

**Any
Planet
Is
Earth**



Any Planet Is Earth is a set of sandbox guidelines for creating a near/far future adventure campaign.

Numbers are essentially unimportant in terms of character attributes and encounters. The rules frame an improvisational crucible for drama and curious adventure. Players and their characters (PCs) band together to create goals for themselves based on the setting and hooks provided by the referee, but even more so by their own ambition within the game world. The game is diegetic, that is, everything is made up of the realistic circumstances wherein the players conduct their work, missions, and downtime.

Through a blend of simple rules and player creativity, PCs will seek jobs, bounties, trade, and rumors, accept death, and try to leave their mark on the starscape which naturally emerges from details, dilemmas, and decisions.

Rolling Dice

Good description predominantly negates the need for dice. If danger or grave uncertainty are not applicable, things simply happen as stated by players and referee. **When attempting something risky, roll 2d6 and aim for 7+ if you have a related advantage, or 9+ if you do not.** Related advantages include items, skills, and preparation. Players explain what they're doing and how they do it. All player rolls are 2d6.

Near-misses are not always binary failures. PCs may not succeed as they wish, but some benefit could yet come of the attempt. Consider failures with compromise, successes with cost, and profound bonuses or penalties when results fall far above or below the 7+/9+ targets.

Referees should provide abundant information and converse with inquisitive players to zero in on intent, context, and repercussions.

Hits

PCs have 4 hits. Normal people on solid ground are frail and vulnerable. Normal people in space are flirting with oblivion at all times.

Violence

Damage is dealt in straight hits automatically **without a dice contest**, and is arbitrated by diegesis and referee discretion. General guidelines follow:

- **1 hit** for simple or improvised weapons, like a club or fist
- **2 hits** for heavy or bladed hand weapons, like a sword or sledge
- **3 hits** for standard handguns or rifles, without modification
- **4 hits** for shotguns, laser weapons, grenades, and assault rifles etc.

PCs and NPCs may add +1 hit to use a weapon with the (auto) quality, then immediately roll 1d6 (1 out of ammo, 2-3 one shot left, 4-6 business as usual). Armor reduces hits by 1 and armor (heavy) by 2. Armor (light) does not *typically* reduce hits outright.

Diegesis and Context

Enter a room. There is a glass on a table. Pick up the glass. You now have a glass. *This is diegesis.* Players and referee must be reasonable and invested in the realism of the game world. Every locale is full of *things*. Every action has real *consequences*. Situations should be approached and resolved with lateral thinking based on actual context before relying on dice. If you are exposed and at great disadvantage, a dagger to your throat will kill you in short order, regardless of your expensive gear and impressive training.

Enemies and Combat

Typical enemies who wish the crew harm have 4 hits and armor. If especially dangerous enemies are present, give them 5 hits and/or armor (heavy), and a more exotic array of weapons and tactics.

Combat turns involve close-to-nearby movement and actions of a player's choosing. All action is simultaneous and there is no initiative. Both sides may successfully eradicate each other in the same moment.

Reactions and Morale

When PCs encounter NPCs without a clear disposition or attitude, roll 2d6 to determine their reaction:

2-	3-5	6-8	9-11	12+
Angry	Wary	Curious	Kind	Helpful

NPCs act in self-interest and enemies prefer escape over death. If a situation threatens danger to a friendly NPC or an enemy suffers loss, roll 7+ or they flee/surrender.

Skills

PCs are capable of handling all typical weapons, computers, and vehicles with baseline proficiency. Skills represent advanced understanding of any given category to aid in context and rolls.

SKILLS	
Admin	Medicine
Astrogation	Melee
Biology	Ordnance
Carousing	Physics
Computers	Recon
Engineering	Starship
Guns	Technical
Leadership	Vacc Suit
Legal	Vehicle

Stats

Roll 2d6 in order to determine values.

- STR** - Strength: *brawn, resilience*
- DEX** - Dexterity: *agility, reflex*
- SOC** - Sociability: *will, decorum*

If a score is 10+, note “hardy” for STR, “agile” for DEX, or “refined” for SOC. If a score is 4-, note “feeble” for STR, “clumsy” for DEX, or “uncouth” for SOC. Otherwise, do not record numerical stats. Some PCs may have multiple descriptors, while others may be more typical and have none.

Inventory

PCs must note how they carry gear. Belts can hold two small items. Packs and pockets up to six. PCs who carry more than their limit have -1 to all rolls.

Descriptive Qualities

Qualities can be added to any item, weapon, vehicle, starship, or other

object in the game. Noted in parenthesis to the right of any designation, qualities provide narrative juice to the modified object. Some qualities may clearly affect violence, such as (auto), (messy), (reach), and (blast) etc. Consider how those same qualities can alter non-violent uses. Any quality can applied to any object so long as it makes sense.

QUALITIES		
Antique	Exotic	Modded
Alive	Heavy	Precise
Auto	Illegal	Reach
Blast	Janky	Secure
Bulky	Light	Stealth
Close	Messy	Unstable

Service and Terms

PCs begin as 18-year-olds and roll 1d6 to determine an initial service, either military (1-2), expeditionary (3-4), or mercantile (5-6). Terms of service are four years and provide skills, events, mishaps, and boons which shape you before entering play. Redundant skill results are re-rolled.

Roll 2d6 against your service table and follow the results, adding, removing, or changing stats, skills, and items on your character sheet. You may choose either option of a “/” result. You gain both options on a “+” result. If an event, mishap, or boon is rolled, roll 2d6 against the associated tables, noting possible +/-1 or +/-2 modifiers from prior results. See rear tables for **bolded** mishap and boon results.

After resolving a term for any service, PCs may retire or opt to join a new service of their choice. Roll 1d6-X to embark on a new term, where X is the number of terms you’ve already served. You may continue until either you roll 0 or lower on the terms result or you are killed in the process.

Many of the event, mishap, and boon results are deliberately open to interpretation. These results reflect highlights from your terms in any service, adding flavor and backstory.

with a serviceable courier, 0 assets, and 5 debt. This initial debt to a **major NPC/patron** creditor drives the crew to repay the loan for their starship.

Demand and Surplus

When establishing the commodities and services a port desires or has no use for, select any or all of the **trade goods, weapons, equipment**, or **NPC** tables and roll a number of times relative to the population of the world (as an example, 1d6 for a population <1M, 2d6 for 1M+, 3d6 for 10M+, as you see fit). NPC results represent professional services, rather than goods. Roll 2d6 to determine demand and surplus. If a score is 10+, note “high.” If a score is 4-, note “low.” Otherwise, note “average.”

Low Demand indicates that goods and services offered by the crew are nearly useless for this population.

Average Demand indicates that goods and services offered by the crew will generate modest profit (such as +1 petty cash or asset, based on the good or service).

High Demand indicates that goods and services offered by the crew will generate either large profit margins or change the economic/political landscape of the buying world population based on what is sold.

Starships

There are three divisions of starships: **couriers, rakers**, and **capitals**. Ships have three stats: **slots, hits**, and **armor**. Hits and armor work in the same way they do for individuals. Slots represent the amount of space available to outfit a ship. **Hardpoints** are for ordnance, **cargo** for goods or custom usage, and **range** for fuel. Unless specified, any outfit uses exactly one applicable slot.

Assigning any qualities to ships changes their characteristics. For example, adding (heavy) or (light) to a ship schematic could provide +/-1 slot, hits, or armor etc. Crews can modify their ships at supporting docks and ports, exchanging hardpoints for cargo or range, etc. or adding qualities: each modification typically costs 1 asset.

Below are typical schematics and example starships.

Courier, 6 slots, 2 hits, 1 armor
Scoutship
2-hardpoints, 1-cargo, 3-range
Light freighter
0-hardpoints, 3-cargo, 3-range

Raker, 9 slots. 3 hits, 2 armor
Patrol boat
4-hardpoints, 1-cargo, 4-range
Frontier transport
3-hardpoints, 3-cargo, 3-range

Capital, 12 slots, 4 hits, 3 armor
Destroyer
8-hardpoints, 1-cargo, 3-range
Leviathan hauler
1-hardpoints, 9-cargo, 2-range

Violence between ships is effectively the same as it is for individuals, the only difference being typical missile weapons fired at **close** range require a full round to connect with their target, and so on. Qualities can affect speed/range. As always, context is king.

Vehicles

Vehicles are designed and used in much the same way as starships. Use the categories and stats to right-size typical, large, and specialty vehicles. The only mechanical difference between vehicles and starships is magnitude of scale.

Interstellar Travel

Any civilized world or system can be traveled to or from along jump lanes. These lanes are relatively safe and are maintained for constant travel. Ships may perform jumps up to the range of their vessels, refueling as necessary upon arriving at ports (1:1 fuel spent to range traveled). Longer distances require multiple stops and/or special provisions to accommodate the necessary range.

When generating a sector and establishing the distance of jump lanes between distinct systems, roll 3d6-2, dropping the highest result. This provides a range of 0-10 for possible range, skewing to the low end of the spectrum.

Any time a jump is attempted, one member of the crew rolls to astrogate the jump lane (using the Astrogation skill, if applicable). On a miss, roll 1d6 against the misjump table.

MISJUMP	
1	Arrive a week late
2	Random jump lane traveled
3	Life support malfunction
4	Fatigue (loss of 1 inventory slot)
5	Cargo compromised
6	Arrive at uncharted system

Advancement and Goals

After a major accomplishment, such as making a large and lucrative sale, completing a mission, or achieving a personal goal, the referee can use resulting downtime to allow PCs a roll against the boon table, optionally adding positive modifiers to the roll, and gaining benefits before moving onto the next part of their journey together as a crew.

PC stats and hits do not change except in play. Some diegetic elements can change a PC's characteristics (such as adopting a cybernetic implant, replacing a limb, overcoming trauma, graduating from a very nice finishing school program etc.).

Personal goals established at character creation afford excellent opportunities for diegetic advancement. PCs may want to explore new worlds, master regional commerce, take down a corporation, promote unrest on a world or stardock, develop and aid charity, raid a jump lane, bring stability to a system, probe deep space, start a business, make good with a demanding patron, or enact vengeance against a nemesis. Nearly anything imaginable can be accomplished with enough planning, dedication, and cost.

If anything becomes a driving focus for any PC, treat it as a new personal goal that can have real, lasting consequences for completion or failure.

The Encounter Die

Player and NPC action is typically sufficient to propel the context forward. When in doubt, roll 1d6 during a lull or after an interval has elapsed to advance the immediate situation.

Site Exploration (starships, complexes)	
Roll after moderate travel under duress or near NPCs/factions. Otherwise, roll when the crew cannot make up their minds as to what to do next.	
1	Encounter with NPCs or object
2	Hint as to what is nearby
3	Local effect (door closes, klaxons)
4	Complication
5	Glitch (device/resource fails)
6	Panic (morale fails, ally flees)

Overland Journeying (planetfall, wilds)	
Roll up to 3x daily when the crew is away from their ship or shelter. If the crew is looking for something, consider the risk to find it.	
1	Encounter with NPCs or quirk
2	Hint as to what is nearby
3	Complication
4	Beacon (distress call, local alert)
5	Fatigue (loss of 1 inventory slot)
6	Hidden feature (typically positive)

Urbancrawl (stardocks, ports of call)	
Roll 1x daily, or when the crew disrupts the status quo in the current environment.	
1	Complication
2	Curious and/or helpful NPC
3	Quirk
4	Antagonistic and/or annoying NPC
5	Faction agents
6	Lucky breakthrough

Referee Advice

Any Planet Is Earth does not have strictly defined boundaries. The pivotal centerpiece of adventure is maintaining verisimilitude, consistency, and an unbroken chain of causality. As the crew travels to and fro, they will find that the entire galaxy is open and without absolute limits. Irrelevant minutiae can be waved aside, as what matters are the decisions, complications, and consequences of the players' vectors from point A to point B. Consider that “money” in a truly interstellar context is fluid, hard to qualify, and impossible to master. Goods and services vary in demand to the extremes from port to port, world to world, system to system.

Let a PC swindle a merchant or sincerely ply their trade in serious honesty. Let a PC one-shot a heavily-armed merc with a knife because the opportunity presented itself and the player opted to capitalize on it, perhaps at great risk.

Keep crew debt in mind at all times. Depending on the creditor, debt may be a pressing vise or a long-burning fuse.

Player Advice

Regardless of direction, the galaxy is yours. You dictate what happens, what interests you, and where you go. Follow leads, but make your own, too. If you want it, go find it. Fight for it. Whatever it is. Work as a crew and a family. Your debt is always shared.

This sort of game is not about making numbers go up, or unlocking combo abilities, or perfecting a character build. You're a wandering citizen of the nearby world/system/sector out to make a name for yourself following a rigid career. The stakes are yours to raise. The nearby shining stars are yours to ply to your desires and ambitions.

Ask questions. Gain information. Apply pressure. Above all, pursue goals and take control of your own trajectory.

Example of Play

The crew's ship, Argent Rascal, lands for repair after sustaining heavy damage from a run-in with jump lane privateers.

Referee: You've returned to the coastal port on Lothe Prime's northern continent after limping out of space. Your ship is in bad shape, but you manage to find an open berth, hopeful for quick service.

Arnault: “We nearly had it out there. That cartel won't leave anyone alone so long as they go unchecked.”

Rel: “Sure, but we made it, didn't we? I'll go see if we can get a repair crew to assess the damage.”

Referee: Your docking door opens to reveal a cadre of uniformed men, one with a clipboard and a pointy hat, the others with billy clubs and SMGs on their hips. “This is an unauthorized landing. Who is in charge here?”

Paolo: “That's me. We were unaware we needed clearance to land here.” He gives a side-eye to Arnault, who is already looking around for bystanders.

Referee: “It isn't clearance you need to land, *per se*, but our scans show that you last took off from this port after evading exit taxes. You're on barred lockdown until you sign off with Kitimashi Logistics.”

Rel: “Crap, I hate those Kitimashi suits. Nothing they touch escapes their grubby hands,” she mutters under her breath. “Hey, Paolo, the engines aren't in great shape, but we could still boost out of here.”

Referee: “Will you comply?” The man in the hat responds sternly. It's obvious that his entourage resembles bouncers more than bureaucrats.

Arnault: “Isn't Lothe's far moon outside of Kitimashi jurisdiction?”

Paolo: “That's exactly what I was thinking,” he replies in a whisper. “Oh, well, *sure* we'll stop by the office. Let me just grab my PAD and we'll meet you there in fifteen.” Just out of sight, he breaks into a run with Rel and Arnault.

Rel: “If we're going to boost it better be quick!”

Referee: The Kitimashi enforcers wait only a few seconds before stepping towards the docking door.

Rel: “I'll fire up the thrusters and try to get out ASAP.”

Referee: The ship is under serious physical duress. You'll have to ensure the engine doesn't fail when you lift

off. Roll for it, since if you can't hack it, the goons will be inside your ship in no time.

Rel: “Okay, I'm a skilled engineer, so I should be able to hackney this to make ends meet. Arnault, come with me and bring the spanner kit!” *Rolls 8.* “Got it!”

Referee: The *Argent Rascal* groans and belches from somewhere in the engine room, but it lifts off. Paolo hears a thud and shout out the passage to the docking door as one of the corp enforcers falls a dozen feet to the docking platform. She was clearly already half-way onto the ship. A spray of gunfire clankles against the hull as the Kitimashi cadre opens fire, but the ship is too sturdy to take much heat.

Arnault: “We've had closer calls. Heh.”

Referee: The *Argent Rascal* kicks in full speed and begins to lift quickly, and it's at this point that Paolo hears the tell-tale rapid beeping of an explosive in the passage behind him. It's a grenade, and it looks like one of the Kitimashi suits managed to lob it through the docking door before you cleared the port.

Rel: “*Fantastic.*”

Referee: With a churning bloom of fire and shrapnel, the grenade detonates. Paolo, you're thrown from the seat in front of the control panel and slam into the side console, taking 2 hits. Rel and Arnault, you're unhurt, but you can feel the ship listing under your feet. The astrogation controls appear online despite the blast.

Rel: “Arnault! Help Paolo! Crap!” She heads to the navigation controls and punches in the first ping on the list of jump lanes, well, at least the first she sees that isn't where they just came from.

Referee: Arnault is able to make it to Paolo and ensure he's okay. Roughed up badly and out cold, but okay. Sensors on your dash show two gunships taking off from a nearby hangar. You've no doubt they're Kitimashi boats. If you're going to jump, now's your chance.

Rel: “Right. Welp.” *Rolls 3.*

Referee: *Rolls 6.* You sigh in relief as the familiar slipstream lurch thrums your feet into the floor. Thankfully

your magboots are active, or else blood would flow freely as you collide with the bulkheads. Lothe Prime winks out behind you, but Rel is sure the astrogation went wrong somehow. The *Argent Rascal* slows and the void of space catches up to the exterior star windows. There is an unknown binary star hanging nearby and what looks like a disabled ship in visual range. Also... you're out of fuel. *What do you do?*

Starting the Game

The simplest way to begin play is to generate a small sector's worth of worlds, plant a few key NPCs and goods-trade-routes along a number of jump lanes. Seed rumors. Establish corporations and factions. Inject weaknesses into everyone the crew encounters while also giving them attractive strengths and assets, breeding familiarity and inviting chaos.

The following tables are not exhaustive, but should provide all necessary fodder for fleshing out a local adventure setting filled with the needs, wants, and conflicts of realistic communities and actors.

As a basic guideline, roll 3-5 times on the **region/world name**, **population**, and **region/world terrain** tables, then establish jump lanes between them. Multiple additional worlds can be added to each generated world result to create more complex stellar systems, but it is not necessary.

Roll a few **corporations**, **trade goods**, **crises**, and **rumors/mission hooks** to flesh out the social and mercantile scene, as well as seed some directions for the crew to explore. Also roll up a few **major & minor NPCs** as local actors, *and finally a single major NPC/patron to act as the creditor for the crew's initial debt.*

The following tables have 36 results and are laid out in 6 groups of 6 results each. Roll 2d6, using the first die to determine a group and the second die to determine an entry within the group from the top down. **Bolded** entries point to other random tables where you should roll again, adding further nuance to the result.

Region/World Names			Major NPCs/Patrons			Factions			NPC Objectives		
Arcturus	Famulus	Karnak	Aristocrat	Cartel hustler	Crew recruiter	Agrarians	Capitalists	Futurists	Aid conspiracy	Discovery	Exploration
Asuril	Gefjon	Kismet	Arms merchant	Celebrity	Cult leader	Anarchists	Conflagrators	G-Modders	Collect weapons	Dissention	Fame
Beltannor	Hodor	Lothe	Art director	Colony overseer	Diplomat	Assassins	Cyberneticists	Geophiles	Colonize world	Education	Form faction
Censur	Husta	Luxxottica	Bank manager	Conspirator	Dock warden	Bolshevists	Daemoniacs	Hunters	Corp takeover	Enjoy culture	Infiltration
Dayes	Ikeel	Miranu	Blockade runner	Corporate suit	Exotic breeder	Burgomasters	Family valuists	Illuminati	Cult entry	Enthrall NPC	Inside info
Elnorath	Jil	Moroos	Bounty boss	Covert handler	Far traveller	Cannibals	Furries	Intelligentsia	Design ship	Equality	Investment
Nesre	Regin	Ulphara	Financier	Militia chief	Ship architect	Libertarians	Objectivists	Subterrists	Kill NPC	Piracy	Uncover secret
Occulus	Romit	Verdrem	Head researcher	Naval officer	Trade magnate	Marines	Opportunists	Syndicalists	Liberty	Placate enemies	Usurp faction
Orsis	Sess	Wholthia	Local governor	Pirate captain	Upper clergy	Mercenaries	Privateers	Teamsters	Local control	Politics	Validate deity
Polaris	Tichel	Xesero	Magistrate	Private eye	Weapon auteur	Militia	Scholastics	Transhumanists	Love nature	Revolution	Vengeance
Pressen	Tidbin	Yutapau	Manufacturer	Rebel leader	Wetworks agent	Monarchists	Secret Masters	Tree huggers	Notoriety	Spread lies	Voyeurism
Qubbul	Tuatha	Zarrulo	Merc captain	Scoutship pilot	Xenobiologist	Monastics	Smugglers	Xenophobes	Philanthropy	Trade deal	Wealth

Region/World Terrain			Minor NPCs/Crew			Trade Goods			NPC Bonuses		
Alchemical	Crystalline	Ferrous	Administrator	Bureaucrat	Dissident	Biotech	Fish	Loam	Access to gear	Blackmailer	Doesn't panic
Artificial	Deep	Flat	Anarchist	Chemist	Farmer	Booze	Fungus	Lumber	Ace pilot	Con artist	Expert haggler
Barren	Developed	Forested	Archivist	Clerk	Grifter	Cereal grains	Furniture	Meat	Always careful	Corp turncoat	Faction member
Coastal	Dry	Fungal	Artillerist	Cop	Hacker	Clothing	Hydrogen	Microbes	Always charming	Crackshot	Gifted mechanic
Cold	Electrical	Gaseous	Botanist	Cultist	Hijacker	Coal	Iron	Oxygen	Always loyal	Data broker	Good with cash
Columnar	Ethereal	Hot	Bouncer	Curate	Laborer	Firearms	Livestock	Palladium	Big family	Design savant	Good with maps
Lavish	Overgrown	Temperate	Marine	Scholar	Surgeon	Paper	Recreation	Titanium	Good with tech	No family ties	Usefully trendy
Meandering	Psionic	Toxic	Mercenary	Scientist	Thug	Plascrete	Salt	Tsotchkes	Has connections	Owed favors	Very attractive
Misty	Radiated	Unbalanced	Miner	Shopkeep	Tinker	Plastic	Solvents	Unrefined fuel	Has safe haven	Rare goods	Very stealthy
Mobile	Rugged	Volatile	Pathologist	Smuggler	Tracker	Precious metals	Specialty foods	Vehicles	Keen smuggler	Regional hero	Very wealthy
Mountainous	Stormy	Volcanic	Psychologist	Speculator	Urchin	Prefabs	Starship parts	Water	Knows secrets	Spy network	VIP's child
Orbital	Tectonic	Wet	Rogue	Stevedore	Veterinarian	Processors	Sugar	Wheels	Mild telepathy	Streetwise	Well respected

World Population, Size			Corporations			Rumors/Mission Hooks			NPC Liabilities		
<10, 1/2g	10+, moon	100K+, orbital	Agriculture	Chemicals	Defense systems	AI mishap	Derelict ship	Gray hacking	Alcoholic	Constant snitch	Double-crosser
<10, 2g	10+, station	100K+, station	Analytics	Cloning	Design	Ancient culture	Distress call	Hostile animals	Big family	Corp plant	Drug addict
<10, asteroid	100K+, 1/2g	100M+, 1g	Architecture	Commerce	Electronics	Android factory	Dyson Sphere	Illicit robots	Big risk-taker	Coward	Easily swayed
<10, orbital	100K+, 1g	100M+, 2g	Artificial Int	Construction	Energy	Cartel takeover	Faction war	Lab disaster	Bounty on you	Craves violence	Enjoys torture
10+, 1/2g	100K+, 2g	10B+, 1g	Banking	Cybernetics	Fabrication	Corporate theft	Food shortage	Lost far probe	Chronic liar	Depraved taste	Faction target
10+, 2g	100K+, moon	10B+, 2g	Biotech	Deep space	Fashion	Dark matter	Gravity well	Med delivery	Conspiracist	Dilettante	Forgets info
10K+, 1g	1K+, 1/2g	1M, 1g	Food & Drink	Mental health	Robotics	Missing person	Resource boon	Trade convoy	Illegal bets	Owes favors	Short fuse
10K+, orbital	1K+, 1g	1M+, 1/2g	G-Modification	Nanotech	Security	New colony	Revolutionaries	Unknown signal	Imposter	Paranoid	Socially inept
10M, 1/2g	1K+, asteroid	1M+, 2g	Heavy metals	Neuroscience	Starships	Orbital grid	Smuggling ring	VIP kidnapping	Multiple rivals	Pyromaniac	Stolen goods
10M+, 1g	1K+, moon	1M+, moon	Legal consult	Orbital builds	Surveillance	Pirate raids	Solar winds	Worker strike	No family ties	Regional pariah	Too trusting
1B+, 1g	1K+, station	50B+, 2g	Manufacturing	Pharmaceuticals	Vehicles	Prototype bomb	Space elevator	World blockade	On the run	Self-interest	Weak conscience
1B+, 2g	1K+, station	5B+, 1g	Mass media	Propulsion	Weapons	Pulsar burst	Starship crash	Xeno reliquary	Overindulgent	Serious debt	Will sell out

Conspiracies			Ship Name Prefix			Equipment			Crises		
Alien abduction	Dark ships	Forerunners	Absolute	Bright	Eternal	Air tank	Clean suit	Field tent	Addiction	Crop failure	Fungal bloom
Android doubles	Deep statist	Fuel accidents	Abundant	Curious	Extravagant	Arc welder	Climbing gear	Flashlight	Assassination	Culture war	Gerrymandering
Apocalypse cult	Demonic power	G-Mod handlers	Argent	Dauntless	Genteel	Armor	Comm array	Fuel	Bad allergies	Decadence	Heat wave
Bioespionage	Disappearings	Human batteries	Astral	Dim	Gliding	Beacon	Computer rig	Goggles	Chemical spill	Demagoguery	Insanity
Black Pyramid	Fluidic space	Lizard cult	Barren	Dreadful	Indomitable	Blowtorch	Crowbar	Hazmat kit	Cold snap	Economy crash	Insect swarm
Chronotravel	Forced cloning	Local wormholes	Biased	Dutiful	Iron	Chainsaw	Drone	Insulation	Collapse	Explosion	Invasion
Media control	Parapsychology	Star entities	Noble	Rebel	Stalwart	Local trinket	Power tool	Security lock	Loss of goods	Oppression	Rebel seizure
Mental thralls	Planet X	Stellar cabal	Onerous	Riveting	Steel	Magnet	Regional map	Software	Loss of morale	Pandemic	Religious zeal
Mirror universe	Red censorship	The Time Cube	Quick	Shifty	Thorough	Medkit	Repair kit	Textbook	Loss of vision	Pirate raids	Revolution
Oligarchy	RFID tracking	Vaccination	Raining	Shimmering	Thoughtful	Metal grease	Respirator	Tourist junk	Military coup	Public scandal	Tectonic shift
Outer Old Gods	Rogue AI virus	Water tampering	Randy	Sinister	Trusted	Multitool	Rope	Vacc suit	Mutation	Radiation leak	Thug syndicate
Pandimensions	Skinwalkers	Xeno Overmind	Raucous	Skyward	Zealous	PAD tablet	Scan loadout	Water purifier	Occult rites	Rampant fires	Trafficking
Complications			Ship Name Suffix			Urbancrawl Quirks			Cybernetics and G-Mods		
Abundance	Chemical	Existential	Adze	Dream	Incident	Amazing food	Construction	Grand gardens	Active camo	Chest bomb	Endo-armor
Adversary	Confusion	Extortion	Baron	Ember	Judgment	Architecture	Corp office	Grifter scam	Adreno stim	Cloven hooves	Feather hair
Atmosphere	Deception	Extra cost	Bastion	Estoc	Knave	Awful secrets	Cult fanatics	Festival	Animal claws	Cortex prism	Finger uplink
Bad news	Delay	Extra step	Caiman	Glamour	Kraken	Beggars	Cyber/G-Mod	Telepath	Antifreeze	Dermal weave	Follicle Max™
Betrayal	Electricity	Fire	Dagger	Hag	Lance	Colony hub	Elite school	Loud tourists	Aural amps	Eidetic chip	Gappling hand
Blackmail	Entropy	Forgetfulness	Djinn	Hauberk	Light	Complication	Fire/disorder	Local parade	Bone lacing	EMP tooth	Glide wings
Gear failure	Militants	Swindle	Magus	Pariah	Spirit	Missing Patron	Artifact	Street merch	Gun smartlink	Multi Vox™	Skulljack
Gridlock	Morale	Threat	Mantle	Rascal	Surplus	Missionaries	Public show	Strongbox	Holoprojector	Nanite filter	Slickskin™
Infection	Outage	Unrest	Mistake	Reason	Traveller	Pick-pockets	Rowdy drunks	Underground	Hyper reflex	Nu Gills™	Smartphage
Injury	Red tape	Vacuum	Mendicant	Sage	Viper	Police chase	Curious rumor	Valuable map	Infraoptics	Occular HUD	Spinal modem
Law trouble	Resource loss	Weather	Mind	Scion	Witness	Potent drugs	Smuggling ring	Vehicle crash	Kaleidoscope™	Pheramones	Synthliver
Machine error	Security	Wildlife	Outlook	Shaman	Zephyr	Prime shipyard	Stolen goods	Weapons cache	Macro muscles	Prosthetic	Weapon arm
Creature/Enemy Descriptors			Weapons			Overland Quirks			Acknowledgments Marc Miller's <i>Classic Traveller</i>, Chris McDowall's <i>Into the Odd</i>, and Ambrosia Software's <i>Escape Velocity</i> serve as primary inspirations for this project. Norbert Matausch's ur-old-school theory and Ben Milton's <i>Maze Rats</i> formatting greatly aided in tightening this document and its mechanics towards utmost concision. The generous and critical feedback from Jeff Woodman, Dreaming Dragonslayer, and Wizard Lizard turned a morass of uncoordinated ideas into a neat and approachable game. Cover Art: Jeff Woodman Design: Jim Parkin (CC BY 4.0) > Annowme - d66kobolds.blogspot.com “Any planet is 'Earth' to those who live on it.” ~ Isaac Asimov, <i>Pebble in the Sky</i>		
Ambushing	Disorienting	Furious	Assault rifle	Carbine	Garrote	Abandoned dig	Crashed ship	Illegal goods			
Armored	Evasive	Harassing	Autolaser	Door ram	Gas canister	Agribusiness	Curious hermit	Impact crater			
Burly	Exotic	Heavy	Blackjack	EMP charge	Grenade	Bad weather	Earthquake	Landslide			
Clever	Fanatical	Insulting	Brass knuckles	Flamethrower	Gunnery turret	Bandits	Fallout town	Local families			
Deceptive	Fast	Light	Broadsword	Flare pistol	Handgun	Conspirators	Flooding	Lone artist			
Disabling	Fearless	Lithe	C4 putty	Flashbang	Katana	Corporate lab	Friendly town	Military base			
Manipulative	Predictive	Scavenging	Katar	Proxy mine	Shotgun	Missile silo	Rogue cultists	Telepath			
Merciless	Protective	Tactical	Knife	Rail gun	Sledgehammer	Old building	Ruined town	Terrorist camp			
Non-lethal	Proud	Thieving	Laser carbine	Rifle	SMG	Plague vault	Savage animals	Toxic plants			
Playful	Relentless	Treacherous	Laser rifle	RPG	Sonic charge	Rare elements	Sketchy deals	Uncharted mine			
Precise	Resilient	Tricky	Machete	Shock gloves	Survival axe	Rebel bunker	Smuggler drop	Warlord			
Predatory	Savage	Unpredictable	Mortar	Shortsword	Taser	Refugees	Sublime vista	Xenomonolith			