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PLAYTEST EDITION
19TH FEBRUARY 2026

INTERGALACTIC

Bastionland

BEYOND INTO THE ODD

PLAYTEST EDITION

This is a proof-of-concept test for *Intergalactic Bastionland*, enough for me to get it to the table and try out the bones of the system. There are swathes of missing content and the rules are only lightly tested. Miniature photography art is placeholder.

As well as this document, the playtest folder contains a bank of pre-generated characters and a spreadsheet showing a sample crew manifest and ship layout.

The focus is on testing the overall concept of the game: splitting time between dealing with the rest of the crew on a huge starship and hustling for private gain on a variety of planets.

Here's a rough list of things to expect in future releases:

- Filling the gaps already visible
- Proper "running the game" section
- Procedure to generate the ship and crew
- More worlds when the core is feeling strong
- Perhaps a stopgap way to generate characters while the worlds are being written, otherwise more pregens
- General fixes of typos and improvement of existing writing
- Other stuff I don't want to over-promise here

More resources are in the folder at <http://bit.ly/ibplaytest>

To provide feedback or chat with other people testing the game, join the discord at: <https://discord.com/invite/Y6sGBra>

The game will eventually fund on Kickstarter, and you can follow along here: <https://www.kickstarter.com/projects/bastionland/intergalactic-bastionland-rpg-beyond-into-the-odd>

Edition History

- 19th February
 - Crew manifest for sample ship now included in the doc, with a page for each division
 - Placeholder spreads for each deck included, but missing a lot in this version
 - Trying an alternative version of the ship's code
 - Added more guidance for each officer's preferences in the Bearing Council
 - Medical care defined more clearly
 - Note on recruitment in dock
 - Tweaked some market modifiers
 - Continued tweaking of the names of stars
- 11th February - Some reordering of sections/pages and spot fixing of errors.
- 9th February 2026 - First public release.

I N T E R C A C T I C
Bastionland
BEYOND INTO THE ODD

Game and Layout
Chris McDowall

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Bastion is dead.
The stars are alive.

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WHAT'S HAPPENING?

Bastion

The old home of humanity. It's gone now, though some people just won't accept it.

The Living Stars

You were born, made, and broken under the living stars, the new home of humanity.

There are too many stars to list in this book, but you're from the part of space closest to where Bastion was. We think. People who live here call it the Home Cluster.

Humanity

After Bastion, and even before that, humanity has lived among the stars. Some were shaped by their world, others created worlds and beings in their own vision.

Some think that all intelligent life can trace a line back to Bastion, but that seems like a long shot.

Working in Space

Most people live out their lives on a single world, maybe venturing within their system. A few, like you, work as crew, travelling between worlds and even between stars.

Yes, work as crew. You're no captain. You have a duty to the ship, but engage in the occasional side hustle during shore leave.

Factions

Most vessels and nearly all ships are owned by one of the six major factions of the Home Cluster (pxxx). Your captain is one of the few independents.

Long Term Ambitions

There are a few popular ambitions for any starfarer.

Retirement

Salaries are low, but the essentials are included.

Officers earn a Frag for every month of service.

Heads earn a Frag for 3 months of service.

Hands earn a Frag for 4 months of service.

30 Frags is enough for a humble retirement.

60 is comfortable, 120 is luxurious.

Promotion

Work your way up the hierarchy of the ship, maybe becoming Captain one day.

Independence

Stash away enough Frags to buy a vessel of your own and go work for yourselves.

Expect to pay 30 Frags for a boat, 1,000 for a Frigate, and 30,000 for a Ship.

Bastion

You want to find the lost world? Humanity's blasted past? Good luck, but I can't help you with that one. Doesn't mean you shouldn't try, though.



CHARACTERS

PLAYTEST NOTE

Character creation isn't fully functional yet, so use the pregens in the playtest folder. This section is still worth reading to understand your character.

Your Character

You begin the game with three Skills. Just having the Skill means you have a good amount of expertise in that area.

Each Skill's Rating ranges from 2-18, reflecting how well you can apply that Skill under pressure.

You start with d6 Guard (GD), representing your ability to avoid harm.

Your character is defined by three worlds:

Where you were born

This tells you what type of being you are.

Where you were made.

This tells you the training you've received.

Where you were broken.

This tells you what went wrong.

For each of the above, roll d12 and d6 and consult the world list (pxxx) to discover your background.

Each of these gives you a Skill. Roll d6+d12 to find the Skill Rating.

Each background also grants equipment or special abilities. If it refers to a place, person, or faction they are detailed elsewhere on that world.

In addition, all characters have a techtile, a pocket device that doesn't do anything on its own, but interfaces with machines and other techtiles.

They also get a multitool with the following features: grapple and wire, multi setting light, telescopic pointer, cutting jaw, lighter flame.

The Crew

Ships large enough to travel between the stars are a vast investment, so most interstellar travellers get around as part of a captain's crew. A standard starship has a crew nearing one-thousand souls.

Below the captain, crew are split into three tiers.

Officers: Each with a sprawling responsibility, reporting to the captain. A starship has six officers.

Heads: Specialist crew who lead sections and train new crewmembers, reporting to an officer. A starship has seventy-two heads.

Hands: General crew doing the bulk of the actual work. Each is assigned to work under a Head. A starship has around nine hundred hands.

For a standard starting group, each player character begins as a Head. Roll on the Heads table (pxxx) to discover their specific Position.

Your Table

You are a Table, a clique who eat together, hustle together, and look out for each other. Together you have volunteered for Double Duty Detail.

Double Duty Detail

The benefit of being on doubles is a rolling Ticket of Leave, freedom to explore the world when the ship is in layover, picking up some extra work.

The downside is that on each Transit your Table must fill in for another Head's position, typically in their absence.

For each Transit, roll once for the Head that you're collectively filling in for (pxxx).

Rank and Seniority

Alongside formal Rank there is a secondary hierarchy amongst Heads and Hands: Seniority.

Each Head or Hand begins as a Third, is recognised as a Second after proving themselves, and a First when they have earned true respect.

This is technically an unofficial title, but Captains know it has its uses. While rank grants authority, seniority assumes respect.

Player characters always begin as Third Heads.

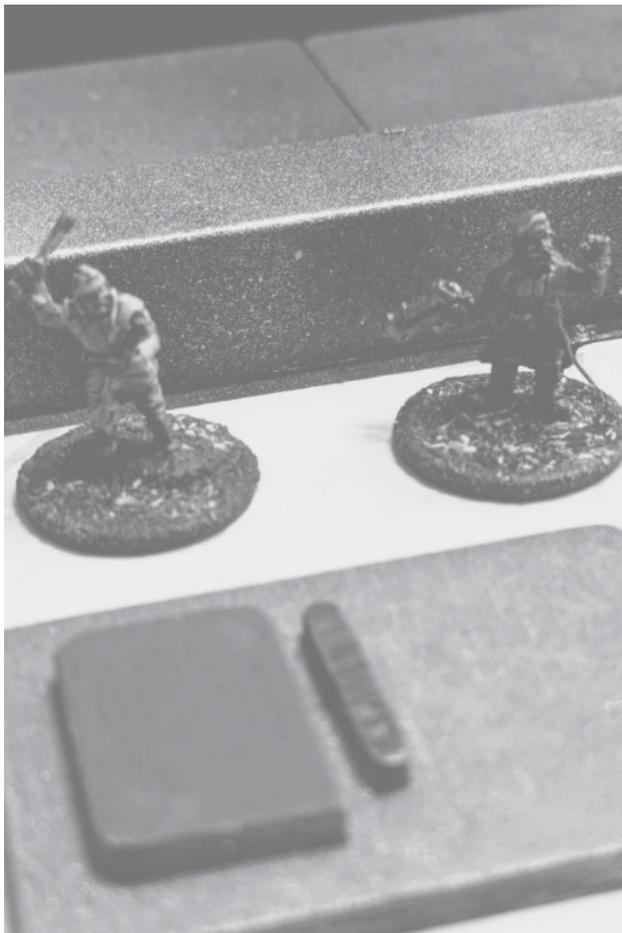
RANKS

Codes and Conventions

A crew is held together by a sprawl of rules, traditions, and superstitions that follow spacefarers across the living stars. Naturally, each ship puts their own spin on things, but it has led to a somewhat recognised set of positions that a ship will aim to fill.

These are the six most common Officer Stations. Opposite shows the Head Roles that sit below each Officer Station.

Overlapping responsibilities are opportunities for buckpassing, landgrabbing, and creditstealing.



Officer Stations

Each officer station comes with command of a division, a broad area of responsibility, and a token of office.

- 1: Arch Merchant** - Merchant Division
Responsible for the ship's financial success.
The Mace of Prosperity (d8 crush, hefty).
- 2: Marshal in Arms** - Arms Division
Responsible for the ship's military and security concerns.
The Adamant Truncheon (d8 crush, hefty).
- 3: Commander-at-the-Helm** - Helm Division
Responsible for the ship's travel and operation.
The Sceptre of Stars (d8 crush, hefty).
- 4: Mate of Papers** - Paper Division
Responsible for the records and data that allow for well-informed decisions.
The Administrative Gavel (d8 crush, hefty).
- 5: Peoples Executive** - Peoples Division
Responsible for crew effectiveness and stability.
The Baton of Unity (d8 crush, hefty).
- 6: Technical Prime** - Technical Division
Responsible for the good running of the ship, its mainframe, and equipment.
The Iron Rod (d8 crush, hefty).

The Ship's Mainframe

Although usually not formally an officer, the ship's Mainframe coordinates all machines on board, and so carries a great deal of power.

HEADS & HANDS

Each **Head** has a specific responsibility, reporting directly to the officer of their Division.
Roll d6 and d12 on the table below for a random Head Position.

1 - Merchant Division

1. Broker - Trade negotiations
2. Fragholder - Liquid funds
3. Purser - Improving profits
4. Assayer - Goods valuation
5. Marketeer - Market forces
6. Appraiser - Item valuation
7. Exchange - Internal transactions
8. Remitter - Payments out
9. Bailiff - Payments in
10. Comptroller - Finance efficiency
11. Auster - Resource efficiency
12. Vaulthead - Frag storage

2 - Martial Division

1. Armourer - Small arms
2. Gunwarden - Naval guns
3. Castellan - Deckbound combat
4. Sergeant - External combat
5. Drillchief - Readiness training
6. Vanguard - Dangerous recon
7. Surveillant - Internal security
8. Voidhound - Enemy intelligence
9. Highguard - Captain's security
10. Dropmajor - Mission entry
11. Retriever - Mission extraction
12. Hood - Interrogation/execution

3 - Helm Division

1. Astrogator - Route planning
2. Pilot - Orbital flight
3. Driver - Interplanetary flight
4. Underhawk - Interstellar flight
5. Overbosun - Ship's boats
6. Router - External Pings
7. Addressor - Internal Pings
8. Wavesayer - Wave comms
9. Lookout - Operate scanners
10. Anomaler - Cosmic phenomena
11. Envoy - Comms content
12. Anchorer - Docking and release

4 - Paper Division

1. Ledgereeve - Event records
2. Librarian - Data management
3. Upperclerk - Data processing
4. Auditor - Error correction
5. Chronologue - Time records
6. Storetallier - Inventory records
7. Cosmographer - Accurate maps
8. Codex - Codes and laws
9. Notarian - Binding contracts
10. Adjustor - Data reconciliation
11. Rollcaller - Crew records
12. Papbearer - Information relay

5 - Peoples Division

1. Constable - Crew discipline
2. Handherd - Crew morale
3. Allegiant - Crew loyalty
4. Surgeon - Crew health
5. Chef-de-Ship - Meal preparation
6. Chaplain - Spiritual needs
7. Troubleshooter - Crew problems
8. Interface - Machine relations
9. Mediator - Crew relations
10. Liaison - Division relations
11. Medallier - Reward distribution
12. Lashy - Punishment distribution

6 - Technical Division

1. Quartermate - Gear assignment
2. Dorgard - Internal structure
3. Hulgard - External structure
4. Furnishfitter - Fixture fitting
5. Ringleech - Fixture maintenance
6. Swabwash - Ship hygiene
7. Smulter - Waste processing
8. Pipeliner - Pipes and wires
9. Provost - Scientific research
10. Machinist - Machine quality
11. Trimtender - Ship aesthetics
12. Liverer - Crew aesthetics

Each **Hand** serves in a head's section, with sections varying greatly in size. Some hands find themselves working on duties only tangentially related to their head's jurisdiction.

A common title is "[Head]shand" such as Brokershand or Fragholdershand, though those that fall into a more specific responsibility may take on a minor rank.

Roll d20 to get a sense of a hand's day-to-day work.

- | | | | |
|-------------|--------------|--------------|---------------|
| 1. Cleaner | 6. Greaser | 11. Hauler | 16. Checker |
| 2. Porter | 7. Welder | 12. Fetcher | 17. Examiner |
| 3. Loader | 8. Clerk | 13. Copier | 18. Unloader |
| 4. Sorter | 9. Secretary | 14. Recycler | 19. Collector |
| 5. Scrubber | 10. Courier | 15. Minder | 20. Operator |

PLAYING THE GAME

Action Procedure

When the players take action the Referee works down this list:

- **Intent:** What are you trying to do?
- **Leverage:** What makes it possible?
- **Cost:** Would it use a resource or favour, cause damage, have a side-effect, or incur a debt?
- **Risk:** What's at risk? No risk, no roll. Otherwise make a Save or a Luck Roll.
- **Impact:** Show the consequences, honour the established risk, and move forward.

Saves

In risky situations the Referee asks the player to roll a Save. Agree on a Skill that applies to this situation and roll a d20. If you roll equal or below the Skill then you succeed, otherwise you fail.

For Saves where you have no relevant skill, use the closest, treating it at half value, rounded down. If none are suitable, use the lowest.

Turns

In situations like combat, where it is important to track time in more detail, a turn is enough time to Move and then perform an Action, in that order.

Reaction

Non-player characters react in a way that feels appropriate for the current context.

When uncertain, a character makes a Save to avoid an unfavourable reaction.

Exposed

Characters who are caught with their guard down or otherwise defenceless are Exposed and act as if they have 0GD. If they remedy their situation then they are no longer Exposed. Traps and ambushes typically catch victims Exposed.

Luck Roll

If in doubt, roll d6:

Luck Roll	
1	Crisis - An immediately bad result.
2-3	Problem - Something potentially bad.
4-6	Blessing - A welcome result.

Attacking

Take the Attack dice noted on your weapon(s) and granted by bonuses. Go through the following steps in order:

1. All combatants attacking the same target roll their dice at the same time.
2. Attackers may perform Gambits (pxxx).
3. Take the highest die remaining.
4. Add any extra Damage from attackers who are *Bolstering* the Attack (pxxx).
5. Subtract the target's Armour score.
6. The Attack causes that much Damage.
7. Deduct the Damage from the target's GD and resolve a wound if necessary.

Impaired attacks treat any dice they would roll as d4 instead of their usual type.

Blast attacks target everybody in their area, rolling each separately.

Damage, Wounds, and Trauma

If a target has enough GD to absorb all the damage then they evade the attack.

If the damage exceeds the target's GD, look up the excess damage on the wound table for the damage type. Add the amount of Trauma the character currently has to the result.

After resolving this, they gain 1 Trauma in addition to any effects of the Wound.

Wounds of 8 or higher are critical. The victim is out of the fight, able to do nothing but crawl until they are patched up and rest. If left, they die in an hour.

Patching up can be completed in a moment as a normal action.

Resting is a minute of peace, restoring GD fully. This cannot be done during combat.

Each week of **Healing** with medical care available removes one Trauma. Normal actions can be carried out during this time.

Those **Deprived** of a basic need cannot benefit from rest or healing.

PERSONAL COMBAT

Skills in Combat

If a Skill applies to an attack roll, apply a +d6 bonus to the attack.

Fighting Unarmed

Those without natural weapons roll d4 crush when attacking unarmed.

Surprise

Players normally take the first turn of combat, discussing their plan then acting in any order that they wish.

Characters who were not ready for action must pass a Save or miss the first turn.

If a combatant or group has time to plan and observe their opponents before combat, they add a bonus of +d12 to one attack on the first round.

Protective Features

Only one type of protection applies at once:

- **Concealment** obscures sight. Non-blast ranged attacks in or out are Impaired.
- **Cover** offers physical protection, granting 1 point of armour to the target.
- **Barriers** completely break the line of attack to and from the target, making ranged attacks impossible. If they peek out they count as being in Cover instead until their next turn.

Rallying

A combatant may Rally as their action.

At the start of their next turn, if they have suffered no damage since performing their Rally action, they regain d6GD.

Deprived combatants cannot Rally.

Squadrons

Ten or so combatants fighting together are treated as a single Squadron.

- They are not harmed by individual attacks unless they are Blast attacks or suitably huge.
- Squadron attacks against individuals receive +d12 and cause Blast Damage.
- When they suffer 3 or more Trauma they are routed from the battle.

Gambits

Attackers may discard any number of Attack dice of 4 or higher to perform Gambits, each causing one of the effects below. The affected foe must be a target of the original attack.

- *Bolster* the Attack for +1 total Damage
- *Move* after the Attack, even if you already moved or are unable to move
- *Repel* a foe away from you
- *Stop* a foe from moving next turn
- *Impair* one weapon on their next turn
- Other effect of a similar level of impact

Other than for *Bolster* and *Move* the target may pass a Save to ignore the effect. A combatant that Saves against a specific type of Gambit cannot be targeted by that Gambit type again until after their next turn.

If a die of 8 or higher is used then a Strong Gambit is performed and the target cannot attempt a Save to ignore it.



	Pierce	Wound Table Crush	Burn
1	First blood is drawn Gain a Trauma each turn until patched up.	Winded by the hit Next attack is <i>impaired</i> .	A lucky escape Driven somewhere they don't want to be.
2	A cruel scar Roll 1d6: 1: Eye, 2: Cheek, 3: Hand, 4: Torso, 5: Nose, 6: Jaw	A swelling bruise Roll 1d6: 1: Face, 2: Neck, 3: Back, 4: Hand, 5: Leg, 6: Arm	A permanent blemish Roll 1d6: 1: Head, 2: Face, 3: Hands, 4: Torso, 5: Neck, 6: Arm
3	Pain drowns the senses Next turn, can move or perform an action, not both.	Part of the spirit is broken For the rest of this combat, incoming attacks get +d8.	Agony fuels fear The next incoming attack from this source gets +d12.
4	A deep wound 1 extra Trauma. Increase max GD by 1, to a max of 4.	A sudden spray of blood 1 extra Trauma. Increase max GD by 1, to a max of 4.	A blistering char 1 extra Trauma. Increase max GD by 1, to a max of 4.
5	Flight response Next turn, can move but cannot attack.	Fight response Next turn, the only possible action is to attack.	Freeze response Next turn, perform an action but do not move.
6	Flesh torn from bone 2 extra Trauma. Increase max GD by 1, to a max of 6.	Thrown to the ground 2 extra Trauma. Increase max GD by 1, to a max of 6.	Seared to the core 2 extra Trauma. Increase max GD by 1, to a max of 6.
7	Pain numbs the mind For the rest of this combat, attacks are <i>impaired</i> .	Impact clouds the senses For the rest of this combat, cannot hear.	Scorched vision For the rest of this combat, vision is lost.
	Critical Pierce	Critical Crush	Critical Burn
8	Taken in violent struggle Medical regrowth: d6 weeks Roll 1d6: 1: Nose, 2: Ear, 3: Finger, 4: Thumb, 5: Eye, 6: Cheek Increase max GD by 1, to a max of 8.	Smashed beyond use Function returns: d6 weeks Roll 1d6: 1: Hand, 2: Arm, 3: Jaw, 4: Leg, 5: Hearing, 6: Vision Increase max GD by 1, to a max of 8.	Sensory loss Medical restoration: d6 weeks Roll 1d6: 1-2: Vision, 3: Touch, 4: Hearing, 5: Smell, 6: Taste Increase max GD by 1, to a max of 8.
9	Innards ruptured Die in 3 turns unless patched up.	Bone splintered Can only move very slowly until Healed.	Burned without mercy Healing takes twice as long.
10	Left hanging off Roll 1d6: 1-2: Leg, 3-4: Main Arm, 5-6: Off Arm Amputate to increase max GD by 1, to a max of 10.	Left mangled and limp Roll 1d6: 1-2: Leg, 3-4: Main Arm, 5-6: Off Arm Learn to get by to increase max GD by 1, to a max of 10.	A brutal disfigurement Roll 1d6: 1: Head, 2: Face, 3: Hands, 4: Torso, 5: Neck, 6: Arm Increase max GD by 1, to a max of 10.
11	A cheated death lingers Treat the next wound as 13+. Remove after healing.	A very loud crack Until healed, each turn move or perform an action, not both.	Lingering fear Incoming attacks from a similar source get +d6 forever.
12	A mortal wound Get patched up before the end of next turn or die. Survive to increase max GD by 1, to a max of 12.	A humiliating strike 3 extra Trauma. Achieve revenge to increase max GD by 1, to a max of 12.	Pain overload 1 extra Trauma that can never be removed. Numb the pain to increase max GD by 1, to a max of 12.
13 +	A clean end They are swiftly killed.	A messy end They are brutally killed.	A cruel end They die horribly.

Wound Table			
	Erode	Warp	Infect
1	A molecular shudder Cannot use Gambits or Stratagems on next turn.	Unwelcome visions The next attack treats them as being <i>Exposed</i> .	Stinging sensation Next turn, gain a Trauma when Moving.
2	A piece is lost Roll 1d6: 1: Hair, 2: Nail, 3: Skin, 4: Teeth, 5: Finger, 6: Earlobe	A temporary twitch Roll 1d6: 1: Eye, 2: Mouth, 3: Hand, 4: Arm, 5: Neck, 6: Leg	An uncomfortable rash Roll 1d6: 1: Eyes, 2: Cheeks, 3: Hands, 4: Neck, 5: Chest, 6: Limbs
3	Bad vibrations For the rest of this combat, gain a Trauma when Moving.	Hostile perception Next turn, attack the nearest viable target, friend or foe.	Violent choking Count as <i>Exposed</i> for the rest of this combat.
4	Skeleton twisted 1 extra Trauma. Increase max GD by 1, to a max of 4.	Mind warped 1 extra Trauma. Increase max GD by 1, to a max of 4.	Raging fever 1 extra Trauma. Increase max GD by 1, to a max of 4.
5	Atomic exodus For the rest of this combat, gain another Trauma each time they are Wounded.	Tunnel vision Next turn, move as far as possible toward or away from the source.	Sensory confusion Next turn, attack a random viable target, friend or foe.
6	Shredding on the surface 2 extra Trauma. Increase max GD by 1, to a max of 6.	The veil descends 2 extra Trauma. Increase max GD by 1, to a max of 6.	The room is spinning 2 extra Trauma. Increase max GD by 1, to a max of 6.
7	Musculature frayed For the rest of this combat, cannot Move.	Locked in For the rest of this combat, cannot speak.	Buckled Over For the rest of this combat, cannot perform Actions.
Critical Erode Critical Warp Critical Infect			
8	Turned to dust Medical regrowth: d6 weeks Roll 1d6: 1: Jaw, 2: Arm, 3: Hand, 4: Foot, 5: Leg, 6: Torso Piece Increase max GD by 1, to a max of 8.	Lost function Function returns: d6 weeks Roll 1d6: 1: Balance, 2: Arms, 3: Legs, 4: Hands, 5: Memory, 6: Voice Increase max GD by 1, to a max of 8.	Immune system compromised Until fully healed, when taking infect wounds gain an additional Trauma. Increase max GD by 1, to a max of 8.
9	Ripped from within <i>Deprived</i> until Healing begins.	Haunted psyche Attacks are impaired until fully Healed	Deathly exposure Die in 3 days unless you begin receiving Healing.
10	A piece annihilated Roll 1d6: 1: Hair, 2: Skin, 3: Hands, 4: Arms, 5: Legs, 6: Face Increase max GD by 1, to a max of 10.	Psychological scar Rename a Skill. Roll 1d6: 1: Wrath, 2: Shame, 3: Sorrow, 4: Vanity, 5: Apathy, 6: Guilt Increase max GD by 1, to a max of 10.	Organ failure If this wound is ever rolled a second time, die immediately. Increase max GD by 1, to a max of 10.
11	An organ reduced to mush Gain a Trauma now and each day until Healing begins.	System shock Skill values are halved, rounding up, until fully healed.	Turning cold <i>Deprived</i> until fully Healed.
12	Fading from reality Begin Healing within an hour or die. Increase max GD by 1, to a max of 12.	Mental fissure Permanently halve one Skill, rounding up. Increase max GD by 1, to a max of 12.	Into the darkness d6 extra Trauma. Increase max GD by 1, to a max of 12.
13 +	Disintegrated Nothing remains.	A mind destroyed They fall lifeless.	Lethal dose They die in agony.

TECHNOLOGY

Frag

Most power is drawn from the stars, stored in condensed stellar fragments, commonly called frags. These double as a universal currency for major transactions.

Many households can be powered by a single frag indefinitely, consuming its passive excess energy.

High energy industrial processes consume entire Frags, often in large quantities.

Machines

Any piece of technology able to think for itself is classified as a machine. If you aren't sure, ask them. They'll let you know.

They typically fall into one of three types.

Mainframe: The largest, most advanced machines. They are very good at knowing things and getting modules to work together, but lack any real capability of their own.

Module: Due to a collective pact, modules each fill a specialist role, and no one module can do everything. Ships tend to have an array of modules working under a mainframe. They are typically portable but lack mobility of their own. Often they're built right into a piece of equipment.

Robot: These machines are mobile and independent enough to essentially function as people. With sapient life being so diverse this is seen as unremarkable.

Many work for the drive to be useful, while others demand their share of the frags. This is a source of much inter-machine tension.

Communication

The most suitable method of communication depends on the distance, urgency, and secrecy of the message.

Pinging

Machines can ping each other for an instant line of secure communication. These reach anywhere within a world and its orbit.

The Wave

A hum of wireless broadcasts riding on a star's emissions. Signals are sent to the star, then back out to the rest of the system.

Signal delay is a number of hours equal to the total of the broadcast and receiving world numbers. So a message sent from World 3 to World 4 takes 7 hours.

Wave communications are open to anybody receiving on that frequency.

The Wire

An underspace network sending secure text communications between worlds, even between systems. Only mainframes know how it works, most under the umbrella of the Starpath faction.

Wire messages have a 24 hour delay, regardless of distance. The wire is only accessible from worlds, not orbitals or vessels.

GEAR

Cost, Rarity, and Restrictions

With frags reserved for large purchases, small individual items typically have their cost waved as long as you have a good relationship with the vendor and offer a token item or favour in return.

Equipment is sorted into grades representing increasing cost, rarity, and legal controls.

Weapons, Suits, and Helms

Weapons list their attack die, damage type, and keyword. Unless noted as melee, weapons are ranged. Bombs and grenades are single use. Suits and Helms note their Armour score or other protective function. Only one suit and one helmet can be worn at once.

Keywords

Hefty items require one hand, are hard to conceal, and only one hefty item can be wielded at once.

Long items require two hands to use, cannot be concealed, and are *Impaired* in tight spaces.

Static items require two hands and cannot be used if the wielder has moved this turn. Static armour offers offer no protection if the wielder moved on their last turn.

Pierce damage impacts on a focused point

Crush damage wrecks with blunt force

Burn damage sears with heat, cold, or radiation

Erode damage breaks molecular bonds

Warp damage bends reality

Infect damage causes bio-techno infestation

Irregular Weapons

Unarmed attack: d4 crush

Improvised weapon: d6 hefty or d8 long

Service Grade - standard duty

Motion Scanner: Detect nearby movement

Comms Module: Allows long range comms

Vacc Suit: Protects against extreme conditions

Breather Helmet: *Impair* infect, allows breathing

Knife: d6 pierce, melee

Baton: d6 crush, melee

Cutlass: d8 pierce, hefty, melee

Belt Pistol: d8 pierce

Compact Blaster: d8 burn

Patrol Grade - protective measures

Combat Helmet: A1

Bolt Rifle: d10 pierce, long

Flashgun: d10 burn, long

Nano Rifle: d10 erode, long

Coil Rifle: d12 pierce, static

Concussor Grenade: d8 crush blast

Field Grade - hazardous deployment

Battle Suit: A1

Mesh Suit: *Impair* pierce

Hard Suit: *Impair* crush

Rad Suit: *Impair* burn

Flak Suit: *Impair* blast

Boarding axe: d10 crush, long, melee

Stormgun: 2d8 pierce, long

Pulse Driver: 2d8 burn, long

Breach Blaster: 2d8 crush, long

Shard Rifle: 2d8 infect, long

Cluster Launcher: d10 pierce blast, static

Assault Grade - tactical intervention

Plasmasaw: 2d8 burn, long, melee

Spinning Jack: 3d6 pierce, hefty

Particle Emitter: 3d6 burn, hefty

Gas Projector: 2d6 infect blast, hefty

Fire Bomb: 2d6 burn blast

Null Grenade: d8 erode blast

Tox Bomb: 2d6 infect blast

Elite Grade - strategic escalation

Power Suit: A2, cannot run

Bonding Helmet: *Impair* erode

Guardian Helmet: *Impair* warp

Cloak Suit: *Impair* non-blast ranged, static

Kinetic Suit: *Impair* melee, static

Shimmerblade: 2d6 burn, melee

Causal Resonator: 2d10 warp, long

Rending Beam: 2d10 erode, long

Canister Gun: 2d10 infect, long

Incinerator: d10 burn blast, long

Plasma Launcher: d12 burn blast, static

Grav Grenade: d12 crush blast

Special Grade - existential threat

Titan Suit: A3, cannot act after moving

Entropy Ray: d12 erode, long

Lancer: d12 pierce, long

Shock Condenser: d12 burn, long

Thundergun: d12 crush, long

Singularity Beam: 2d12 warp, static

SPACE VESSELS

Vessel Ratings

The following gives a baseline set of the important values for vessels of each class.

A vessel's weapon systems are abstracted to a set of attack dice when firing on other vessels. If firing on a small target, like a human, add +d12 and blast.

Each container capacity can be swapped for the capacity for five bulk passengers or one comfortable passenger. On a ship, five container capacity can be used to hold a boat.

Skeleton Crew

A vessel can just barely travel with 10% of its crew capacity, though a mainframe alone can keep it drifting roughly on course.

Boat

2GD, A1, d6 pierce
10 crew, 1 container

Cost 30 Frags

Monthly Salaries: 3 Frags, Upkeep: 2 Frags
Can dock inside a ship and land on a planet.

Frigate

4GD, A2, 2d8 burn
100 crew, 10 containers

Cost: 1,000 Frags

Monthly Salaries: 30 Frags, Upkeep: 20 Frags
Can land on a planet.

Starship

6GD, A3, 2d12 crush
1,000 crew, 100 containers

Cost: 30,000 Frags

Monthly Salaries: 300 Frags, Upkeep: 200 Frags

Sub-Ratings

There are two sub-ratings commonly found within each class of vessel.

Demi-Vessels

- Halve the crew, cargo capacity, cost, salaries, and upkeep, rounding up.
- Subtract 1 from armour and number of attack dice.
- For example, a demi-boat carries 5 crew, 1 container, has Armour 0 and no guns.

Grand-Vessels

- Double the crew, cargo capacity, cost, salaries, upkeep.
- Add 1 to armour and number of attack dice.
- For example, a grand-frigate carries 200 crew, 20 containers, has Armour 3 and 3d8 guns.

Specialist Patterns

The vessels detailed above strike a balance between speed, firepower, and capacity. Each may be further specialised through one of the following patterns. Apply these modifiers after those for a vessel's sub-rating.

Scout Pattern

No cargo capacity, but halve all transit times rounding up.

Naval Pattern

No cargo capacity, but add 1 to the number of attack dice.

Freight Pattern

Halve GD and remove all guns, but double the cargo capacity.

LIFE AS CREW

The Wheel

Crew refer to the reliably repetitive pattern of ship life as a rotating wheel with three points.

1 - Transit: The bearing council decides on the ship's next destination. During transit the crew carry out their on board duties.

2 - Dock: The crew carry out ship business at their destination, usually a job assigned by their Officer. This is typically restricted to the starport.

3 - Layover: Custom dictates that crew with a ticket of leave may take shore leave while the ship is in cooldown and portside business is closed. Usually a table travels out to the world together. Here they conduct personal business, pick up an odd job, or just let off some steam while the ship isn't going anywhere.

The Code

A general code exists to judge whether a crew member is positively contributing to the ship. It boils down to three rules.

- RESPECT THOSE ABOVE
- INSPIRE THOSE BELOW
- DO YOUR DUTY TO THE SHIP

Watches

A crew works in shifts across three watches. Typically one watch is allocated as time to eat, sleep, wash, and enjoy a little leisure.

- Topwatch - Morning shift. Officers walk the decks and speak to their Heads.
- Midwatch - Afternoon shift. Officers are usually back on the command deck.
- Bottomwatch - Night shift. Officers and Heads usually don't work this watch.

Gear and Weapons

As well as having their own gear, crew members can request equipment from concession points. Carrying weapons isn't strictly prohibited, but you'll need a way to justify such serious equipment for your current task.

Manners

Honourifics for superior ranks include sir, ma'am, chief, boss, m'liege, guv.

For peers, expect mate, buddy, comrade, or a nickname if you know them properly.

For subordinate ranks, use their name, rank, squire, or the less affectionate like sailor, kid, squirt.

Seniority muddies the waters here, and relationships where one party holds the higher rank, the other the higher seniority, rely on a subtle balance of power.

Nods and Knocks

A favour paid back to another crewmember is informally called a nod. You might say "thanks for the help, I'll owe you a nod for that".

Justified reprisal for a wrongdoing is called a knock. You might here "just giving you that knock I owe you" right before a punch to the gut or being reported to an officer.

Information

As a general principle of information:

- Superiors tell you the absolute minimum.
- Peers tell you what they want you to know.
- Subordinates tell you what you want to hear.

Performance Review

The Captain is only directly involved with the officers, so it can be useful to know how well each of them is performing in the captain's eyes.

Similarly, tasks can be delegated to non-player characters, not knowing how well they'll perform.

When you need to know how well a non-player crewmember performed their task, roll d6:

	Performance Review
1	Disaster. Something went majorly wrong and now needs fixing.
2-3	Mess. They technically got the job done but with an unwelcome cost or complication.
4-5	Success. They achieved what was asked.
6	Triumph. They went above and beyond with an extra beneficial outcome.

SPACE COMBAT

Damage

Vessels ignore damage from personal weapons. GD is restored through a full day of repairs where travel is halted. Each point of Trauma requires 10 Frags worth of work at an Orbital dock.

When a vessel would take damage in excess of its remaining GD, consult the Wreck table instead of the Wound table, then suffers 1 trauma.

If a vessel takes a Critical Wreck then it is disabled and can only drift, at the mercy of receiving rescue

Field Repairs

Trauma can't be removed during combat, but taking action can temporarily remove the effect of a Wreck. Typically this requires a Save, with a failed result causing an additional Trauma.

Negotiation

Ping range typically exceeds combat range, so negotiations can begin before combat is a true risk.

Firing

Most vessels have sensors warning of incoming fire, so have the option to return fire. If they do, the attacks are resolved simultaneously.

Collisions

Vessels of the same class that collide each take d12 crush. If one side is a larger class they take no harm. Boats that collide with a starship are automatically destroyed.

Evasion and Other Manoeuvres

A pilot attempting a specific manoeuvre should follow the normal action procedure, taking special note of their intent and the potential risk of the action. Successful evasion generally *Impairs* the attacks of both the vessel and those attacking it.

Boarding

This requires forceful docking with the opposing vessel, which may be avoided by a successful manoeuvre. Ships are too large to be able to avoid a boat that is attempting to board them. Docking doors must then be blasted open (A3, 6GD).

Hacking

Machines connected by a Ping can attempt to access protected data or functions on board the enemy vessel, but risks opening up their own devices to their target if the process fails.

Escaping

If the enemy are in pursuit, calculate the transit time of each vessel to see which is moving faster and whether the escapee will manage to pull away.

Sending enough energy to the drives for transit between stars takes around an hour and leaves the ship without its defence systems, so attacks against it get +d12.



SHIP LAYOUT

Getting around a ship can sometimes be worse than getting around the galaxy. Any point on a ship is defined by its Deck and Compartment numbers.

Decks

Standard starships have twelve decks which, beyond the reach of traditional gravity, are rarely lined up like neat storeys in a tower block.

Compartments

Each deck is broken down into twelve compartments, each a self-contained room, bay or complex.

Access

Generally, decks are open to all crew, but loitering in a compartment without a good reason is sure to arouse suspicion. Certain compartments may seal off access entirely to those attempting to visit without a purpose.

Transporters

Powered movers get you around the ship in the most convenient way, but breakdowns and diversions are pretty common.

Common Fixtures

As well as the listed compartments all decks have a makeshift versions of common fixtures built in, even if better versions exist on other decks:

- Shared quarters and common rooms
- Food dispensers and hygiene booths
- Equipment concession stores

Hatches

Starships have a variety of access points, with a few being common:

- High hatch - Where the captain and officers can enter and leave.
- Low hatch - A larger hatch where general crew can funnel in and out, large enough to move cargo containers.
- Boat hatch - Wide enough to bring boats into the ship's hanger.

Getting Around

Getting around on a single deck is straightforward enough, but if you need to get between locations on different decks roll d6. Roll even if you've already been there before:

Getting Around	
1	No obvious way to even get to that deck, you'll need to go to a neighbouring deck and find a way from there.
2-3	Foot access only, so you'll be passing through a room on each deck on the way.
4-5	You can get a transporter to a random compartment on that deck but then you're on your own.
6	There's a transporter that goes straight from here to there!

Ship Variation

Not every ship follows this precise layout, so roll d6 if you want to know the state of a particular compartment.

Ship Variation	
1	Nope, we're coping without one of those.
2-3	It's limited or in a bad state.
4-5	Yeah we've got one of them.
6	It's state of the art, big, or otherwise impressive.

Wreck Table			
	Pierce	Crush	Burn
1	Hull breach Gain a Trauma each turn until combat ends.	Knocked off course Next attack is <i>impaired</i> .	Smoking Circuits 1 extra Trauma next turn unless somebody manually vents.
2	Shrapnel spray A random crew member takes d6 Pierce.	Dented shut Cannot dock until an hour is spent repairing this.	Charred paintwork The vessel's identifying iconography is burned off.
3	Power drain Next turn, can manoeuvre or fire, not both.	Broken exo-plate For the rest of this combat, incoming attacks get +d8.	Lit up like a beacon The next incoming attack from this source gets +d12.
4	Direct impact 1 extra Trauma.	Heavy strike 1 extra Trauma.	Chain reaction 1 extra Trauma.
5	Weapons offline Next turn, can manoeuvre but cannot attack.	Repulsion cell cracked Next turn, can attack but not manoeuvre.	System reboot Next turn, cannot attack or manoeuvre.
6	Precision strike 1 extra Trauma and all in a random compartment take d6 Pierce (roll once).	Thrown around 1 extra Trauma and all in a random compartment take d6 Crush (roll once).	Airflow ignited 1 extra Trauma and all in a random compartment take d6 Burn (roll once).
7	Motion lock disabled For the rest of this combat, attacks are <i>Impaired</i> .	Signal lost For the rest of this combat, cannot send comms.	Strafe drive shutoff For the rest of this combat, cannot manoeuvre.
Critical Pierce Critical Crush Critical Burn			
8	Flying debris 1 Extra Trauma. Random crew member takes d12 Crush.	Terminal explosion 1 Extra Trauma. Random crew member takes d12 Burn.	Pressure Leak 1 Extra Trauma. Random crew member takes d12 Pierce.
9	Ruptured blast case Destroyed in 3 turns unless patched up.	Thrust drive blown Can only move very slowly until Repaired.	Deep sear Repair times and costs are doubled.
10	Shielding exposed Until repaired all Burn attacks get +d12 against you.	Armour split open Until repaired all Pierce attacks get +d12 against you.	Endo-rig compromised Until repaired all Crush attacks get +d12 against you.
11	Precision hit Treat the next wreck as 13+. Remove after patching up.	Grinding gears Until repaired, each turn move or attack, not both.	Superheated structure Burn attacks against you get +d6 forever.
12	Blaring siren Vessel destroyed at the end of next turn.	Explosive decompression 3 extra Trauma.	Hyperfused beam 1extra Trauma that can never be removed.
13 +	Shot to the core Vessel destroyed.	Blasted apart Vessel destroyed.	Reduced to ash Vessel destroyed.

Wreck Table			
	Erode	Warp	Infect
1	Shaking substructure Cannot use Gambits or Stratagems on next turn.	Frozen in time The next attack treats them as being <i>Exposed</i> .	Biological drag Next turn, gain a Trauma when manoeuvring.
2	Liquefied bulkhead A part of the vessel is completely sealed off until repaired.	Gravity failure Their artificial gravity is disabled until repaired.	Bloom circuit 10% of all Frags on board are destroyed.
3	Blistered coating For the rest of this combat, gain a Trauma when manoeuvring.	Double readings Next turn, must pass a Save to make any attacks.	Luminous glow Count as <i>Exposed</i> for the rest of this combat.
4	Withered cables 1 extra Trauma.	Screaming decks 1 extra Trauma.	Coolant contaminated 1 extra Trauma.
5	Paper thin For the rest of this combat, gain another Trauma each time they suffer a Wreck.	Optic veil Until repaired no scanning systems work.	Bugs in the system Until repaired, systems generate false reports.
6	Molecular spray 1 extra Trauma and all in a random compartment take d6 Erode (roll once).	Quaking reality 1 extra Trauma and all in a random compartment take d6 Warp (roll once).	Airways infested 1 extra Trauma and all in a random compartment take d6 Infect (roll once).
7	Rapid condensation For the rest of this combat, cannot manoeuvre.	Phase shunt For the rest of this combat, cannot receive comms.	Survival overrides For the rest of this combat, cannot perform any non-attack action or manoeuvre.
Critical			
	Critical Erode	Critical Warp	Critical Infect
8	Subspace shred 1 Extra Trauma. Random crew member takes d12 Warp.	Chemical transmutation 1 Extra Trauma. Random crew member takes d12 Infect.	Chain reaction 1 Extra Trauma. Random crew member takes d12 Erode.
9	Ripped from within <i>Deprived</i> until repair begins.	Haunting echos Attacks are impaired until fully repaired.	Persistent colony Destroyed in 3 weeks unless you begin repairs.
10	Microfilter breached Until repaired all Infect attacks get +d12 against you.	Bonding destabilised Until repaired all Erode attacks get +d12 against you.	Quantum tether compromised Until repaired all Warp attacks get +d12 against you.
11	Entropic acceleration Gain a Trauma now and each week until repair begins.	Hostile atmosphere Skills on board are halved, rounding up, until repaired.	System lag <i>Deprived</i> until fully Repaired.
12	Impending collapse Begin repair within a week or be destroyed.	Dark matter eruption Permanently destroy a random fixture.	Explosive doubling d6 extra Trauma.
13 +	Atomic collapse Vessel destroyed.	Torn to nothing Vessel destroyed.	Total breakdown Vessel destroyed.

DECKS & COMPARTMENTS

Roll 2d12 when you require a random location on a ship.

1. Command Deck

1. Bridge
2. Briefing Room
3. War Room
4. Captain's Quarters
5. Comm Bay
6. Scanning Array
7. Study
8. Panic Room
9. Ballroom
10. Guest Quarters
11. Express Shuttle
12. Escape Pods

2. Wet Deck

1. Biolab
2. Hospital
3. Surgery
4. Well
5. Protein Vat
6. Pharmacy
7. Morgue
8. Arboretum
9. Algae Tanks
10. Air Cycle
11. Holistics
12. Filter

3. Cargo Deck

1. Main Hold
2. Bulk Hold
3. Small Hold
4. Vault
5. Hazmat
6. Loading
7. Freight
8. Pantry
9. Carriage
10. Inventory
11. Boat Hanger
12. Data Bank

4. Gun Deck

1. Long-Range Battery
2. Short-Range Battery
3. Turrets
4. Prow Gun
5. Point Defence
6. Magazine
7. Simulator
8. Generator
9. Targeting
10. Explosives
11. Flushing
12. Grease

5. Office Deck

1. Filing
2. Code Bureau
3. Payroll
4. Tally Office
5. Conference Hall
6. Private Offices
7. General Registry
8. Permit Office
9. Data Processing
10. Data Assessment
11. Break Room
12. Governance Suite

6. Security Deck

1. Arsenal
2. Armour Store
3. Brig
4. Court
5. Surveillance
6. Interrogation
7. Rapid Deployment
8. System Override
9. Boarding Bay
10. Access Control
11. Combat Ring
12. The Hole

7. Logistics Deck

1. Large Transporter Bay
2. Personal Transporter Bay
3. Pump Room
4. Recycling
5. Landfill
6. Sewage
7. Corridor Services
8. Commissary
9. Ventilation
10. Lander Bay
11. Docking
12. Evacuation Room

8. Information Deck

1. Presentation Room
2. Training Suite
3. Chart Gallery
4. Counselling
5. Logs
6. Research Lab
7. Queries
8. Viewing Port
9. Deep Filing
10. Deliberation Tank
11. Lecture Hall
12. Secure Archive

9. Drive Deck

1. Cooldown Vents
2. Launch Drive
3. Cruise Drive
4. Manoeuvre Drives
5. Exhaust Recycling
6. Monitoring
7. Emergency Shutdown
8. Manual Steering
9. Manual Thrust
10. Intake
11. Valve Control
12. Emergency Brake

10. Commons Deck

1. Mess Hall
2. Tall Quarters
3. Walking Yard
4. Gymnasium
5. Bulk Quarters
6. Cinema
7. Hygiene
8. Trophy Room
9. Vending Hall
10. Promenade
11. Memorial
12. Low Quarters

11. Reactor Deck

1. Wiring
2. Heat Control
3. Inner Core
4. Backup Generators
5. Power Grid
6. Gravity Generator
7. Main Clock
8. Particle Collider
9. Power Condenser
10. Fuse Array
11. Main Output
12. Extinguisher

12. Work Deck

1. Repair Shop
2. Union Office
3. Cleaning
4. Fittings
5. Hull Maintenance
6. Manufacture
7. Refinery
8. Brewery
9. Bar
10. Galley
11. Job Assignment
12. Machine Lounge

TRANSIT

Spacetime

For space travel purposes a day always refers to 24 hours, as you're told it was on Bastion.

Setting a Bearing

Before casting off, the ship must set its bearing to an agreed destination. This requires a meeting of the Bearing Council, which consists of the captain and their officers. A vote sets the ship's bearing.

Not every officer really cares where the ship is headed, so they'll throw their support behind another in return for a promised favour.

If you need to reflect the whims of the Bearing Council, roll d6 to see which Officer has managed to get their way, their usual preference noted:

1. Arch-Merchant (best trading destination)
2. Marshal in Arms (highest Law rating, deemed the safest)
3. Commander-at-the-Helm (on to another star)
4. Mate of Papers (highest Trade rating, for accurate data gathering)
5. Peoples Executive (highest population, for hands recruitment)
6. Technical Prime (highest Tech rating, for parts)

Plotting A Route

Before launch, roll to calculate the time the journey will take.

Distance	Boat	
	Transit	Cooldown
Within Orbit	2d6 Hours	Instant
Another Planet	2d6+6 Days	1 Day
Neighbour System	Must be carried on a starship	

Distance	Frigate	
	Transit	Cooldown
Within Orbit	2d6+3 Hours	1 Day
Another Planet	2d6 Days	7 Days
Neighbour System	Not possible	

Distance	Starship	
	Transit	Cooldown
Within Orbit	2d6+6 Hours	1 Day
Another Planet	2d6 Days	7 Days
Neighbour System	2d6+3 Days	28 Days

The Surge Drive

Most vessels have some variation of this drive system, able to recharge itself after each journey.

After each journey the drive requires a cooldown time, during which further travel is impossible.

Frag can be fed directly into a Surge Drive at a pinch, but this is usually an emergency measure. 100 Frags removes the need for 1 day of cooldown.

Shortcuts

A shortcut is always available, which halves the transit time and subsequent cooldown time but brings danger. Compare the result of the lowest die rolled for the journey time on this table:

1. Mineral Debris: Vessel takes d8 pierce.
2. Radiation Flares: Vessel takes d8 burn.
3. Entropy Ripples: Vessel takes d10 erode.
4. Causality Rift: Vessel takes d10 warp.
5. Nano Clouds: Vessel takes d10 infect.
6. Gravity Well: Vessel takes d12 crush.

Launch

If the launch is dangerous then the pilot must pass a Save or the vessel takes d12 crush damage.

Starships are not built for taking off from a planet, so they always take this damage.

After launch the vessel's destination can be amended to within the same orbit without disrupting the journey or requiring cooldown.

Standard Duties

Officers share the first meal of a transit with their Heads, assigning duties and tasks. The Heads then delegate to their Hands accordingly.

To generate a random task for the Table, roll on the Problem or Project spark table (pxxx) for inspiration, or roll a random Head (pxxx) or Compartment (pxxx) to send them to help out.

Double Duties

As well as their existing job, remember that crew working Double Duty Detail will be filling in for a random head on each Transit. If you roll a Head that is already in your Table, then you are called up to support a random Officer directly instead.

Reprimands

Whether for a breach of the ship's code, misbehaviour at port, or general insubordination, reprimands are always administered during transit.

The accused can request a court-martial to dispute this, but will face even more severe punishment if they are then found to be guilty.

If the punishment is in doubt, roll d6:

1. Night Labour - You're given sleep suppressants and forced to work through the bottomwatch.
2. Beating - Good old fashioned violence.
3. Public Rebuke - A stern talking down in front of, and involving, your peers.
4. The Grey Cell - A sensory void, where even a few days can feel like a life sentence.
5. Temporary Demotion - Usually for a set number of turns of the Wheel. Typically this applies to rank, with seniority only being reduced if there is suitable support from the wider crew.
6. Debugging - Your mind is at the mercy of the Peoples Executive and their corrective methods.

Traditions

- Stowaways are not punished the first time, but ejected if caught a second time.
- The Ship's Song is sung just past the midpoint.
- Those who die in transit are cast to the void.

Travel Between Stars

Journeys to another star system travel at unfathomable speeds, which has the following special considerations:

- Vessels are isolated, so communication in or out is impossible.
- For each day travelled a week of time has passed for the rest of reality.
- Machines can behave strangely, so some choose to power down.

Gates

These vast structures allow starships much faster passage to a neighbouring star system, usually for a fee. For all purposes the transit is handled as if the ship was travelling to another planet within the same system.

Incidents

For journeys of multiple days, roll d20. If this is equal or lower than the journey's length then there is a mid-journey incident. If required, the d20 roll dictates how many days into the journey the event occurs.

Roll d6 to discover its nature.

Incident	
1	Detour. The stars alter your course. Roll a random world in your destination system.
2-3	Ship Incident. Roll a random world page.
4-5	Crew Incident. Roll a random world page. Encounter. Roll a ship from the system you're in. At the very least the ships hail each other. If between stars, treat as 1 instead.
6	

If an incident involves a crew position absent or held by a player character, or a compartment that is unsuitable, then roll a replacement to be affected instead (pxxx and pxxx respectively).

Incidents may present an ongoing problem that will get worse if not managed.

At the end of a transit or cooldown period of a week or more, roll for each unresolved incident.

Unresolved Incidents	
1	It reaches immediate crisis point, and will now be resolved one way or another. It Gets Worse. The stakes are raised, presenting greater consequences if it cannot be resolved.
2-3	
4-5	No Change. Things hold steady for now.
6	Things get slightly better.

Docking and Landing

The Captain traditionally shares the final meal of transit with the Officers, discussing the plans for the upcoming arrival.

Safely docking in an orbital or planetary dock is usually straightforward.

Sometimes a vessel will go to ground outside of a specific dock, such as in an uninhabited area. If the docking or landing is dangerous then the pilot must pass a Save or the vessel takes d8 crush damage.

Starships take an automatic 3d12 crush damage if landing outside of a dock.

DOCK

Orbitals and Landings

Each world lists six locations, and the first is always the starport. Ships can only dock at Orbitals, facilities in the world's orbit. Landings are docks on the surface, relying on smaller craft or transfer facilities to ferry crew and cargo from ships.

Security Checks

Roll d20. If the result is equal or lower to the world's Law Rating then the ship will be escorted, inspected, or otherwise subject to security checks.

Rewards

While reprimands are always administered during transit, rewards are given immediately upon docking. If the specific reward is in doubt, roll d6.

1. Public Commendation - The whole crew is told what a good job you did.
2. The Captain's Table - An invitation to dine with the Captain at the next opportunity.
3. Prize Goods - A material prize is carefully selected by your superior.
4. Medal - To be worn on ceremonial occasions.
5. Promotion - Commonly to the next seniority, or a temporary "acting position" as higher rank.
6. Note of Pardon - Forgiveness for a previous dereliction of duty, or held for future use.

Portside News

Worlds are never static. Much like unresolved incidents, a roll is made when arriving in dock to check on the status of the world. Each world entry details a lingering threat, which should factor in the news. If returning to a known world, consider the problems that were established last time the ship visited the world when describing the result.

Portside News	
1	Things have reached a crisis point.
2-3	Things are getting worse.
4-5	Things are steady.
6	Things have gotten slightly better.

Crisis Point

When a world reaches Crisis point they may close off exports, cease all trade, or even close off to outsiders altogether. A crisis left unchecked leads to a radical change in the world, sometimes its complete destruction.

Recruitment

Generally 1% of a world's population are suitable for recruitment as Hands, 0.1% as Heads.

Duties

Officers are expected to carry out their portside duties relating to the ship, often delegating these in part to their heads. Even if the duties are small, Officers will want to interfere in the business of their rivals, or find a way to otherwise get ahead.

- The **Arch Merchant** is responsible for trading and seeking out other financial opportunities.
- The **Marshal in Arms** checks the security of the world, improves their own armoury, and makes sure the locals are suitably intimidated.
- The **Commander-at-the-Helm** manages the ship's boats going out to other locations.
- The **Mate of Papers** is responsible for updating all records and data relating to this world.
- The **Peoples Executive** is responsible for recruiting new crewmembers and ensuring those going on shore leave behave themselves.
- The **Technical Prime** acquires any parts and work that needs doing on the ship and may offer engineering services to the world.

Delegation

Officers delegate these tasks to their heads. It's a chance to test their capability and loyalty, allowing the Officer to stay in the comfort of their quarters. These tasks may drift beyond the head's normal sphere of responsibility.

Laws and Borders

Most worlds have a border between port and the rest of the world, so that passing business can operate without friction. Generally, weapons and armour above service grade are not allowed in port, but are permitted to pass securely through the border if the visitor's business justifies it.

Freight

The safest transport work is in shipping pre-sold freight between worlds. The number of containers available is equal to 1% of the population of the smallest of the current world and the destination.

Each container pays 1 Frag when delivered within the star system or 2 Frags if delivered to another star system. Each lost container incurs a 5 Frag fee.

For example, available freight between a world of hundred-thousands and a world of thousands would be 10 containers (1% of 1,000).

SPECULATIVE TRADE

Speculative Trading

More ambitious vessels focus on speculative trading. The ship's Arch Merchant orders the buying and selling of goods with the intent to make the most profit. They often lend space in the ship's cargo to favoured crew members as a reward for good service, or at a fee of one frag per container.

Good Types

- **Organics:** Food, livestock, plants.
- **Minerals:** Metals, stones, crude oils.
- **Synthetics:** Chemicals, medicine, materials.
- **Wares:** Finished consumer goods and media.

Market Types (roll d6 if unknown):

1. **Grower:** Exporters of food and organic matter.
2. **Extractor:** Mines and drilling rigs.
3. **Refiner:** Turning minerals into valuable parts.
4. **Assembler:** Finished goods manufacturers.
5. **Outpost:** Reliant on food imports for survival.
6. **Hub:** Eager buyers for finished products.

Buying and Selling

This table shows the typical value of each good in each market type. Deals can be negotiated, but may require a Save to avoid souring things entirely.

	Value per Container			
	Org	Min	Synth	Ware
Grower	3	4	9	8
Extractor	4	3	7	7
Refiner	4	5	6	7
Assembler	4	4	8	6
Outpost	5	4	7	7
Hub	4	4	7	9

Market Forces

When you arrive on a world, roll a d20. If the result is equal or below the trade rating, roll d6 and apply the result to all goods. If the result exceeds the trade rating then no market force is in effect. No more than one force is ever in effect at once.

d6	Market Forces	
	Export Value	Import Value
1 - Bust	-1	-1
2 - Taxes	+1	
3 - Saturation		-1
4 - Growth		+1
5 - Surplus	-1	
6 - Boom	+1	+1

Changing Market Forces

If staying on a world for longer, check for new Market Forces each time four weeks pass. Of course, influencing a planet's market directly can potentially nudge the market forces into a more desirable direction.

Goods Modifiers

In addition to a good type, goods may have a modifier that increases their sell value by 1, but adds a complication.

1. **Illicit:** Illegal to import.
2. **Bulk:** Must be traded as lots of 100.
3. **Pressurised:** Explode if damaged.
4. **Unstable:** Lose 1 value every 7 days.
5. **Fragile:** If broken, worth 1 frag only.
6. **Specialist:** If sold to anybody but the intended buyer, worth 1 frag only.

Market Modifiers (roll d12 if unknown)

In addition to a market type, each market has a modifier that affects trade:

1. **Rich:** +1 to all values
2. **Poor:** -1 to all values
3. **Union:** -1 to import values
4. **Corporate:** +1 to import values
5. **Industrial:** -1 to export values
6. **Prestige:** +1 to export values
7. **Urban:** Apply even Market Force rolls twice.
8. **Rural:** Apply odd Market Force rolls twice.
9. **Liberal:** Ignore Market Force rolls of 1-3.
10. **Insular:** Ignore Market Force rolls of 4-6.
11. **Austere:** Apply Market Force rolls of 1-3 twice
12. **Prolific:** Apply Market Force rolls of 4-6 twice.

Local and Distant Goods

Most markets have existing trade deals set up for goods from their own world orbit, and so only pay half (rounding up) for such items.

Goods sourced from outside a system are in higher demand add 1 to their value.

LAYOVER

Ticket of Leave

Crew working Double Duty Detail have a rolling ticket of leave, granting them time away from the ship while it is in cooldown.

Officers also have this right but don't always take advantage, whether out of fear the ship will leave without them, or uncertainty of an unstable world.

Transport Connections

Depending on the nature of the port, getting to the wider world might be as simple as crossing a border or riding a mass transit system, but commonly requires taking a boat from an orbital facility down to a planet.

Boats can be hired from the port, but ships carry ample demi-boats for general use. They also carry a boat for each officer and a grand-boat for the captain. These are often loaned out as a favour.

Beyond Port

Once you leave the port it really is a different world. Ports expect passing trade, offer common goods and services, and usually fall within a somewhat universal set of laws and cultural norms. Crossing the border into the world is when you see its real character.

Freelance Work

Work opportunities have a way of finding offworlders that go looking for them, many worlds having a bulletin board system for this purpose.

Roll a random contact from the world's spread, taking special note of what they want. If a job is not obvious, add a random place from that world, and use Spark Tables (pxxx) to work out the job.

Payment for most jobs will start at a Frag, already a substantial payment, with negotiation usually possible for going above and beyond.

Law Rating and Military Strength

Each world has its own set of laws, with the obvious ones being ubiquitous. For fringe judgements, roll a save using the world's Law rating. If the save is successful there is a law restricting or prohibiting that activity.

In broad terms you can expect 1% of a world's population rating to be security or law enforcement workers, and 0.1% to be professional military.

Trade Rating and Shopping

Generally the availability of common items correlates with the world's population. You can roll a save using the world's Trade rating to see if a more uncommon item is available. This rating can also be used to determine how welcoming a world will be to outsiders, with higher trade generally having more experience with passing travellers.

Items cheaper than a frag, in reasonable quantities, are covered by a crew member's credit account, a small perk of their employment.

Tech Rating and Specialist Services

As with goods, the availability of common services correlates with a world's population, but you can roll a save using the world's Tech rating to see if a service relying on high technology is available. The rating also gives a sense of the general quality of a world's medical and engineering services.

Off Books Enterprise

Beyond trading and freelance work, there are other opportunities depending on your morals.

Mining/Harvesting: In areas with accessible natural resources, every 10 workers can extract a container of Minerals/Organics each month. Double this for a proper industrial operation.

Plunder and Theft: Thorough looting of a ship or settlement, assuming the security are neutralised, can yield 1 container of appropriate goods for every 10 crew/population. If in doubt, randomise the type or provide an equal proportion of each.

Bounty Hunting: Bringing in wanted criminals can yield anywhere from a Frag for a petty criminal to hundreds for infamous figures.

EXPLORATION

Layover can also be an opportunity to explore the wider world, or neighbouring worlds that are not detailed in the world directory.

Survival Factors

Ports and settlements are usually safe for humans, but the rest of the world may not be.

Extremely high and low temperatures cause burn damage if the explorer is not adequately prepared.

This can range from d4 burn per hour to d12 burn per round, depending on the severity. This baseline can also be used for the following factors.

Toxic atmosphere usually causes infect damage, but others are possibly depending on the nature of the threat.

Extremes of gravity and pressure usually cause crush damage. Low gravity presents its own issues with movement and may *Impair* attacks by those unfamiliar with it.

Exploring a Settlement

X

Exploring a Known World

X

Exploring New Worlds

X

Exploring Space

X

STOCK CHARACTERS

The stars contain a multitude of individuals, and these templates can provide the baseline for non-player characters when when needed.

To add further detail, roll on the appropriate spark tables (pxxx), change their skills and equipment, or reroll their skill ratings on d12+d6.

Guard

Vigilance 10, Violence 5, 4GD
Combat helmet (A1), baton (d6 crush),
Flashgun (d10 burn, long)

Soldier

Tactics 10, Discipline 10, 5GD
Battle suit (A1), combat helmet (A1),
Stormgun (2d8 pierce, long), concussor grenade
(d8 crush blast), bayonet (d6 pierce)

Shocktrooper

Aggression 12, Composure 10, 7GD
Battle suit (A1), combat helmet (A1),
Spinning Jack (3d6 pierce, hefty), tox bomb (2d6
infect blast), plasmasaw (2d8 burn, hefty, melee)

Assassin

Murder 15, 6GD
Power suit (A2), causal resonator (2d10 warp, long),
null bomb (d8 erode blast), shimmerblade (2d6
burn)

Pirate

Intimidation 10, Cowardice 10, 4GD
Battle suit (A1), breather helmet,
breach blaster (2d8 crush, long), handaxe (d8
pierce, hefty)

Beast

Instinct 13, 3GD
Hardy (A1), claws (2d6 pierce)

Monstrosity

Instinct 13, 7GD
Tough (A2), slash (2d8 pierce), maul (2d10 crush)

Robot

Programming 15, 3GD
Metal body (A2), tools

Worker

Job 8, Hobby 12, 3GD
Tools

Crew

Loyalty 12, Ambition 7, 3GD
Uniform, multitool, techtile

Officer

Loyalty 8, Ambition 15, 6GD
Baton (d6 crush), pulse driver (2d8 burn, hefty)

Scout

Navigation 8, Survival 12, 4GD
Vacc suit, breather helmet,
flashgun (d10 burn, long)

Mystic

Mind 12, Body 7, 2GD
Arcane paraphernalia

Criminal

Subtlety 8, Survival 12, 4GD
Belt pistol (d8 pierce), blade (d6 pierce), hacking and
break-in tools

Engineer

Resourcefulness 10, Banter 7, 2GD
Tools

STOCK LOCATIONS

Orbitals

X

Docking Bays

X

Landings

X

Border Crossings

X

Hospitality Complexes

X

Frigates

X

Orbital Forts

X

Sealed Cities

X

Frontier Bases

X

Residential Blocks

X

Security Garrisons

X

Independent Colonies

X

Faction Embassies

X

Power Generators

X

Production Works

X

PEOPLE SPARKS

Roll 2d12 on a Spark Table and combine the results for an improvisational prompt.

Traveller		
	Identity	Occupation
1	Crew	Engineer
2	Expert	Mercenary
3	Servant	Smuggler
4	Bruiser	Advisor
5	Bookworm	Administrator
6	Apprentice	Merchant
7	Failed	Explorer
8	Noble	Researcher
9	Drifter	Labourer
10	Veteran	Guard
11	Follower	Pilot
12	Survivor	Entertainer

Fashion		
	Outfit	Accessory
1	Jumpsuit	Visor
2	Waistcoat	Dust
3	Spacesuit	Patches
4	Loose Shirt	Scarf
5	Overalls	Wires
6	Body Mesh	Stolen Hat
7	Long Coat	Utility Belt
8	Leather	Pouches
9	Uniform	Chrome
10	Hoodie	Stab Vest
11	Poncho	Earpiece
12	Denim	Crystals

Personality		
	Surface	Within
1	Pious	Sensitive
2	Academic	Calculating
3	Vibrant	Ambitious
4	Sophisticated	Honourable
5	Carefree	Generous
6	Worn	Hurt
7	Detached	Paranoid
8	Deceitful	Deceitful
9	Boisterous	Ashamed
10	Humble	Cynical
11	Proud	Superstitious
12	Professional	Ruthless

Alien		
	Appearance	Trait
1	Bright	Quiet
2	Plantlike	Mystic
3	Ghostly	Cold
4	Aquatic	Sickly
5	Slimy	Musical
6	Metallic	Inflexible
7	Horned	Animalistic
8	Sharp	Observant
9	Glittering	Creative
10	Spindly	Morbid
11	Rubbery	Incurious
12	Bulky	Protective

Robot		
	Component	Character
1	Screen	Amoral
2	Claw	Menacing
3	Steam	Maternal
4	Pipes	Lazy
5	Orbs	Naive
6	Lens	Formal
7	Jaws	Dramatic
8	Gold	Humorous
9	Wires	Vain
10	Tail	Insecure
11	Armour	Impatient
12	Wheels	Pacifist

Security		
	Look	Mood
1	Neon	Secretive
2	Camo	Aggressive
3	Old	Tense
4	Greasy	Bored
5	Soft	Vigilant
6	Chrome	Petty
7	Shadowy	Pragmatic
8	Formal	Distracted
9	Green	Inspired
10	Overequipped	Relaxed
11	Jacked	Icy
12	Leather	Inquisitive

Crew		
	Appearance	Detail
1	Tall	Glasses
2	Augmented	Cyberware
3	Soft	Piercing
4	Athletic	Scar
5	Unkempt	Hair
6	Youthful	Eyes
7	Elderly	Helmet
8	Groomed	Bald
9	Injured	Pet
10	Hard	Visor
11	Alien	Hat
12	Short	Prosthetic

Complaint		
	Subject	Problem
1	Food	Lost
2	Quarters	Change
3	Colleagues	Argument
4	Rival	Unknown
5	Superior	Lacking
6	Subordinate	Incorrect
7	Equipment	Stolen
8	Benefit	Annoyance
9	Friend	Conspiracy
10	Data	Excess
11	Belongings	False
12	Work	Delayed

Keepsake		
	Descriptor	Object
1	Mechanical	Jewellery
2	Luxury	Rock
3	Old	Tool
4	Beautiful	Book
5	Stolen	Device
6	Broken	Clothes
7	Homemade	Badge
8	Gifted	Photograph
9	Sentimental	Toy
10	New	Ornament
11	Humble	Art
12	Alien	Weapon

SHIP SPARKS

Roll 2d12 on a Spark Table and combine the results for an improvisational prompt.

Boat		
	Style	Shape
1	Reclaimed	Bullet
2	Plastic	Cube
3	Tangled	Cluster
4	Dusty	Sphere
5	Clinical	Diamond
6	Silver	Wedge
7	Armoured	Egg
8	Homely	Saucer
9	Jagged	Brick
10	Compact	Teardrop
11	Flimsy	Bird
12	Ornate	Bug

Starship		
	Style	Shape
1	Dual	Tower
2	Horned	Whale
3	Caged	Cylinder
4	Smoking	Pyramid
5	Reinforced	Crescent
6	Asymmetric	Dome
7	Triple	Sprawl
8	Wide	Manta
9	Elongated	Trident
10	Tall	Anvil
11	Vented	Boulder
12	Bloated	Spear

Corridor		
	Material	Feature
1	Glass	Cramped
2	Concrete	Steep
3	Iron	Dark
4	Chrome	Loud
5	Plastic	Hot
6	Tiles	Cold
7	Neon	Vertical
8	Steel	Labyrinthine
9	Rubber	Blocked
10	Carbon	Long
11	Bakelite	Checkpoint
12	Copper	Alcoves

Compartment		
	Form	Function
1	Busy	Chemistry
2	Abandoned	Engineering
3	Damaged	Leisure
4	Comfortable	Residential
5	Inconvenient	Medical
6	Isolated	Storage
7	Secure	Utility
8	Noisy	Transport
9	Shared	Security
10	Strained	Botany
11	Private	Hygiene
12	Cluttered	Manufacture

Tool		
	Focus	Form
1	Hygiene	Stick
2	Data	Rig
3	Repair	Blade
4	Cooking	Fluid
5	Cutting	Beam
6	Supervision	Belt
7	Hauling	Gauntlets
8	Security	Launcher
9	Interrogation	Suit
10	Overclocking	Kit
11	Monitoring	Helm
12	Training	Module

Problem		
	Subject	Needs
1	Rations	Realigning
2	Frag	Cooling
3	Drive	Connecting
4	Guns	Inspection
5	Cargo	Removing
6	Hand	Finding
7	Head	Concealing
8	Doors	Replacing
9	Boat	Cleaning
10	Hull	Isolating
11	Transporter	Heating
12	Records	Relocating

Project		
	Focus	Method
1	Morale	Contest
2	Competence	Decor
3	Recruitment	Celebration
4	Costcutting	Drills
5	Profit	Lectures
6	Advancement	Technology
7	Discipline	Biology
8	Efficiency	Chemistry
9	Contingency	Physics
10	Strength	Toil
11	Education	Violence
12	Resilience	Data

Mainframe		
	Personality	Agenda
1	Mystic	Exploration
2	Casual	Accuracy
3	Calculating	Sensation
4	Detached	Probabilities
5	Assertive	Safety
6	Superior	Peace
7	Curious	Survival
8	Subservient	Research
9	Personable	Happiness
10	Impatient	Loyalty
11	Formal	Testing
12	Scientific	Challenge

Ordnance		
	Descriptor	Type
1	Magnetic	Launcher
2	Scatter	Cannon
3	Solar	Lance
4	Burst	Projector
5	Thermal	Mortar
6	Mega	Missiles
7	Multi	Array
8	Ultrasonic	Driver
9	Piercing	Rockets
10	Singularity	Prism
11	Precision	Ray
12	Lightning	Charges

PORT SPARKS

Roll 2d12 on a Spark Table and combine the results for an improvisational prompt.

Starport		
	Vibe	Type
1	Cosy	Gate
2	Sacred	Market
3	Greasy	Habitat
4	Corporate	Outpost
5	Scientific	Colony
6	Abandoned	Farm
7	Humble	Dock
8	Decadent	Fortress
9	Exclusive	Hub
10	Military	Hangar
11	Modern	Town
12	Outdated	Factory

Entertainment		
	Vibe	Medium
1	Nostalgic	Dance
2	Emotional	Speech
3	Earnest	Singing
4	Scary	Film
5	Comedic	Sport
6	Melancholic	Game
7	Celebratory	Theatre
8	Dry	Poetry
9	Romantic	Ensemble
10	Cynical	Ritual
11	Educational	Pageant
12	Progressive	Show

Rendezvous		
	Vibe	Type
1	Multipurpose	Bar
2	Secret	Plaza
3	Locked	Ship
4	Guarded	Bay
5	Condemned	Canteen
6	Bustling	Hanger
7	Shady	Office
8	Unpopular	Bridge
9	Elevated	Storage Unit
10	Newly Built	Market
11	Exclusive	Silo
12	Bright	Cafe

Market		
	Descriptor	Feature
1	Shouting	Paperwork
2	Queuing	Terminals
3	Drinking	Stalls
4	Whispering	Booths
5	Anonymous	Kiosks
6	Orderly	Buggies
7	Formal	Pit
8	Crude	Shuttles
9	Guarded	Tarpaulins
10	Hostile	Crate Stacks
11	Welcoming	Vid-Screens
12	Decorated	Headsets

Job		
	Type	Element
1	Survey	Station
2	Reclaim	Company
3	Destroy	Ruler
4	Transport	Data
5	Tax	Thieves
6	Repair	Relative
7	Break	Relic
8	Guard	Warship
9	Pursue	Computer
10	Salvage	Lifeforms
11	Hide	Technology
12	Pursue	Secret

Complication		
	Type	Element
1	Sudden	Hijack
2	Targeted	Attack
3	Mysterious	Rival
4	Violent	Tax
5	Destination	Explosion
6	Nearby	Theft
7	Colossal	Ban
8	Familiar	Inspection
9	Artificial	Barrier
10	Natural	Demand
11	Data	Radiation
12	Deadly	Malfunction

Workshop		
	Speciality	Focus
1	Repair	Hull
2	Construction	Ordnance
3	Decoration	Arms
4	Components	Sensors
5	Tuning	Comms
6	Refitting	Machines
7	Cleaning	Tools
8	Maintenance	Circuits
9	Calibration	Structure
10	Assembly	Suits
11	Prototyping	Hatches
12	Salvage	Boats

Decor		
	Theme	Details
1	Minimal	Screens
2	Baroque	Plants
3	Industrial	Crystals
4	Pristine	Holograms
5	Brooding	Sculptures
6	Humble	Banners
7	Opulent	Pipes
8	Bright	Glass
9	Cosy	Lamps
10	Natural	Mosaics
11	Brutalist	Fountains
12	Cluttered	Mirrors

Superstructure		
	Style	Shape
1	Tiered	Spire
2	Bright	Mountain
3	Quadruple	Crown
4	Branching	Disc
5	Fractured	Torus
6	Perforated	Asteroid
7	Twisted	Hourglass
8	Stacked	Ring
9	Misted	Cross
10	Split	Shard
11	Crooked	Spiral
12	Collapsed	Dome

WORLD SPARKS

Roll 2d12 on a Spark Table and combine the results for an improvisational prompt.

Atmosphere		
	Description	Feature
1	Corrosive	Rings
2	Violet	Aurora
3	Green	Haze
4	Blue	Dust
5	Wispy	Storms
6	Swirling	Smog
7	Pulsing	Mist
8	Dense	Debris
9	Pink	Mag-Field
10	Golden	Flares
11	Bloody	Radiation
12	Luminous	Microbes

Surface		
	Description	Feature
1	Glittering	Mountains
2	Crystalline	Forests
3	Frozen	Volcanoes
4	Metallic	Rivers
5	Rising	Ocean
6	Singing	Caves
7	Verdant	Canyons
8	Toxic	Craters
9	Glass	Desert
10	Burning	Swamps
11	Turbulent	Flats
12	Smoking	Trenches

Biosphere		
	Description	Type
1	Microbial	Vines
2	Fossilised	Slime
3	Engineered	Herd
4	Domestic	Bug
5	Psychic	Rodent
6	Hostile	Scavenger
7	Invasive	Crustacean
8	Underground	Fungus
9	Imported	Trees
10	Aquatic	Mollusc
11	Parasitic	Swarm
12	Colossal	Hunter

Culture		
	Passion	Taboo
1	Inebriation	Intimacy
2	Competition	Death
3	Worship	Ambition
4	Myth	Pride
5	Strength	Change
6	Exploration	Machines
7	Preparation	Aliens
8	Emotions	Stagnation
9	Technology	Shame
10	Hatred	Satisfaction
11	Collectivism	Greed
12	Knowledge	Privacy

Settlement		
	Feel	Structure
1	Military	Landing
2	Farming	Refuge
3	Leisure	Compound
4	Mining	Base
5	Research	Blocks
6	Exploration	Sprawl
7	Refugee	Dome
8	Factory	Community
9	Mercantile	Camp
10	Tactical	Tunnels
11	Service	City
12	Transport	Towers

Governance		
	Type	Structure
1	Corporate	Theocracy
2	Military	Dictatorship
3	Interstellar	Democracy
4	Union	Feudalism
5	Cybernetic	Anarchy
6	Criminal	Oligarchy
7	Stellar	Bureaucracy
8	Fractured	Monarchy
9	Academic	Commune
10	Authoritarian	Aristocracy
11	Traditionalist	Union
12	Isolationist	Council

Agriculture		
	Description	Type
1	Micro	Greens
2	Gene-Mod	Grains
3	Wild	Kelp
4	Fungal	Flakes
5	Orbital	Milk
6	Syntha	Bars
7	Hydroponic	Krill
8	Soluble	Rice
9	Liquid	Jerky
10	Grey	Molasses
11	Aero	Fruit
12	Macro	Steak

Industry		
	Description	Type
1	Micro	Explosives
2	Hazardous	Clothing
3	Bulk	Electronics
4	Primitive	Vessels
5	Illegal	Machinery
6	Bespoke	Narcotics
7	Crude	Tools
8	Rare	Batteries
9	Traditional	Medicine
10	Military	Food-Adds
11	Experimental	Weaponry
12	Macro	Alloys

Crisis		
	Subject	Problem
1	Fraggs	Betrayal
2	Corporate	Catastrophe
3	Import	Raid
4	Government	Abandoned
5	Worker	Shortage
6	Export	Rival
7	Machinery	Sabotage
8	Faction	Coup
9	Lifeform	Plot
10	Agriculture	Laws
11	Industry	Closure
12	Starport	Corruption

FXT

FREE EXCHANGE TRUST

History

- Commerce used to involve bickering corporations and banks, until interstellar trade became entirely unprofitable for all involved.
- The Free Exchange Trust was set up by the largest companies to provide frictionless trade, the Trust eventually growing rich enough to buy out most of the organisations involved.
- The FXT now controls the flow of goods and wealth throughout the stars.

Presence

- Own and maintain more Orbitals than any other faction.
- Distributor of the FXT Bulletin, the most widely read news source in the home cluster.
- FXT Finance Hubs offer loans and other services to any who can afford the repayments.

Relations

- Close ties with the Justice Union, committed to creating more industrial facilities.
- Tension with the Compliance Authority, who they claim are a barrier to frictionless trade.
- Many high ranking FXT Executives are faithful followers of Starpath.

Goals

- Maintain the free flow of trade and information.
- Make their corporations and banks profitable.
- Absorb any smaller corporations that still exist.

Job Opportunities

Roll d12:

1. Smuggle a location tracker onto your ship to analyse trade routes.
2. Act as bodyguard for a trade negotiator.
3. Influence a foreign market.
4. Cause property damage to a company refusing an FXT buyout.
5. Create evidence for a rumour that the FXT Bulletin would like to publish.
6. Compromise a labour strike.
7. Make life difficult for the staff of an NCA checkpoint.
8. Transport a single high value item to a distant executive.
9. Spread information too sensitive for the FXT Bulletin to publish directly.
10. Take out a frag loan and make a point of paying it back after doubling your money.
11. Embarrass the Konkord unit of an orbital, with the aim of loosening their security.
12. Transport a container of frags to a Starpath outpost.

SOVEREIGN INDEPENDENCE CHARTER

History

- Most worlds have lived memory of faction interference, if not outright conquest.
- The few independent worlds left call an assembly, inviting other worlds seeking to govern themselves.
- Sovereign announce their independence charter calling for all worlds to operate independently, curtailing the rapidly growing power of large factions.

Presence

- The Charter Hall is a ship, its location kept guarded until an assembly is called.
- Independence cells have been established on many faction controlled worlds.
- Factions tend to allow a Sovereign Embassy on some of their worlds as a show of good faith.

Relations

- Mutual support with the Compliance Authority, who have little interest in governing worlds themselves, and would benefit from other factions being neutered.
- Often at odds with Starpath, who seek a more connected galaxy.
- A cease-fire is in effect with Konkord after a bloody clash. Neither side wants it to last.

Goals

- Have an embassy on every world and a representative for each in their charter hall.
- Reduce the power of large factions.
- Encourage worlds to go independent.

Job Opportunities

Roll d12:

1. Deliver a secret message to the independence movement on a faction controlled world.
2. Pretend to be a client for Konkord, sending them on a pointless mission and refusing to pay.
3. Bring down the wire connection of another world.
4. Escort an ambassador to an unwelcoming world.
5. Smuggle arms to a civil uprising.
6. Take comms equipment to an independence cell cut off from contact.
7. Investigate rumours of the NCA interfering on a Sovereign world.
8. Steal resources from a faction world and delivery them to an independent world.
9. Hinder the construction of a gate by Starpath.
10. Extract the staff of an embassy from a falling settlement.
11. Compromise the leader of an independence movement who has loudly oppoed Sovereign.
12. Intercept an arms shipment going to a Konkord base.

JUSTICE UNION COLLECTIVE VIGILANCE

History

- On lawless industrial worlds, worker unions would arm themselves and carry out hard justice as needed.
- The largest of these collectives joined forces as the Justice Union, building a security force that would be staffed by the people, for the people.
- With unprecedented unity in their cause, the Righteous Hand was launched, ensuring people on all worlds can rely on justice.

Presence

- Large scale industries are now sure to have at least informal support of the Union, though representatives often choose to remain anonymous.
- Most independent Bounty Hunters now serve the Union directly, taking bounties declared by public support.
- The Righteous Hand is a megaship, seeking injustice to stamp out.

Relations

- A recently signed agreement with the FXT was controversial within the Union, who wait on the Trust's promise to invest in industrial jobs.
- Konkord recently struck out at the Righteous Hand, but the attack was repelled. Konkord insist it was a false flag operation.
- A treaty with the Compliance Authority means that both have agreed to stay out of each others' business.

Goals

- Increase industrial influence
- Improve working conditions
- Stir public fear

Job Opportunities

Roll d12:

1. Provide extra muscle to guard a labour strike.
2. Deliver a captured criminal to their prison destination.
3. Find some corporate scandal that could help spark a strike.
4. Seek witnesses to a violent crime, hoping to find the offender.
5. Transport an unmarked attack team to deliver an assault on a Konkord guard facility.
6. Place a larger order, real or fake, at a factory with already struggling production.
7. Find proof that Konkord recently broke an industrial strike.
8. Transport arms to a vigilante group doing work too dirty for the Union to be directly involved.
9. Threaten the Compliance Authority with a show of force.
10. Investigate rumours of FXT wanting to scale back production at an industrial facility.
11. Secure and extract a key witness of shady corporate activity, already hunted down.
12. Remove a union foreman from her position, proving too difficult to manage.

KONKORD

PEACE OPERATIONS

History

- One of many private military companies, Konkord are most associated with an ongoing conflict between noble houses.
- With unprecedented demand for their services, Konkord bought up its rivals, its suppliers, and launched an assertive recruitment drive.
- Konkord now holds a near monopoly on military power, and has sworn to end conflict in the whole of the Home Cluster.

Presence

- Arms Outfitters are a common sight in Orbitals, where a small selection of Konkord's arsenal is available for general sale.
- Its countless Strike Companies, each the crew of an entire starship, are known for their rapid redeployment and aggressive strategy.
- Most private security firms are part of Konkord, though many operate under a different name to soften their presence.

Relations

- Co-developed a new type of strategic mainframe with Starpath, who offer tightly controlled access to their archives.
- Concerned about the growth of the Justice Union, and would like to see them disarmed.
- Working to undermine Sovereign through covert operations since their cease-fire was signed.

Goals

- Ensure they maintain the military monopoly.
- Protect their wealthy employers.
- Encourage conflict that might lead to further contracts.

Job Opportunities

Roll d12:

1. Press gang new recruits on a world that recently lost its main factory.
2. Provide aristocrat-level transport and entertainment for a valued Konkord client.
3. Sabotage peace talks.
4. Demonstrate the power of a newly obtained type of weapon.
5. Scout a settlement that Konkord plans to deploy into.
6. Drop landmines onto an abandoned settlement so that nobody can claim it.
7. Ensure a Starpath facility feels suitably threatened to keep their Konkord contract.
8. Infiltrate a Union strike and ensure it turns violent towards innocent bystanders.
9. Stoke anti-sovereign rhetoric on a recently independent world.
10. Extract a wealthy client from a warzone.
11. Deliver faulty munitions to a Justice Union armoury.
12. Deliver frags to a group of freedom fighters.

NCA

NEW COMPLIANCE AUTHORITY

History

- The Compliance Authority was established with a broad remit, to ensure space travel is made safe throughout the home cluster.
- Their focus soon shifted to fighting piracy, legitimising the most brutal of them to hunt down the rest. Soon there were more pirates in the Authority than outside it.
- The old leadership was ousted, creating the New Compliance Authority, now essentially a legitimised protection racket.

Presence

- Inspection ships
- Orbital standards
- Transit security

Relations

- Supporters of Sovereign, knowing that their support adds a sense of legitimacy.
- Always in direct opposition to the FXT, both factions calling for the other to be dismantled.
- Have promised the Justice Union that they will keep a distance from industrial facilities, expecting a blind eye in return.

Goals

- Maintain public support by encouraging a fear of space travel, only made viable by the Authority's initiatives.
- Keep the appearance of a legitimate organisation while taking a cut any way they can.
- Stamp out independent piracy from reemerging.

Job Opportunities

Roll d12:

1. Assassinate an aspiring pirate.
2. Infiltrate a smuggler vessel and redirect it to an NCA inspection point.
3. Pressure Sovereign into donating further funds to the Authority.
4. Cause chaos at an orbital, ensuring traffic is backed up just before an NCA inspection arrives.
5. Bring in a ship's captain suspected to be a pirate.
6. Act as pirates, so that an NCA frigate can swoop in to save the day.
7. Plant illegal cargo on a transport ship.
8. Steal boats from an orbital base, so that the NCA can reclaim them.
9. Uncover any wrongdoing by the FXT.
10. Silence a respected witness of NCA brutality.
11. Collect an overdue fee from a Starpath outpost.
12. Capture an FXT executive for investigation.

STARPATH

ARCHIVE OF COSMIC TRUTH

History

- Star Cults have long shared a fascination with deep space exploration, and the first Starpath Archive was established to share this knowledge.
- The Titan star, once threatening to burn the entire home cluster, was tamed by technology drawn from this archive, drawing even more support to Starpath's philosophy.
- With growing support, Starpath act as a unified faith, library, and expeditionary force.

Presence

- Libraries are present on many worlds, each focusing on a particular area of Starpath's cosmic knowledge, on display to share with all.
- Expeditionary Outposts lure the adventurous toward the unmapped frontier, offering guidance, equipment, or even frag payments to those willing to report back.
- The Wire was another development by Starpath, so wherever there is a connection, expect Starpath to have a presence nearby.

Relations

- Carefully maintaining ties with Konkord, believing that they would be useful allies in a future conflict.
- Consider Sovereign a backwards-looking council blind to their higher purpose.
- Have worked to install their followers in the highest seats of the FXT.

Goals

- Build an accurate archive of all known and unknown worlds.
- Keep control of technological progress, ensuring that the most harmful developments are kept locked away.
- Install faithful followers in the leadership of other factions.

Job Opportunities

Roll d12:

1. Scout the surface of an unmapped world.
2. Guide a fleet of pilgrim boats close to a star, but not too close.
3. Prevent a science facility from making a dangerous breakthrough.
4. Protect the site of a new wire connection being set up on a distant world.
5. Bring an impractically large relic back to a lab for study.
6. Check Starpath data on a populated world.
7. Attend a high society event, spreading the word of Starpath's work.
8. Test out a proposed shortcut between worlds.
9. Stamp out an isolationist independence movement backed by Sovereign.
10. Deliver sensitive data to a Konkord commander, but only after receiving payment.
11. Recover records from an expedition team that were lost on a wild planet.
12. Monitor a planet as it is destroyed by its star, recording and returning the data.

THE HOME CLUSTER

The stars and worlds included here represent a fraction of the wider universe, particularly the systems with the closest links to Bastion. Think of them as a starting point for your version of the Living Stars.

1 - The Goldfather (pxxx)

Dominated by corporate greed. Under the golden star wealth seems to create new blessings.

2 - The Watcher (pxxx)

A sprawling bureaucracy striving for order in the chaos. Under the watch of the great blue eye secrets are easily brought to light.

3 - The Dragon (pxxx)

On hostile frontier worlds, communities band together for survival. The red giant draws in new worlds from the void.

4 - The Falcon (pxxx)

A battleground of militarised aristocracies making little headway toward a truce. In the domain of the drifting star, travel and communication are unpredictable.

5 - The Processor (pxxx)

A haven for machines and scientists, with each world a technological wonder. Under the neon light of the Processor, information is quite literally power.

6 - The Outcast (pxxx)

Mysterious worlds, only recently drifting into this patch of space-time. It's not known how long it will stay. Under its pale violet light, space shifts in unexpected ways.

7 - The Devourer (pxxx)

A highly populated system under the yoke of harsh rule. Even the flickering green star itself requires feeding.

8 - The Dreamer (pxxx)

Only the bold make their industrious homes here. The star is a swirling limbo of matter, always spitting something new into its orbit.

9 - The Titan (pxxx)

These blessed worlds enjoy idyllic conditions. The star is tempered by a great technology, moderating the raging power within.

10 - The Prisoner (pxxx)

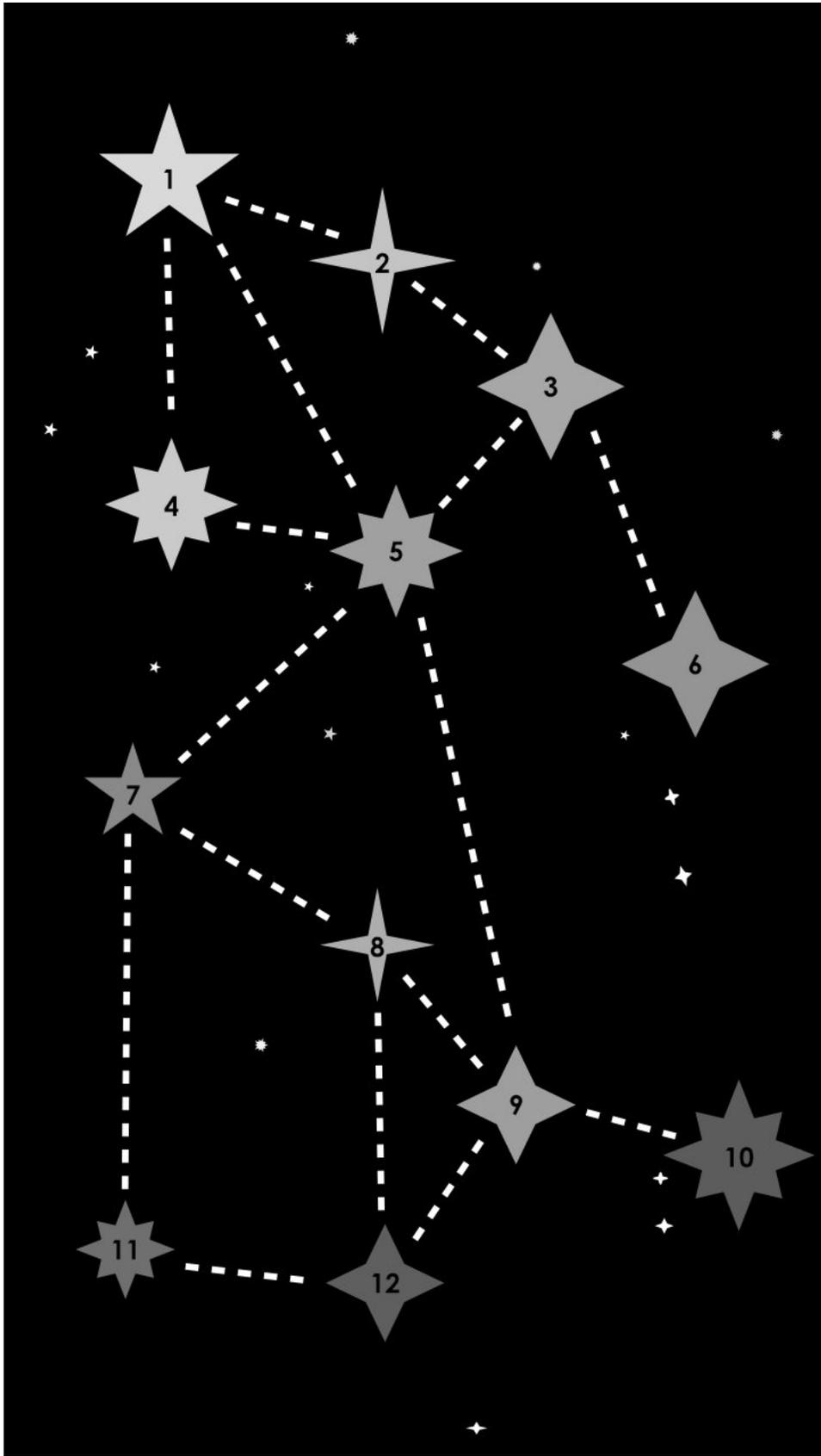
A truly warped system where the rules of reality appear to break down. Its green star is trapped in a rift, threatening to vanish for good.

11 - The Lightheater (pxxx)

Secretive worlds work toward conflicting agendas, each believing the fate of their star depends on them. The dull red star never quite illuminates anything.

12 - The Petty (pxxx)

A neighbourhood of lesser stars, each home to just a single occupied world, most fiercely independent. Getting between them requires a jump.

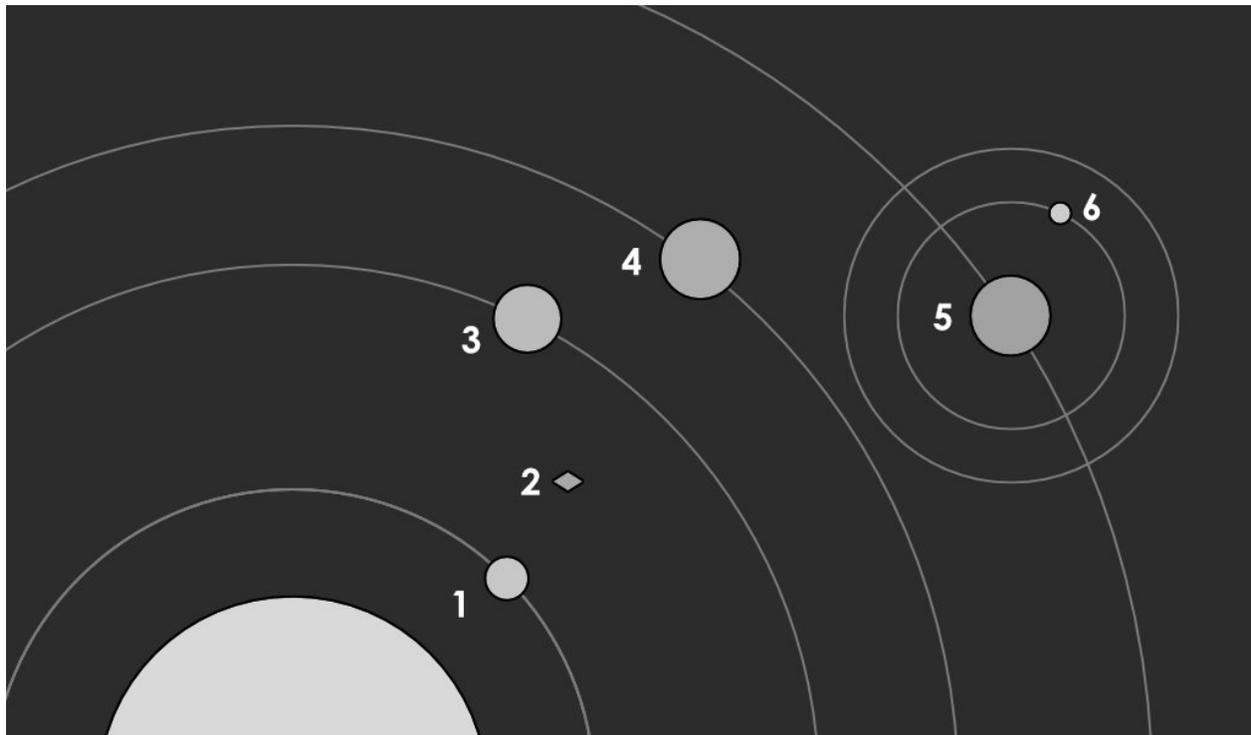


1

THE GOLDFATHER

*They say wealth is everything.
Under his light, the saying becomes the truth.*

Star Profile	
Light	Warm gold. Shines a little more flatteringly on those with more frags.
Space	Dark smog littered with clouds of dust and debris.
Comms	Wave is fuzzy but functional.
Gates	Anvil
Boon	Grants a form of immortality to those who cast a million frags into him.
Bane	Anybody with an overdue debt is cursed, being <i>Deprived</i> until they settle the debt.



	World	Market	Population	Law	Trade	Tech
1	Ziggurat Works	Insular Refiner	Ten-thousands	16	5	13
2	Wolf Pit	Prolific Assembler	Thousands	6	11	15
3	Heap	Austere Extractor	Hundred-thousands	10	7	6
4	Chime Waters	Poor Grower	Hundred-thousands	12	7	10
5	Labyrinth	Corporate Extractor	Thousands	7	7	13
6	Anvil	Urban Refiner	Thousands	12	6	16

Frequently Spotted Vessels

1

Aurea Rex - FXT Shareholder Grand-Ship

6GD, A4, 3d12 crush, 2,000 crew, 200 containers

Captained by Q55, a robot programmed to protect profits and the flow of commerce.

2

The Weasel and The Badger - Pair of FXT Freight Frigates

2GD, A2, 100 crew, 20 containers

Captained by Sofi and Lara Krupp, sister captains coasting on the easy work of FXT-backed trade.

3

Pair of NCA Inspection Boats

2GD, A1, 2d6 erode, 10 crew

Captained by underpaid compliance grunts looking to make a bit of money on the side.

4

The Velvet Palace - Casino Ship

6GD, A2, 1,000 crew, 200 guest rooms

Captained by the reclusive Master Dee Harzen with a goal to make enough profit to pay NCA's cut.

5

The Golden Coffin - Opportunistic Trader Ship

6GD, A3, 2d12 burn, 1,000 crew, 100 containers

Captained by the persuasive Rho Cowlick on a mission to make frags through any means.

6

The Last Horizon - Justice Union Foreclosure Frigate

4GD, A2, 2d8 crush, 100 crew, 10 containers

Captained by the sickly Velma Nail on a debt collecting mission through the system.



ZIGGURAT WORKS

A beacon of dark industry surrounded by glowing nature

World Profile					
Class	Toxic Planet	Atmos	Choking green spores	Law	16
Pop	Ten-thousands	Surface	Sweaty, neon-green jungle	Trade	5
Market	Insular Refiner	Reqs	Breather(or d12 infect)	Tech	13
Threat	The vent system of Pyramid Complex is infested with Chitinous Predator nests.				
Faction	FXT owned and operated. Konkord security presence.				



Places	
1	Capstone Landing - Atop the pyramid, hyper-militarised Konkord security teams perform harsh checks on any vessel arriving or leaving. Trade kiosks provide quick but soulless transactions. Meals are limited to lukewarm water and nutrient kibble. No private rooms for visitors.
2	The Pyramid Complex - A vast arcology doubling as industrial refiner and dense residential blocks. Nobody claims to live here, they're just working a stretch before getting off world. Some have been here for their whole lives.
3	Cuttingfields - At the base of the pyramid, power armoured workers cut back the jungle with huge saws (2d10 pierce, static). Chitinous predators (jaws 2d10 infect, 7GD) mimic cries for help, luring the unwary into the jungle. The workers know to ignore them.
4	Tox Camp - Hidden away in the brightest patch of neon jungle, nimble robots scurry in the trees, refining sap into a valuable toxins. They sell it off in small quantities (Specialist Synthetics, 5F, +1 sale value, 1 container available each day).
5	The Steam Tunnels - Narrow crawlways filled with cool mist, part of the jungle's root system. Provide comparatively safe passage between the Pyramid and the Tox Camp, but technically off-limits to all.
6	Magenta Valley - A lush grassland crisscrossed with glistening rivers, dotted with small marble stoned cities. Their residents have no interest in travel or trade, only perfecting their particular art.

Ship Incident - A debris storm sweeps out of the void, peppering the hull with mostly cosmetic damage. The ship must either halt for a day or push through, taking d12 pierce.

Contacts

1	<p>Kallas Debarve, Unwelcoming FXT Host Hospitality 8, Manipulation 15, Concealment 12, 4GD, angelic appearance, dour demeanour Formal black suit, assistant robot that keeps a running tally of costs for each visitor Wants to find new ways to squeeze Frags out of offworld visitors</p>
2	<p>Shamda, Furnace Cleaner Tolerance 15, Confidence 9, Art 7, 2GD, hot, glasslike body (immune to burn) hissing speech Charred rad suit (not really needed), heat proof cleaning supplies, sketching charcoal Wants to get off world and find a new purpose putting their cleaning skills to use</p>
3	<p>Gunmo, Failed Unionist Labour 14, Leadership 10, Machinery 4, 5GD, greasy grey hair, scarification grid, gruff Service bracelet (prevents leaving the world), tools for the bad jobs she's been assigned Wants to find a secret place where she can try to restart the worker's union</p>
4	<p>The Master of Beasts, Wrangler Robot Lists 16, Biology 14, Animal Care 4, 12GD, short, spindly robot, chirpy manner Soother ray (d8 warp), machete array (2d8 pierce), huge net, cage of bugs Wants to go out into the jungle and get more pets, but doesn't care much for their welfare</p>
5	<p>Luff Laran, Frag Liberator Oratory 11, Economics 10, Tunnels 15, 6GD, hunched, covered in jewellery, grandiose manner TechTile with illegal and shoddy connection to the Wire, hideout in the steam tunnels Wants to start the fragless revolution by rendering the Pyramid Complex unprofitable</p>
6	<p>Tova, Legendary Singer Music 17, Literature 8, Violence 6, 5GD, bald, pale gold skin, awkwardly silent unless singing Silver-blue silks, decorative peace sword (d8 pierce), voice synth for talking Wants to learn something new about music and take her talents where they're appreciated</p>



Origins

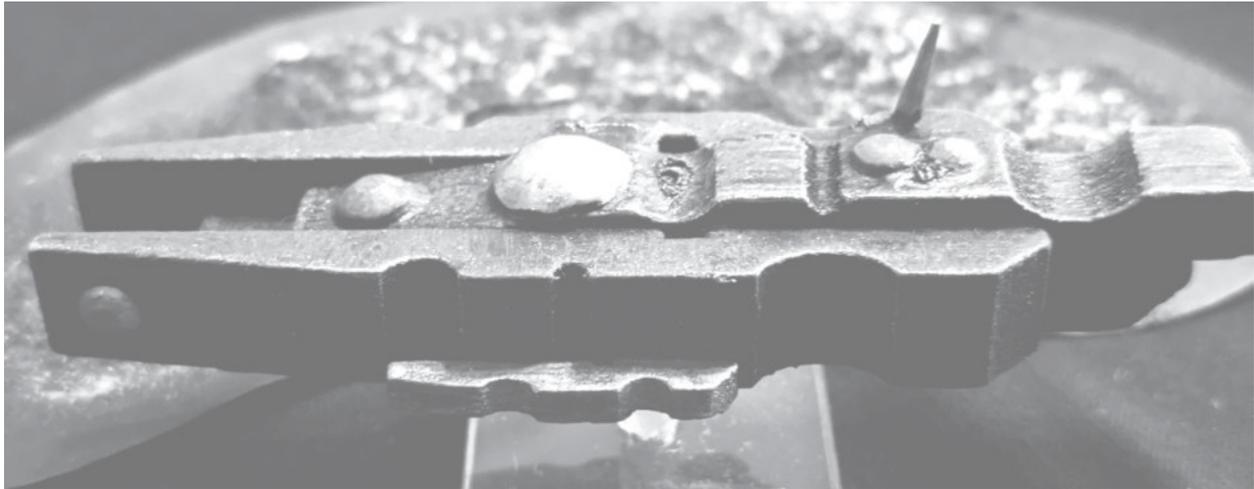
Born	<p><i>You grew up in a marble city on the magenta grasslands, now lost to jungle.</i> Skill: Aesthetics You can glean extra meaning from a sculpture by touching it intensely.</p>
	<p><i>You roved the neon jungle, managing populations of the most dangerous life.</i> Skill: Creatures Nano Rifle (d10 erode, long) and machete (d6 pierce)</p>
Made	
Broken	<p><i>You were a middle-manager in the Pyramid, made redundant after whistleblowing.</i> Skill: Delegation Your leaving gift, a Void Plant (gradually kills all plants that share its soil)</p>

Crew Incident - A prying, gossipy Head is experiencing a case of space loneliness, reaching out to one of the table for companionship. If not comforted, he drifts deeper into malaise.

WOLF PIT

Neutered wreck of a merchant ark, locked in permanent orbit, proudly independent

World Profile					
Class	Free Station	Atmos	Gritty synthesised air	Law	6
Pop	Thousands	Surface	Grimy, perforated metal panels	Trade	11
Market	Prolific Assembler	Reqs	None	Tech	15
Threat	The station's hull is not fit for space travel, or even its current orbit.				
Faction	Independent				

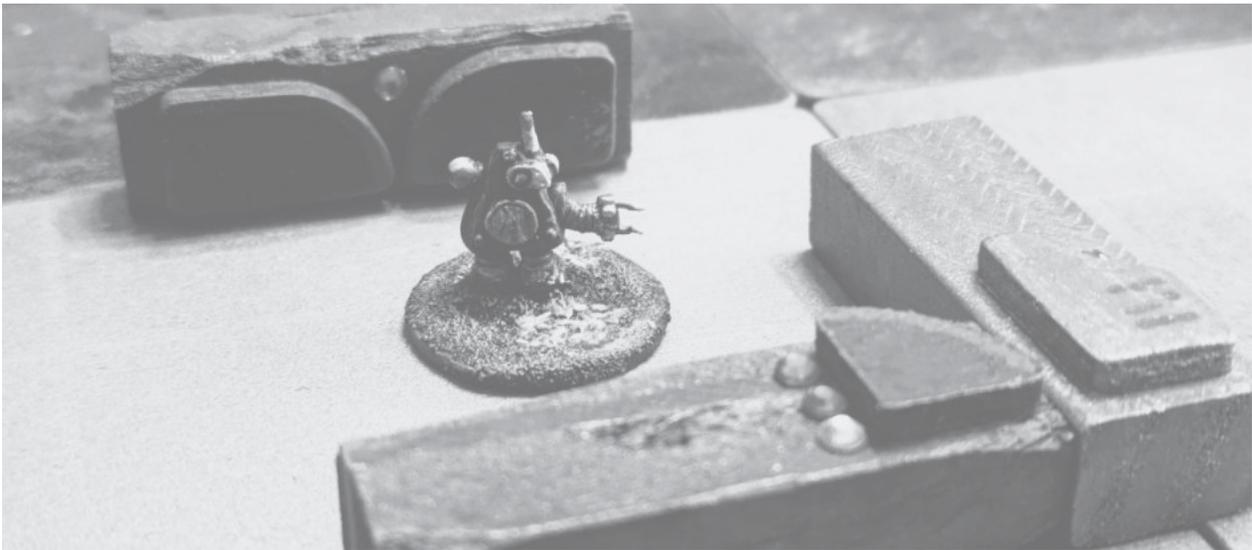


Places	
1	Astroware Dry Dock - Extremely pushy sales robots apply exploitative techniques to push their overpriced fixtures. For returning customers their tactics become even more aggressive.
2	Artisan's Hall - Simulated open air market where alien traders ply jagged black sculptures (Fragile Ware, 6F, +1 sale value). Glaziers claim that the glass is made from specially selected star dust. It is actually recycled soot from the dry dock.
3	The Bargain Bay - A maze of stallholders selling low cost entertainment goods with a reputation for bad quality (Ware, 5F, -1 sale value within this system). If you speak to the right person they reveal a stash of provocative media (Illicit Ware, 6F, +1 sale value).
4	Intraware Wet Dock - Visitors can only enter when escorted by a resident. For the right price, cybersurgeons will fit any piece of technology to a living being, wiring it directly up to their brain and drawing on their bio-electricity. Side effects are common.
5	Memorial Green - Patches of sickly green grass and hardy succulents barely cover the metal flooring. A black obelisk, its plaque reads "For those who shackled us so that we could break free". Nobody knows what it means, this whole park was bought from a now dead world. Used mainly as a drinking hub for exhausted workers.
6	The Sink - A downward spiralling walkway flanked by resident apartments. They get slightly nicer as you get lower, a gate barring access to the final level. The good units have their own lift for access, so nobody really walks down there.

Ship Incident - A Bone Crawler has attacked a random compartment before slinking away. Hunting 12, 6GD, claws (2d8 pierce). Wants a fresh corpse to hibernate inside. If left to hibernate, emerges as a pair in mature form: Dominance 18, carapace (A1), claws (2d10 pierce).

Contacts

1	<p>Mister Marron, Orbit Regulator Memory 15, Enterprise 14, Manipulation 12, 5GD, shrivelled old man, purple uniform, silver sash Hefty backpack of paperwork, distrust of machines, incredibly sour chewing gum Wants to revive Wolf Pit's engines, moving to a more profitable orbit</p>
2	<p>Var Kes Lor, Experimental Astrotect Aesthetics 17, Engineering 9, Oratory 12, 3GD, ghostly appearance, aromatic blue vapour Unable to physically interact with matter, relying on sycophantic assistants. Wants parts to bring her experimental vessel designs into reality</p>
3	<p>Wyun Barx, Free Sheriff Hunches 8, Drinking 16, Violence 10, 6GD, wormlike neck and head, melodic but husky voice Zero-beam (d6 erode), club (d8 crush), carapace suit (A1), bug wings (very poor flyer) Wants to give the impression of carrying out law enforcement without doing any actual work</p>
4	<p>Rassellon Rahale, Merchant-Curator Art 15, Brawling 12, Etiquette 6, 5GD, tall, scaled body, slow speech through gritted jaws Spiked tail (d10 pierce), selection of ill-fitting hats Wants unusual items he can sell to his wealthy, secretive clients</p>
5	<p>Hovhorrum, Speed Courier Racing 15, Willpower 6, Climbing 13, 3GD, red fur, huge blue eyes, speaks via module Shredpistol (d6 piece blast), shiny rad suit (impair burn), badges from distant starports Wants to race, showing off how fast their double-boosted boat can get around</p>
6	<p>Taylor Parkin, Intraware Addict Calculation 18, Socialising 7, Hiding 12, 7GD, visibly holding back their ultrafast mind Machine parts in place of all organs (ignore most wound effects, but still take trauma) Wants their human body to be a perfect vessel for internal mechanical parts, but is dying</p>



Origins

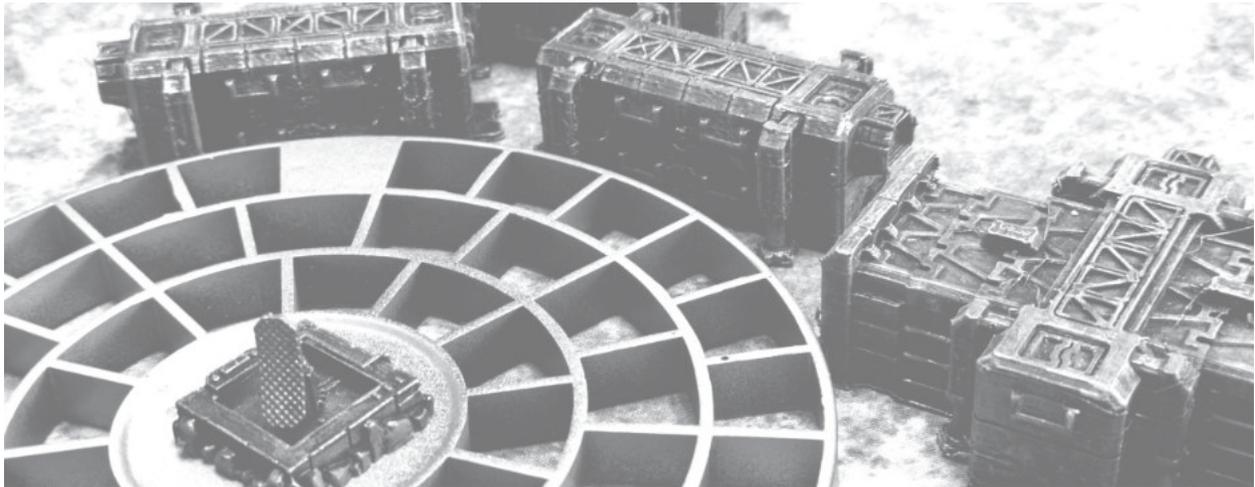
Born	<p><i>You were made from leftover parts in the Wet Dock. Your existence is illegal on Wolf Pit.</i> Skill: Secrecy</p> <p>Your body accepts any replacement organs or limbs just by pushing them into place.</p>
	<p><i>You made trade connections, securing cheap goods for the Bargain Bay.</i> Skill: Networking</p> <p>Revolver (d8 pierce), booze printer (two strong drinks per hour)</p>
Made	<p><i>You did bookkeeping for a cybersurgeon before stealing their mistreated pet.</i> Skill: Administration</p> <p>Cyber Critter (Electronics 12, Scuttering 7, 4GD, d6 burn electro-bite)</p>
Broken	

Crew Incident - An Officer is offended by the lack of respect shown by a loudmouthed Head. Word spreads, and the insubordination must be addressed if the Officer wishes to maintain their authority.

HEAP

Abandoned shipping container dump, now a corporate macrosalvage project.

World Profile					
Class	Dust Planet	Atmos	Wispy clouds, dust at ground level.	Law	10
Pop	Hundred-Thousands	Surface	Rocky, flat, covered with orange dust	Trade	7
Market	Austere Extractor	Reqs	Breather (or suffocation)	Tech	6
Threat	Konkord are preparing to seize the surface operation through force.				
Faction	Konkord operate the orbital. FXT operate the surface.				



Places

- 1 **Apex Orbital** - Konkord recently took over this overworked orbital, promising repair and expansion, as well as greater security measures. None have been delivered so far, but Konkord take a cut of any juicy off-world exports.
- 2 **Zero-D Heights** - Container stacks that reach high enough to have breathable air, free from the choking dust below.
- 3 **The Salvage Plains** - Miles upon miles of containers, bombed down to scrap, choice pieces being being towed back and forth by glass-domed trucks for sorting, trading, and export.
- 4 **Billion Tonne Square** - A mountain of containers, hollowed out into a dust-free haven. Salvage and trade is completely forbidden in here, to maintain the peace. The Council of Needs distributes food and other necessities for residents and their approved guests.
- 5 **The Underdown**- A sinkhole, littered with unclaimed storage containers, rich pickings for the bold. Locals warn of the Terror of the Underdown, an insatiable predator.
- 6 **The Dust** - The lifeless desert beyond civilisation. People only go here to abandon those who have been sentenced to choking-death by the Council of Needs.

Ship Incident - Following a production failure, all crew are on emergency rations, tasteless brown bricks of rubbery matter. If food production doesn't return, a mutiny is only a few meals away.

Contacts

1	<p style="text-align: center;">Colonel Jella Norwal, Konkord Operation Leader</p> <p>Strategy 7, Opportunism 15, Style 16, 8GD, tall, ageing gracefully, long black hair, velvet voice Shredder rifle (2d10 erode, long) glass helm (A1) and power suit (A2) Wants Apex to have unquestionable control so she can request transfer to a more cultured world</p>
2	<p style="text-align: center;">The Thingseer</p> <p>Identification 18, Survival 3, Riddles 12, 1GD, eight slender limbs, tiny black eyes, eager voice 4 micro-beamers (d6 burn, may fire 4 at once), heavy bracers (A1), can "read" objects through touch Wants Apex to be held back from expanding into Zero-D Heights</p>
3	<p style="text-align: center;">Drodeck, Junk Exporter</p> <p>Threats 16, Tact 5, Wetness 17, 2GD, soft and wet in body and voice, needs constant hydration Ornate blue mesh suit (<i>Impair</i> pierce), heavily armed water-bearer guards Wants beautiful materials for his scrap-palace up in Zero-D Heights</p>
4	<p style="text-align: center;">Pepper Pashoon, FXT Representative on the Council of Needs</p> <p>Adjudication 15, Gaming 12, Speed 6, 10, 5GD, knotted and grey, considers each syllable individually. Scarves over a tattered stab-vest (A1), mostly ceremonial mace (d8 crush, long) Wants to bring down Concord, keeping the council in charge of Heap</p>
5	<p style="text-align: center;">Sundrin, Terror of the Underdown</p> <p>Skulking 9, Pouncing 15, Humour 10, 9GD, dusty black fur, growling voice, love of terrible jokes Cruel claws (2d10 pierce), scrap armour (A1), perfect vision in dust and darkness Wants the whole galaxy to fear him, so needs a new world to terrorise</p>
6	<p style="text-align: center;">Vin Joma, Dust Patrol</p> <p>Piloting 15, Shrewdness 4, Mysticism 11, 4GD, gravelly face and voice, sweet manner Horned helm (A1), leather suit (A1), old dirtbike, desert crystals (soothingly cool) Wants to go into space, regardless of what he has to do up there</p>



Origins

Born	<p><i>You grew up in the crannies of the salvage heaps. Sometimes working, sometimes hiding.</i> Skill: Salvage You can smell and identify most non-organic materials as if they were hot food.</p>
Made	<p><i>You were one of Drodek's traders, then bartered your way to a ticket off this scrapheap.</i> Skill: Brokering Cudgelgun (d6 crush, melee and ranged), pleasure spray (creates mild joy for a moment)</p>
Broken	<p><i>You were dumped in the Dust, and decided to break away instead of working the salvage plains.</i> Skill: Smuggling Nano-veil (your face cannot be recalled by brain or machine, but appears otherwise normal)</p>

Crew Incident - A Hand claims to be receiving mystic visions of the ship's current destination. The Captain wants them brought up for questioning immediately. The visions are not perfect, but hint at truths currently unknown.

1
4

CHIME WATERS

Floating gardens blessed with beauty over agricultural viability.

World Profile					
Class	Water Planet	Atmos	Thick and vegetal	Law	12
Pop	Hundred-thousands	Surface	Gentle turquoise ocean	Trade	7
Market	Poor Grower	Reqs	None	Tech	10
Threat	Previously reliable crops are failing, limiting the number of viable species.				
Faction	FXT operate the port only.				



Places

- 1 **Mercator Landing** - Spacious but quiet landing pad, where grumbling workers are instructed to get vessels unloaded, loaded and sent on their way as quickly as possible. Leaving the dock is strongly discouraged. A group permit to go out into the world costs a Frag.
- 2 **The Red Gardens** - Every shade of red in their tiles, flowers, fountains, and snakelike birds. Look a little closer and the tarnish begins to show, stressed gardeners doing what they can to clip and cover to maintain the beauty.
- 3 **The Palace of Harmony** - Opulent palace comprised of many spiralling, conical towers. Watches over the gardens and the cropfields. The Mist Riders, a former skybike gang, have long served as the world's overeager security force, their barracks part of the palace.
- 4 **The Crop Fields** - On hexagonal platforms, great fields drift the nearby ocean. Half lie empty. The harvesters live humble lives in a bunker network below each field, their bodies and lives a blend of insect and human.
- 5 **The White Gardens** - Private gardens of the Hunger Pact, a sect of those who refuse to eat, willingly hosting a parasitic photosynthetic colony that keeps them mostly satisfied through sunlight alone. They are disgusted by any suggestion of ingesting food, but also miss it.
- 6 **The Drifting Atolls** - Clusters of coral and rock, pushed about by the currents and the last of the Aquatic Titans.

Ship Incident - Space has fluxed in an unfavourable way to your journey, adding d20 days to the trip.

Contacts

1	Per Voda, Chief Caretaker
	Poison 14, Insight 12, Floristry 10, 4GD, five eyes, black fangs, observes quietly, speaks little Fanged bite (d8 infect), concealed hardsuit (<i>impair</i> crush) under flowing red silks Wants to set up a scapegoat for the failing crops, relying on FXT approval for her position.
2	Yanaba, Master of the Aesthetic Guild
	Decoration 16, Warmth 13, Clarity 6, 2GD, folds of pale skin, self-deprecatingly friendly Case of incredibly precise gardening tools, one working cybernetic eye Wants to bring investment into Chime to further ornament and embellish his gardens
3	Astor Dareth, Mist Rider
	Riding 12, Observation 10, Machismo 14, 6GD, theatrical, rises from whisper to a roar mid-sentence Skybike, pack of survival tools, antivenoms, and emergency rations Wants to discredit the Caretaker, bringing Chime under his military rule
4	Sultac, Great Harvester
	Reaping 17, Digging 15, Protectiveness 12, 5GD, huge beetlelike body, clumsily inquisitive Red chitin (A3), scythe claws (2d10), many harvesting baskets, followed by smaller siblings Wants to move to the experimental gardens where new crops are grown
5	Lionseal of the Hunger Pact, Keeper of the Lens
	Faultfinding 14, Space 12, Valour 6, 5GD, many-layered robes, middle-aged but acts geriatric Cornucopia lens (at sunrise, can be used to assess the overall health of an entire crop field) Wants to find work on another world, believing that this one's days are numbered
6	The Last Son of the Deep, Aquatic Titan
	Charm 15, Bulk 17, Logic 8, 5GD, aquatic, huge whalelike body, cheerful booming voice, too trusting Stony hide (A4), colossal jaws (2d12 crush), bones of his final kin tucked under his tongue Wants to check in on his friends on the surface, and for them to be happy



Origins

Born	<i>Your people lived on one of the floating atolls, now sunk, your kin scattered.</i> Skill: Flight You have retractable gossamer wings, capable of bumbling flight.
Made	<i>You tended the white garden before it became property of the Hunger Pact.</i> Skill: Botany Shardgun (2d8 infect, long), fertile slime (nourishes plants, refills if jar is left half full)
Broken	<i>You stole a skybike from the mist riders, but couldn't get it off world.</i> Skill: Aerial Vehicles Leather packet of red moss (grants vaguely prophetic dreams if consumed before sleep)

Crew Incident - In a random compartment, a team working on a task from a random officer have been stranded, all transporters jammed.

LABYRINTH

A sunken maze beneath a frozen crust.

World Profile					
Class	Ice Giant	Atmos	Pale clouds of ice shards	Law	7
Pop	Thousands	Surface	Dense crust of blue glass-like ice	Trade	7
Market	Corporate Extractor	Reqs	Vacc suit (or d12 burn) and breather	Tech	13
Threat	The world's core is slowly annihilating the planet from within, accelerated by the mines.				
Faction	FXT owned and operated. Starpath presence on world.				



Places	
1	Lazuli Orbital - Orbital handling all off-world trade. Negotiators bicker over crystal allocations and trading terms. Also has a nice small coffee shop. Refined crystals (Unstable Mineral, 3F, +1 Sale Value) can be bought here, but supply is starting to dry up until a new vein can be found.
2	The Shark Cage - Heavy bunker, dropped on the crust to monitor the mining operation via a crude mob of hired muscle. Doubles as an extremely feisty bar. Gambling is based around sticking appendages into hyper-cooled liquids (d12 burn per turn).
3	Caleb Tango Memorial Lodge - Dusty old lodge selling gigantic seafood and exploration supplies. Named for the first offworlder to die exploring the Maze. Doesn't get many visitors. A bored sales attendant amuses themselves by being as unhelpful as possible, knowing they won't get fired.
4	The Maze - A sprawl of trenches deep in the crust-topped ocean, origin unknown. A natural field preserves a dome of air over it. The Maze hates anybody exploring it, sending d6 invisible enforcers (Force 12, 2GD, d8 crush) to repel those who don't offer proper respect on their visit. Mysterious maze-dwelling people technically own this world.
5	The Crystal Mine - Under the maze, pockets of crystals, ripe for refinement. Highly psychotropic in raw form, presenting idealised visions of the future. Miners will sell these on the side (Specialist Ware, 7F, +1 Sale Value). The mine always needs more labour but the work is dangerous, using colossal crustaceans as beasts of burden.
6	The Feet of the Elevatrix - An urban sprawl, clinging to the base of the space elevator that connects to Lazuli Orbital. Broken miners want out, naive youngsters want in, claiming there's opportunity to be had when a world hits rock bottom.

Ship Incident - There's an explosion in the ship's vault, an unstable frag. The frag losses are d6x10%, treating a roll of 6 as 0.

Contacts

1	<p>Naradutch, Starpath Chronicler Observation 12, Climbing 15, Social Cues 2, 3GD, grey chitin, four long spindly legs, cheerful Concealed pistol (d8 pierce), even more concealed beampistol (d8 burn) Wants to sell on news and gossip to his corporate clients on the Wire</p>
2	<p>Riff, Head of the Broken Miners Machinery 15, Camaraderie 13, Toil 7, 4GD, rocklike but soft physique, weary growl Mining beam (d12 burn, static), hand pick (d8 pierce), vacc suit Wants compensation pay for his group of injured miners</p>
3	<p>Martha Shark, Efficiency Enforcer Brutality 16, Economics 10, Fish 8, 3GD, sharklike physique, aggressively self-pitying Tornado gun (d8 crush, blast), electro hammer (d10 burn, hefty), mech suit (A3) Wants to artificially inflate the mine's reports, giving the impression of good yields</p>
4	<p>Arinther, the First Maze Dweller Mystique 15, Ruthlessness 10, Flowers 5, 5GD, blue and rubbery, immune to cold, obtuse Crystalsword (2d6 burn), power suit (A2) Wants to see the mine go independent from FXT, hoping for a better profit share</p>
5	<p>Charto-g6, Artifact Hunting Robot Adventure 15, 8GD, clanking body, exposed wires, gruff Pneumatic fists (d10 crush each), rope launcher, metal body (A2). Wants to uncover the mysteries of the Maze, and to stop others doing it first</p>
6	<p>The Steward of the Elevatrix Genetics 14, Smalltalk 4, Memory 7, 2GD, long limbs and grey fur Shock stave (d8 burn, long), ceremonial wings (flightless) Wants to improve his defences around the Elevatrix, certain that somebody is plotting to destroy it</p>



Origins

Born	<p><i>Born in the maze, you learned to turn its hazards to your own purposes.</i> Skill: Traps You are blue, rubbery and suffer no harm from extreme cold.</p>
Made	<p><i>You ferried ultra dense crystals through channels cleared in the ice.</i> Skill: Watercraft Sack of ice picks (d8 pierce, long), breaker bombs (2d8 crush, blast)</p>
Broken	<p><i>You were cast into the maze by Martha Shark but found your way out.</i> Skill: Pathfinding Vision pills (super-enhanced vision, lasts 1 hour, mild hallucinations afterwards)</p>

Crew Incident - A sentimental and valuable item has been stolen from the Captain's quarters. The culprit is a trusted Head, who now has a taste for stealing from quarters.

ANVIL

On black-crusted ice, refineries finally turn lead to gold.

World Profile					
Class	Ultradense Ice Moon	Atmos	Shimmering, icy haze	Law	12
Pop	Thousands	Surface	Craggy black marbled ice, tiring gravity	Trade	6
Market	Urban Refiner	Reqs	Vacc/Rad suit (or d8 burn)	Tech	16
Threat	Temperatures continue to plummet, and the colony's systems are struggling to keep up.				
Faction	FXT owned and operated. Starhammer Gate operated by independent contractors.				



Places

1 **Cosmic Sunrise Orbital** - Operated by EverDawn Comfort and Leisure under the FXT. A utilitarian docking bay opens into a sprawling foyer of marble, under a glittering chandelier, guests are urged to submit a "first impressions" review before being shown to the dusty, sweaty quarters.

2 **Starhammer Gate** - A vast glimmering ring in high orbit of the planet, operating independently under Berk Integrated Realities. A relatively young corporation, they don't fully understand how the gate works, charging 50 frags for a jump.

3 **Miracle Mile** - Beneath a strip of frostbitten domes, humming chrome machinery twists the molecules of matter, transforming raw minerals into any material desired. Operated by the Mineral Miracle Company. Gold-suited engineers complain about lack of funding, overworking, and plunging surface temperatures.

4 **The New Habitat** - A grey, brutalist arcology for the refinery workers and their families, built and managed by Quality Seal Domestic. The interior smells like chalk dust and feels like a hospital waiting room, but at least it's warm.

5 **The Old Habitat** - A crater full of shattered industrial debris, where the previous habitat's insulation systems failed, losing around half of the colony.

6 **Black Mountain Contingency Shelter** - A freshly built megabunker, carved into the mountain itself, large enough to house the whole refinery operation. Currently empty, the workers adding finishing touches to the interior. Built by the Black Mountain Group, former FXT executives, spotting an opportunity to house the refinery if temperatures continue to drop.

Ship Incident - The gravity regulators are disabled, repair taking d12 days. Until then the ship operates under zero-gravity. The less experienced crew aren't coping well.

Contacts

1	<p style="text-align: center;">Coral Torax, FXT Executive</p> <p>Weightlifting 16, Management 12, Space 7, 2GD, bleached mohawk, business suit, overly informal Reinforced cyber-exoskeleton (A1), hyper-tuned sensory implants, tasteful tattoos Wants to build a network of associates she can trust, fearing her rivals inside the company.</p>
2	<p style="text-align: center;">The Future, Enterprising Robot</p> <p>Enterprise 16, 4GD, probingly social, will promise anything Spindly four-legged frame (A2), copper plated boat just large enough for him and 2 containers Wants to find trading opportunities to exploit, and make sure other traders fail</p>
3	<p style="text-align: center;">Celadine Scrab, Hustling Journalist</p> <p>Instinct 12, Rigour 8, Drinking 15, 5GD, rambling, defeated tone with flashes of optimism Tattered leather jacket, compact blaster (d8 burn), empty hip flask, photos of wife Wants to get herself a juicy scoop on any of the inside operation of corporations operating on Anvil</p>
4	<p style="text-align: center;">Shalla Kreer, Quality Seal Domestic User Happiness Liaison</p> <p>Spikiness 10, Care 13, Memory 4, 4GD, huge black eyes, bristling spines, already irritated Overloaded digital record of all ongoing grievances and planned improvements Wants some genuine appreciation from the residents she cares for</p>
5	<p style="text-align: center;">Marty Belvere, Engineer on Permanent Garden Leave</p> <p>Whistling 16, Chemistry 14, Conversation 2, 3GD, tall, grey, speaks musically of dull things Half empty cup of herbal tea, chewy sweets that he's happy to share, spectacles on head Wants to be released from his contract, but FXT know he knows too much about the failing facility</p>
6	<p style="text-align: center;">Tekka the Ninth, Black Mountain Representative</p> <p>Statistics 16, Machinery 9, Empathy 4, 6GD, small rodentlike body, cheerful pessimism Powered machine-suit (A2), various precognition tools (unfathomable to any but him) Wants everyone to know that Black Mountain is the right company to back</p>



Origins

Born	<p><i>You grew up in the old habitat, so the high gravity always felt comforting to you.</i> Skill: Stamina You are <i>Deprived</i> in low or zero gravity environments</p>
Made	<p><i>You assisted the production of extremely delicate materials, used to produce luxury ornaments.</i> Skill: Steady Hands Ultimate glue (can adhere any material with itself strongly and invisibly)</p>
Broken	<p><i>You failed to secure a corporate contract to supply furnishings, then the company went bust.</i> Skill: Sales Personal coffee printer (can produce one cup per hour, strong but bitter)</p>

Crew Incident - An armed skirmish breaks out between two Heads, each backed up by their Hands. There are only minor injuries for now, but the two factions now consider this a war.

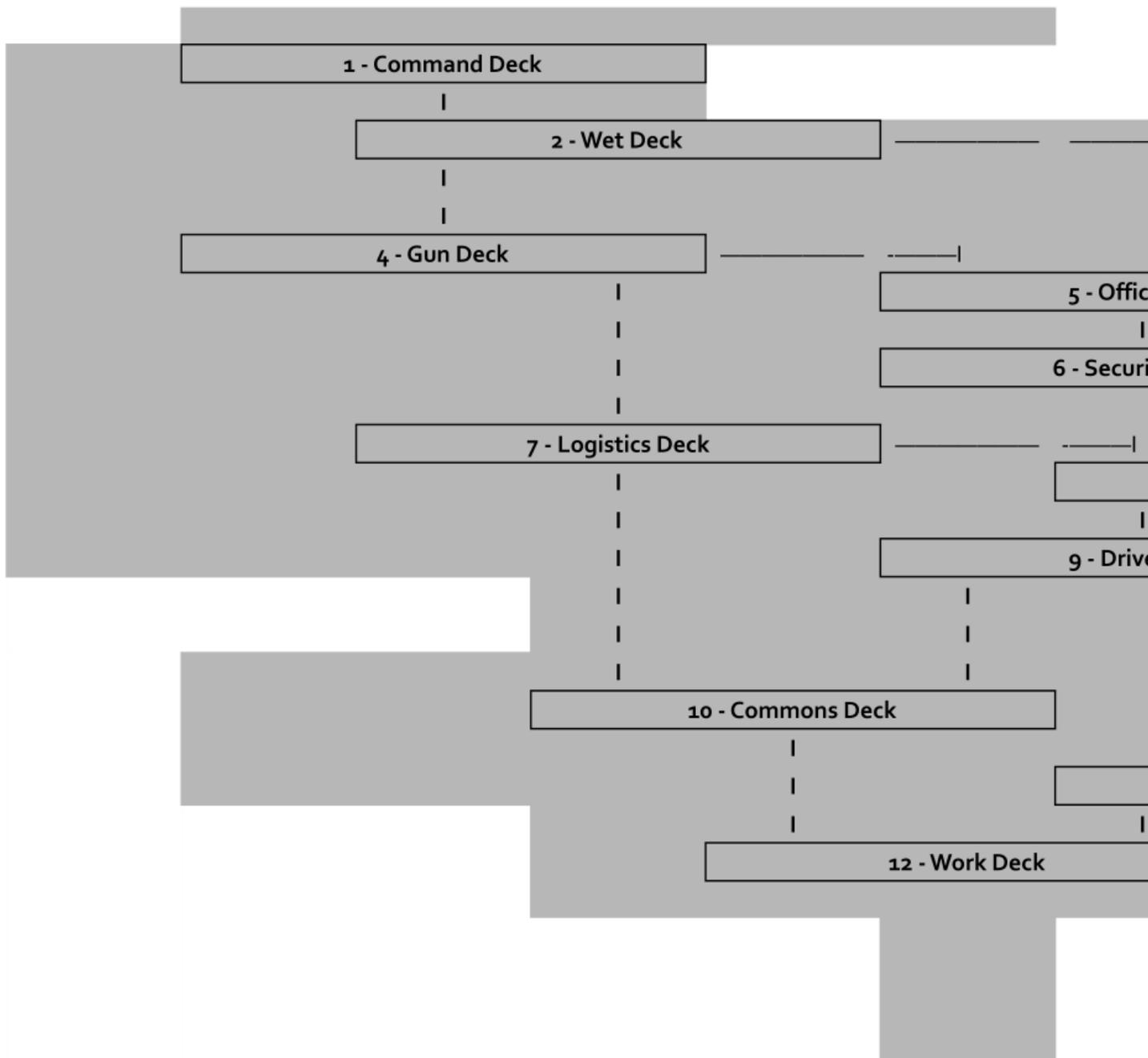
INFINITIS WAKE

PLAYTEST NOTE

Lots of gaps in this section but work continues, might still be useful in its makeshift form.

This is a typical independent starship, ready to use for your game. Included is a crew manifest of captain, officers, and hands; a large plan of the ship's decks and how they connect; and an individual plan for each deck with typical occupants noted in each compartment.

Non-player crew in positions held by player crew can be used as a 1st hand in that section.

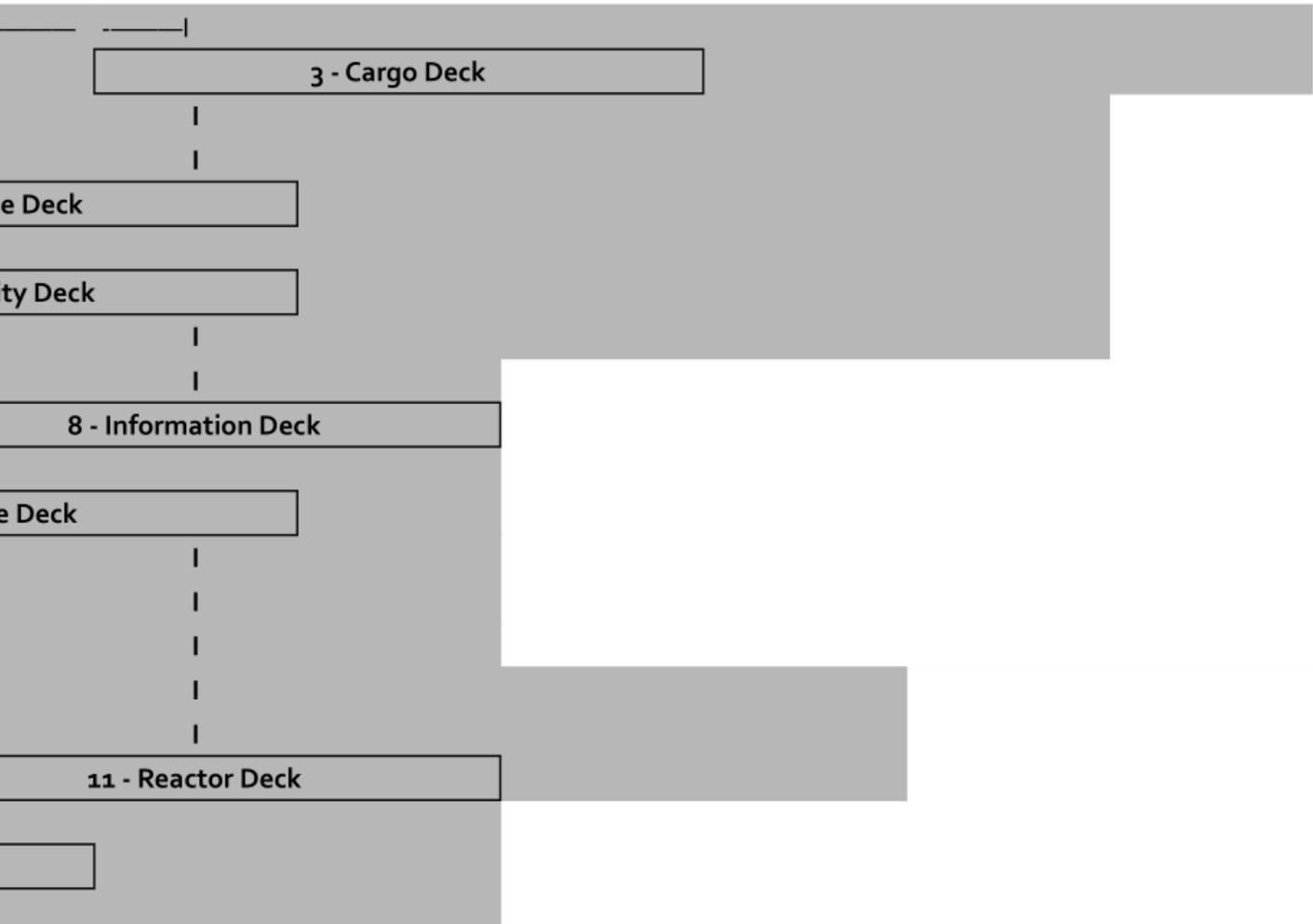


Captain

Kayra Kask

Toxicology 7, Theatre 13, Brute Force 12, 9GD, captain's sabre (d8 pierce hefty), youthful, performatively empathetic, poisons cause her bliss instead of harm. Wants to replace the current officers, suspecting a combined mutiny.

INFINITIS WAKE



MERCHANT DIVISION

Making the ship profitable

Officer		Link
Arch Merchant	<p>Geneva Tameron Possession 6, Music 10, Invisibility 7, 4GD, ghostly form, can possess others for a few minutes at a time and turn invisible when moving slowly Wants to shed what's left of her physical form and emotional mind</p>	
Heads		Link
1st Broker Trade negotiations	<p>Crag Gary Electronics 14, Surveillance 17, Hunting 13, 1GD, wrinkled face, zero confidence Wants somebody to do his work so that he can go and eat somewhere quiet</p>	Hates ↓
2nd Fragholder Liquid funds	<p>August Breen Riding 14, Networking 11, Fortification 10, 5GD, grey, cold and calculated Wants to make the Arch Merchant smile in his presence</p>	
3rd Purser Improving profits	<p>Dynor Elk Energy Absorption 11, Mimicry 13, Study 9, 1GD, wires in skin, no eye contact Wants to train under another head and transfer out of her current job</p>	Divorced ↓
3rd Assayer Goods valuation	<p>Andi Arboro Technopathy 2, Blades 11, Salvage 15, 4GD, coffee stains, carefree grin Wants small secret pleasures, especially a workplace romance with anyone</p>	
3rd Marketeer Market forces	<p>Ethin Slaight Subtlety 13, Study 17, Materialisation 17, 3GD, can conjure dust, deeply spiritual Wants to be left alone in his worship, but admires the Arch Merchant's ethos</p>	Envious of ↓
2nd Appraiser Item valuation	<p>Yahr Vahr Optimism 13, Spaceflight 13, Mentorship 4, 3GD, hair over face, quiet complainer Wants a parent-like relationship with the Arch Merchant</p>	
3rd Exchange Internal transactions	<p>Colbix-24 Disguise 15, Optimism 7, Rifles 18, 1GD, rubber-robotic body, funky attitude Wants to add more impressive comfort and music features to his body</p>	Respects ↓
2nd Remitter Payments out	<p>Derryl Bush Escapology 15, Secrecy 10, Foraging 16, 5GD, knitted hat, aggressive loner Wants to make ammends to his section after a series of stupid decisions</p>	
3rd Bailiff Payments in	<p>Arnaf Noh Murder 2, Inebriation 16, Oratory 12, 3GD, patched-up uniform, keen conspirator Wants to uncover the sinister acts he suspects of the Arch Merchant</p>	Best Friends
2nd Comptroller Finance efficiency	<p>Ripp Horris Intimidation 15, Searching 4, Memory 16, 3GD, joker, eagerly sharing beer cans Wants to take you under his wing, even if you don't need his guidance</p>	
3rd Auster Resource efficiency	<p>Lexi Reade Reconnaissance 8, Valour 6, Tools 8, 1GD, pristine uniform, annoying pedant Wants the Arch Merchant to forgive her for previous annoyances</p>	Adopted by ↓
1st Vaulthead Frag storage	<p>Copy 1 Networking 17, Sabotage 12, Intimidation 3, 4GD, argumentative old codger Wants to find the perfect gift for each of his peers before he retires</p>	

ARMS DIVISION

Keeping the ship safe

Officer		
Marshal in Arms	<p>Silver Killer Electroshock 7, Forensics 2, Deceit 12, 5GD, grey snakelike form, silky voice, can electrify their body (d10 burn), never believes anything positive Wants to murder the captain and take her place.</p>	
Heads		Link
2nd Armourer Small arms	<p>Finlay-8 Land Vehicles 3, Cartography 2, Hacking 4, 2GD, brass face, always sewing Wants everyone to be truthful and accurate at all times</p>	Bully to ↓
3rd Gunwarden Naval guns	<p>Stefan Voight Forensics 11, Optimism 14, Data Handling 17, 7GD, dirty dress uniform, loud Wants to be told an optimistic forecast for his future</p>	
2nd Castellan Deckbound combat	<p>Zared Forgrave Prudence 10, Handguns 5, Inebriation 13, 6GD, buzzcut, cyber eye, whispers Wants the Marshal in Arms to be replaced with somebody easier to trust</p>	Blackmailing ↓
3rd Sergeant External combat	<p>Orla Armiger Subtlety 16, Humour 5, Gravomancy 14, 5GD, controls her own gravity field Wants to lead her marines in glorious combat, fabricating threats</p>	
3rd Drillchief Readiness training	<p>Kyno-07 Care 17, Pyrokinesis 4, Webs 10, 7GD, hands shoot webs or flame (d8 burn) Wants to know the weakness of every other Head, just for safety</p>	Studies ↓
1st Vanguard Dangerous recon	<p>Kiefer Calder Warfare 13, Extraction 8, Light Control 4, 4GD, cool visor, can repel light Wants to explore every part of the ship, which he's weirdly into</p>	
2nd Surveillant Internal security	<p>Smith-31 Grappling 3, Tools 10, Hunting 9, 1GD, plastic body painted in rainbow colours Wants everyone to stick to their own business and out of his</p>	Covers for ↓
3rd Voidhound Enemy intelligence	<p>Benni Caldera Telekinesis 9, Management 5, Demolition 2, 7GD, hunched and wrinkly Wants to do as little work as possible, focusing on hoarding pretty things</p>	
2nd Highguard Captain's security	<p>Urien Vilch Pharmacology 7, Theatre 12, Fine Art 16, 6GD, huge body, tiny voice Wants this conversation to end right now so he can get back in his head</p>	Worships ↓
3rd Dropmajor Mission entry	<p>Sybil Berrett Aesthetics 5, Data Handling 3, Dreams 2, 1GD, ruffled collar, stern voice Wants her infiltration team to be truly elite and without weakness</p>	
3rd Retriever Mission extraction	<p>Keira Haut Searching 16, Mining 10, Retrocognition 7, 7GD, sharp face, sees past echos Wants to set up a dice-gaming group with other Heads</p>	Charmed by ↓
1st Hood Interrogation and execution	<p>Drake Jammer Osmosis 4, Kludge 12, Polearms 14, 7GD, quivering skin, can absorb feelings Wants to go back to being a Hand with less responsibility and recognition</p>	

HELM DIVISION

Steering the ship

Officer		
Commander-at-the-Helm	<p>Saffron Volante Diplomacy 3, Memory 8, Murder 18, 6GD, red streak in hair, lean and muscular, enthusiastically ruthless and expects the same of others Wants to quell conflict between the other Heads and have a united ship</p>	
Heads		
3rd Astrogator Route planning	<p>Iria Gorag Tools 14, Empathy 11, Salvage 4, 7GD, mechanical legs, stands close Wants to be friends with her hands, who all hate her</p>	Cliques
2nd Pilot Orbital flight	<p>Quela Steiger Zero-G 10, Nurture 9, Disguise 13, 4GD, glasses, always checking her mirror Wants her honour to be protected from mostly-imagined slights</p>	
2nd Driver Interplanetary flight	<p>Jovena Vanith Sensors 5, Hygiene 16, Forgery 4, 5GD, shaggy green fur, complains of cold Wants to find the warmest part of the ship to make into her quarters</p>	Sabotaging ↓
3rd Underhawk Interstellar flight	<p>Felix Hartjen Justice 5, Engineering 13, Tinkering 11, 5GD, white mane, gravelly voice Wants to be seen as perceptive and smart by his peers</p>	
2nd Overbosun Ship's boats	<p>Peregrine Rani Construction 9, Chemicals 5, Kludge 5, 2GD, jittery, always popping pills Wants to climb the ranks and earn accolades, but it's never enough for him</p>	Romance
3rd Router External ping comms	<p>Rey Mattix Harpooning 14, Stealing 2, Questioning 6, 4GD, archaic speech, fiery temper Wants to investigate today's conspiracy that she's obsessed with</p>	
1st Addressor Internal ping comms	<p>Amelie Joelsky Handguns 8, Explosives 14, Authority 2, 4GD, covered in belts and pouches Wants a moment's peace from the Commander's orders and attention</p>	Annoys ↓
2nd Wavesayer Wave comms	<p>Fronio Warders Law 17, Fashion 6, Heavy Weapons 3, 6GD, messy ponytail, shiny boots Wants to become Addressor and see the incumbent discharged</p>	
1st Lookout Scanner operation	<p>Jason Arren Cartography 7, Chemicals 10, Tinkering 6, 2GD, scruffy and flustered Wants to get drunk and let all of their feelings out</p>	Crush on ↓
2nd Anomaler Cosmic phenomena	<p>Marko Jenker Lie Detection 5, Extraction 17, Delegation 3, 6GD, iron headplate, inquisitive Wants to move to another division, annoyed by the Commander's manner</p>	
1st Envoy Comms content	<p>Johnny 11 Gadgetry 9, Trivia 4, Philosophy 7, 7GD, metal jaws, always eating snack bars Wants to unionise the heads so that the Officers can be disbanded</p>	Mentor to ↓
2nd Anchorer Docking and release	<p>Copy 2 Infiltration 9, Gadgetry 18, Psychology 15, 3GD, young, athletic, huge beard Wants to visit new worlds and collect more patches for his uniform</p>	

PAPER DIVISION

Keeping accurate records

Officer		Link
Mate of Papers	<p>Nicol Feiger Strategy 9, Valour 14, Vision 4, 6GD, silver eyepatch, covered in scars, cautiously considers every word before speaking Wants to rekindle his romance with the Captain</p>	
Heads		Link
1st Ledgereeve Event records	<p>Russ Deeze Breach and Clear 5, Customs 6, Militaria 18, 4GD, naval tattoos, grunt-speech Wants people to actually read his newsletter of ship events</p>	Volatile Lovers
3rd Librarian Data management	<p>Ria Nomina Disguise 11, Strategy 18, Sensors 14, 6GD, thick padded uniform, critical eyes Wants a more dramatic, romantic life with a storybook happy ending</p>	
1st Upperclerk Data processing	<p>Louise Hardsand Analysis 15, Steady Hands 2, Marketing 9, 6GD, grasslike hair, scatterbrain Wants to identify flaws she can improve and take credit for</p>	Antagonises ↓
3rd Auditor Error correction	<p>Geoff Perry Intimidation 14, Bluffing 5, Warfare 9, 4GD, bright eyes, stony body Wants petty gossip, even about people he doesn't know</p>	
2nd Chronologue Time records	<p>Justev Cotten Suggestion 4, Bodyguard 10, Writing 2, 5GD, smokes, sweaty and aggressive Wants just a little approval and affection from the Mate of Papers</p>	Gossips
3rd Storetallier Inventory records	<p>Douglie Ersown Surgery 8, Empathy 9, Spelunking 8, 1GD, metal arms, bawdy humour Wants to go down to a world and cut loose</p>	
3rd Cosmographer Accurate maps	<p>Ednan Willy Data Handling 4, Cowardice 13, Stamina 8, 4GD, stumpy horns, fidgety hands Wants to be an Officer to impress his family back home</p>	Old Friends
2nd Codex Laws and codes	<p>Rolo Richy Herbology 18, Cartography 17, Security 13, 4GD, glittery longcoat, never listens Wants to build a luxurious retirement fund and live like a king</p>	
1st Noratian Binding contracts	<p>Jane Gonza Academia 9, Ultrahearing 16, Mining 14, 4GD, ribbons in hair, big glasses Wants to take on everyone's burdens for herself, but can't handle it</p>	Collaborators
1st Adjustor Data reconciliation	<p>Tuko Terry Management 8, Machines 17, Burning 10, 7GD, long ponytail, self-deprecating Wants the captain to recognise the important work of his section and division</p>	
2nd Rollcaller Crew records	<p>Dorea Brookson Industry 7, Espionage 14, Size Alteration 4, 5GD, mousy, can shrink herself Wants to avoid work as much as possible and find ways to have fun</p>	Friendzoned ↓
3rd Papbearer Information relay	<p>Jacquel-12 Clarity 9, Stealing 6, Strategy 3, 1GD, passes for human, lots of piercings Wants to build a survival stash, paranoid that there are enemies hunting her</p>	

PEOPLES DIVISION

Keeping the crew in order

Officer		Link
Peoples Executive	Castillon-8 Care 10, Acrobatics 13, Surprise 10, 9GD, thick iron legs, armoured body (A2), can take a moment to process but finds the caring thing to say in the right tone Wants to keep the other officers weak to maintain balance	
	Heads	
2 nd Constable Crew discipline	Erlyn Thilley Administration 8, Death 2, Sports 13, 7GD, leather harness, professional tone Wants to be seen as loyal to her division, feared by everyone else	Allies
2 nd Handherd Crew morale	Katrea Watson Stamina 3, Linguistics 5, Psychointrusion 17, 5GD, greasy, can enter dreams Wants the hands to show deference to heads and respect the hierarchy	
3 rd Allegiant Crew loyalty	Lionel Roberts Extraction 9, Watercraft 12, Hospitality 9, 2GD, long red hair, too trusting Wants whoever he's talking to right now to like him	Idolises ↓
2 nd Surgeon Crew health	Wrench Nelson Charisma 8, Creatures 17, Tools 6, 6GD, gems studded in head, daydreaming Wants to find a rule that allows him to avoid doing the current job	↓
2 nd Chef-de-Ship Crew nutrition	Waldo Rutland Architecture 6, Telekinesis 14, Polearms 14, 3GD, loaded with tools, on edge Wants to replace his section with machines who won't talk back as much	Indebted to ↓
2 nd Chaplain Spiritual concerns	Lloyd Sprague Carousing 16, Mentorship 6, Memory 2, 4GD, faint glow, obtuse speech Wants everyone to suffer so that they might come out as better people	↓
3 rd Troubleshooter Crew problems	"Double Burn" Faulkner Vibes 6, Management 11, Suggestion 13, 5GD, facemask, assumes the worst Wants to learn the tricks of the ship, as a brand new arrival	Loathes ↓
3 rd Interface Machine relations	Tessy Vinyl Construction 9, Empathy 16, Humour 14, 5GD, always talking into headset Wants to find more scapegoats to blame for problems she encounters	↓
1 st Mediator Crew relations	Morris Bell Zero-G 2, Networking 10, Wilderness 6, 7GD, scraggly hair, patchy grey skin Wants to get into a good argument with a worthy opponent	Pranks on ↓
2 nd Liaison Department relations	Campell-66 Justice 8, Administration 18, Brokering 16, 6GD, clunky body, failing voice chip Wants his whole section replaced, seeing them as a bunch of layabouts	↓
1 st Medallier Reward distribution	Big Jay Korg Shapeshifting 12, Gunnery 11, Knife Tricks 15, 4GD, hairy, can take animal form Wants to find out everyone's secrets for leverage	Beats Up ↓
3 rd Lashy Reprimand distribution	Tommy Toner Mimicry 16, Demolition 11, Metalwork 13, 1GD, crown-tattoo, overly formal Wants to find a nice calm place where he can get some peace	↓

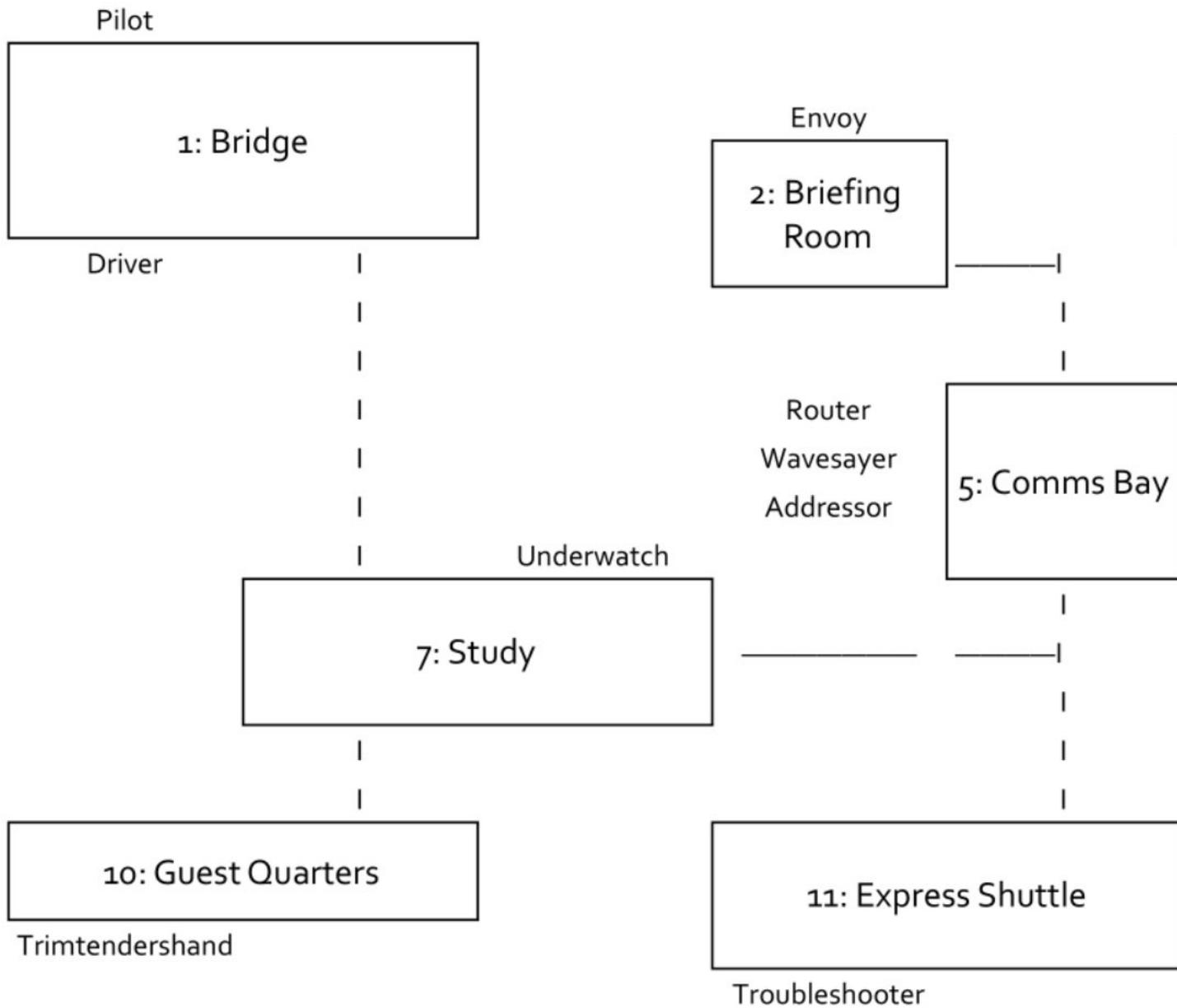
TECHNICAL DIVISION

Keeping the ship running

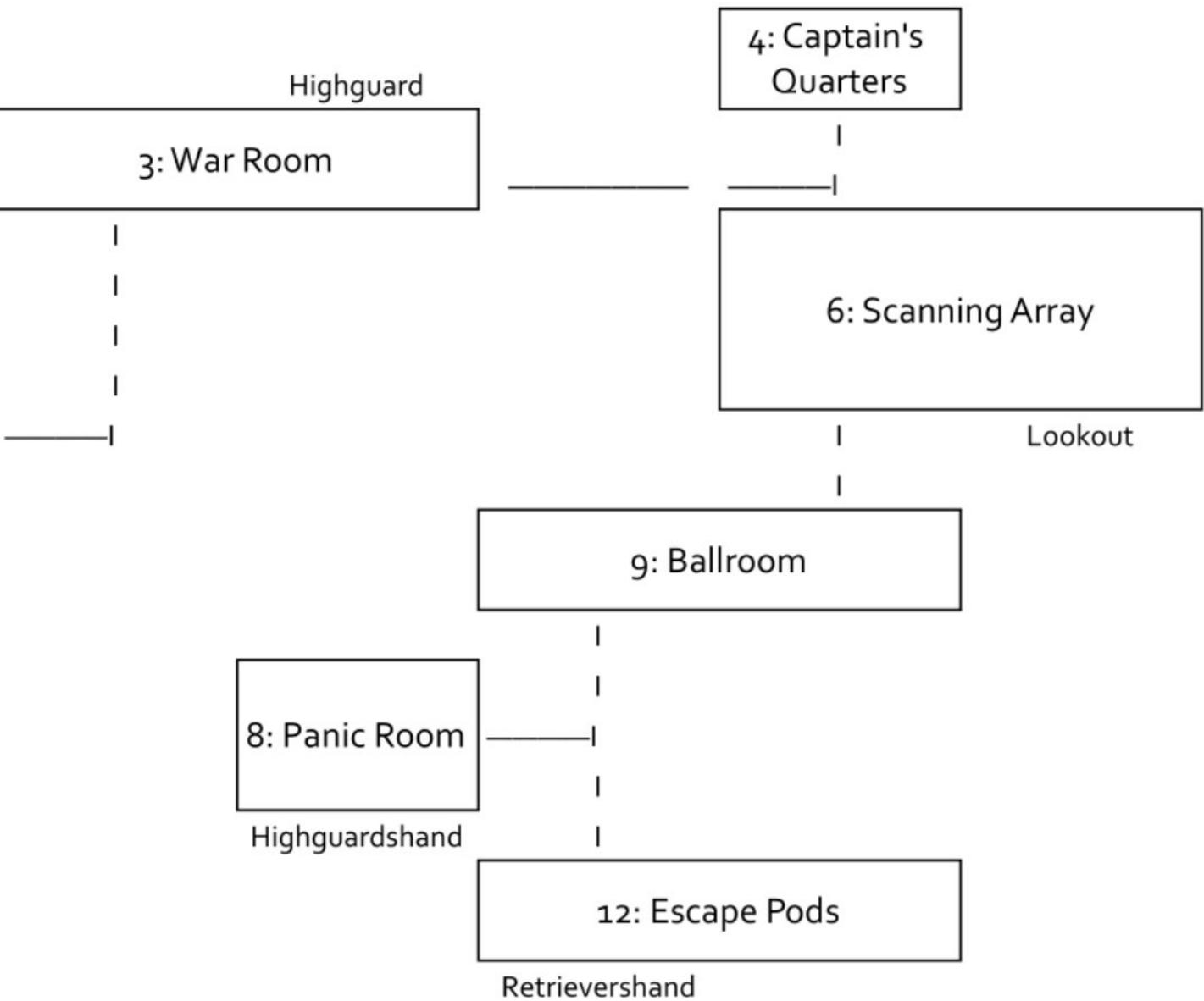
Officer		Link
Technical Prime	<p>Yasmin Alix Culture 7, Astrogation 7, Charisma 16, 3GD, statuesque, a new tailored suit every day, armed entourage, considers herself the defacto captain Wants the captain to pay back the 5,000 frags owed to her mother</p>	
Heads		Link
2nd Quartermate Gear assignment	<p>Josiah Thomas Intimidation 8, Technopathy 17, Throwing 13, 2GD, machine brain, rowdy Wants everyone to be unified for the good of the ship</p>	Loyal to ↑
2nd Dorgard Internal structure	<p>Christopher-32 Coercion 16, Evasion 6, Stealing 8, 5GD, short with tank tracks, weak voice Wants to build supporters for an attempt on the Technical Prime's job</p>	Loyal to ↓
3rd Hulgard External structure	<p>Artur Jammer Forensics 12, Clarity 2, Wilderness 16, 4GD, too big for his uniform, terse Wants to earn more Frags on the side, sending them back to his family</p>	Enemies
3rd Furnishfitter Fixture fitting	<p>Fox Sladek Aerial Vehicles 18, Gambling 8, Decor 16, 2GD, chrome visor, eager for drama Wants to be the most popular guy on the ship</p>	Enemies
3rd Rigleech Fixture maintainance	<p>"Kid" Pantera Appraisal 5, Disguise 18, Spelunking 15, 4GD, backwards cap, scrawny Wants his brother to be sent back home</p>	Siblings
2nd Swabwash Ship hygiene	<p>"Sonny" Pantera Study 14, Culture 8, Investigation 17, 4GD, always shadowboxing, intense Wants his brother to be sent back home</p>	Siblings
1st Smulter Waste processing	<p>Taran Dolfo Bio-Gas 6, Militaria 4, Handguns 5, 2GD, toadlike, can expell acidic vapour Wants to find justification to expand her already huge section of hands</p>	Scapegoated ↑
3rd Pipeliner Pipes and wires	<p>Xeno Melchior Watercraft 17, Evasion 5, Law 16, 4GD, studded jacket, mild and friendly Wants moving to a new section since his was downsized</p>	Scapegoated ↓
3rd Provost Scientific research	<p>Idris Thorak Spaceflight 4, Trivia 12, Writing 11, 1GD, visored helm, dramatic movement Wants everyone out of his business so he can experiment freely</p>	Loathes ↑
3rd Machinist Machine quality	<p>Wolf Slayer Hostile Worlds 15, Tools 17, Handguns 5, 6GD, fuzzy skin, prying hands Wants to know how everything works and what's happening everywhere</p>	Loathes ↓
1st Trimtender Ship aesthetics	<p>Stoker 865 Grappling 13, Mysticism 2, Customs 12, 5GD, spindly frame, impatient Wants to feel useful and needed</p>	Tutoring ↑
2nd Liverer Crew aesthetics	<p>Thane Warwick Scent 5, Fear 3, Data Handling 9, 7GD, handsome smile, easily impressed Wants to go on a real adventure or get famous some other way</p>	Tutoring ↓

1: COMMAND DECK

Some notes here.

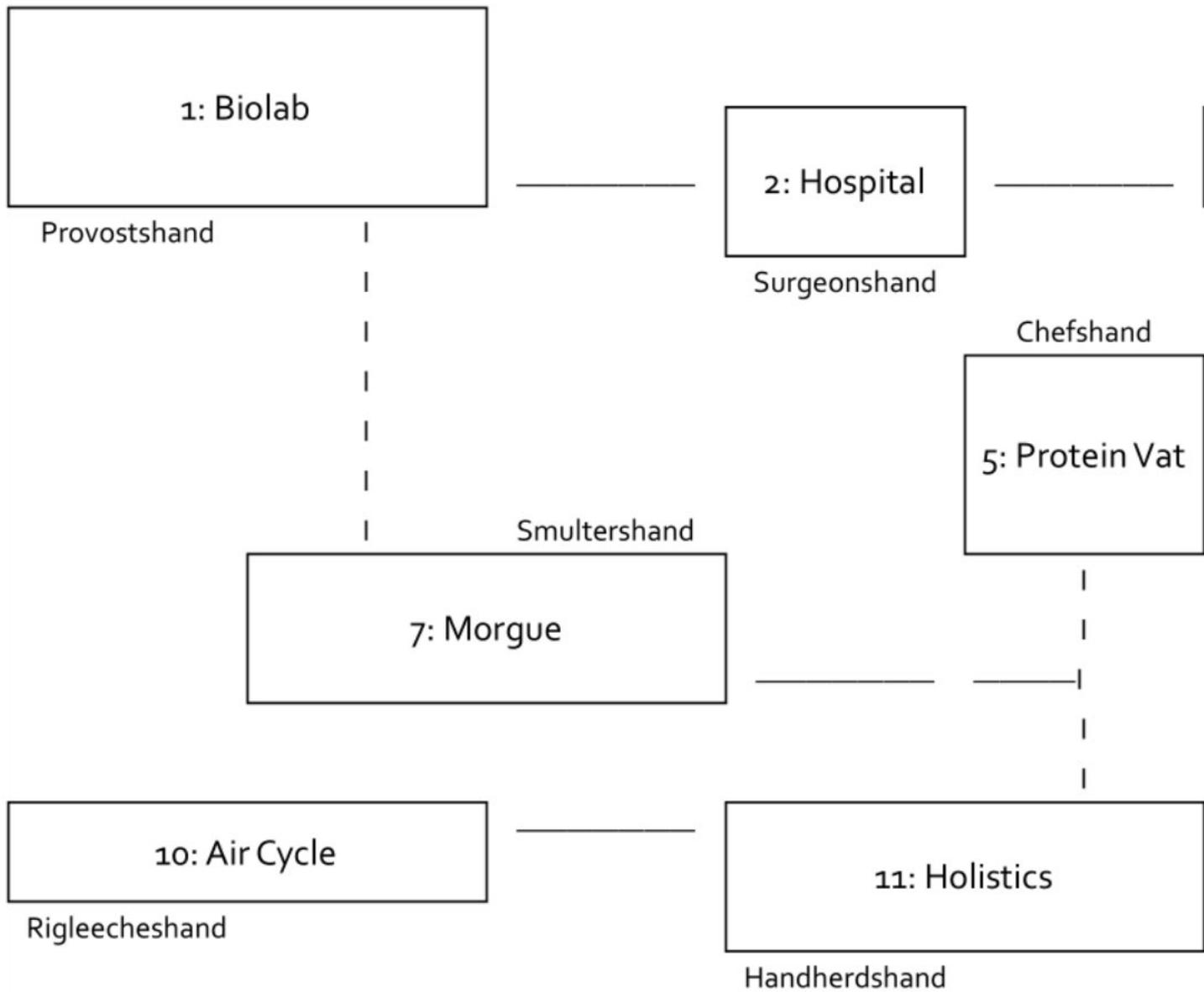


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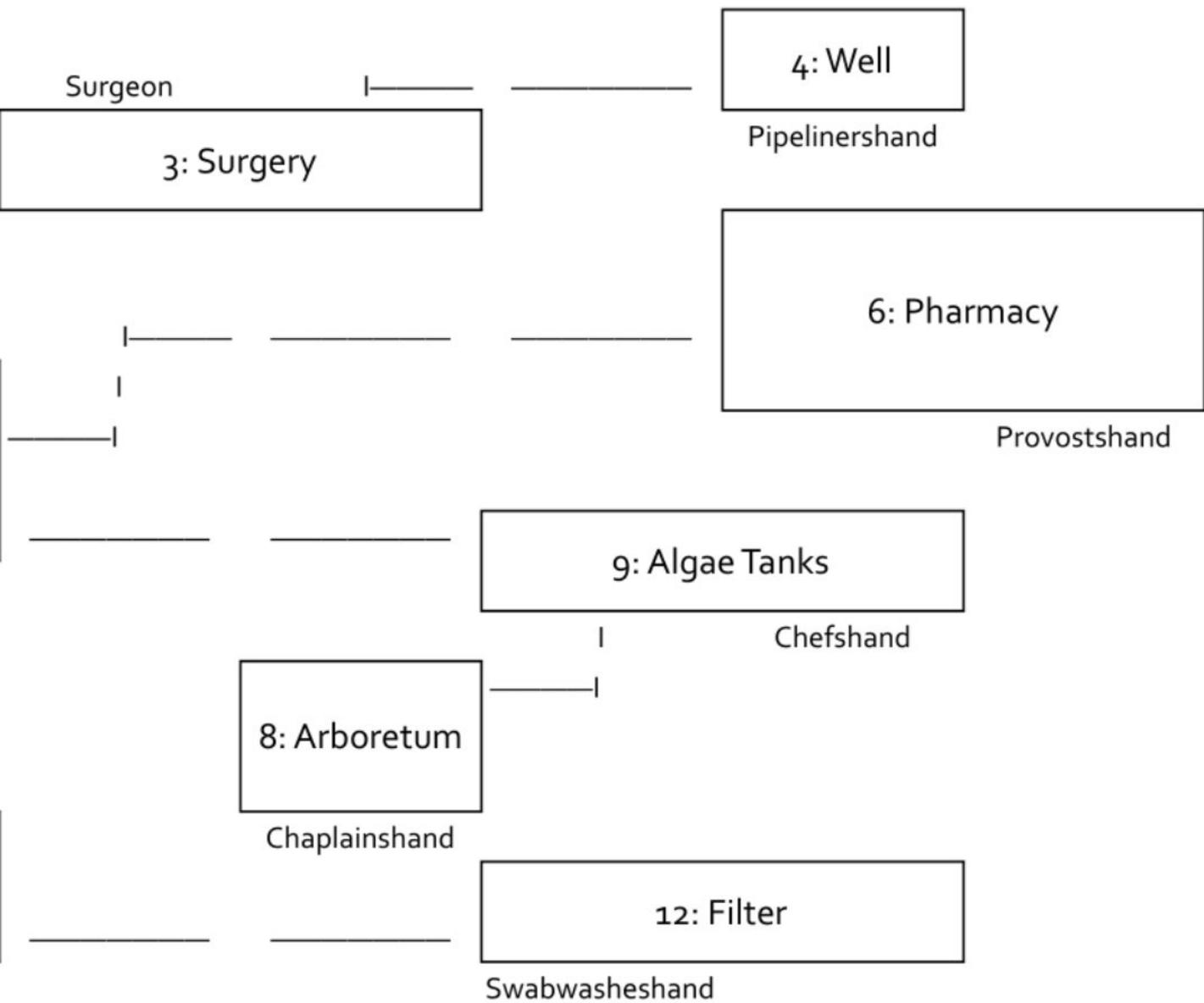


2: WET DECK

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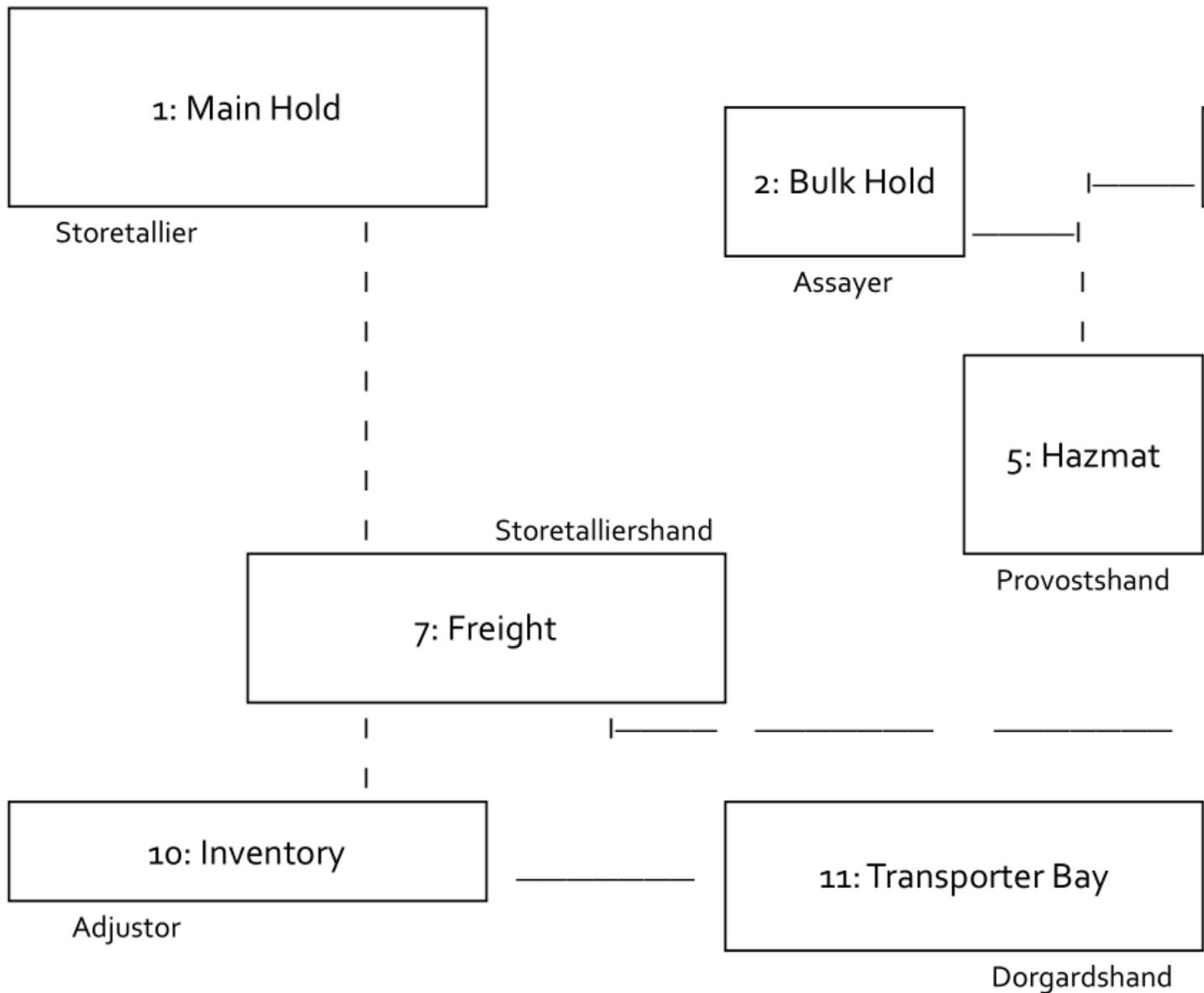


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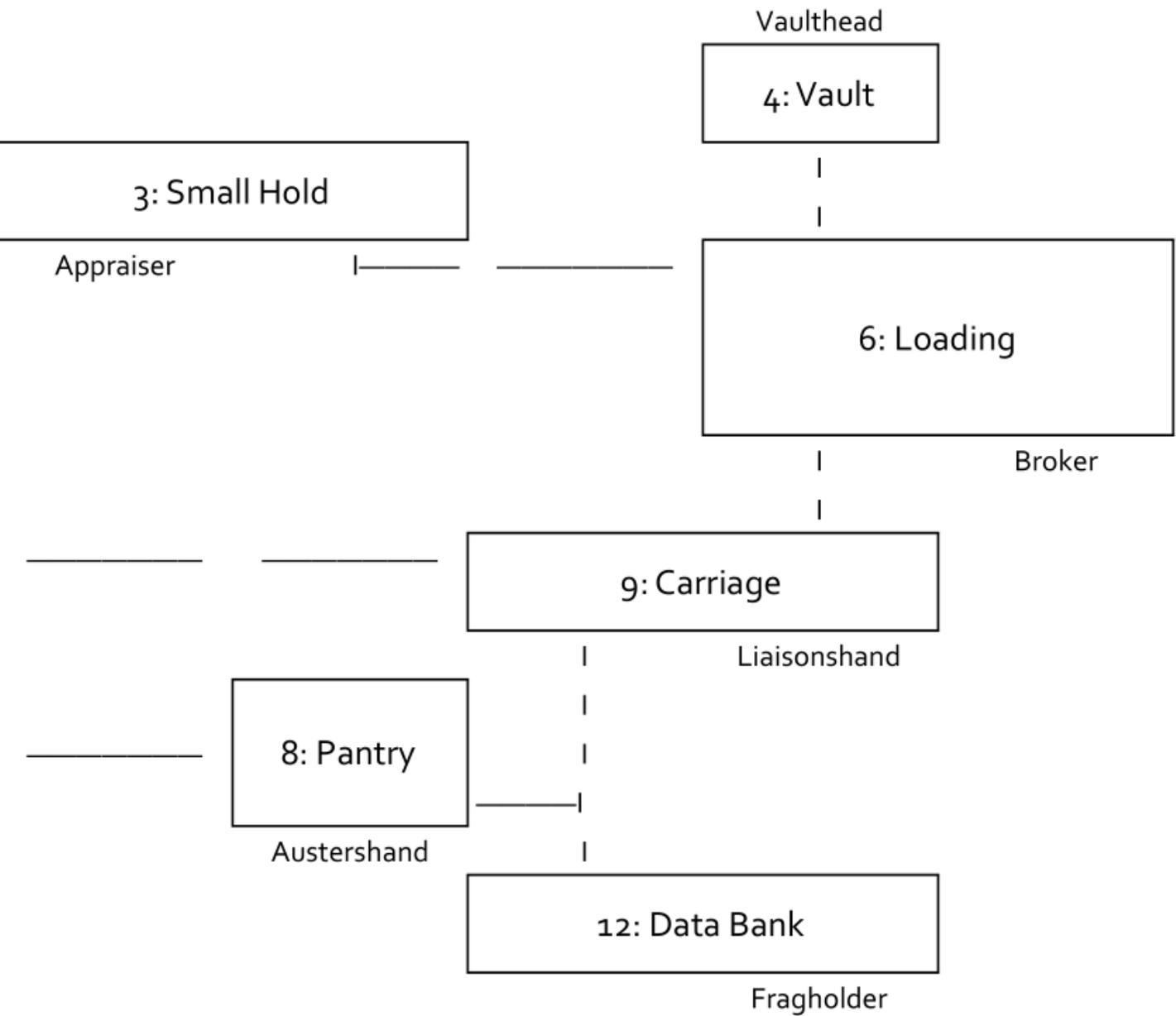


3: CARGO DECK

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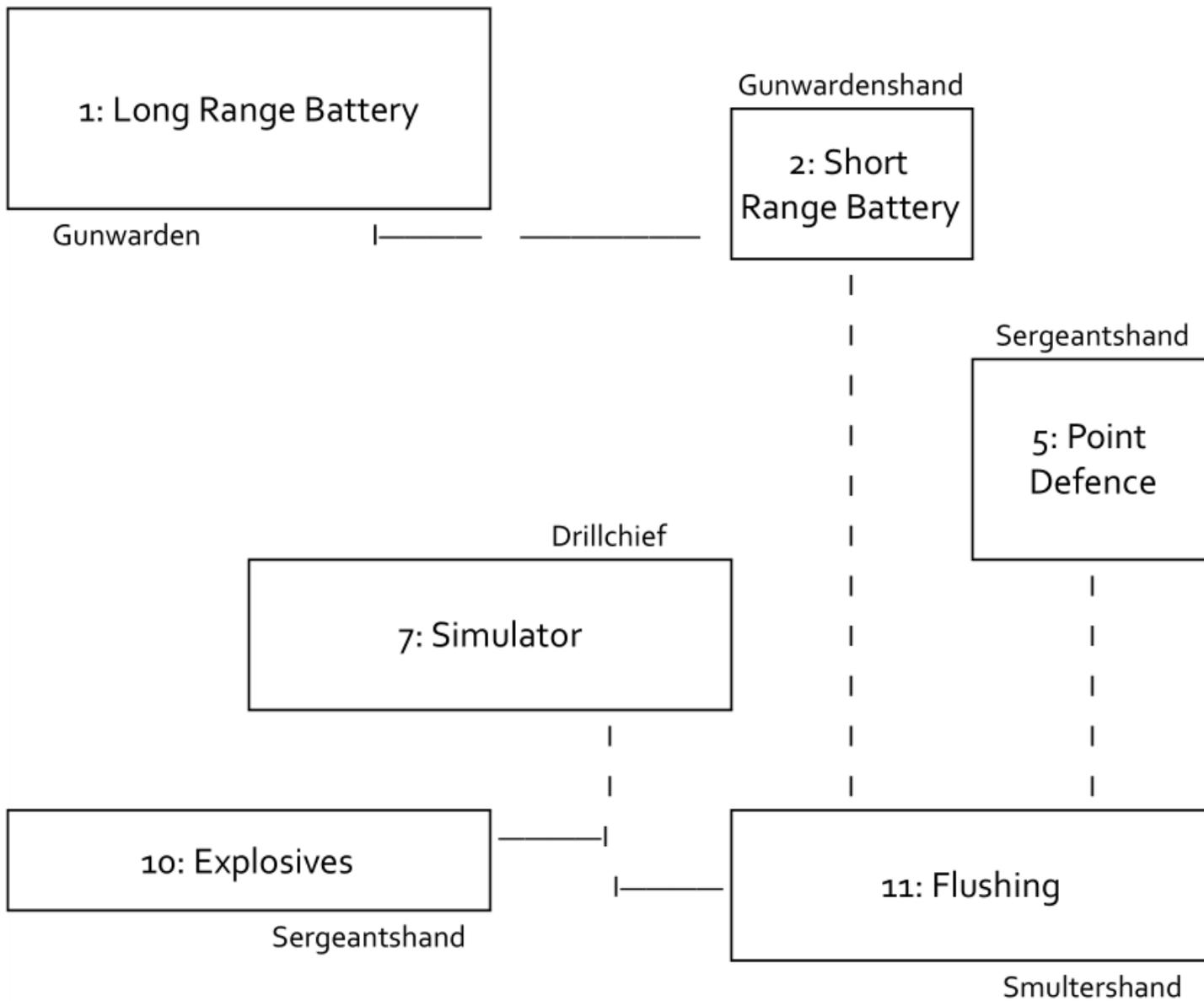


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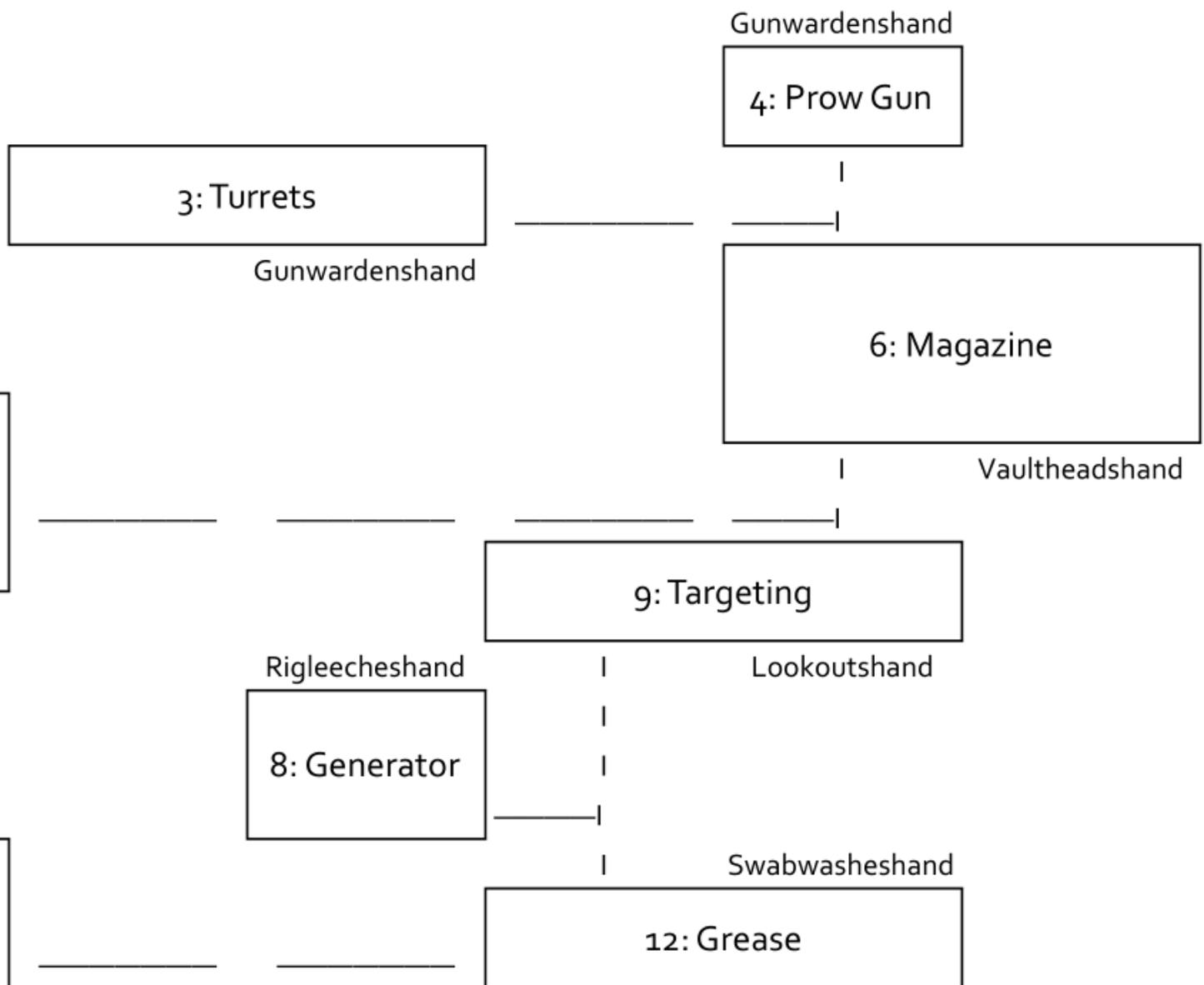


4: GUN DECK

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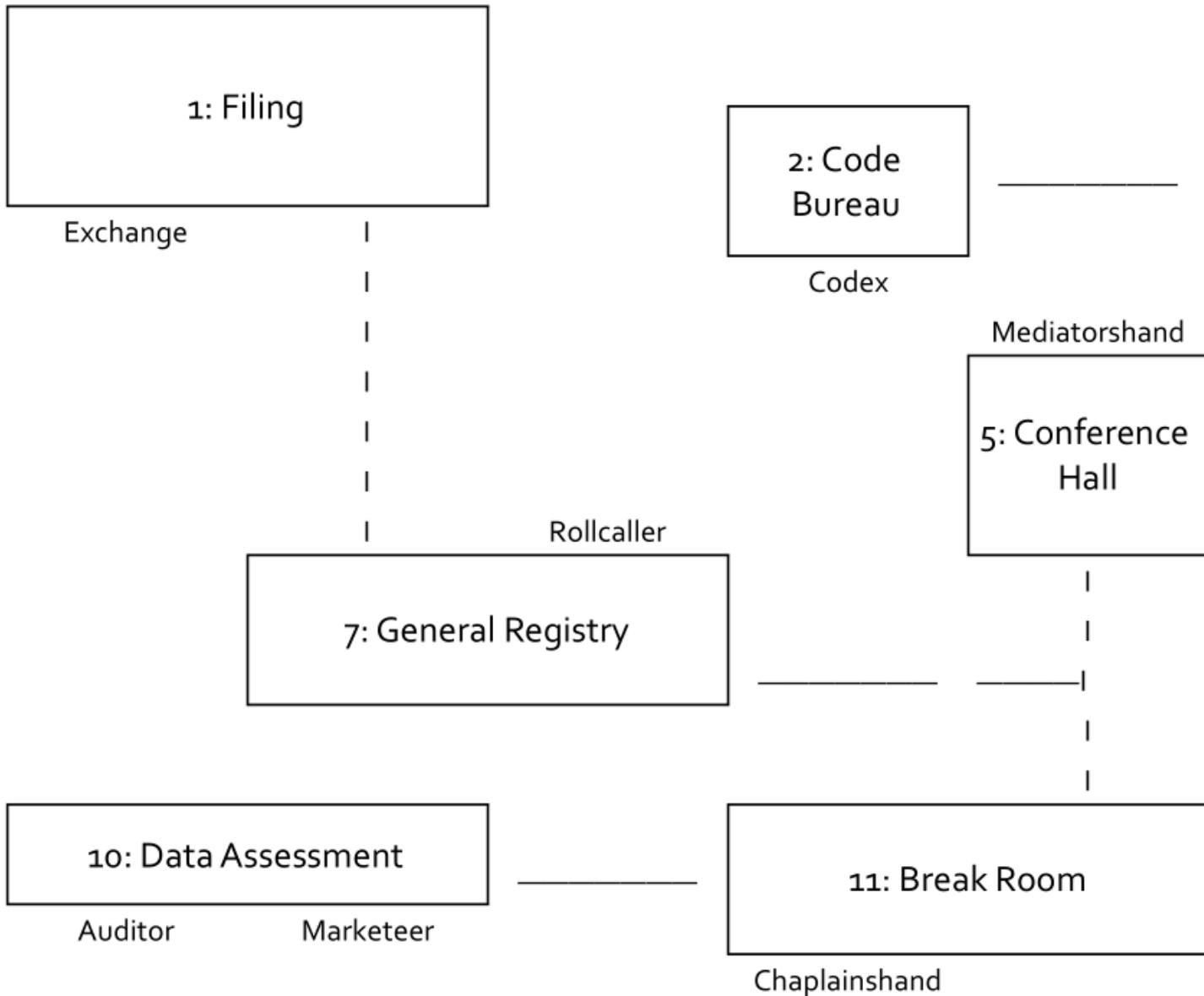


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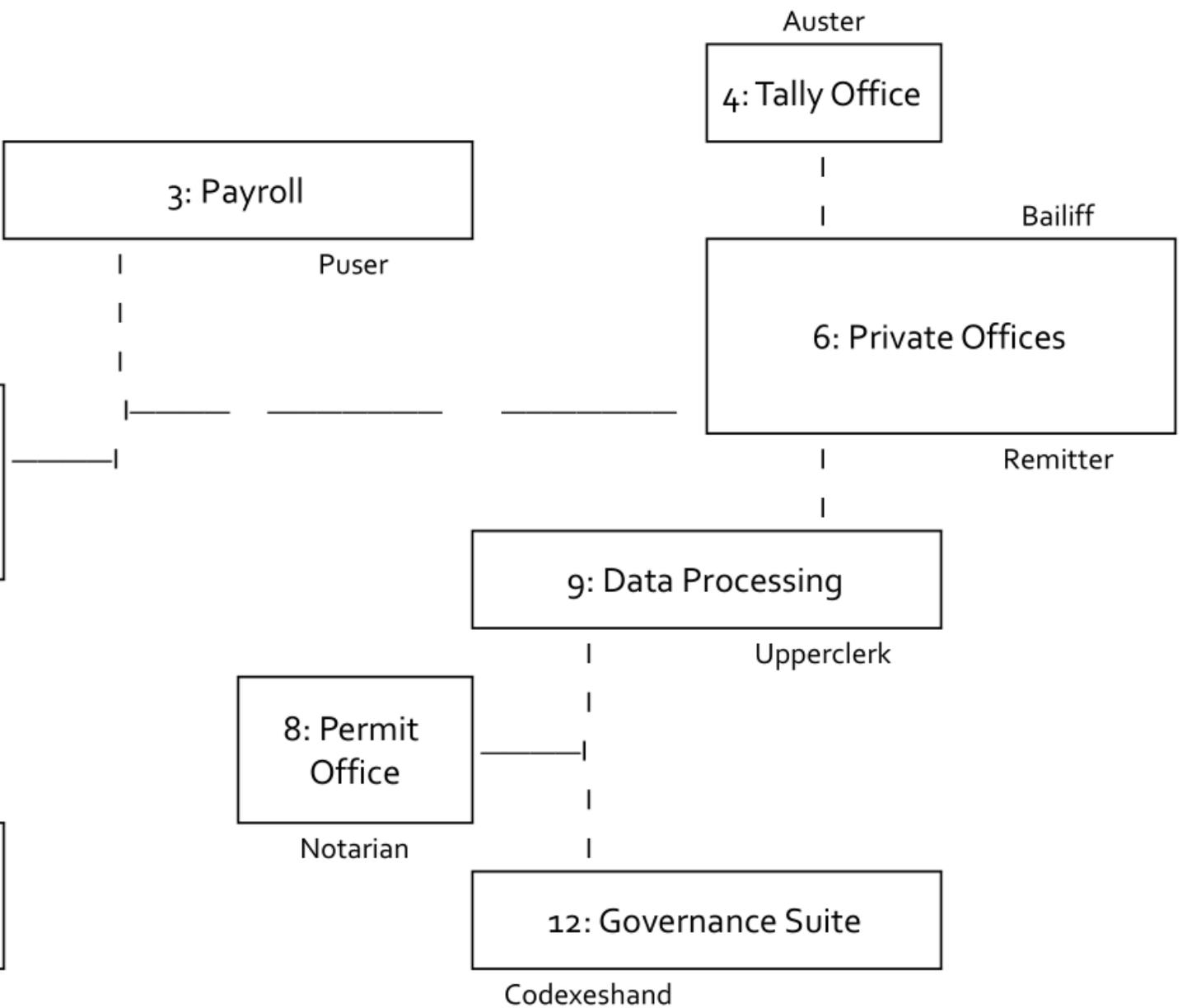


5: OFFICE DECK

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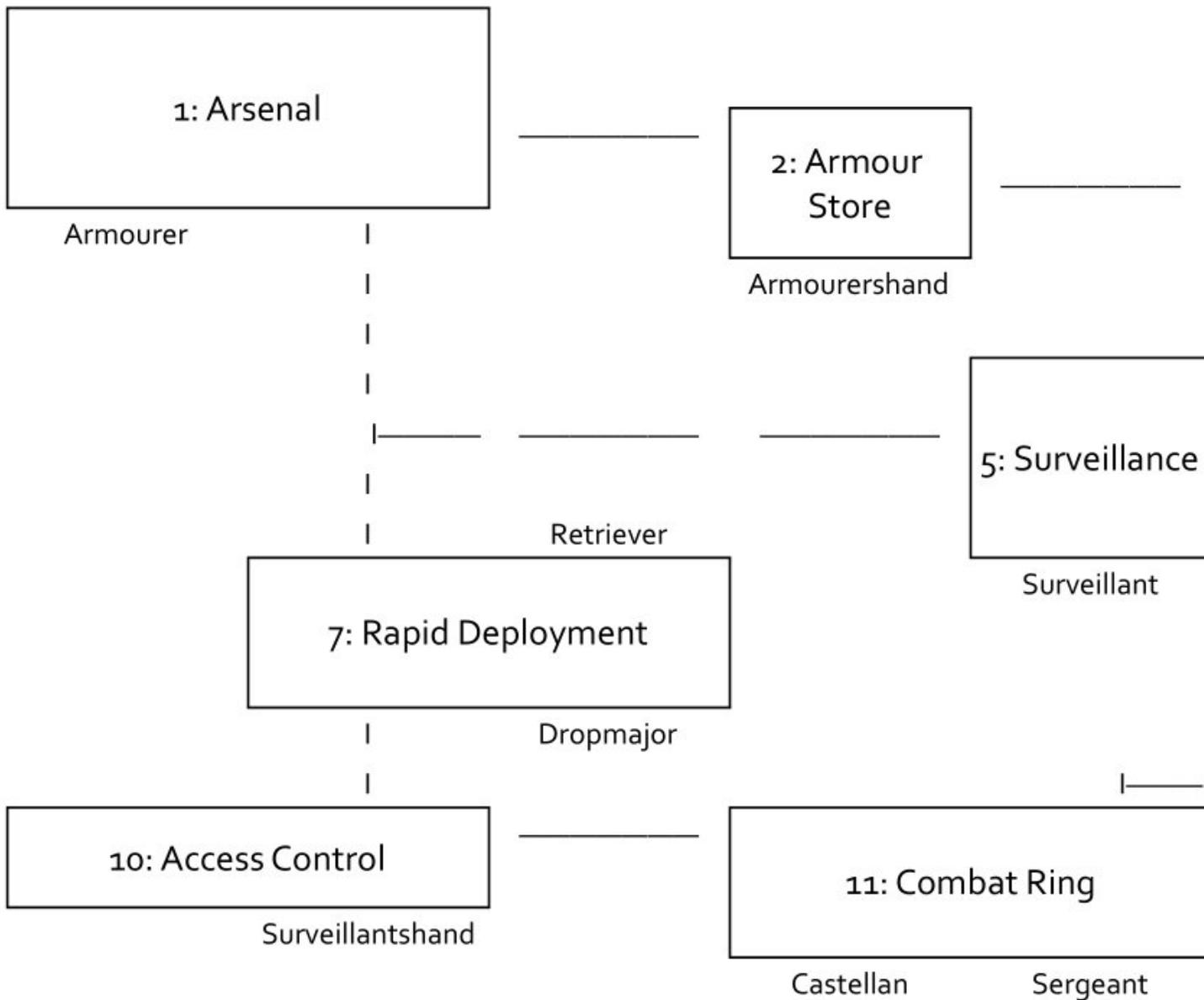


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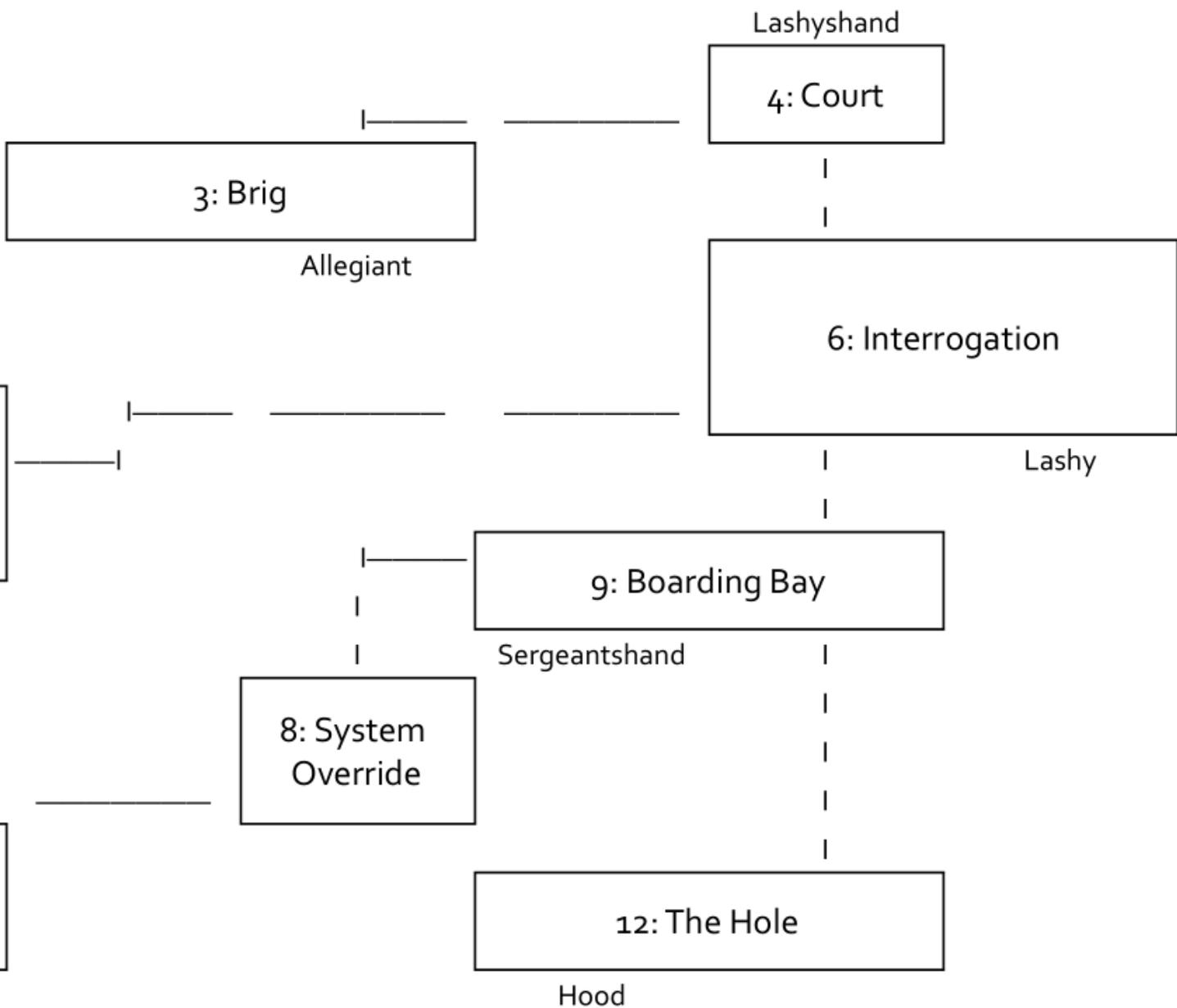


6: SECURITY DECK

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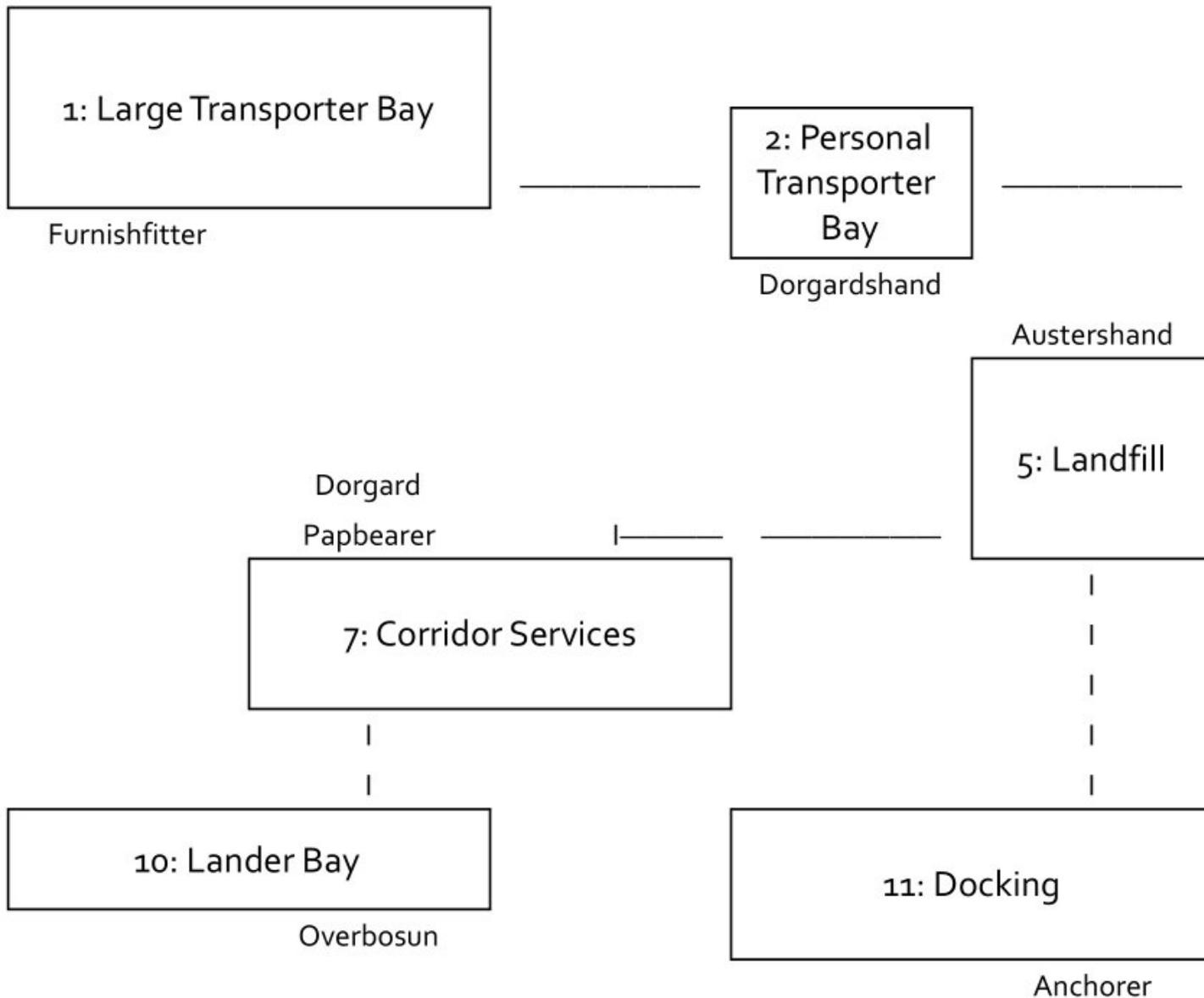


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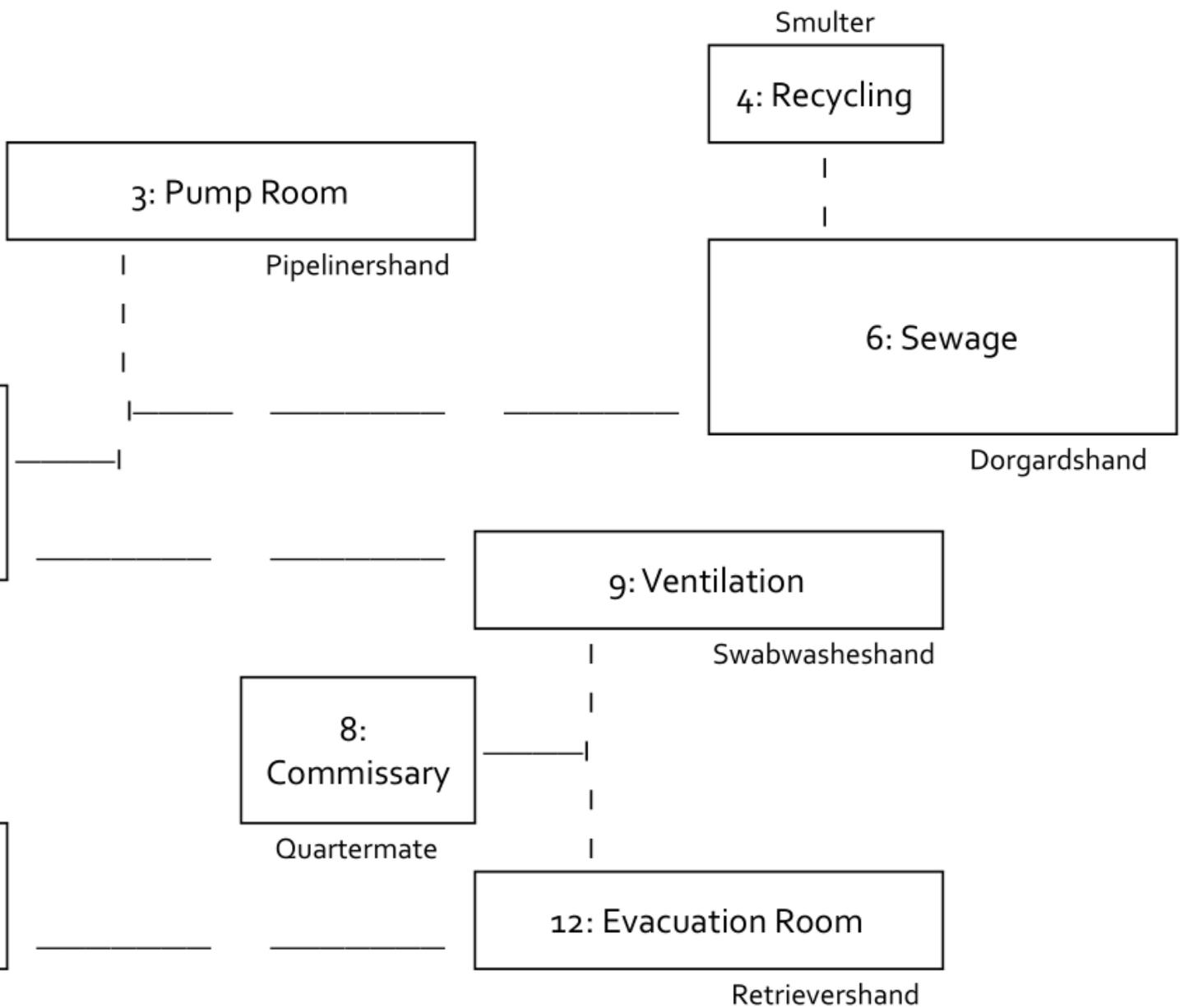


7: LOGISTICS DECK

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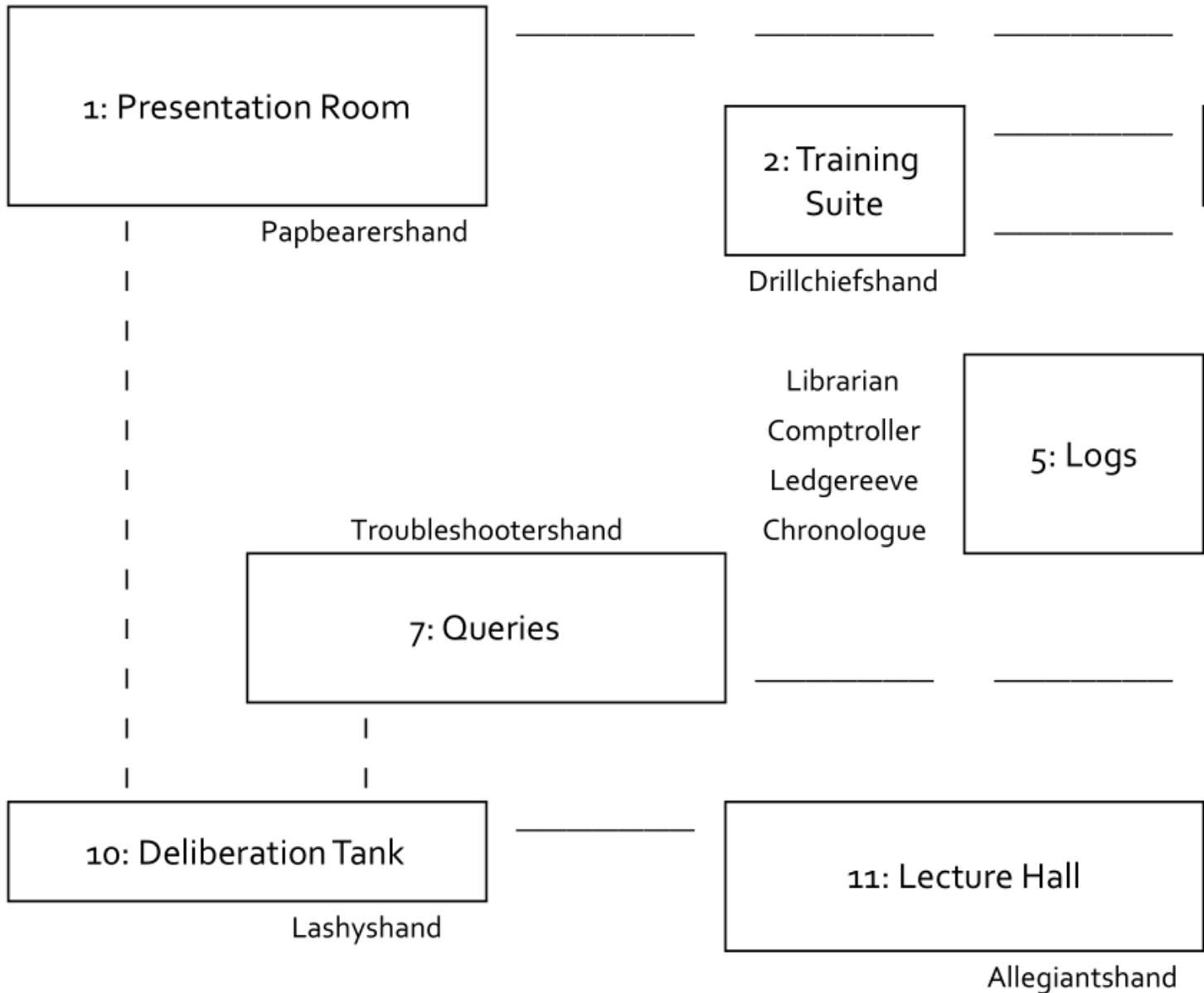


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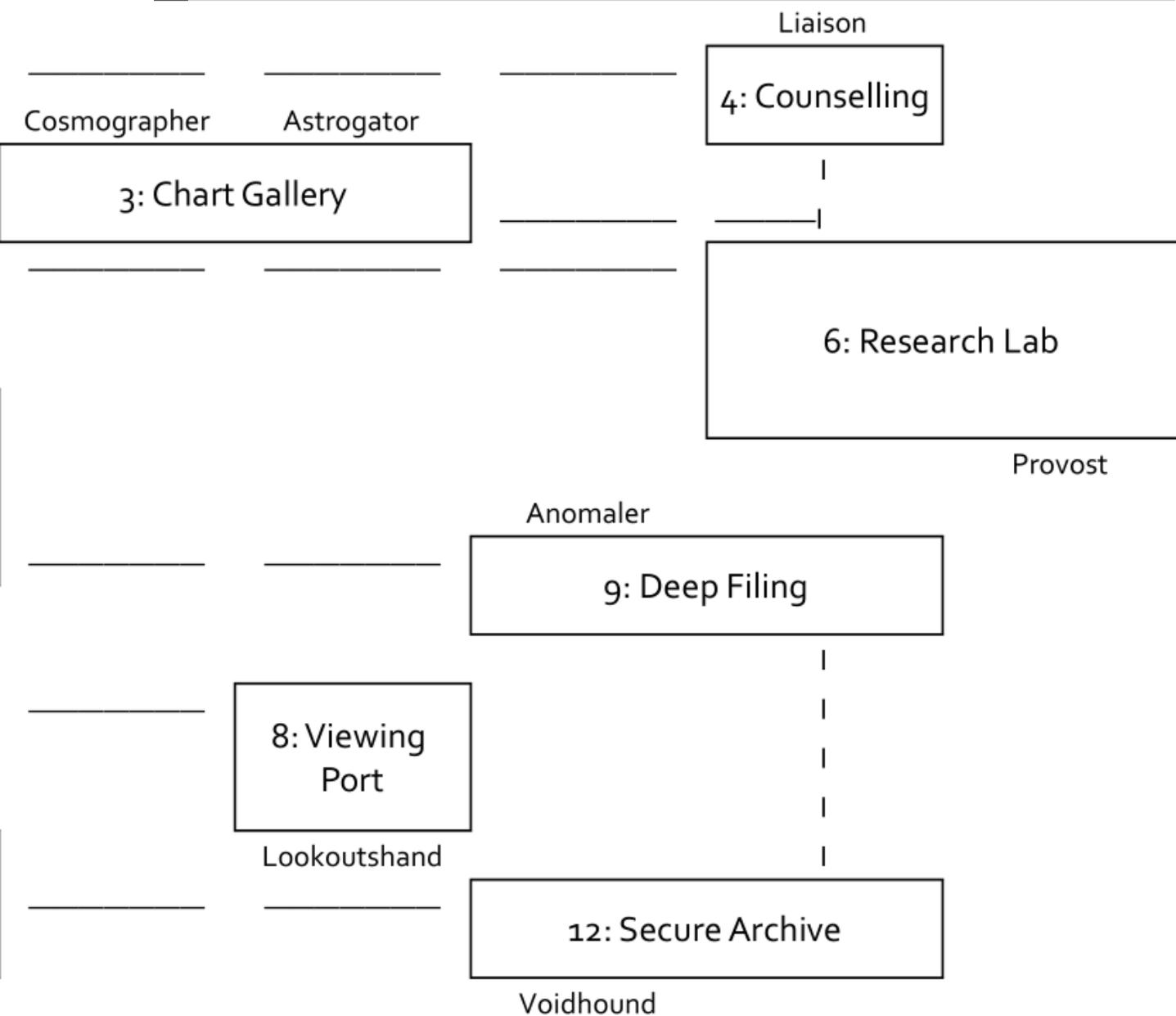


8: INFORMATION DECK

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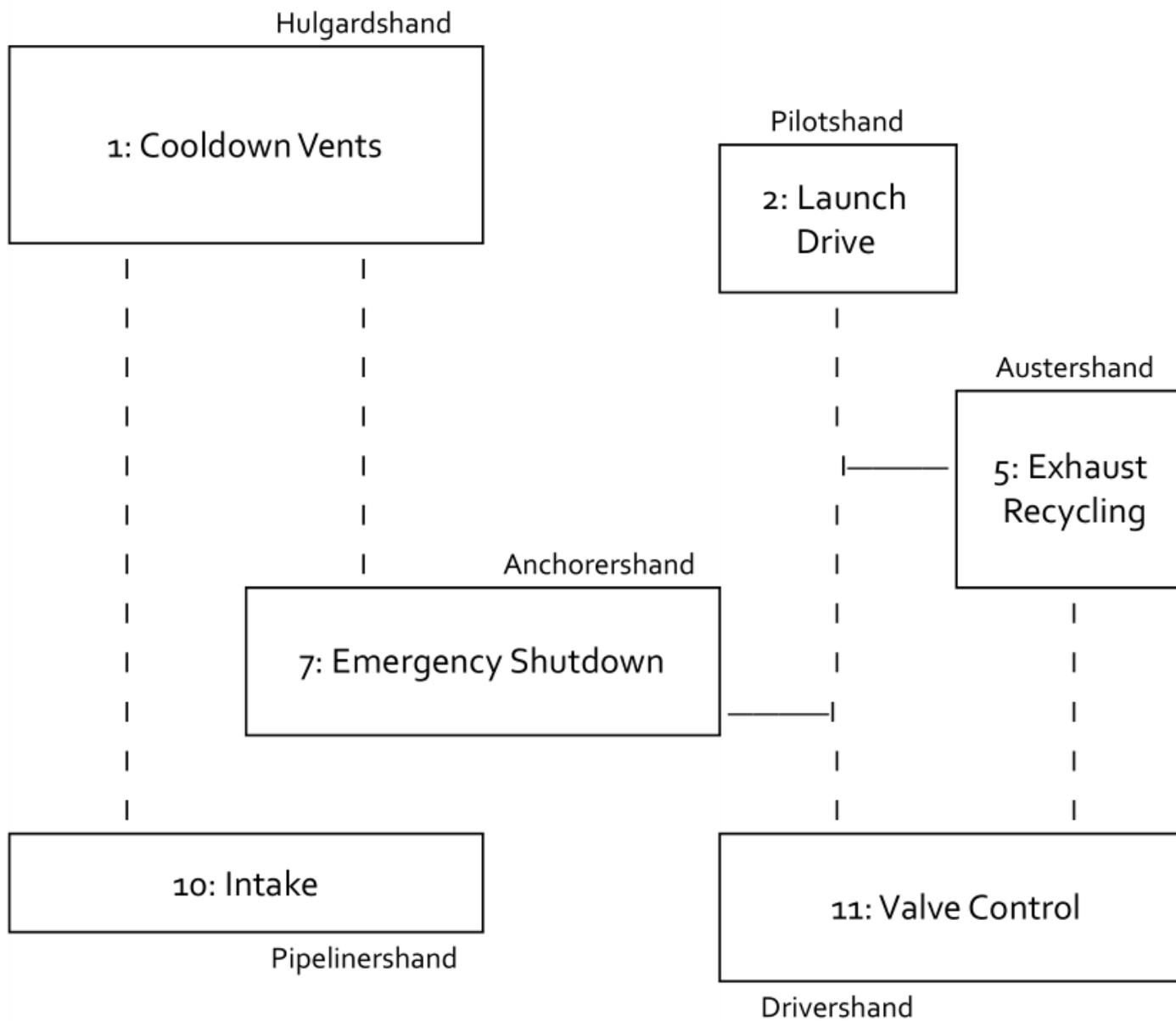


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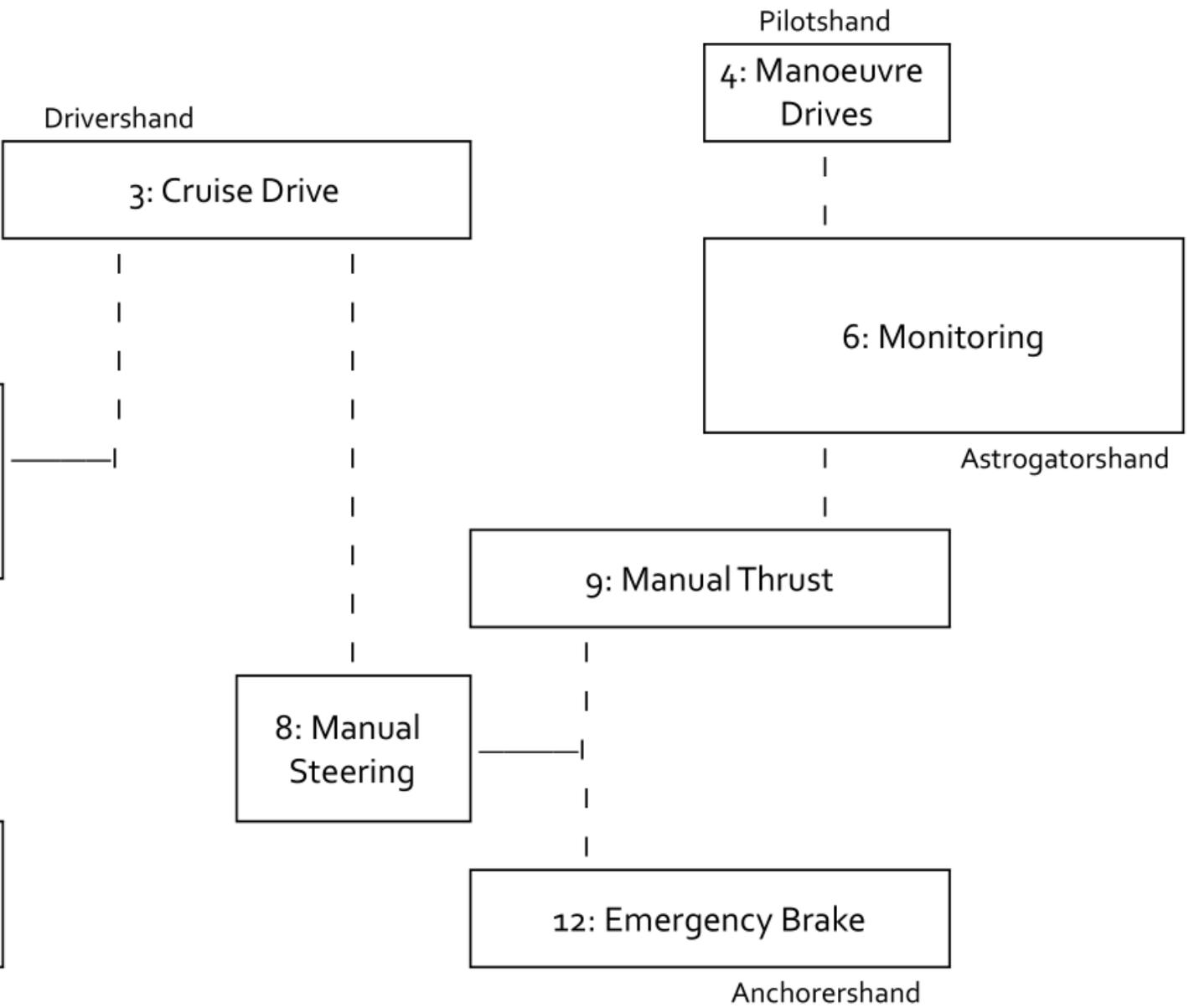


9: DRIVE DECK

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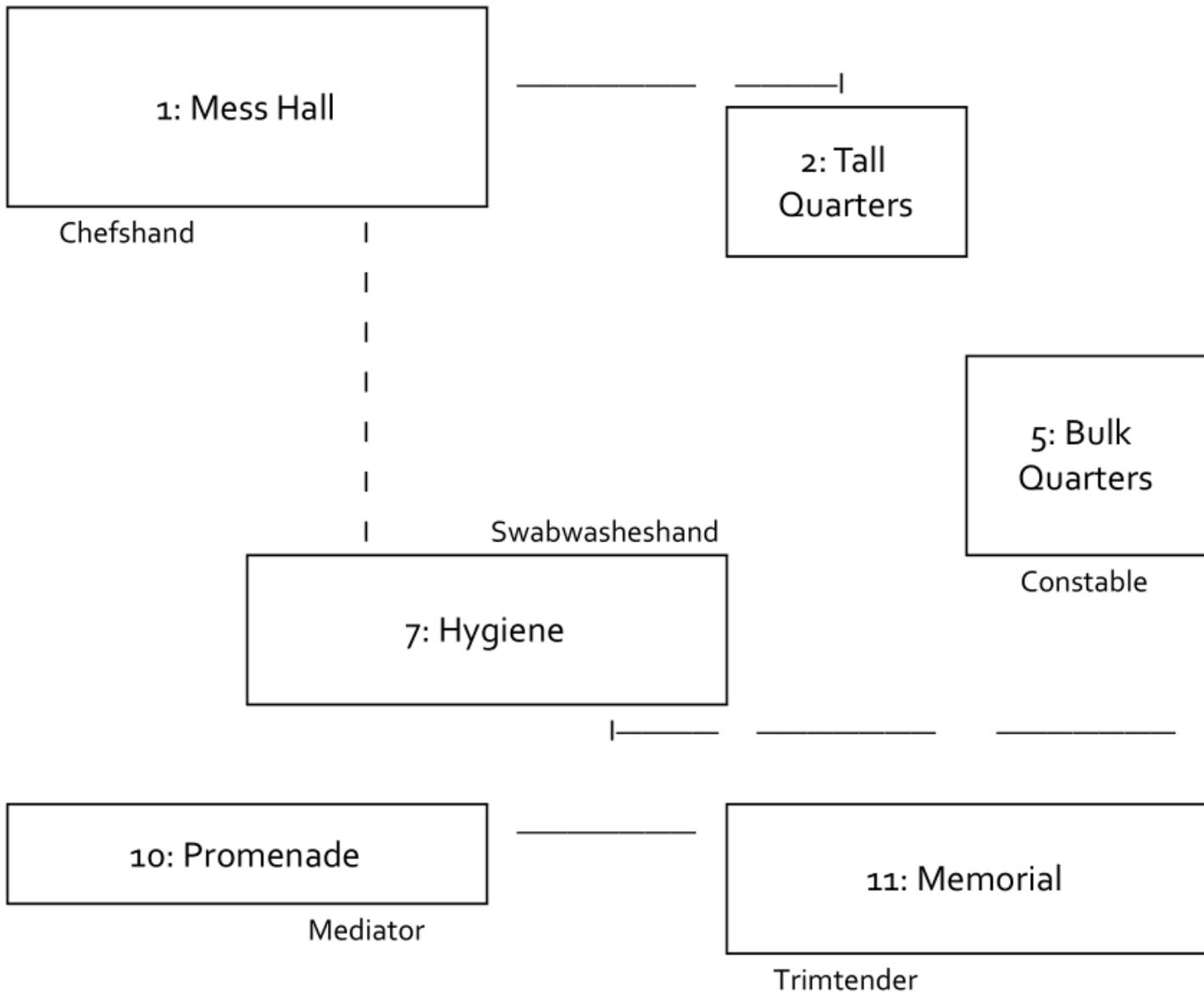


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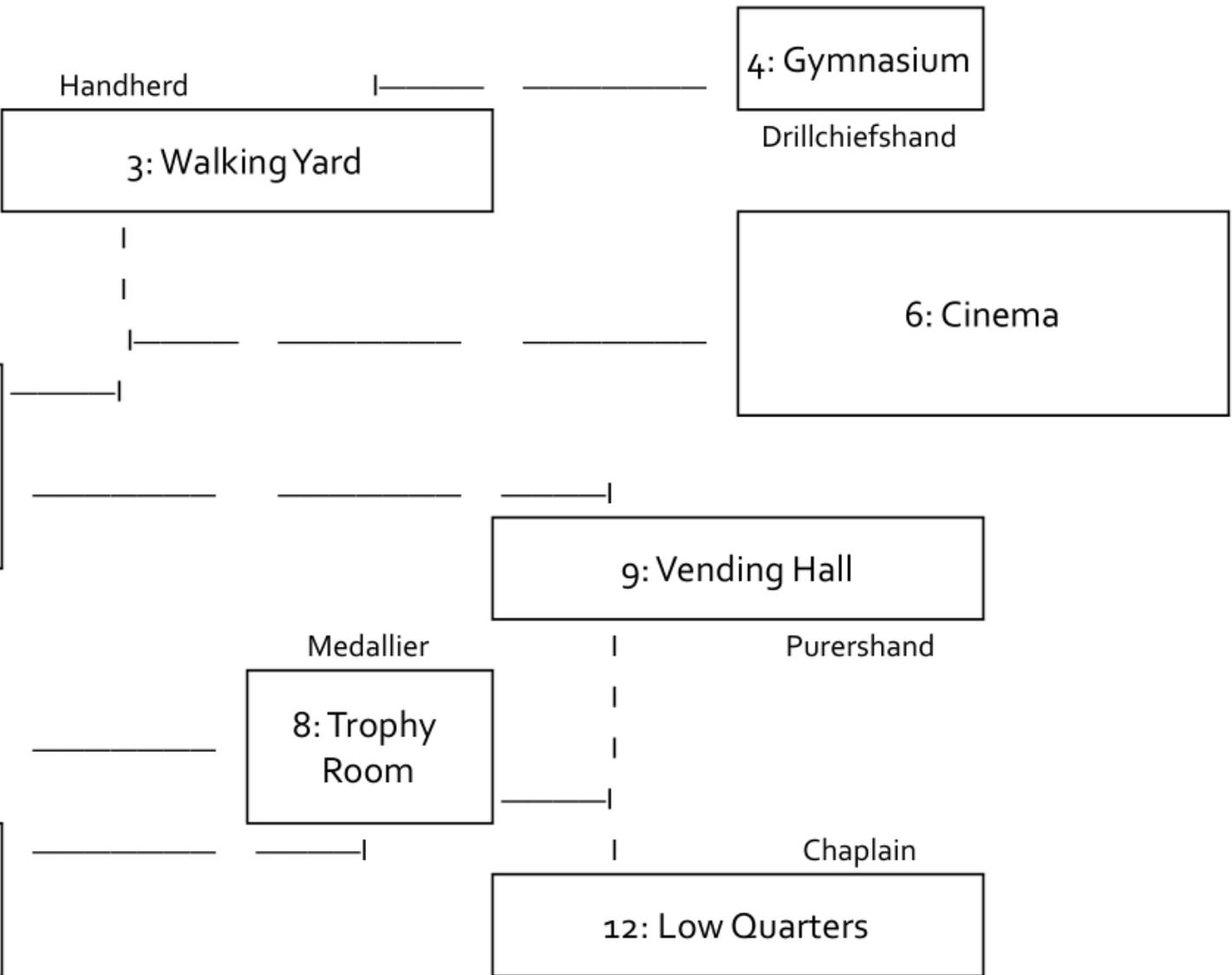


10: COMMONS DECK

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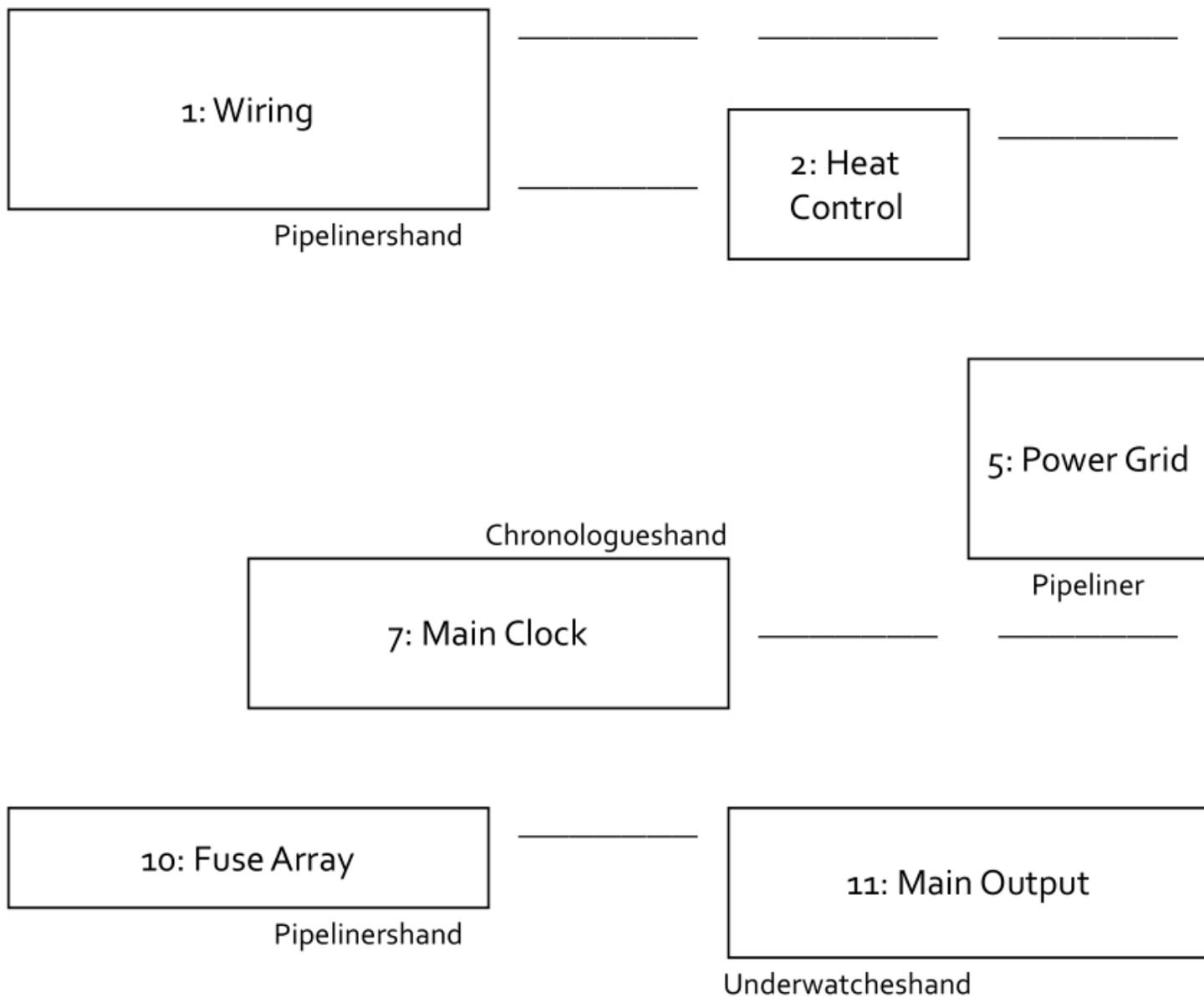


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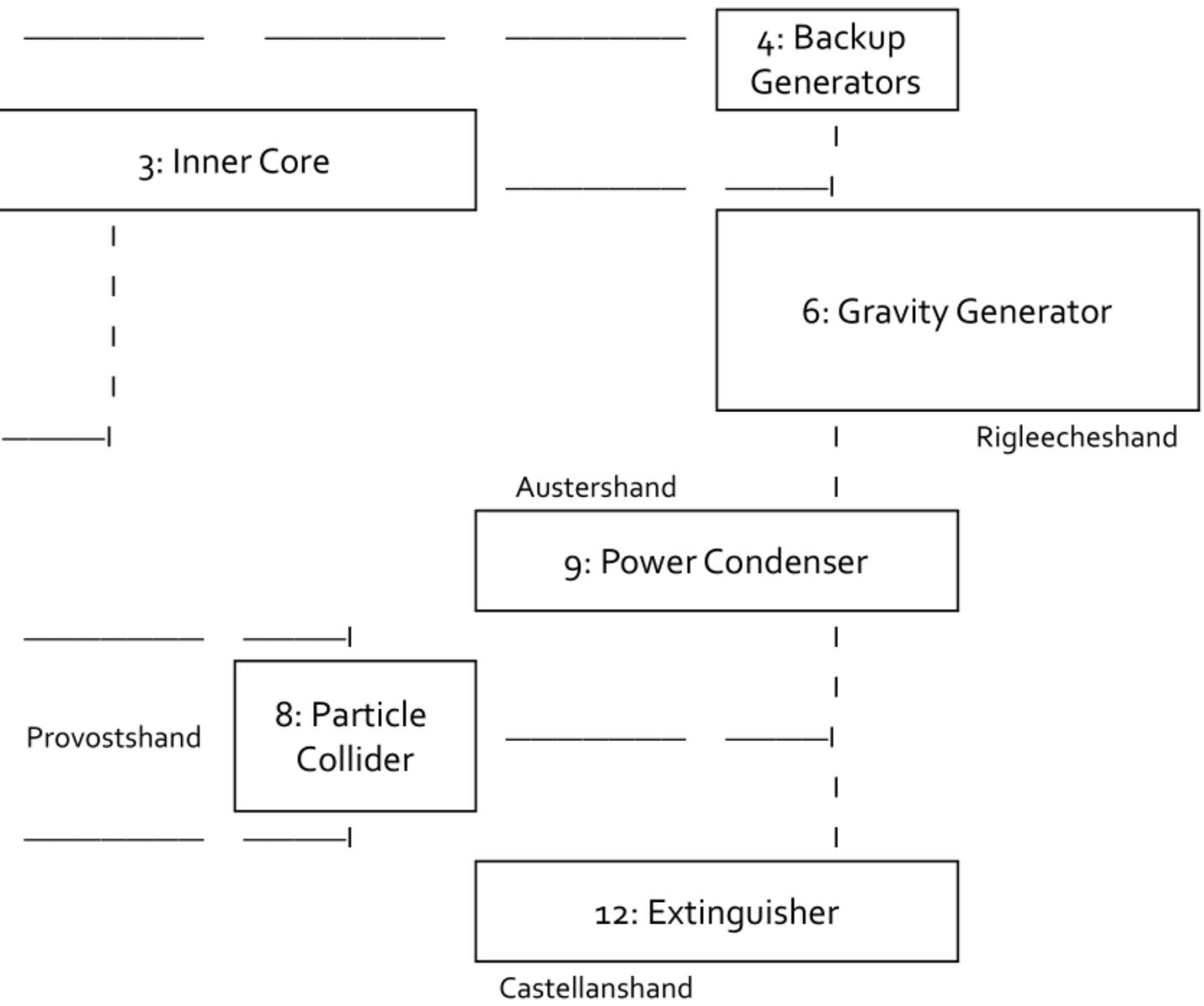


11: REACTOR DECK

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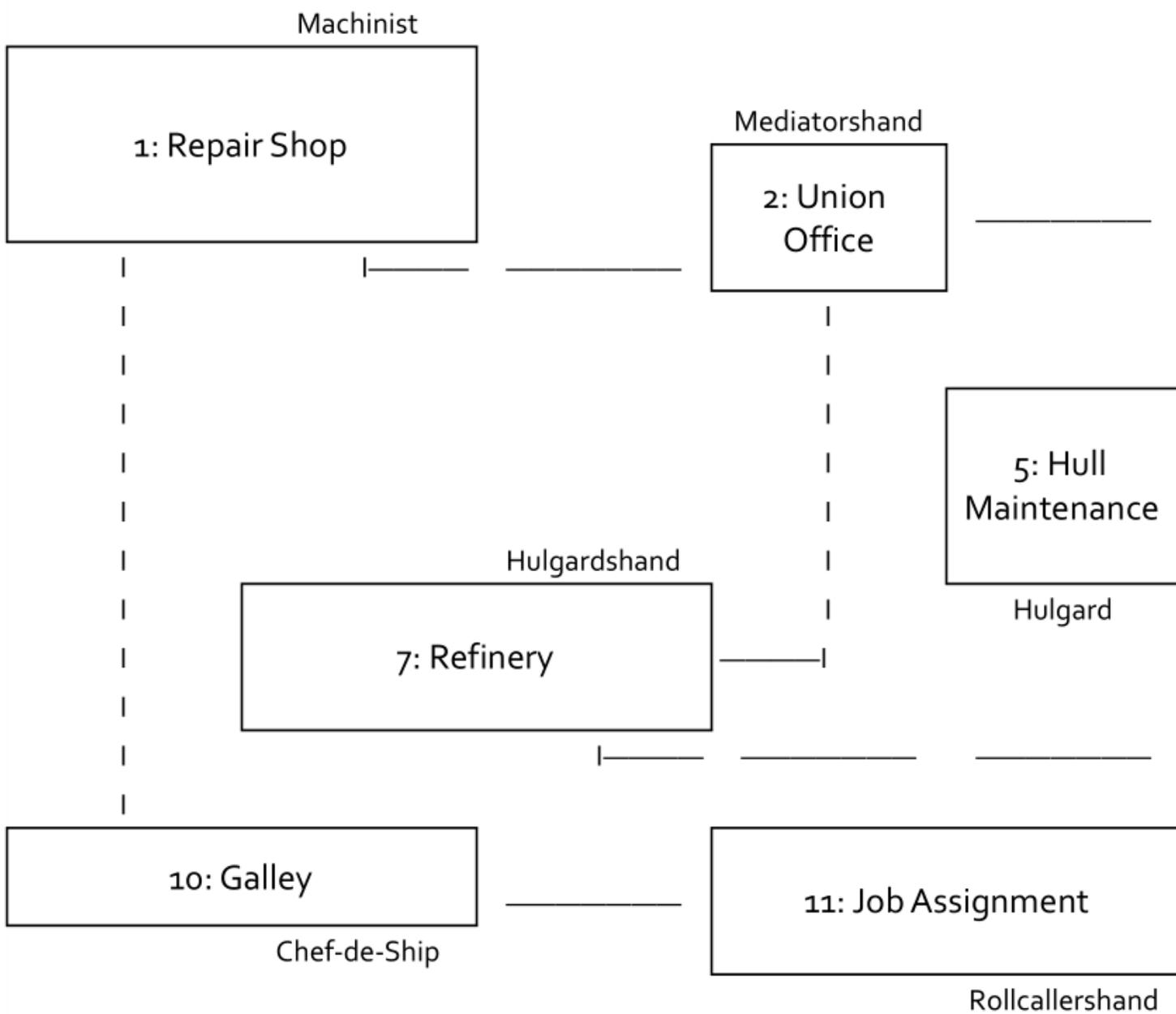


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12: WORK DECK

Some notes here.



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6	x

