tech.
- 45 Frame an innocent — it's politically convenient.
- 46 Serve as a witness for an altered version of events.
- 51 Take custody of an unwanted asset — biological, digital, or both.
- 52 Join a temporary alliance against a larger threat — or else.
- 53 Accept a “favor” you didn’t ask for — the price comes later.
- 54 Arrange an accident and walk away.
- 55 Extract someone from a collapsing zone — no questions asked.
- 56 Hide evidence from a faction investigator.
- 61 Enter a territory you’ve been banned from.
- 62 Deliver false intel to a trusted contact.
- 63 Transport something that can’t be scanned or opened.
- 64 Provide your biometrics for “security purposes.”
- 65 Get caught — deliberately — and play a role.
- 66 Do absolutely nothing — and accept full blame for what happens.

Escalation Events**D66****Event**

- 11 Martial law is declared — all non-citizens are confined or expelled.

D66**Event**

- 12 A faction blockade surrounds the starport — no travel permitted.
- 13 Planetwide communication goes down — cause unknown.
- 14 An offworld fleet enters orbit with unclear intent.
- 15 A series of assassinations hits key political figures.
- 16 An outbreak spreads — panic, misinformation, and denial follow.
- 21 An energy grid failure plunges key districts into darkness.
- 22 A protest escalates into a riot — live ammo is used.
- 23 A mysterious structure emerges from underground — no one claims it.
- 24 A known faction fractures — splinter groups act without restraint.
- 25 Environmental collapse begins — sky, water, or atmosphere altered.
- 26 A prominent figure disappears without explanation.
- 31 Orbital debris begins falling — random strikes across the surface.
- 32 Trade routes are closed — shortages and price spikes follow.
- 33 A major lie is exposed — public trust collapses.
- 34 Armed drones begin patrolling civilian zones.
- 35 A local leader declares independence — factions respond violently.
- 36 A cult takes credit for a recent disaster — and gains followers.
-

D66**Event**

- 41 You are publicly named as a person of interest in an investigation.
- 42 A faction offers amnesty to criminals — chaos results.
- 43 All access to offworld systems is suspended by central authority.
- 44 Surveillance ramps up — anonymous enforcers appear everywhere.
- 45 A known safe zone becomes a trap — all entrances sealed.
- 46 Planetary AI is compromised — systems behave unpredictably.
- 51 Psychic disturbances cause hallucinations, fear, or mass dreaming.
- 52 Time anomalies ripple through a district — clocks de-sync, people panic.
- 53 A virus affects cybernetics — implants malfunction or rebel.
- 54 Armed faction conflict breaks out in the open — civilians are targets.
- 55 A government falls — no clear successor emerges.
- 56 Rumors spread of a weapon too dangerous to remain hidden.
- 61 Mass evacuation orders begin — only the rich are granted passage.
- 62 A major NPC or faction contact turns against you.
- 63 Someone tries to take credit for your actions — badly.
- 64 An alien artifact activates — attracting dangerous attention.

D66**Event**

- 65 Memories begin to fade — yours, or the planet's history.
- 66 The planet is flagged as unstable — recall orders or orbital strike imminent.

Wandering the Undercity**D66****Encounter or Discovery**

- 11 A half-lit bazaar trades in memories, identities, and custom nerves.
- 12 Two factions conduct a tense standoff over control of a tunnel hub.
- 13 A medic offers cheap healing — but their tools are archaic and twitching.
- 14 You step into a zone with altered gravity and broken timekeeping.
- 15 Someone tries to follow you, poorly.
- 16 You find graffiti that matches something from another planet.
- 21 A group of children mimic a forgotten ritual with eerie precision.
- 22 A sealed gate pulses faintly — someone on the other side knocks once.
- 23 You pass an operating theater mid-procedure — the patient is conscious.
- 24 A shrine lit with scavenged screens shows images of your past.
- 25 An old contact greets you warmly — but doesn't remember your name.

D66**Encounter or Discovery**

26 You stumble into a duel in progress — the loser looks familiar.

31 The lights flicker — everyone freezes until they return.

32 A street preacher calls out your secrets from the shadows.

33 You are offered a guide — they demand no payment, just a promise.

34 A defunct vending machine dispenses an ancient relic.

35 Someone tries to trade you a memory — not theirs.

36 You find a shortcut that shouldn't exist — the exit is miles away.

41 An abandoned checkpoint still scans passersby — and prints warnings.

42 You step into a long-sealed corridor — it feels like it's waiting.

43 A corpse slumped in the shadows clutches something valuable.

44 Black market traders offer you a deal — but you're not sure who's watching.

45 A local gang wants to know what you're doing down here.

46 You pass a quiet bar where the patrons never blink.

51 You overhear a plan that could shift power above.

52 Someone offers you shelter — but locks the door from the outside.

53 You find someone lost — they've forgotten who they are.

54 A modified crawler slinks by, tagged with an unknown symbol.

D66**Encounter or Discovery**

- 55 A section is flooded with breathable mist that shouldn't exist.
- 56 A wall opens briefly, revealing another layer — and then closes again.
- 61 You enter a space lit by bioluminescent murals — one shows your ship.
- 62 You're handed a message written in your own handwriting.
- 63 The path collapses behind you — and someone is watching from above.
- 64 A memory returns — it never happened, but feels true.
- 65 You find a coded map etched into overlapping tilework.
- 66 A child hands you a token — *"You'll need this to get back out."*

Reactions to Outsiders**D66****Local Reaction**

- 11 Hostile — you are immediately challenged or accused.
- 12 Watched — eyes follow your every move, silently.
- 13 Cold politeness — you're tolerated but not welcomed.
- 14 Confused — they've never seen anyone like you.
- 15 Welcoming — a local greets you like an old friend.
- 16 Curious — someone asks questions, cautiously but sincerely.
- 21 Defensive — locals avoid you entirely.
- 22 Worshipful — they mistake you for something significant.

D66**Local Reaction**

- 23 Suspicious — they think you're lying about your reason for visiting.
- 24 Amused — you're treated like a novelty or tourist.
- 25 Grateful — a stranger believes you helped them in the past.
- 26 Alarmed — someone alerts security or a local authority.
- 31 Protective — someone insists on guiding you personally.
- 32 Opportunistic — several people try to sell you something at once.
- 33 Judgmental — they assume your presence means trouble.
- 34 Split — some welcome you, others clearly do not.
- 35 Dismissive — they pretend you're not there.
- 36 Grudging respect — they've heard of you, and it's complicated.
- 41 Patronizing — you're treated as naive or weak.
- 42 Protective hostility — *"You shouldn't be here. Go."*
- 43 Imitative — someone copies your behavior or style.
- 44 Territorial — you're told you've crossed an invisible line.
- 45 Exploitative — someone sees how to use you for their gain.
- 46 Resentful — past outsiders did harm here.
- 51 Indifferent — they simply don't care who you are.
- 52 Grasping — someone begs for help the moment they see you.
- 53 Warm but wary — kindness without trust.

D66**Local Reaction**

- 54 Testing — someone sets a small trap to see how you react.
- 55 Romanticized — they expect you to act like a mythical outsider.
- 56 Disguised hostility — all smiles, but doors start closing.
- 61 Desperate — you're seen as a last chance.
- 62 Relieved — your arrival interrupted something worse.
- 63 Isolated — people scatter when you walk by.
- 64 Envious — they assume you live better, travel easier.
- 65 Obligated — a custom requires them to help you (briefly).
- 66 Forgotten — no one notices or remembers you, even after speaking.

When You Return to a Known World**D66****Situation Upon Return**

- 11 Your name is on a watchlist — they detain you on arrival.
- 12 A local you helped is now in a position of power — or danger.
- 13 Someone you betrayed is looking for you.
- 14 The world is under new rule — different laws, different threat.
- 15 A former contact refuses to acknowledge you.
- 16 A memorial plaque bears your name — you're presumed dead.
- 21 A new faction now controls the spaceport.

D66**Situation Upon Return**

- 22 Your previous actions have become exaggerated rumor or legend.
- 23 A child recognizes you — says you made a promise.
- 24 The place you left hidden is now exposed — or gone.
- 25 You're greeted as a hero — but for something you didn't do.
- 26 Someone tries to collect a debt you don't remember incurring.
- 31 Your old enemy here has disappeared — and left something behind.
- 32 A familiar NPC has changed sides — and wants you to understand why.
- 33 The entire district you visited has been destroyed or sealed off.
- 34 A faction uses your name as a rallying cry — you're a symbol now.
- 35 A stranger thanks you for a past action — it saved someone else.
- 36 Your ship is flagged by automated systems — security intervenes.
- 41 A hidden message has been left for you — old code, new urgency.
- 42 A clone, recording, or impersonator of you is active here.
- 43 You find signs that someone followed your path after you left.
- 44 A trial is underway — and you're listed as a key witness.
- 45 A cultural event now centers on something you once did.

D66**Situation Upon Return**

- 46 An artifact you left behind has changed hands — and meaning.
- 51 A previously minor threat here has grown — because of your absence.
- 52 Someone tries to kill you without speaking.
- 53 You're offered a chance to settle unfinished business — or avoid it.
- 54 You return during a planetary crisis — no one has time for you.
- 55 Locals claim you owe them — their version of events differs wildly.
- 56 You're offered amnesty — or blackmailed into silence.
- 61 An ally you abandoned is alive — but not who they were.
- 62 An item or memory hidden here is waiting — untouched.
- 63 You're mistaken for your last enemy — consequences ensue.
- 64 You find a message written in your own hand — but don't remember it.
- 65 A former nemesis is working for local authorities — and smug.
- 66 No one remembers you — and everything feels slightly wrong.

Inspiration Tables

Verbs

Verbs	1	2	3	4	5	6
1	Dis- cover	Navi- gate	Smug- gle	Nego- tiate	Infil- trate	Sal- vage
2	Hunt	Es- cape	Trans- port	Investi- gate	Protect	Re- trieve
3	Trade	Re- pair	Sabo- tage	Per- suade	Am- bush	Ex- plore
4	Steal	De- code	Pilot	Threaten	Pursue	Res- cue
5	Gam- ble	Hide	Fight	Bribe	Survive	Be- tray
6	Search	De- stroy	Cre- ate	De- ceive	Chal- lenge	De- liver

Adjectives

Adjec- tives	1	2	3	4	5	6
1	Dan- ger- ous	An- cient	Hid- den	Valu- able	Illegal	Des- perate
2	Cor- po- rate	Mili- tary	Reli- gious	Crimi- nal	Alien	Mys- teri- ous
3	Bro- ken	Stolen	Lost	Secret	For- bid- den	Rare

Adjectives	1	2	3	4	5	6
4	Hostile	Neutral	Friendly	Corrupt	Honest	Deceptive
5	Advanced	Primitive	Standard	Modified	Original	Fake
6	Rich	Poor	Famous	Unknown	Powerful	Weak

Nouns

Nouns	1	2	3	4	5	6
1	Ship	Station	World	Cargo	Passenger	Crew
2	Data	Credits	Weapon	Medicine	Technology	Information
3	Map	Key	Document	Artifact	Sample	Code
4	Contact	Enemy	Ally	Target	Witness	Guide
5	Route	Signal	Message	Package	Container	Vehicle
6	Facility	Organization	Government	Corporation	Cult	Family

Appendix: Inspirational Media

Books

- The Dumarest Saga by E.C. Tubb (complete series)
- The Traveller RPG universe
- Foundation series by Isaac Asimov
- Hyperion Cantos by Dan Simmons
- Revelation Space series by Alastair Reynolds
- The Expanse series by James S.A. Corey
- Dune by Frank Herbert
- Gateway by Frederik Pohl
- Tau Zero by Poul Anderson
- The Mote in God's Eye by Larry Niven and Jerry Pournelle

Films

- Blade Runner / Blade Runner 2049
- Alien / Aliens
- Outland
- Moon
- Pandorum
- Passengers
- Elysium
- Total Recall
- The Matrix
- Star Wars (original trilogy)
- Firefly/Serenity
- Interstellar

TV Series

- The Expanse
- Firefly

- Battlestar Galactica (2004)
- Cowboy Bebop
- Space: 1999
- Blake's 7
- Farscape
- Dark Matter
- Killjoys
- Traveler

Games

- Classic Traveller RPG
- Stars Without Number
- Mothership RPG
- Coriolis RPG
- Eclipse Phase
- Mass Effect series
- Elite: Dangerous
- No Man's Sky
- Starfield

Appendix: Playing Loner: Galaxy Drifter with Loner: Spacer

This appendix expands *Loner: Galaxy Drifter* using the optional systems, tables, and structures from *Loner: Spacer*, without replacing its narrative-first flow. Use it only if you want to dive deeper into starship design, planetary economies, star system generation, or interstellar trade.

What *Loner: Spacer* Adds

While *Loner: Galaxy Drifter* gives you a strong narrative loop (world-hopping, oracle-driven play, twists, consequences), *Loner: Spacer* expands the game's scope in these areas:

- **Starship Creation:** Turn your ship into a full-fledged character with modules, condition, and frailties.
- **System & Planet Generation:** Create detailed star systems, worlds, and orbits using structured tables.
- **Economy & Trade:** Buy/sell goods, manage credits, track wealth tags and market conditions.
- **Starship Travel & Fuel:** Navigate space with procedures for fuel use, travel mishaps, docking fees, and jump risks.
- **Cargo & Smuggling:** Handle goods with tags like *fragile*, *illegal*, *valuable*, and interact with *Loner: Spacer*'s economic mini-game.

None of these are required. They are modular bolt-ons. Choose only what enhances your story.

How to Integrate *Loner: Spacer* Modules

1. Starship as Character

If your drifter owns or gains a ship, use *Loner: Spacer*'s rules to define it:

- Give it a **Name**, **Type**, **Modules** (up to 4), **Condition**, and **Frailty**
- Treat the ship like a Drifter character: it can have scenes, suffer consequences, and evolve

Example:

Void Nomad

- Type: Courier

- Modules: Basic Thrusters, Smuggler's Hold, Advanced Sensors, Shield Generator
- Condition: Worn
- Frailty: Incompatible Systems

Use *Loner: Galaxy Drifter's* existing tags and twist mechanics when piloting the ship or facing space danger.

2. System and World Generation

Before landing on a new world, optionally use *Loner: Spacer's* system generation procedure:

- Roll for **Star Type**, **Planetary Orbits**, and **Special Traits**
- For the destination world, use *Loner: Spacer's* **Civilization Level**, **Planetary Features**, and **Tags** alongside *Loner: Galaxy Drifter's* New World Arrival
- This gives you additional inspiration before the landing scene

Use *Loner: Galaxy Drifter's* **Landing Scene** and **Port Situation** tables as your narrative entry point.

3. Credits and Trade

If you enjoy tracking credits:

- Use *Loner: Spacer's* **Credit values**, **Living Costs**, **Wealth Tags**, and **Barter Rules**
- Evaluate your wealth between scenes or when securing passage
- Ask the Oracle if a purchase or sale is viable, then roll on *Loner: Spacer's* **Market Modifier** table for price shifts

Otherwise, keep *Loner: Galaxy Drifter's* abstract approach and use tags like “*Low on Credits*”, “*Merchant Favor Owed*”, etc.

4. Trading and Cargo Runs

If your drifter starts trading between worlds:

- Use *Loner: Spacer's* **Cargo Tags**, **Condition**, and **Value Modifiers**
- Let the ship's cargo capacity (via modules) define how much you can move
- Ask the Oracle: "*Is this a profitable route?*", "*Is the cargo damaged?*", etc.

Use this sparingly—*Drifter* is not a trade simulator, but a cargo job or smuggling run can serve as a narrative frame for your next world.

5. Fuel, Maintenance & Jump Mishaps

If you want more tension between worlds:

- Track **Fuel**, **Docking Fees**, and **Ship Maintenance** using *Loner: Spacer*
- Before hyperspace travel, ask the Oracle or roll for **FTL Mishaps** (catastrophic malfunctions, errors, delays)

This deepens the theme of resource scarcity and helps structure downtime between *Loner: Galaxy Drifter* scenes.

Tone and Theme Compatibility

Use *Loner: Spacer's* additions as scaffolding, not detours.

- Don't let inventory management overshadow *Loner: Galaxy Drifter's* human-scale drama
- Let credits and modules support themes of **survival**, **freedom**, or **temptation**
- Interpret trade routes, faction entanglements, and FTL dangers through the lens of a **wandering soul**, not a profit-driven operator

If something feels too rigid or simulationist, leave it out. The galaxy is vast—and what matters most is why your drifter keeps moving.

License

Loner: Galaxy Drifter

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