

GURPS[®]

Fourth Edition

SPACE



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STEVE JACKSON GAMES

CONTENTS

| | | | | | |
|--|----|---|----|---|-----|
| INTRODUCTION | 4 | Life Support | 43 | Step 14: Bases and Installations | 96 |
| PUBLICATION HISTORY | 4 | Gravity | 43 | 5. ADVANCED | |
| <i>About the Authors</i> | 4 | Weapons | 44 | WORLDBUILDING | 99 |
| 1. SPACE | 5 | Defenses | 45 | GENERATING STAR SYSTEMS | 100 |
| SPACE AND SPACE FICTION | 6 | Sensors | 46 | <i>Stellar Classification</i> | 100 |
| Why Space Travel? | 6 | Communications | 46 | Step 15: Number of Stars | 100 |
| <i>What's Not in This Book</i> | 6 | Power | 47 | Step 16: Star Masses | 101 |
| Designing the Space Campaign | 7 | Laboratories | 47 | Step 17: Star System Age | 101 |
| <i>Hard and Soft Science Fiction</i> | 7 | Infrastructure | 48 | Step 18: Stellar Characteristics | 102 |
| Scale and Scope | 8 | Small Craft | 48 | Step 19: Companion Star Orbits | 105 |
| <i>Ships and Outposts</i> | 8 | 3. TECHNOLOGY | 49 | Step 20: Locate Orbital Zones | 106 |
| CAMPAIGN TYPES | 11 | ADDING MIRACLES | 50 | Step 21: Placing First Planets | 107 |
| <i>Realism</i> | 11 | TECHNOLOGY AREAS | 51 | Step 22: Place Planetary Orbits | 108 |
| Strange New Worlds | 11 | Biotechnology | 51 | Step 23: Place Worlds | 109 |
| The High Frontier | 12 | <i>Suspended Animation</i> | 53 | Step 24: Place Moons | 111 |
| <i>Alien Archaeology</i> | 12 | <i>Bioships</i> | 53 | GENERATING WORLD DETAILS | 113 |
| Military Campaigns | 14 | Computers and Communications | 55 | Step 25: World Types | 113 |
| Stop in the Name of the Law | 16 | <i>The Transparent Society</i> | 56 | Step 26: Atmosphere | 114 |
| Media and Politics | 17 | Nanotechnology | 58 | Step 27: Hydrographics | 114 |
| Working Stiffs | 19 | Transportation | 60 | Step 28: Climate | 114 |
| <i>Heroic Engineering</i> | 20 | Weapons and Defenses | 61 | Step 29: World Sizes | 114 |
| The Absurdist Campaign | 20 | <i>The Swashbuckler Option</i> | 61 | Step 30: Dynamic Parameters | 115 |
| <i>Who Needs Starships?</i> | 21 | 4. BASIC WORLDBUILDING | 62 | Step 31: Geologic Activity | 119 |
| ALIENS | 21 | USING WORLDS | 63 | Step 32: Resources and | |
| SOCIETIES | 22 | Dramatic Roles | 63 | Habitability | 121 |
| INTERSTELLAR ORGANIZATIONS | 24 | Depth of Detail | 66 | Step 33: Settlement Type | 121 |
| PLANETS AND PLACES | 27 | MAPPING THE GALAXY | 67 | Step 34: Technology Level | 122 |
| 2. SPACE TRAVEL | 28 | Astronomical Features | 68 | Step 35: Population | 122 |
| A TAXONOMY OF MIRACLES | 29 | <i>Distances and Scales</i> | 68 | Step 36: Society Type | 123 |
| SPACE FLIGHT AND STORY | | The Frequency of Worlds | 70 | Step 37: Control Rating | 123 |
| REQUIREMENTS | 30 | <i>Choosing a Preferred Scale</i> | 72 | Step 38: Economics | 123 |
| MANEUVER DRIVES | 31 | WORLD DESIGN SEQUENCE | 73 | Step 39: Bases and Installations | 123 |
| Reaction Drives | 31 | Step 1: Concept | 74 | SPECIAL CASES | 124 |
| <i>The Rocket Equation</i> | 31 | Step 2: World Type | 74 | Gas Giant Moons | 124 |
| <i>Sample Delta-V Requirements</i> | 32 | <i>Why World Types?</i> | 77 | Tide-Locked Worlds | 125 |
| Sails | 33 | Step 3: Atmosphere | 78 | Massive Stars | 126 |
| Catapults and Tethers | 34 | <i>Toxicity Rules</i> | 78 | Red Dwarf Stars | 127 |
| Reactionless Drives | 36 | Step 4: Hydrographic Coverage | 81 | Brown Dwarf Stars | 128 |
| <i>Relativity Effects</i> | 36 | Step 5: Climate | 83 | Rogue Worlds | 128 |
| Generation Ships | 37 | Step 6: World Size | 84 | Terraformed Worlds | 129 |
| STAR DRIVES | 37 | Step 7: Resources and Habitability | 87 | OTHER OBJECTS | 130 |
| Hyperdrive | 37 | <i>Habitability for Aliens</i> | 89 | Asteroids and Comets | 130 |
| Jump Drive | 38 | SOCIAL PARAMETERS | 89 | Artificial Structures | 132 |
| Warp Drive | 40 | Step 8: Settlement Type | 89 | <i>Who Needs Planets, Anyway?</i> | 132 |
| Designing a Stardrive | 41 | Step 9: Technology Level | 90 | Megastructures | 133 |
| <i>Navigation Errors</i> | 42 | Step 10: Population | 91 | 6. ALIEN LIFE AND | |
| SHIPBOARD SYSTEMS | 43 | <i>Altering the Colony Population Table</i> | 93 | ALIEN MINDS | 134 |
| Control Systems | 43 | Step 11: Society Type | 93 | ALIENS IN THE CAMPAIGN | 135 |
| | | Step 12: Control Rating | 94 | <i>Some Common Aliens</i> | 136 |
| | | Step 13: Economics | 95 | | |

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| | | | | | |
|--------------------------------------|-----|---|-----|--------------------------------------|-----|
| LIFE | 136 | Metabolism | 156 | Corruptibility | 174 |
| Life as We Know It | 136 | <i>Alien Creation VI</i> | 157 | SOCIETY AND BIOLOGY | 175 |
| <i>Clashing Definitions</i> | 137 | Reproduction | 158 | SOCIETY AND TECHNOLOGY | 177 |
| <i>Other Chemistries</i> | 138 | <i>Lifespan</i> | 159 | ECONOMICS | 180 |
| <i>Non-Chemical Life</i> | 140 | <i>Alien Creation VII</i> | 161 | <i>Unobtainium</i> | 181 |
| <i>Alien Creation I</i> | 140 | Senses | 161 | <i>Money</i> | 182 |
| <i>Artificial Life</i> | 141 | Communication | 163 | <i>The Leisure Society</i> | 182 |
| ECOLOGIES AND NICHES | 141 | <i>Alien Creation VIII</i> | 164 | LAW AND JUSTICE | 184 |
| Energy Flow | 141 | Special Abilities | 165 | MILITARY FORCES | 187 |
| <i>Alien Creation II</i> | 143 | ALIEN MINDS | 166 | <i>Alternate Armies</i> | 189 |
| Autotrophs and Decomposers | 143 | Brains | 166 | <i>How Much Military Rank?</i> | 189 |
| Herbivores | 144 | Nature: The Influence of Biology | 167 | INTERSTELLAR GOVERNMENTS | 190 |
| Carnivores | 144 | Nurture: The Influence of Society | 167 | Anarchy | 190 |
| <i>Parasites and Symbionts</i> | 146 | <i>Alien Creation IX</i> | 168 | Alliance | 191 |
| ALIEN ANATOMY | 146 | <i>Alien Creation X</i> | 169 | Federation | 193 |
| Mobility | 146 | 7. FUTURE AND ALIEN | | Corporate State | 195 |
| Size | 148 | CIVILIZATIONS. | 171 | Empire | 197 |
| <i>Alien Creation III</i> | 149 | STORY CONCERNS | 172 | <i>Why People Support</i> | |
| Body Plan | 150 | Control and Intrusiveness | 173 | <i>Rotten Empires</i> | 197 |
| <i>Alien Creation IV</i> | 151 | Avenues to Power | 174 | <i>Alternate Empires</i> | 199 |
| <i>Alien Creation V</i> | 154 | | | Alien Governments | 199 |
| Skin, Hide, and Alternatives | 155 | | | Planetary Governments | 201 |
| | | | | <i>History and Government</i> | 201 |
| | | | | ORGANIZATIONS | 202 |

About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new **GURPS** rules and articles. It also covers the **d20** system, *Ars Magica*, *BESM*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *Illuminati*, *Car Wars*, *Transhuman Space*, and more. *Pyramid* subscribers also get opportunities to playtest new **GURPS** books!

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all **GURPS** releases, including this book, are available on our website – see below.

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, free webforums, and much more. To discuss **GURPS** with SJ Games staff and fellow gamers, come to our forums at forums.sjgames.com. The **GURPS Space** web page is www.sjgames.com/gurps/books/space/.

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GURPSnet. This e-mail list hosts much of the online discussion of **GURPS**. To join, point your web browser to www.sjgames.com/mailman/listinfo/gurpsnet-l/.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

| | |
|------------------------------------|-----|
| 8. ADVENTURES | 207 |
| THE HOOK | 208 |
| <i>The Default Adventure</i> | 208 |
| <i>Metaplot</i> | 209 |
| GOALS | 210 |
| OBSTACLES | 210 |
| Puzzles and Mysteries | 210 |
| <i>Alien Psychology</i> | 211 |
| Adversaries | 211 |
| <i>Adventure Seeds</i> | 212 |
| 9. CHARACTERS | 214 |
| GROUP STRUCTURES | 214 |
| CHARACTER CONCEPTS | 215 |
| Astronauts | 215 |
| Space Knights | 215 |
| <i>Niche Protection</i> | 215 |
| Tramp Freighters and | |
| Merchant Princes | 216 |
| Modified Humans | 216 |
| <i>Uplifted Animals</i> | 217 |
| <i>Psionic Mutants</i> | 217 |
| <i>Robots and AIs</i> | 218 |
| <i>Aliens</i> | 218 |
| ADVANTAGES, DISADVANTAGES, | |
| AND SKILLS | 219 |
| CHARACTER TEMPLATES | 226 |
| Astronaut | 226 |
| Bounty Hunter | 227 |
| Colonist | 227 |
| Con Man | 228 |
| Detective | 228 |
| Doctor | 229 |
| Explorer | 230 |
| Scientist | 231 |
| Secret Agent | 231 |
| Security Officer | 232 |
| Soldier | 233 |
| Space Knight | 234 |
| Space Worker | 234 |
| Technician | 235 |
| Thief | 235 |
| BIBLIOGRAPHY | 236 |
| INDEX | 238 |

INTRODUCTION

Why do we dream of voyages to space? Why do we make up tales of distant worlds and other stars? Isn't Earth enough?

Well, no. Earth is a big planet with plenty of weird stuff on it, but it's getting too well-known. Human civilization is increasingly close-knit, so even in the most exotic lands one sees familiar brand names and hears familiar pop music.

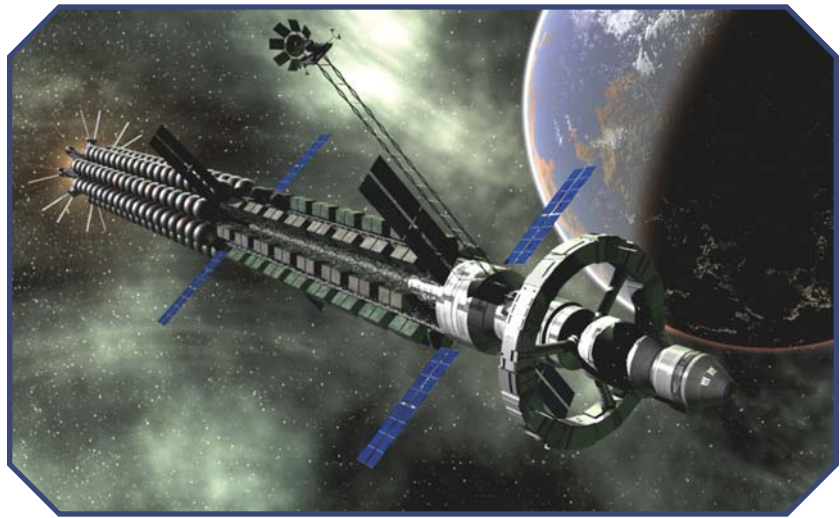
We want *wonders*. We want to climb 26 miles to the top of Mons Olympus on Mars, see the rings of Saturn filling half the sky, watch the double sunset on Alpha Centauri IV, see stars being born in the Orion Nebula, and watch them spiral in to die in the central black hole of the galaxy. Space exploration brings a whole *universe* of wonders within reach.

We want to play with ideas. What would life be like on a planet of a flare star? What are some other ways to run a society, or distribute wealth? How does hyperspace travel affect interstellar military strategy? Space travel and colonization lets us create new societies and examine different ways of doing things.

We also want someone to talk to. An alien perspective would tell us many things about the universe, and about ourselves. Alien music and alien art might revitalize our jaded tastes and inbred styles. Civilizations older than our own might know the answers to some of our questions – and ask some questions we haven't even thought of.

Finally, as gamers we want adventures. We want to chase our foes across the icy plains of Pluto, or hide from them in the clouds of Neptune. We want to make a killing doing business with intelligent fungi from Altair, or lead troops into battle against robot hordes. Space is fun.

What makes space different is that it's real. The wonders are really out there, along with others we haven't seen. There are real alien civilizations out there somewhere, probably more strange than we've imagined. Space



adventures are achievable. Anyone can join in, no royal birth or ancient prophecy required. Those odd societies? They're real, too – or can be. If this book has a message, it's: *we can do this*. Humans are capable of great things. Sure, Earth is a great place, but if we limit ourselves to a single planet, it's an admission of defeat.

PUBLICATION HISTORY

This is the fourth edition of *GURPS Space*. Steve Jackson and William Barton collaborated on the first and second editions, and David Pulver

revised their text for the third edition. The current edition includes a great deal of text from these earlier versions.

This book also incorporates material from several other *GURPS* books. The concepts of *tone*, *scale*, and *scope* used in Chapter 1 were pioneered by Ken Hite in the third edition of *GURPS Horror*. The world design sequences in Chapters 4 and 5 are descended from the one designed by Jon F. Zeigler for *GURPS Traveller: First In*; a simpler version of the current system also appears in *GURPS Traveller: Interstellar Wars*. The alien design sequence in Chapter 6 was inspired by the one Stefan Jones created for *GURPS Uplift*.

About the Authors

James L. Cambias is a game designer and science fiction writer, currently resident in western Massachusetts. He is putting the finishing touches on his plan to gain a complete monopoly on science fiction role-playing sourcebooks. Earlier stages in the project include *GURPS Planet Krishna*, *GURPS Mars*, *GURPS Planet of Adventure*; *Star Hero* and *Terran Empire* from Hero Games; and several science fiction short stories. With the appearance of this book, total science fiction domination is within his grasp!

Jon F. Zeigler has been a science fiction fan since the cradle (literally). He and his wife and two children live in Maryland, where he works for the federal government as a network security analyst. He has written several books for *GURPS*, especially for the *GURPS Traveller* and *Transhuman Space* product lines.

INDEX

- 3D Spatial Sense advantage, 219.
Absorption factor, 84, 85.
Acrobatics skill, 224.
Adams, Douglas, 12, 20.
Addiction disadvantage, 220.
Advantages, 219-220.
Adventures, 208-213.
Alien, 24, 135, 146, 215, 219.
Aliens, 21-22, 134-170; *Alien Rights League*, 26, 205; *archaeology*, 12; *behavior*, 167-169; *body plans*, 150-154; *and campaign design*, 8, 135-136; *carrying capacity of worlds*, 92; *as characters*, 218-219; *classification systems*, 175; *communication*, 163-164; *enclaves*, 98; *frequency of worlds*, 70-71; *governments*, 24, 199-201; *habitats*, 89, 143, 175; *hives and hive minds*, 168, 199-200; *intelligence*, 166; *lifespan of*, 159; *machine civilizations*, 200; *metabolism of*, 156, 157-158; *metamorphosis and shapeshifting*, 153, 165; *mobility*, 146-149; *population density of*, 175; *Precursors*, 22, 181; *psychological traits of*, 169-170, 175-176, 211, 225; *reproduction of*, 158-161, 167-168; *senses of*, 161-162, 164; *size of*, 148-149, 151; *skins and hides*, 155, 157; *special abilities of*, 165-166; *trophic level*, 143; *with unusual biochemistry*, 138-140, 154-155.
Alliance government type, 22, 191-193; *alternate names of*, 200; *as planetary governments*, 201.
Alpha Centauri, 13.
Alternate Identity advantage, 219.
Amnesia disadvantage, 221.
Anarchy government type, 22, 190-191; *alternate names of*, 200; *as planetary governments*, 201.
Anderson, Poul, 14, 19, 20, 23, 50, 51, 74, 129, 135, 181, 197, 215.
Animal skills, 224.
Antimatter, *pion drives*, 33; *as a resource*, 181; *rockets*, 33.
Appearance, 221.
Armies, 187-190; *organization of*, 188.
Artificial intelligences (AIs), 56; *as characters*, 218; *and machine civilizations*, 200.
Asaro, Catherine, 9.
Asimov, Isaac, 14, 21, 22, 27, 200, 218.
Asteroids, 76, 130-131; *habitats*, 132; *placing asteroid belts*, 109, 110.
Astronauts, 215; *template*, 226.
Astronomical unit (AU), 68.
Atmospheres, 78-81; *determining pressure*, 86; *toxic*, 78.
Autotrophs, 141, 143-144.
Axial tilt, 118.
Babylon 5, 8, 13, 16, 17, 21, 27, 29, 218.
Bad Sight disadvantage, 221.
Banks, Iain M., 18, 19, 21, 22, 133, 191, 200, 235.
Bioengineering skill, 224.
Bioroids, 54; *as soldiers*, 189; *and uploading*, 57.
Biotechnology, 51-54.
Black holes, 126; *as a resource*, 181.
Blackbody temperature, 84, 113, 130.
Blish, James, 13, 21, 52.
Boating skill, 224.
Bode's Law, 108.
Bounty hunters, 17; *adventure seed*, 212; *template*, 227.
Bova, Ben, 29.
Brackett, Leigh, 14.
Brin, David, 16, 21, 37, 54, 56, 175, 217.
Browsers, 144.
Bujold, Lois McMaster, 9, 15, 51, 191.
Bunch, Chris, 23.
Bureaucrats, 17.
Burroughs, Edgar Rice, 14, 22, 29.
Busby, F. M., 23.
Cargo, 48.
Carnivores, 144-145.
Catapults, 34.
Chandler, A. Bertram, 19.
Characters, 214-235; *common origins*, 65; *templates*, 226-235.
Charisma advantage, 219.
Chasers, 145.
Chemosynthesis, 141.
Cherryh, C. J., 13, 15, 19.
Civil rights, 173.
Civilizations, *see Societies*.
Clades, 165.
Clarke, Arthur C., 6, 12, 20.
Clockwork Orange, A, 186.
Cloning, 52.
Code of Honor disadvantages, 221.
Cole, Allan, 23.
Colonies, 90; *Office of Colonial Affairs*, 25, 203; *population of*, 92; *secondary*, 121-123.
Colonists, *adventure seed*, 212; *template*, 227.
Comets, 131.
Communications, 55-57; *shipboard*, 46.
Computers, 55-57; *shipboard*, 43.
Con Man template, 228.
Consumers, 142.
Control Rating (CR), 173-174; *of planets*, 94.
Corporate State government type, 23, 195-196; *alternate names of*, 200; *as planetary governments*, 201.
Corporations, 26, 98, 205.
Corruptibility, 174.
Cultural Adaptability advantage, 219.
Cultural Familiarity advantage, 219.
Cybernetics, 216.
Cycler stations, 35.
De Bergerac, Cyrano, 29.
De Camp, L. Sprague, 12, 14.
Decomposers, 144.
Defenses, 61; *shipboard*, 45.
Delany, Samuel R., 17.
Delta-V, 32.
Dependency disadvantage, 221.
Detective template, 228.
Dick, Philip K., 20.
Digital Mind advantage, 219.
Diplomatic Corps, 24, 202.
Disadvantages, 220-224.
Distances, 68.
Barnes, John, 18.
Basic Speed, 138, 139.
Battlestar Galactica, 14, 15.
Baum, L. Frank, 216.
Bear, Greg, 51.
Benford, Gregory, 200.
Beowulf, 135.
Bester, Alfred, 218, 228.
Caidin, Martin, 216.
Calendar, local, 118.
Campaign design, 7; *tone*, 9; *types of campaigns*, 11-20.
Campbell, John W., 166, 217.
Cannot Speak disadvantage, 221.
Capek, Karel, 218.



- Disturbing Voice
disadvantage, 221.
- Doctor template, 229.
- Dr. Who*, 20, 21, 200.
- Drake, David, 15, 16.
- Drives, 31-42; *antimatter pion*, 33; *catapults and tethers*, 34-35 *Dean*, 36; *designing star drives*, 41; *diametric*, 36; *hyperdrives*, 37-38; *inertialess*, 40; *ion*, 32; *jump*, 38-39; *maneuver*, 31-37, *nuclear pulse*, 32; *probability*, 39; *reaction*, 31-33; *reactionless*, 36-37; *rockets*, 31-33; *sails*, 33-34; *star*, 37-42; *total conversion*, 33; *warp*, 40-41.
- Duck Dodgers in the 24 1/2 Century*, 135.
- Dyson, Freeman, 12, and *Dyson Spheres*, 133.
- Earth diameter, 68.
- Ecology, 141; and *alien behavior*, 167; and *effect on society*, 175; and *size of creatures*, 150.
- Economics, 180-184; *economic freedom*, 173; *economic output*, 180; *of planets*, 95.
- Electrical disadvantage, 221.
- Empire government type, 23, 197-199, *alternate names of*, 200; *as planetary governments*, 201.
- Enemy disadvantage, 221.
- Engineers, 20.
- Environment Suit skill, 224.
- Environments, 142.
- Erotic Art skill, 224.
- Explorers, *adventure seed*, 212; *as player characters*, 11, 215; *template*, 230.
- Explosives skill, 224.
- Farscape*, 219.
- Federation government type, 23, 193-195; *alternate names of*, 200; *as planetary governments*, 201.
- Feudalism, 199.
- Filter feeding, 144.
- Firefly*, 27.
- Flynn, Michael, 29, 31, 93.
- Forbidden zones, 107.
- Ford, John M., 197.
- Forward, Robert, 33, 140.
- Foster, Alan Dean, 23.
- Fragile disadvantage, 221.
- Free Trade League, 26, 205.
- FTL Radio, 45-57.
- Gagarin, Yuri, 215.
- Galaxies, 68-70; *galactic alliances*, 193.
- Gas giants, 77; *arrangements of*, 107; *determining size*, 110, 115; and *moons*, 111, 124-125; *placing*, 110.
- Gathering, 144.
- Generation ships, 37.
- Genetic engineering, 52, 216, 217.
- G-Experience advantage, 220.
- Gibson, William, 17, 18, 19, 51.
- G-Intolerance
disadvantage, 222.
- Goddard, Robert, 6.
- Godwin, Francis, 6.
- Goonan, Katherine Ann, 51.
- Governments, 190-202; *alternate names of*, 200; *avenues to power*, 174-175.
- Gravity, and *buoyancy*, 150; *shipboard*, 43; *surface*, 85-86.
- Gravity trade model, 95.
- Grazing, 144.
- Green Lantern Corps, 215.
- Greenhouse factor, 84, 85.
- Griffiths, George, 6.
- GURPS *Reign of Steel***, 218.
- GURPS *Steampunk***, 29.
- Habitats, *alien*, 143; *artificial*, 132.
- Haldeman, Joe, 15.
- Hale, Edward Everett, 6.
- Halo**, 133.
- Hamilton, Edmond, 215.
- Harrison, Harry, 13, 17, 18, 20, 235.
- Heinlein, Robert, 7, 13, 15, 16, 18, 19, 21.
- Heppenheimer, T. A., 13.
- Herbert, Frank, 21, 29, 61, 181.
- Herbivores, 144.
- High TL advantage, 220.
- Hijackers, 145.
- Homeworlds, 89; *population of*, 92.
- Hypnotism skill, 224.
- Imperiums, 199.
- Improved G-Tolerance advantage, 220.
- Increased Life Support disadvantage, 222.
- Inner limit radius, 106.
- Interstellar Trade Commission, 24, 202-203.
- Jones, D. F., 218.
- Jump drives, 38-39.
- Kepler, Johannes, 6, 218.
- Kornbluth, Cyril, 166.
- K-strategy, 159, 160, 161.
- Kuiper Belt, 131.
- Lagrange points, 13.
- Languages advantage, 220.
- Laumer, Keith, 19.
- Law, 184-187; *in alliances*, 192; *in anarchies*, 191; *in corporate states*, 195; *corruptibility*, 174; *in empires*, 198; *in federations*, 194; *legal restrictions*, 173; *punishment severity*, 174; and *Special Justice Group*, 26, 204; *ubiquitous law enforcement*, 56.
- Lecherousness
disadvantage, 222.
- Life, 136-141; *artificial*, 54, 141.
- Life pods, 48.
- Life support, 43.
- Lifebane disadvantage, 222.
- Light-year (ly), 68.
- Linguistics skill, 224.
- Lip Reading skill, 225.
- Lost in Space*, 20.
- Lucian of Samosata, 218.
- Luminosity, 103; *luminosity class*, 100; and *massive stars*, 126.
- Macro-Life, 191.
- Magery advantage, 220.
- Maneuver drives, *see Drives*.
- Maps, *galactic*, 67-72; *preferred scale*, 72.
- Marines, 15, *in federations*, 194.
- Medical skills, 225.
- Medicine, 52.
- Merchants, 216; *template*, 230.
- Metaplot, 209.
- Military forces, 187-190; *in alliances*, 192; *in anarchies*, 190-191; *in corporate states*, 195; *in empires*, 198, *in federations*, 193; *mercenaries*, 14, 26, 98, 187, 205, 213; *Mercenary Regulatory Agency*, 24, 203; *player character teams*, 214.
- Military Rank advantage, 189.
- Milton, John, 67.
- Mimicry skill, 225.
- Mobile Suit Gundam*, 13.
- Money, 182.
- Monsters, 135, 211-212.
- Moons, *see Satellites*.
- Nanotechnology, 58-60; and *military logistics*, 189; *nanosymbiosis*, 53; *swarms and goo*, 59.
- Navies, 25, 98, 203, 213; *in empires*, 198; *organization of*, 188.
- Navigation errors, 42.
- News services, 26, 205.
- Niven, Larry, 12, 20, 21, 22, 23, 33, 43, 50, 60, 73, 130, 133, 135, 186, 191, 197, 217.
- Norton, Andre, 16, 19, 22, 25.
- Omnivores, 145.
- O'Neill, Gerald K., 12, 13, 132.
- Oort Cloud, 131.
- Orbital eccentricity, 116.
- Orbital period, 115-116.
- Orbital spacing, 108-109.
- "Organization, The," 26, 206.
- Organizations, 24, 202-206; and *campaign design*, 7; *government*, 24-26, 202-205; *private*, 26-27, 205-206.
- Orwell, George, 18.
- Outer limit radius, 106.
- Outposts, 90; and *campaign design*, 8; *population of*, 93; *secondary*, 121-122, 123.
- Pacifism disadvantage, 222.
- Paleontology skill, 225.
- Pantropy, 52.
- Parasites, 145.
- Parsec (pc), 68.
- Patrol, the, 25, 98, 203-204, 213; *in alliances*, 192; *in federations*, 193.
- Phobia disadvantage, 222.
- Piloting skill, 225.
- Piper, H. Beam, 12, 15, 22, 193.
- Pirates, 17, 98.
- Pitch Black*, 24.
- Planets, 27; *affinity score*, 88; *atmospheric characteristics*, 78-81, 86; *axial tilt*, 118; *bases and installations on*, 96-98; *carrying capacity*, 91; *climate*, 83-84; *control rating*, 94; *depth of detail*, 66-67; *design* 73-98; *determining populations*, 91-93, 122-123; *dramatic roles*, 63-66; *economics of*, 95; *gas giants*, 107; *geologic activity*, 119; *governments of*, 201-202; *gravity*, 85-86; *habitability score*, 88, 121; *hydrographic characteristics*, 81-82; *local calendar*, 118; *orbital eccentricity*, 115; *orbital period*, 115; *placing moons*, 111-112; *resonant*, 125; *retention of volatiles*, 86; *rogue*, 128-129; *rotation period*, 117; *settlement type*, 89; *size*, 84-86; *society type*, 93-94, 123; *terraformed*, 129; *tidal braking*, 117; *tide-locked*, 125; *trade between*, 95-96; *types of*, 75-77, 113-114, 224; *world unity*, 93.
- Poe, Edgar Allen, 6, 217.
- Pohl, Frederik, 13.
- Politics, *avenues to power*, 174-175.
- Population Rating (PR), 91.
- Postal Authority, 25, 204.
- Pouncers, 145.
- Pournelle, Jerry, 22, 23, 25, 29, 33, 43, 197.
- Power, 60; *shipboard*, 47.
- Pratchett, Terry, 20.
- Primary producers, *see Autotrophs*.
- Psionics, 217-218; *powers in aliens*, 166; *Psionic Studies Institute*, 27, 206.
- Pulsars, 126.
- Pythagorean formula, 68.
- Racial Memory advantage, 220.
- Ramjets, Bussard, 34.
- Rangers, 16.
- Rebellions, 16, 98.
- Red Dwarf*, 20.

Relativity effects, 36.
 Resistant advantage, 220.
 Resnick, Mike, 17, 27, 227.
 Resource Value Modifier (RVM), 87, 121.
 Restricted Diet disadvantage, 222.
 Reynolds, Alistair, 12, 18.
 Ringworlds, 133.
 Robinson, Kim Stanley, 18, 20.
 Robots, 56; *bush robots*, 56; *as characters*, 218; *machine civilizations*, 200; *as soldiers*, 189.
 Rockets, 31-33; *principles of*, 31; *types of*, 32-33.
 Rosettes, 133.
 Rotation period, 117.
 R-strategy, 159, 160, 161.
 Russell, Eric Frank, 19, 231.
 Saberhagen, Fred, 141, 200.
 Sails, 33-34; *in hyperspace*, 38; *light*, 33; *magnetic*, 34; *plasma*, 34.
 Satellites, *of brown dwarfs*, 128; *and gas giants*, 111, 124-125; *orbital period*, 117; *orbital radius*, 115; *placing*, 111; *size of*, 112; *tidal braking*, 117.
 Savoir-Faire skill, 225.
 Scale and Scope, 8-9; *campaign design*, 8; *distances*, 68; *escalating scale*, 10.
 Scavengers, 144-145.
 Schroeder, Karl, 51, 128.
 Science Fiction, *hard and soft*, 7; *planetary romance*, 14; *and realism*, 11, 67.
 Scientists, *adventure seed*, 213; *template*, 231.
 Secret agents, *adventure seed*, 213; *template*, 231.
 Security and Intelligence Agency, 25, 204.
 Security officer template, 232.
 Sensors, 46.
 Sheckley, Robert, 20.
 Shelley, Mary, 218.
 Sickbay, 47.
 Simmons, Dan, 21, 29.
 Skills, 224-226.
 Smith, Cordwainer, 186, 217.
 Smith, E. E. "Doc", 6, 10, 16, 40, 50, 87, 175, 215, 231.
 Smith, L. Neil, 18.
 Snow line radius, 106.
 Social Chameleon advantage, 220.
 Social Science skill, 226.
 Social Stigma disadvantage, 222.
 Societies, 22, 172-189; *and alien behavior*, 167-168, 199-201; *and biology*, 175-176; *and campaign design*, 7, 8, 22-23, 172-173; *corruptibility*, 174; *and economics*, 180-184; *and*

law, 184-187; *and military forces*, 187-190; *and psionics*, 218; *and robots*, 218; *and social control*, 174; *and technology*, 177-180.
 Solar mass, 101.
 Soldiers, *adventure seed*, 213; *template*, 233.
Space: 1889, 29.
 Spaceships, 30-48; *bioships*, 54; *crews of player characters*, 215; *drives*, 31-42; *as plot elements*, 30; *shipboard systems*, 43-48.



Space flight 29-30; *by creatures*, 148; *early accounts*, 6, 29; *estimating space traffic*, 96; *and story requirements*, 30.
 Space knights, 215; *template*, 234.
 Space stations, 8, 132.
 Space workers, 20; *template*, 234.
 Spaceports, 97.
 Spacer skill, 226.
 Special Justice Group, 26, 98.
 Spectral class, 100.
 Spinrad, Norman, 18.
 Square-cube law, 148-149.
 Stableford, Brian, 228.
 Stapledon, Olaf, 217.
 Star drives, *see Drives*.
Star Trek, 8, 12, 13, 15, 16, 20, 23, 27, 29, 47, 50, 166, 181, 193, 200, 215, 218.
Star Wars, 15, 21, 23, 61, 197, 215, 227.
 Stargate, 21.
 Stars, 100-107; *brown dwarf*, 128, 129; *classification of*, 100; *determining age of*,

101-102; *determining radius*, 104; *distribution within galaxies*, 70; *effective temperature*, 102; *flare*, 127; *main sequence*, 102, 104; *massive*, 126; *multiple stars*, 100, 105, 115; *neutron*, 126; *orbital zones of*, 106; *placing planets*, 107-111; *red dwarf*, 127; *stellar evolution*, 103; *stellar mass*, 101; *white dwarf*, 100, 104.
 Startowns, 206.
 Stasheff, Christopher, 7.

miracles, 29, 50-51; *and world design*, 90-91, 122.
 Tectonic activity, 120-121.
 Teleportation, 46, 60; *and interstellar gates*, 39.
 Terraforming, 129.
 Tethers, 35.
 Theocracies, 199.
 Thief template, 235.
 Thrust-to-mass ratio, 36.
 Tidal braking, 117.
 Time dilation, *see Relativity effects*.
 Time Travel, *and jump drives*, 39.
 Trade, *in alliances*, 193; *in corporate states*, 196; *designing trade routes*, 96; *in empires*, 199; *estimating trade volume*, 95; *in federations*, 194; *and Free Trade League*, 26, 205; *gravity model*, 95; *and Interstellar Trade Commission*, 24, 202-203.
Transhuman Space, 51, 141.
 Transparent society, 56.
 Transportation, 60; *interstellar*, 7; *and military forces*, 190.
 Trappers, 145.
Traveller, 18, 21, 23.
 Tsiolkovsky, Konstantin, 6, 29; *and Tsiolkovsky Equation*, 31.
 Universities, 27, 98, 206.
 Unusual Biochemistry disadvantage, 223.
 Uplift, 54, 217.
 Urban Survival skill, 226.
 Utopias, 63; *anarchist*, 190.
 Vance, Jack, 10, 12, 14, 20, 21.
 Varley, John, 12, 29, 51.
 Verne, Jules, 6, 7, 10, 29, 215.
 Vinge, Vernor, 200.
 Volcanism, 119-120.
 Voltaire, 29.
 Vulnerability disadvantage, 223.
 Warp drives, 40-41.
 Weakness disadvantage, 223.
 Weapons, 61; *shipboard*, 44-45.
 Weber, David, 16, 29, 38, 47.
 Weird Science skill, 226.
 Weirdness Magnet disadvantage, 223.
 Wells, H. G., 6, 29, 54, 215, 218, 219.
 White, James, 8, 177, 229.
 Williams, Walter Jon, 50, 51.
 Williamson, Jack, 200, 215, 218.
 Wolf-Rayet variables, 126.
 Worlds, *see Planets*.
 Wormholes, *and star drives*, 39.
 Wright, John C., 51, 56.
 Wylie, Philip, 216.
 Xenophilia disadvantage, 224.
 Zahn, Timothy, 15, 19.
 Zeroed advantage, 220.