RETROSPACE

SURFACE SCAN

NAME

SYSTEM

CLASS

TYPE

DESCRIPTION

PLANETARY RECORD

RETROSPACE

FACTION 001

NAME [   ]   REGION [   ]

HEAD(S) OF STATE [   ]

PRIMARY EXPORTS [   ]

NOTES [   ]

[   ]

FACTION 002

NAME [   ]   REGION [   ]

HEAD(S) OF STATE [   ]

PRIMARY EXPORTS [   ]

NOTES [   ]

[   ]

FACTION 003

NAME [   ]   REGION [   ]

HEAD(S) OF STATE [   ]

PRIMARY EXPORTS [   ]

NOTES [   ]

[   ]

PLANETARY RECORD

FACTION 004

NAME

REGION

HEAD(S) OF STATE

PRIMARY EXPORTS

NOTES

FACTION 005

NAME

REGION

HEAD(S) OF STATE

PRIMARY EXPORTS

NOTES

FACTION 006

NAME

REGION

HEAD(S) OF STATE

PRIMARY EXPORTS

NOTES

RETROSPACE

REGION 001

NAME [   ]   CLIMATE [   ]

TEMPERATURES (AVERAGE) [   ]

TERRAIN/VEGETATION [   ]

NOTES [   ]

[   ]

REGION 002

NAME [   ]   CLIMATE [   ]

TEMPERATURES (AVERAGE) [   ]

TERRAIN/VEGETATION [   ]

NOTES [   ]

[   ]

REGION 003

NAME [   ]   CLIMATE [   ]

TEMPERATURES (AVERAGE) [   ]

TERRAIN/VEGETATION [   ]

NOTES [   ]

[   ]

PLANETARY RECORD

RETROSPACE

REGION 004

NAME [ ] CLIMATE [ ]

TEMPERATURES (AVERAGE) [ ]

TERRAIN/VEGETATION [ ]

NOTES [ ]

[ ]

REGION 005

NAME [ ] CLIMATE [ ]

TEMPERATURES (AVERAGE) [ ]

TERRAIN/VEGETATION [ ]

NOTES [ ]

[ ]

REGION 006

NAME [ ] CLIMATE [ ]

TEMPERATURES (AVERAGE) [ ]

TERRAIN/VEGETATION [ ]

NOTES [ ]

[ ]

PLANETARY RECORD

RETROSPACE

ADDITIONAL NOTES

PLANETARY RECORD

RETROSPACE

ADDITIONAL NOTES

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PLANETARY RECORD

LEGEND/RANDOM TABLES

The following will help the judge to build and/or categorize worlds within their own campaigns, although deviations may always exist in a vast universe...

CLASS indicates the essential nature of a planet, noting that these may or may not sustain life depending on the judge and the conditions of their own campaign:

1d6	CLASS	QUALITIES
1	I	Barren and inhospitable to visitors*
2-3	II	Gaseous/ thermal, whether hot or cold
4	III	Oceanic and wet; often sustains life
5-6	IV	Earth-like/temperate with land masses#

*Life support needed or death within 1d6 rounds
#These are always type C/D as per the game setting

TYPE here refers not only to a world's hospitality to life, but also (in broad terms) what sort of organisms are present, limited only by the judge:

1d6	TYPE	TRAITS
1	A	Cannot support any known life
2-3	B	Simple/primitive organisms present*
4-5	C	Complex life present; form varies
6	D	Advanced/intelligent life supported#

*Can be large and/or aggressive to a party
#These can be colonial or indigenous (tech varies)

FACTIONS include any important political/state divisions that may exist, including criminal and/or religious orders, like Psions, etc. Political systems, heads of state, and primary exports should be left to the judge and the details of their campaign.

REGIONS are any meaningful physical division within the world, like latitudinal divides or mountainous regions, etc. Once again, specifics of temperature and/or physical terrain are left to the individual judge to devise as befits their game.

CLIMATE is left to the individual judge, but may conform to the following:

ZONE	IMPACTS
Desert	fluid/water rations per day doubled*
Equatorial	movement halved in heavy vegetation
Temperate	no adverse environmental effects
Polar	long exposure drains 1 LIFE per day*

*Aturans/Ordians, respectively, may be exempt

Of course, the judge is highly encouraged to research real-world examples and make their universe as realistic as possible. Like Blood of Pangea, and despite its pulp fantasy leanings, actual history (and nature) has much to offer and should be taken advantage of...