

LOnER: SPAcER

Version: 3

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Loner: Spacer

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

Introduction

Loner: Spacer follows the following design principles:

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

What is a Role Playing Game (RPG)?

A role-playing game (RPG) is a type of game in which players assume the roles of fictional characters and act out their actions and decisions within a narrative or imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as dice

rolls or statistical attributes of the characters. Players may also collaborate to create a shared story or narrative through their characters' actions and interactions.

What is a Solo RPG?

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

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

Safety Tools

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

Minimum Requirements

To play *Loner: Spacer* you will need:

- **4 six sided dice** (also known as d6s): two pairs of different colors
- **Paper and writing tools:** at least a sheet of scrap paper and 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: Spacer* is not a solo journaling game, you can easily play it in the “theater of mind”. But you can keep track of you game if you feel the need!

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

Characters

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

Everything is a Character!

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

Your protagonist is described by several fixed traits:

- **Name:** Choose a name that resonates with the galaxy’s setting, memorable and iconic.
- **Concept:** Summarize your character with an evocative phrase, such as “*Clever Rogue Trader*” or “*Haunted Scout Pilot*.”
- **Skills** (x2): Two specific proficiencies that give your character an edge. Avoid generic terms like “*Smart*”; instead, use unique skills like “*Hyperdrive Technician*” or “*Bluff Master*.”

- **Frailty:** A flaw that creates challenges, such as *“Impulsive Gambler”* or *“Paranoid Survivor.”*
- **Gear** (x2): Two pieces of specialized equipment integral to your character, like *“Handheld Plasma Cutter”* or *“Holo-Chart Navigator.”* Everyday items are assumed.
- **Goal:** Your long-term aspiration—what your character is working toward, such as *“Escape a Criminal Past”* or *“Find a Mythical Star Relic.”*
- **Motive:** The reason that drives the pursuit of the goal, such as *“Prove my Worth”* or *“Seek Redemption.”*
- **Nemesis:** A personal enemy, rival, or opposing faction. This may emerge during gameplay, adding complexity and tension.
- **Luck:** A measure of fortune and resilience. Starts and caps at 6, and resets after conflicts.

Character Traits

Concepts

	1	2	3	4	5	6
1	Brave Explorer	Cunning Smuggler	Mercenary Bounty	Exiled Aristocrat	Retired Military	Enigmatic Trader
2	Rogue Mechanic	Aspiring Diplomat	Ambitious Miner	AI Specialist	Drifting Nomad	Tech Salvager
3	Idealistic Rebel	Mysterious Guide	Famed Explorer	Obsessed Scholar	Ruthless Pirate	Galactic Outlaw

	1	2	3	4	5	6
4	Visionary Engineer	Star Cartographer	Bold Diplomat	Secretive Agent	Rogue Biologist	Lost Noble
5	War-Hardened Pilot	Adventurous Courier	Undercover Spy	Relic War Seeker	Refugee	Curious Xenologist
6	Veteran Navigator	Risk-Taking Gambler	Devout Missionary	Daring Test Pilot	Coldhearted Mercenary	Fortune Hunter

Skills

	1	2	3	4	5	6
1	Expert Pilot	Astro-gation Pro	Combat Marksman	Holo-Interpreter	Quick Fixer	Deceptive Talker
2	Alien Negotiator	Mechanic Savant	Silent Infiltrator	Data Hacker	Re-source Finder	Quick Thinker
3	Hazard Planner	Space Survivalist	Star Chart Reader	Inventive Thinker	Galactic Historian	Strategic Planner
4	Gunner Specialist	Relic Identifier	Expert Smugler	Risk Assessor	Alien Linguist	Ship Modifier

	1	2	3	4	5	6
5	Com- bat Strate- gist	Ship Tacti- cian	Fast Diplo- mat	Stealth Opera- tor	Bold Ex- plorer	System Ana- lyst
6	Trade Negotia- tor	Warp Engi- neer	Crash Special- ist	Arti- fact Ap- praiser	Navi- gation Ace	Weapon De- signer

Frailties

	1	2	3	4	5	6
1	Reck- less	Haunted by Past	Greedy	Socially Awk- ward	Impul- sive	Cynical
2	Over- confi- dent	Fragile Health	Dis- trust- ful	Perfec- tionist	Para- noid	Nostal- gic
3	Over- ambi- tious	Hot Tem- pered	Lone Wolf	Guilt- Ridden	Super- stitious	Fearful of Fail- ure
4	Addic- tive Per- sonal- ity	Crippled Morality	Clumsy	Ill-Fated	Unfo- cused	Cow- ardly
5	Stub- born	Chron- ically Late	Self- Sabo- taging	Disorga- nized	Emo- tionally Distant	Power- Hungry

	1	2	3	4	5	6
6	Naïve	Regret- ful	Haunted by Guilt	Obses- sive	Secre- tive	Vindic- tive

Gear

	1	2	3	4	5	6
1	Plasma Cutter	Holo- Chart Naviga- tor	Blaster Pistol	Smuggler's Hold	Alien Trans- lator	Repair Drone
2	Sensor Array Booster	Portable Shield Gen	Proto- type Scan- ner	Data De- cryptor	Stealth Field Cloak	Survival Pack
3	Hyper- space Fuel Tank	Star- ship Toolkit	Ancient Artifact	Com Weapon	Medic Kit	Mod- ified Ship Thrusters
4	Per- sonal AI Assis- tant	Cargo Lift Drone	Hidden Com part- ments	Emer- gency Breathe- Pack	Scrapper's Pack	Per- sonal Force Shield
5	Ad- vanced Repair Unit	Ion Dis- ruptor Rifle	Plasma Gloves	Holographic Dis- guise	En- ergy Pack	Starlight Binocu- lars
6	Signal Beacon	Cloak- ing De- vice	Rare Trading Goods	Gravity Stabi- lizer	Jet- pack	Mul- titool Wand

Details

Names

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

Surnames

	1	2	3	4	5	6
1	Star-lance	Void-weaver	Ne-brask	Skyrunner	Dark-reach	Sol-haven
2	Zenith	Star-forge	Etherial	Void-caller	Light-Shadowspire borne	
3	Vortex	Nebu-lark	Exo-dian	Astralis	Skyfire	Hal-cyon
4	Pulsar	Ce-lestyn	Duskwar-den	Rift-walker	Sun-spar	Tem-pest-wave
5	Eclipse	Gal-varis	Aeronark	Cryostar	Duskmere	Shad-ow-borne
6	Aether-ial	Skynox	Star-bound	Velorn	Sol-forge	Deep-forge

Species

	1	2	3	4	5	6
1	Human	Vexarin	Nexari	Astre- lian	Erythar	Aether- ian
2	Cry- thian	Xenov- ian	Myralis	Solarin	Galvar- ian	Syn- therian
3	Celest- ian	Riftkin	Void- borne	Zyn- thar	Helion	Aerthian
4	Starlun	Zolarith	Skylith	Exovian	Arcan- ian	Lytherin
5	Nebu- lare	Star- born	Pulsari	Quo- rath	Astrael	Velarith
6	Etherkin	Varion	Thalo- rian	Tem- pestal	Kry- thian	Xenar- ith

Equipment and Gear

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

Equipment Categories

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

Gear Tags

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

Maintaining Gear

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

Gear and Equipment Table

D66	Item	Cat- e- gory	Description	Tags	Cost (Cred- its)
11	Jet-pack	Ex-plorations	Personal propulsion for zero-gravity or planets.	Light-weight, High-Tech	15,000
12	Portable Oxygen Tank	Survival	Supplies breathable air for emergencies.	Durable, Reliable	5,000
13	Terrain Mapper	Ex-plorations	Scans and maps surrounding terrain or structures.	Advanced, Compact	8,000
14	Plasma Cutter	Combat	High-energy tool for cutting and combat.	Powerful, Versatile	12,000

D66	Item	Cat- e- gory	Description	Tags	Cost (Cred- its)
15	Emer- gency Shelter	Sur- vival	Compact, quick- assembly protec- tive tent.	Portable, Heat-Re- sistant	6,000
16	Ra- tions Pack	Sur- vival	Long-lasting food supply for ex- tended missions.	Compact, Light- weight	500
21	Phase Blaster	Com- bat	Energy weapon with adjustable power settings.	High-Tech, Precise	18,000
22	Energy Shield	Com- bat	Wearable genera- tor that absorbs energy attacks.	Durable, Recharge- able	20,000
23	Portable Repair Kit	Util- ity	Tools for repair- ing equipment or machinery.	Versatile, Compact	4,000
24	Holo- Chart Navi- gator	Util- ity	Projects naviga- tional maps for space travel.	High-Tech, Reliable	10,000
25	Heat Regu- lator	Sur- vival	Maintains body temperature in extreme climates.	Durable, Energy-Ef- ficient	7,000
26	Multi- tool	Util- ity	All-purpose tool for repairs and ad- justments.	Compact, Versatile	3,000
31	Radi- ation Suit	Sur- vival	Shields wearer from hazardous radiation.	Heavy, Durable	12,000

D66	Item	Cat- e- gory	Description	Tags	Cost (Credits)
32	Signal Beacon	Utility	Transmits distress signals across vast distances.	Light-weight, Reliable	2,500
33	Portable Shield Gen	Combat	Personal defense against projectiles and energy.	Rechargeable, Compact	15,000
34	Survival Pack	Survival	Contains essentials like water, fire starter.	Light-weight, Compact	1,000
35	Gravity Anchor Boots	Exploration	Enables traction in zero-gravity environments.	Durable, Reliable	9,000
36	Ion Disruptor Rifle	Combat	High-energy rifle designed for disabling systems.	Powerful, Specialized	22,000
41	Data Decryptor	Utility	Cracks encrypted systems and data files.	High-Tech, Versatile	14,000
42	Recon Drone	Exploration	Deployable drone for scouting and reconnaissance.	Compact, Long-Range	20,000
43	Stealth Cloak	Combat	Temporarily renders wearer invisible to sensors.	Advanced, Fragile	25,000
44	Emergency Breather	Survival	Compact re-breather	Light-weight, Compact	3,500

D66	Item	Cat- e- gory	Description	Tags	Cost (Credits)
			short-term air supply.		
45	Medical Scanner	Utility	Scans biological data for injuries or illness.	Advanced, Reliable	12,000
46	Tactical HUD	Combat	Displays battle-field data in real-time.	High-Tech, Advanced	18,000
51	Xenotech Translator	Utility	Decodes alien languages and communication.	Advanced, Compact	20,000
52	Climbing Harness	Exploration	Safety gear for vertical surfaces or cliffs.	Durable, Reliable	6,000
53	Cryo-Pack	Utility	Portable unit for preserving biological samples.	Compact, Energy-Efficient	8,000
54	Thermal Generator	Utility	Converts heat to energy for recharging devices.	Durable, Versatile	15,000
55	EMP Grenade	Combat	Temporarily disables electronics in an area.	Advanced, Fragile	12,000

D66	Item	Cat- e- gory	Description	Tags	Cost (Credits)
56	Alien Arti- fact Scan- ner	Ex- ploration	Analyzes un- known artifacts for origin and value.	Advanced, Special- ized	22,000
61	Hover- board	Ex- ploration	Personal trans- port for smooth surfaces.	Light- weight, Fast	10,000
62	Shielded Stor- age Unit	Sur- vival	Protects items from radiation and extreme heat.	Durable, Heavy	12,000
63	Sonic Dis- ruptor	Com- bat	Emits sound waves to disorient enemies.	Compact, Recharge- able	16,000
64	Holo- Cam Recorder	Util- ity	Captures holo- graphic images and videos.	Compact, Versatile	5,000
65	Energy Blade	Com- bat	Lightweight melee weapon with a plasma edge.	Advanced, Precise	20,000
66	Atmos- pheric Tester	Ex- ploration	Analyzes air com- position and safety.	Advanced, Reliable	7,500

Rules

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

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

Keep The Action In Motion

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

In *Loner: Spacer* at each scene:

1. **Identify what you expect from the scene.** Compared to traits, goal, and motivation determine the Protagonist's action. What might be the reaction of the game world?
2. **Test your expectations.** When you are uncertain (or overconfident) about the reaction to your actions, ask the Oracle 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, and...** Add a point to the **Twist Counter**.

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

Advantage and Disadvantage

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

Consider tags **intuitively and not quantitatively**, using the context of the situation at play. It is important to keep the

flow of play fast and not accounting for advantages and disadvantages numerically!

Twist Counter

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

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

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

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

Conflicts

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

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

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

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

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

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

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

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

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

An- swer	Do you get what you want?	Harm
No, but...	You don't get what you want, but it's not a total loss.	Take 1
No...	You don't get what you were after.	Take 2
No, and...	You don't get what you want, and things get worse.	Take 3

Determine the mood of the next scene

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

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

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

Open-Ended Question or Get Inspired

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

When the story ends

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

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

Spacecraft Design and Customization

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

Core Traits

Every spacecraft starts with the following core traits:

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

Customizing Your Ship

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

Module Examples

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

Upgrading Modules

To upgrade a module:

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

Starhips Traits

Names

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

Types

D6	Starship Type	Description
1	Explorer	Equipped for long-range exploration and surveys.
2	Trader	Specializes in transporting goods and commodities.

D6	Starship Type	Description
3	Fighter	Armed for combat, built for speed and agility.
4	Courier	Fast and reliable for delivering messages or small cargo.
5	Mining Vessel	Designed for resource extraction in asteroid belts or planets.
6	Science Vessel	Equipped with labs and sensors for research and analysis.

Modules

D66	Module	Cat- e- gory	Description	Cost (Credits)
11	Basic Thrusters	Propulsion	Standard propulsion system for maneuvering.	5,000
12	Advanced Sensors	Utility	Detects objects and ships at a greater range.	10,000
13	Hyperdrive Unit	Propulsion	Enables faster-than-light travel.	20,000
14	Shield Generator	Defensive	Provides energy shielding for defense.	15,000
15	Cargo Bay	Cargo	Increases cargo storage capacity.	8,000
16	Fuel Tank	Propulsion	Stores additional fuel for longer journeys.	6,000

D66	Module	Cat- e- gory	Description	Cost (Credits)
21	Repair Drone Bay	Utility	Houses drones for ship maintenance and repair.	12,000
22	Mining Laser	Weapons	Extracts resources from asteroids or planets.	14,000
23	Smuggler's Cargo Hold	Cargo	Hidden compartment for illicit goods.	9,000
24	Cloaking Device	Defensive	Temporarily hides the ship from sensors.	25,000
25	Advanced Shielding	Defensive	Enhanced energy shielding for better defense.	25,000
26	Auto-Turret System	Weapons	Automated defense turret for protection.	18,000
31	Long-Range Scanner	Utility	Detects ships and objects in distant space.	12,000
32	Tractor Beam	Utility	Captures and moves objects or small ships.	15,000
33	Science Lab	Utility	Allows detailed research and experiments.	20,000
34	Medical Bay	Utility	Provides on-board medical treatment and care.	10,000

D66 Module		Cat- e- gory	Description	Cost (Credits)
35	Escape Pods	De- fen- sive	Ensures crew safety during emergencies.	8,000
36	Combat-Grade Hull	De- fen- sive	Reinforced hull for better durability in combat.	18,000
41	Energy Efficient Reactor	Util- ity	Reduces fuel consumption for longer voyages.	20,000
42	Ad- vanced Navi- gation	Util- ity	Improves hyperspace accu- racy and efficiency.	14,000
43	Weapon Hard- point	Weapons	Adds a mount for additional weapons.	10,000
44	Board- ing Pod	Util- ity	Allows crew to breach other ships.	15,000
45	EMP Blaster	Weapons	Disables enemy electronics temporarily.	18,000
46	Refrig- erated Cargo Hold	Cargo	Stores perishable goods safely.	12,000
51	Stealth Module	De- fen- sive	Reduces visibility to sen- sors.	22,000

D66	Module	Cat- e- gory	Description	Cost (Cred- its)
52	Inter- ceptor Drones	Weapons	Launches drones to inter- cept threats.	16,000
53	Gravity Stabi- lizer	Util- ity	Enhances stability during gravitational anomalies.	10,000
54	Energy Core Up- grade	Util- ity	Improves overall ship en- ergy output.	18,000
55	Ad- vanced Life Sup- port	Util- ity	Enhances environmental systems for longer crew sur- vival.	15,000
56	Cryo- Cham- ber	Util- ity	Allows cryogenic stasis for crew during long trips.	12,000
61	Weapons Array	Weapons	Multi-weapon system for improved firepower.	25,000
62	Heavy Armor Plating	De- fen- sive	Adds significant protection but reduces speed.	20,000
63	Atmos- pheric Thruster	Propul- sion	Enables planetary entry and exit.	12,000
64	Com- munica- tion Re- lay	Util- ity	Boosts signal range and quality.	8,000

D66	Module	Cat- e- gory	Description	Cost (Cred- its)
65	Tactical Display System	Utility	Provides combat and navigation overlays.	14,000
66	Drone Launch Bay	Utility	Deploys various drones for tasks like exploration or combat.	20,000

Conditions

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

Frailties

	1	2	3	4	5	6
1	Weak Struc-	Underpow-	Faulty Navigation	Prone to	Unreliable Hyperdrive	Slow Maneu-

	1	2	3	4	5	6
	tural Integrity	ered Reactor	Sys-tem	Over-heating		ver-ability
2	Excessive Fuel Consumption	Poor Weaponry	Lim-ited Cargo Space	Mal-functioning Shields	Out-dated Technology	Incon-sistent Sensors
3	Noisy Engines	High Maintenance Costs	Unsta-ble AI	Fragile Hull	Poor At-mos-pheric Capabil-ity	Vulner-able to EMPs
4	Insuf-ficient Crew Capac-ity	Inter-mittent Power Loss	No De-fensive Sys-tems	Heavy and Cum-ber-some	Short Range Com-munica-tion	Erratic Au-topilot
5	Fre-quent Engine Misfires	Leaky Fuel Tanks	Weak Heat Regu-lation	Eas-ily De-tected	Low Com-bat Effi-ciency	Uncali-brated Weapons
6	Incom-pati-ble Sys-tems	Difficult to Up-grade	Frag-ile In-ternal Sys-tems	No Es-cape Pods	Suscep-tible to Cor-ro-sion	Jam-ming Weapons

Example Starships

1. Celestial Warden

- **Type: Explorer**

Equipped for long-range exploration and surveys.

- **Modules:**

- **Hyperdrive Unit** (20,000 credits)

Enables faster-than-light travel.

- **Advanced Sensors** (10,000 credits)

Detects objects and ships at a greater range.

- **Energy Efficient Reactor** (20,000 credits)

Reduces fuel consumption for longer voyages.

- **Long-Range Scanner** (12,000 credits)

Detects ships and objects in distant space.

- **Condition: Pristine**

Like new; perfectly maintained with no damage or wear.

- **Frailty: Excessive Fuel Consumption**

Uses more fuel than typical ships, requiring frequent refueling.

2. Void Whisper

- **Type: Courier**

Fast and reliable for delivering messages or small cargo.

- **Modules:**

- **Basic Thrusters** (5,000 credits)

Standard propulsion system for maneuvering.

- **Cloaking Device** (25,000 credits)

Temporarily hides the ship from sensors.

- **Advanced Navigation** (14,000 credits)

Improves hyperspace accuracy and efficiency.

- **Escape Pods** (8,000 credits)

Ensures crew safety during emergencies.

- **Condition: Reliable**

Well-maintained and dependable under normal circumstances.

- **Frailty: Limited Cargo Space**

Small cargo bay limits hauling capacity.

3. Nebula Voyager

- **Type: Trader**

Specializes in transporting goods and commodities.

- **Modules:**

- **Cargo Bay** (8,000 credits)

- Increases cargo storage capacity.

- **Refrigerated Cargo Hold** (12,000 credits)

- Stores perishable goods safely.

- **Communication Relay** (8,000 credits)

- Boosts signal range and quality.

- **Shield Generator** (15,000 credits)

- Provides energy shielding for defense.

- **Condition: Worn**

Minor cosmetic damage but fully operational.

- **Frailty: Noisy Engines**

Loud propulsion makes the ship easily detectable.

4. Crimson Hawk

- **Type: Fighter**

Armed for combat, built for speed and agility.

- **Modules:**

- **Weapon Hardpoint** (10,000 credits)
Adds a mount for additional weapons.
- **Auto-Turret System** (18,000 credits)
Automated defense turret for protection.
- **Combat-Grade Hull** (18,000 credits)
Reinforced hull for better durability in combat.
- **Tactical Display System** (14,000 credits)
Provides combat and navigation overlays.

- **Condition: Damaged**

Reduced performance due to visible damage; requires repairs soon.

- **Frailty: Prone to Overheating**

Systems heat up quickly, causing potential malfunctions in prolonged engagements.

5. Aether Drift

- **Type: Mining Vessel**

Designed for resource extraction in asteroid belts or planets.

- **Modules:**

- **Mining Laser** (14,000 credits)
Extracts resources from asteroids or planets.
- **Tractor Beam** (15,000 credits)
Captures and moves objects or small ships.
- **Energy Core Upgrade** (18,000 credits)
Improves overall ship energy output.
- **Gravity Stabilizer** (10,000 credits)
Enhances stability during gravitational anomalies.

- **Condition: Experimental**

Cutting-edge but untested; highly risky with unpredictable outcomes.

- **Frailty: Frequent Engine Misfires**

Propulsion issues cause unreliable movement.

6. Nightfall Specter

- **Type: Science Vessel**

Equipped with labs and sensors for research and analysis.

- **Modules:**

- **Science Lab** (20,000 credits)

Allows detailed research and experiments.

- **Advanced Shielding** (25,000 credits)

Enhanced energy shielding for better defense.

- **Cryo-Chamber** (12,000 credits)

Allows cryogenic stasis for crew during long trips.

- **Interceptor Drones** (16,000 credits)

Launches drones to intercept threats.

- **Condition: Malfunctioning**

Systems frequently fail; immediate repairs are critical.

- **Frailty: Unstable AI**

The ship's AI occasionally behaves erratically, creating risks during operations.

Economic System

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

Credits and Costs

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

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

Wealth Tags and Cost of Life

Wealth Tag	Financial State	Lifestyle Details		Consistency Required	Credits Re-quired (Monthly)
Wealthy	Abundant resources	Luxurious housing, fine dining, elite services, advanced entertainment, private security.		Fully consistent; no financial stress.	50,000+
Comfortable	Sufficient resources	Spacious apartment, quality meals, occasional luxuries, basic healthcare, hobbies.		Mostly consistent; minor budgeting needed.	20,000–50,000
Stable	Steady income, secure assets	Modest housing, nutritious meals, affordable healthcare, basic entertainment.		Generally consistent; manageable setbacks.	10,000–20,000
Barely Scraped	Limited resources	Small housing or shared quarters, basic		Inconsistent; sacri-	5,000–10,000

Wealth Tag	Financial State	Lifestyle Details		Consis-tenquired	Cred-its Re-
				(Monthly)	
ing By		meals, minimal health-care, rare luxuries.		fices are common.	
Broke	No resources or debt	Crowded living, rationed food, reliance on charity, limited survival essentials.		Highly inconsistent; constant struggles.	1,000–5,000
Des-ti-tute	Severe lack of resources	Homeless or dependent on charity, food insecurity, frequent danger.		No consistency; survival is day-to-day.	0–1,000

Supporting Table: Living Costs Breakdown

Category	Low Cost (Monthly)	Moderate Cost (Monthly)	High Cost (Monthly)
Housing	500–2,000 credits	5,000–10,000 credits	20,000+ credits
Food	300–1,000 credits	3,000–5,000 credits	10,000+ credits
Health-care	Free or public care	2,000–5,000 credits	10,000+ credits

Category	Low Cost (Monthly)	Moderate Cost (Monthly)	High Cost (Monthly)
Entertainment	Free or minimal	2,000–5,000 credits	10,000+ credits
Services	None or shared	1,000–3,000 credits	8,000+ credits

Maintenance Costs

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

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

Supporting Table: Fuel Costs by Type

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

Supporting Table: Docking Fees by Location

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

Condition-Based Maintenance Adjustments

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

Condition	Adjustment to Costs	Impact
Pristine	–10% maintenance costs	Extended operational lifespan.

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

Bartering and Cost Adjustments

Bartering System

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

Market Dynamics

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

Cargo

In *Loner: Spacer*, cargo management and trading are central to your journey across the galaxy. Your ship’s cargo capacity and the condition of goods are influenced by its design, modules, and the challenges faced during travel. Cargo is

described through narrative-driven **tags**, which affect how it is stored, transported, and traded.

Cargo Management

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

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

Capac- ity	Description
Spa- cious	Large storage space, capable of handling signif- icant amounts of goods.
Limited	Small capacity, requires careful management and prioritization of cargo.
Cus- tomiz- able	Modular design allows for specialized storage adjustments.
Re- stricted	Cargo hold is constrained due to additional ship systems or design limitations.
Secure	Enhanced locking and protection against theft or unauthorized access.
Fragile	Poorly constructed, prone to damage or leaks during hazardous conditions.

Condi- tion	Description
Pristine	Goods are in perfect condition; no signs of damage or wear.

Condition	Description
Intact	Items are usable and undamaged but show minor signs of handling.
Worn	Items are functional but scuffed or slightly degraded in value.
Damaged	Significant damage has reduced usability or value.
Compromised	Goods are on the verge of being unusable or unsellable.
Ruined	Cargo is completely destroyed or rendered worthless.

Travel and Navigation

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

Star System Generation

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

Step 1: Determine the Star

Roll 1d6 to determine the star type.

D6	Star Type	Tags
1	Red Dwarf	Dim, Cool, Long-Lived
2	Yellow Star	Stable, Moderate Heat
3	Blue Giant	Hot, Bright, Short-Lived

D6	Star Type	Tags
4	Binary System	Complex, High Gravitational Pull
5	Neutron Star	Dense, Hazardous Radiation
6	Black Hole (system edge)	Invisible, High Gravity

Step 2: Planets and Features

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

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

Step 2a: Determine Habitable Planet Type

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

D6	Planet Type	Description
1	Terrestrial	Earth-like world with diverse ecosystems.
2	Oceanic	Vast oceans dominate the surface, with scattered islands or submerged cities.

D6	Planet Type	Description
3	Arid	Dry deserts and rocky terrain; limited water and vegetation.
4	Frozen	Covered in ice and snow; possible subsurface oceans or geothermal activity.
5	Jungle	Dense forests and extreme biodiversity; often dangerous for outsiders.
6	Exotic	Alien landscapes with unique atmospheric or geological features.

Step 2b: Planetary Civilization

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

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

Step 2c: Habitable Planet Features

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

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

Step 3: Special System Events

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

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

Navigation and Travel

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

Travel Procedure

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

Fuel and Resource Management

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

Travel Failure

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

Hyperspace/Faster-Than-Light (FTL) Travel

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

FTL Jump Procedure

1. **Spool Hyperdrive:** Takes 1d6 in-game hours. Tags like *“Advanced Hyperdrive”* may reduce this.

- 2. **Plot Course:** Roll 2d6. A result of 7+ means a clear path. Otherwise, consult the **FTL Mishap Table**.
- 3. **Jump to Hyperspace:** Each jump consumes significant fuel—calculate based on distance.

FTL Mishap Table (2d6)

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

Space Travel Encounter Table

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

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

Economy and Trading

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

Commodity and Trade Route Mechanics

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

Step 1: Determine Commodities

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

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

Step 2: Trade Routes

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

D6	Route Condition	Tags
1-2	Well-Traveled	Safe, Moderate Profit
3-4	Isolated	Risky, High Profit Potential

D6	Route Condition	Tags
5	Faction-Controlled	Taxed, Dangerous
6	Smuggler's Run	Illegal, High Reward

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

Economic Simulation for Star Systems

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

System Economic Tags

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

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

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

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

Example System Economies

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

Pricing and Market Fluctuation Rules

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

Base Pricing

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

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

Price Modifiers

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

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

Modifiers are further influenced by tags:

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

Reputation and Trading Influence

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

Reputation Tags

Your reputation is described by tags like:

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

Building Reputation

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

Reputation Effects

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

Faction-Specific Influence

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

Reputation Tags Table

	1	2	3	4	5	6
1	Trusted Merchant	Dependable Trader	Faction Ally	Black-listed Trader	Dubious Contact	Notorious Smug-gler
2	Ethical Broker	Honest Nego-tiator	Reli-able Sup-plier	Suspi-cious Charac-ter	Greedy Oppor-tunist	Risk-Taking Dealer
3	Popular Trader	Pre-ferred Partner	Loyal Servant	Unre-liable Dealer	Ex-ploita-tive Mer-chant	Illegal Goods Expert
4	Benev-olent Trader	Gen-erous Mer-chant	Renowned Nego-tiator	Tax Avoider	Ques-tion-able Ethics	Known Contra-bandist
5	System Protec-tor	Eco-nomic Savior	Respected Trader	Hated by Ri-vals	Ruth-less Com-petitor	Disrep-utable Courier
6	Leg-endary Broker	Wealthy Bene-factor	Fa-mous Entre-pre-neur	Un-trusted Sup-plier	Dan-gerous Risk-Taker	Out-lawed Trader

Trade Events and Opportunities

Add dynamism to trading with random events and opportunities.

Trade Opportunity Table (2d6)

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

Goods Table

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

Item	Category	Tags	Base Price (Credits)
Basic Rations	Food Supplies	Perishable, High Demand	50
Luxury Cuisine	Food Supplies	Perishable, Valuable	200

Item	Category	Tags	Base Price (Credits)
Fresh Produce	Food Supplies	Perishable, Bulk	50
Rare Spices	Food Supplies	Perishable, Exotic	150
Preserved Foods	Food Supplies	Durable, High Demand	75
Nutrient Paste	Food Supplies	Compact, Bulk	50
Gold Ingots	Precious Metals	Compact, High Value	500
Platinum Bars	Precious Metals	Compact, Extremely Valuable	800
Refined Titanium	Precious Metals	Bulk, High Value	600
Silver Ore	Precious Metals	Heavy, Moderate Value	300
Copper Wires	Precious Metals	Durable, Bulk	200
Rare Gems	Precious Metals	Fragile, Exotic	1,000
Advanced AI Chips	Advanced Tech	Fragile, Restricted	1,000
Holo-Crystals	Advanced Tech	Fragile, High Demand	1,500
Energy Cells	Advanced Tech	Compact, Restricted	1,000

Item	Category	Tags	Base Price (Credits)
Portable Reactors	Advanced Tech	Heavy, Critical	2,000
Fusion Batteries	Advanced Tech	Compact, Durable	1,200
Experimental Devices	Advanced Tech	Illegal, Mysterious	3,000
Alien Relics	Alien Artifacts	Mysterious, Illegal	2,000
Ancient Glyph Tablets	Alien Artifacts	Fragile, Mysterious	2,500
Xeno-Biological Samples	Alien Artifacts	Critical, Restricted	2,200
Unstable Artifacts	Alien Artifacts	Dangerous, High Value	3,000
Alien Weaponry	Alien Artifacts	Illegal, Restricted	3,500
Stasis Relics	Alien Artifacts	Fragile, Valuable	2,800
Steel Beams	Industrial Goods	Heavy, Bulk	200
Factory Components	Industrial Goods	Bulk, High Demand	300
Mining Tools	Industrial Goods	Durable, Specialized	500
Construction Drones	Industrial Goods	Advanced, Durable	1,000

Item	Category	Tags	Base Price (Credits)
Lubricant Supplies	Industrial Goods	Bulk, Critical	150
Waste Materials	Industrial Goods	Bulk, Low Value	50
Pharmaceutical Kits	Medical Supplies	Critical, Time-Sensitive	300
Antibiotic Serums	Medical Supplies	Perishable, High Value	400
Cryogenic Supplies	Medical Supplies	Fragile, Restricted	800
Portable Medkits	Medical Supplies	Lightweight, High Demand	500
Surgical Equipment	Medical Supplies	Specialized, Restricted	1,000
Bioengineered Vaccines	Medical Supplies	Perishable, Critical	1,200

Mission and Adventure Generation

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

Random Mission Generation Tables

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

Mission Objective Table (1d6)

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

Mission Complication Table (1d6)

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

Mission Reward Table (1d6)

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

Mission Setting Table (1d6)

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

Quick Example

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

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

Narrative Framework for Unique Adventures

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

Step 1: Start with a Hook

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

- A distress signal from a stranded vessel ("*Unknown Origin*" tag).
- A lucrative job offer from a faction ("*Urgent and High-Paying*" tag).

- Discovery of a mysterious star map leading to uncharted space.

Step 2: Layer Challenges

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

Step 3: Develop NPC and Faction Ties

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

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

Step 4: Add Twists

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

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

Environmental Challenge Systems

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

Hazard Table (1d6)

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

Survival Mechanics

When encountering a hazard:

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

Environmental Interactions

Characters can attempt to modify the environment using equipment:

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

Adventure Creation Example

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

World-Building Tools

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

Alien Civilization Creation Guidelines

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

Step 1: Core Traits

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

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

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

Step 2: Cultural Quirks

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

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

Step 3: Communication

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

Roll	Style
1	Verbal

Roll	Style
2	Telepathic
3	Bioluminescent Signals
4	Chemical Pheromones
5	Visual Symbols/Art
6	Sound Vibrations

Step 4: Strengths and Weaknesses

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

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

Example Civilization

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

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

Faction and Political Systems

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

Step 1: Faction Traits

Define the faction with the following tags:

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

Step 2: Diplomacy

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

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

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

Step 3: Power Structures

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

Roll	Leadership Style
1	Autocracy (Single Ruler)
2	Oligarchy (Council)

Roll	Leadership Style
3	Democracy
4	Corporate Board
5	AI Governance
6	Anarchy

Example Faction

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

Cultural and Technological Diversity Frameworks

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

Cultural Diversity

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

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

Technological Diversity

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

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

Planetary Influence

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

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

Example World-Building

- **Planet Name:** Zephyris
- **Cultural Archetype:** Industrial Innovators (*“Efficient, Ambitious”*)
- **Tech Level:** Advanced Spacefaring (*“Innovative, Modular”*)
- **Faction Influence:** Controlled by the Galactic Trade Guild (*“Economic Powerhouse”*)

- **Planetary Influence:** Balanced interplay between culture and technology.

Celestial Object Names

Stars

	1	2	3	4	5	6
1	Achenor	Zha'Rii	Kephos	N'Ketra	Velka-ris	Xan-thel
2	Es-harin	Drayek	Oru-loth	Threxil	Ulvora	Krel-lian
3	Gorrin	Vaskari	Tzaleth	Rionyx	Hal-drun	Myre-nax
4	Yvorka	Quelari	Zondar	Aruvel	Serken	Bhaznur
5	Valtor	Ilydris	Teshkar	Kryn-dor	Khae-los	Phyrrion
6	Elnath	Obareth	Syrak	Iridion	Maleth	Cor-valex

Planets

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

Moons & Asteroid Clusters

	1	2	3	4	5	6
1	Talvet's Ring	Cryn Belt	Drifthol-low	Irna's Eye	Mavak Cradle	The Shale Coil
2	Kharn's Crown	Koro Verge	Hollow Ember	Yiln Crust	Zaruun Chain	Lintari Coil
3	Frost-pin	Albor Blight	Theta Rocks	Vulcari Rim	Dros Crag	Gelt Shard
4	Bramble Halo	Vakhan Field	Krelos Rim	Quarric Arc	Xydra Cloud	Ember-reach
5	Rion's Dust	Lethen Drift	Kassandra's Halo	Iron Vane	Mirix Maw	Zenth Cluster
6	Rook-fall	Tarn Maw	Void-glass	Nelma's Ring	Flayer Crest	Galder Ice

Stations & Installations Names

	1	2	3	4	5	6
1	Relay K-47	Velth Prime	Port Cyan	Obrex Nexus	Navspire Gamma	Juno Array
2	Ardent Bas-tion	Kerrin's Reach	Boreal Station	Nova Vane	Respite Anchor	Out-post Yarra
3	Drixel Hub	Haven Shard	Black-port	Citadel 9	Glass Halo	Horath Spoke
4	Eche-lon V	Kora Point	Tan-gent Relay	Wraith Base	Void-call Node	Pax As-cen-dant

	1	2	3	4	5	6
5	Trinary Helm	Delphi's Out- post	K'Tal Foundry	Skell Station	Bea- con Arus	En- clave Nox
6	Zenith Arc	Zeek's Coil	Omega Refuge	Tris- torm Yard	Silent Moor- ing	Station Myn- dra

Inspiration Tables

Verbs

Verbs	1	2	3	4	5	6
1	Dis- cover	Re- trieve	Es- cape	Ne- goti- ate	Con- front	Re- pair
2	Ex- plore	De- code	At- tack	Sur- vey	Sabo- tage	Pro- tect
3	Build	Sal- vage	Trade	Smug- gle	Pur- sue	In- vesti- gate
4	Trans- port	Ana- lyze	Evac- uate	Hide	Cap- ture	Sig- nal
5	Ob- serve	Hack	Pa- trol	De- fend	Re- cruit	Forge
6	Exam- ine	Infil- trate	Hunt	By- pass	De- liver	Re- cover

Adjectives

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

Nouns

Nouns	1	2	3	4	5	6
1	Starship	Artifact	Faction	Outpost	Nebula	Colony
2	Alien	Engine	Weapon	Station	Crew	Trade Route
3	Treasure	Beacon	Rival	Asteroid	Civilization	Rift

Nouns	1	2	3	4	5	6
4	Planet	Data Core	Smug-gler	Cargo	Ruins	Diplo-mat
5	Signal	Pris-oner	Pirate	Map	Relic	Crea-ture
6	Spy	Proto-type	Rebel	Star	Resource	Portal

Appendix: Inspirational Media

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

Books

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

Films

- *Outland* (1981) – Corporate frontier lawlessness and industrial isolation.

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

TV Series

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

Video Games

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

Comics & Visual Media

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

License

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