

ASTONISHING WORLDS!

A SYSTEMLESS SETTING OF RETRO SCIENCE FICTION ADVENTURE



Tricky
Troll
Games

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SECTION ONE

THE WAY OF THE GALAXY



INTRODUCTION

Astonishing Worlds is a systemless setting designed to be used with tabletop RPGs capable of handling a retro-style space opera. This work is inspired by science fiction of yesteryear when good and evil were clear and Pluto was still a planet. Astonishing Worlds is a nod to the retro science fiction found in comic books and television from the 1950s and 1960s. Imagine an alternate reality in which the fantasies of this era of speculative fiction were real, and the only limit was human imagination.

DESIGNER'S NOTE

This setting is intended to be used with the ruleset of your choice. That being said, it should be noted that it is best used with a generic system. Other systems tend to be designed with a specific setting in mind, but generic systems are much more open ended.

This setting deals in the exploration of alien planets, and finding hope in the future. You won't find anything dealing with the nuances of travel or physics here. If you've come looking for gritty realism you've come to the wrong place. If, however, you want to explore a universe of daring heroes and countless worlds, of vile villains and strange locales, look no further! Astonishing Worlds represents a time of lost wonder; it includes rayguns, rocket packs, and the invincibility of the human spirit.

The Galaxy itself is a massive expanse, with an almost endless supply of adventure. This section is an overview of the known planets in the Galaxy, humanity's first few steps into the vast cosmos, as well as the typical kinds of characters that can be found. Planets in the Galaxy are far from realistic and usually sport breathable atmosphere and gravity. There is an emphasis on the exotic and astounding. Plantlife is often seen in bizarre colors and alien creatures might have an unearthly amount of heads, tails, etc.

This setting assumes that players will be taking on the roles of humans, part of the Alliance. This does not have to be the case and ultimately it is up to the Game Master, however this book is structured around this concept.

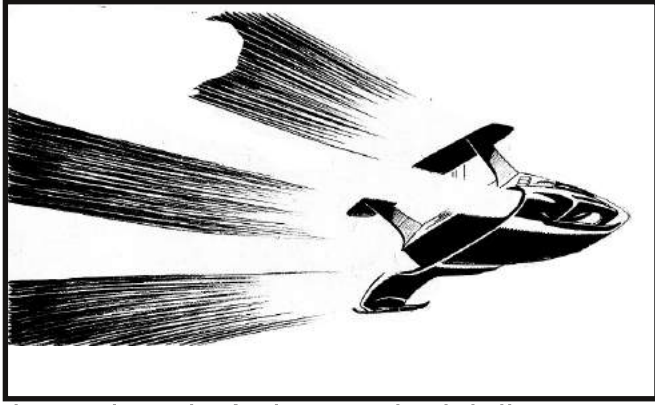
THE BEGINNING

It is said that the vast cosmos were given life by the Endless Ones, powerful creatures not quite organic, and not quite machine. No one knows for certain if this is true, but there seems to be evidence in multiple solar systems of life before life. In many cultures, the Endless Ones are revered and sometimes even worshipped. However, many scientists simply believe that they were one of the first sentient species in the known universe and nothing more. Occasionally someone finds a piece of technology that is very powerful and it is believed to have been left by the Endless Ones.

These unfathomable beings breathed life into the emptiness of space with the complex and intricate machinery of their own design. Whole religions revolve around this belief, each culture tweaking the tale to fit their own world and social structure. Priests of the Endless Ones reside on many different planets and often travel to spread the message of the ancient aliens.

COLONIZATION OF THE PRIME SYSTEM

The year was 1902 and the people of Earth were very far from colonizing anything outside of their own atmosphere, until the discovery of the Zeta Drive. Archeologists found alien technology left by those called the Endless Ones whose tale Earthlings had never heard before. This discovery would lead to the ability to create rockets by 1911, and by 1918 the people of Earth could perform faster-than-light travel with the Zeta Drive. America was the first to land on Venus and brave its bizarre landscape and exotic jungles. Other nations would soon find their way



there, though. A short territorial dispute erupted and eventually led Earth to set aside their differences. It was realized that there was life outside their own world and all eyes were on the future. This started the Galactic Explorers Alliance, known in short as the Alliance.

Zeta Drive travel took a lot of energy and coolant to keep the engines from overheating and exploding, so it was some time before humanity finally reached Pluto. It was on this tiny planet that the discovery of the powerful Quavar Crystals in 1939 would change everything. This natural resource gave off a clean, viable source of energy that seemed to be limitless. One small crystal had the power to send humanity far beyond Earth's solar system, but not by means of rocket ship. Quavar energy allowed the use of long-range teleporters and scanners, making it viable to send small teams to new places quickly. Mines began popping up on just about every planet in the solar system as the search for the crystals grew more and more fervent. Quavar would be found on every planet, save Earth.

The Alliance now had the means to explore the rest of the galaxy and find what lie beyond. Several forms of primitive life had been found as well as allies in the Lizardmen. More evidence of the Endless Ones was discovered as well, and their technology was quickly integrated into the Alliance's resources. More life was found, in the form of flora and fauna, but nothing that was of human intelligence other than the Lizardmen. While primitive life had

been found, it was a surprise to the Alliance when they discovered that beyond their own solar system there were thousands of sentient species, many of which were just as technologically advanced. There were countless planets to explore as well, ushering in a new era of discovery. Of course, the discovery of new species produced both allies and enemies, and the Alliance would realize just how small they really were.

THE GALACTIC LORDS

In the great void of space, both good and evil thrive, and no matter how far across the cosmos you might search, you will find no greater evil than the beings known as the Galactic Lords. Each of these vile villains has laid claims over certain portions of the Galaxy. The Galactic Lords have stopped conquering for now, as all of them have spread their resources thin fighting each other. The Alliance was lucky that the villains had never spread to the Prime System and instead the heroes of Earth had been able to discover the Galactic Lords on their own terms.

Like classic dictators tend to do, the Galactic Lords intimidate their recently conquered territories into handing over their young to be trained as soldiers to boost their ranks. While all of the Galactic Lords have experienced dwindled numbers, each still has a loyal army, which has their own insignia. The Galactic Lords are outlined in more detailed in the Organizations section (Pg. 21).

THE AGE OF GALACTIC DISCOVERY

Humanity hasn't been outside their own solar system for very long and it has been 10 years since they first left their home in the Prime system. While humanity had made allies in the Lizardmen, they discovered many dangers amongst the stars. When they discovered the presence of the Galactic Lords they began looking for allies, knowing that they must band

together and stand strong against the cosmic oppressors.

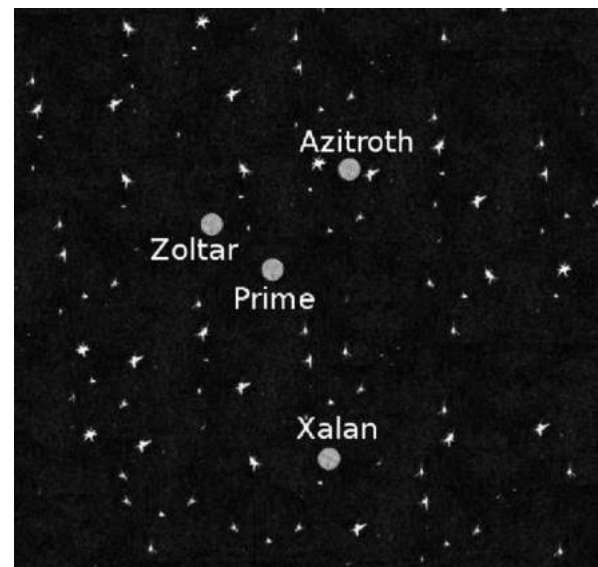
Humanity has now opened up membership in the Alliance to other races as they quickly spread out. Humans have resources and large numbers, making them necessary friends for many species who are still feeling the sting of the Galactic Lords' wrath.

With the Galactic Lords mostly keeping to their own territories, plotting and scheming, the Alliance is left with a chance to begin exploring the new Galaxy ahead of them in an Age of Galactic Discovery. While humanity is leading the charge in this new age, many aliens have joined them as their numbers grow by the day. The Alliance has taken to sending out small scouting parties of trained operatives to explore new worlds, make new friends, uncover resources, and possibly find a way to eventually free the Galaxy from the tyranny of the terrible Galactic Lords.

The Galactic Lords' reign and the lack of resources for teleportation had made exploration difficult for so long, that new planets are just now being discovered. Quavar crystals are in short supply and it would seem that metals, food, and water have also become scarce in the cosmos. With the Alliance eager to share their resources in exchange for aid in exploration they have forced the Galactic Lords to take notice and back off some. The Alliance constantly pushes for exploration into the unknown reaches of space, searching new solar systems and individual planets for new allies. Though massive conflicts between the Alliance and the Galactic Lords don't happen, small skirmishes between trained teams are constant. In a way, war is already waging, but on a very small scale.

THE COLONIZED PLANETS

The Alliance has control of a small number of planets outside of their own solar system and has made friends with several other planets as well. The following are outlines for these known planets as well as those found within the Alliance's own Prime System. There are many worlds beyond these, some controlled by the Galactic Lords. The ones listed here are merely the systems that are known to the Alliance.



WAYPOINTS

These large stations have been designed by the Alliance and are quickly placed on a newly discovered friendly planet. Each Waypoint is used to house Alliance Explorers and are seen as galactic "rest stops". It is from these locations that Alliance Explorers are sent to new planets via teleportation. In between missions the Alliance Explorers come back to Waypoints to rest and prepare for departure on the next mission.

NO ROCKETSHIPS?

The main focus of Astonishing Worlds is to explore exotic planets and brave unknown territories. With the discovery of long range scanners and teleportation, Rocketship technology has become obsolete. While some ships designed for atmospheric travel still exist, few bother exploring the void of space itself.

THE PRIME SYSTEM

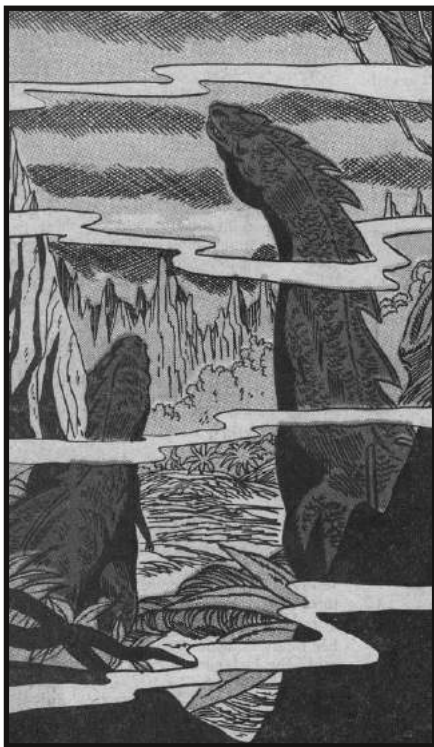
Featuring 9 planets, the Prime system is home to the Earthlings and the Alliance. Note: These planets are far from the scientific truths about the solar system, and instead reflect the musings of speculative fiction from the 1950s.

EARTH

The crown jewel of the Prime System, Earth is now a perfect utopia in most respects. It is the central base for the Alliance and is teeming with humans, as well as new alien allies. The Alliance council runs the affairs of Earth, and keeps the planet safe from outside forces. With humanity's need to explore beyond their own home, the Earthlings chose to put their differences aside.

Earth does have its own valuable resources, but the biggest export it has to offer is media and entertainment. It has quickly become a tourist spot for life from planets just outside the Prime System.

VENUS



With a thick, humid atmosphere, Venus is home to extensive alien jungles and a pale yellow sky. The creatures that dwell on the planet's surface are terrifying to

behold. Many different kinds of bizarre insects and carnivorous mammals exist on Venus. It is still the most untamed of the planets in the Prime System as Humanity has yet to truly harness its raw natural power. That being said, there are settlements all over the planet, dotting its landscape here and there. A group of ape-like creatures do exist on Venus, but they have not achieved true cognition. They are very territorial and will attack in groups. They have been dubbed the Venus Mankillers and are by far the biggest threat on the planet.

MARS

A planet covered in red dust, Mars is the most inhabitable of the planets in the Prime System other than Earth. Dotting its landscape are thick green forests that keep ancient treasures from a bygone race. Large animals of all kinds dwell within the forests, and some that are camouflaged to the color of Mars's surface dwell within the dusty hills and mountains as well. Mars even features polar ice caps on certain mountains and is the second most ecologically diverse planet in the Prime System. A few lakes reside on Mars and a great deal of water has been found underground in large pockets.

SATURN

Saturn's rings are the most well known feature of the planet. They are made up primarily of ice and space rock, both featuring deposits of Quavar Crystals. The ring is heavily mined by the Alliance who have several space stations placed inside the ring as well. Saturn itself is mostly a barren wasteland of rock and while small deposits of Quavar have been found, it is nowhere near as extensive as it is in the ring.

MERCURY

A Barren desert planet, Mercury features mountains on its landscape that are somehow covered in a fine sand. Very little water can be found on Mercury, but

there are unusual Lizardmen that seem to thrive on the planet. They are fairly docile and while they did not possess the potential for planetary travel, they did have an abundance of Quavar Crystals that they were more than willing to share with the Alliance in exchange for technology. The Lizardmen quickly joined the Alliance and are now amongst their numbers in the stars. Mercury itself is fairly hostile with massive snakes that can bury themselves in the sand. Surviving on the planet means hunting and killing some of the native creatures for sustenance as very little vegetation grows. Odd purple plants that resemble the Earth's cactus do exist and provide a liquid substance that is ten times healthier than water. Lizardmen have entire farms devoted to these cacti-like plants.

JUPITER



The planet of Jupiter has an orange-colored soil. There are trees scattered across the surface of the planet as the only vegetation of any kind. A network of caves run through Jupiter where a race of primitive giants live. While they normally stick to the caves, when the Alliance first came to Jupiter the giants discovered that they had a taste for the flesh of humans. The giants have since then made regular

raids on the surface of Jupiter as the Alliance have set up several bases there.

Terrible storms of acid occasionally rain down from the heavens. What little vegetation is on the planet seems to be immune to the acid. The Alliance assumes this is why the primitive giants live below the surface of the planet.

NEPTUNE

There is no visible land on Neptune, as it is all covered in water. Odd artifacts from the Endless Ones have been discovered beneath the waves. Huge sea monsters dwell in the water as well as delicious varieties of fish. Many floating cities reside on the planet, made up of fishermen and artifact hunters. Small tribes of fishmen have been spotted, though no human has ever spoken with one. In general these natives are respected and left alone.

URANUS

The planet of Uranus is covered in a light blue soil. Uranus is an icy planet with bizarre plants that can somehow grow in the cold. Ice forests exist on the planet of Uranus, and they are full of gray and white trees with crystalline leaves. An evil race of Yetimen dwells on the planet of Uranus. They are a savage society that thrives on sacrifices to their ancient and dark gods.

PLUTO

The last planet to be found in the Prime System is Pluto. It is an icy and snow-covered planet. As it is farthest from the Sun, it is also the darkest planet and it is said that strange creatures dwell within the shadows. However, no one has ever seen them. From time to time an Alliance officer stationed on Pluto does go missing. Pluto is rich in H₂O in various forms, primarily in ice. This water is often gathered, because it is a richer and purer substance than water found on Earth. Quavar Crystals were first found by the Alliance on Pluto.

WAYPOINT 0

The first Waypoint made by the Alliance, Waypoint 0, is a haven to Alliance Explorers and allies. It is rather large and is run by a human named Bucky Jones, an Alliance Commander. Waypoint 0 is on Pluto and is the destination of any new Alliance recruits before they are teleported into the great unknown.

THE ZOLTAR SYSTEM

Known to be the solar system most like Prime, the Zoltar system was the first solar system discovered by the Alliance. It has a total of 5 inhabitable planets, all of which have somewhat agreeable climates.

ALAVEEN

This planet is known for its lush environments and the many different kinds of plants that reside within it. The most unique of natural resources can be found on Alaveen. Plants capable of restoring youth to an extent, as well as natural remedies and healthy vegetables can be found. The environment is primarily forests, rivers, and open grass plains. Many farmers call this area home and although there is very little need for technology, Alaveen's inhabitants are capable of wielding a raygun when necessary. More than one Galactic Lord has tried to rule the planet, but its people are more than capable of gathering together when their lifestyle is threatened. Alaveen is considered a safe haven in the Galaxy, although no one really knows how long that will last. It is ruled by King Cron and Queen Ibli who are gracious to their people. Alaveenians appear human, save for their green skin tone.

ANDRI 2

The neighbor to the only uninhabitable planet in the Zoltar System (Andri 1), Andri 2 may be a little humid, but is in most respects a livable place. Plantlife thrives here, but no animals seem to be native. Some claim that the planet itself is actually alive and is one giant, living plant. This

has never been proven, but the rumors have stuck around for some time and even gave way to a religion in which some species actually worship the planet itself.

The only sentient life taking residence on Andri 2 are actually an assortment of aliens from across the stars, no cognitive life was native. Many botanists and agricultural experts started colonies long ago, giving way to a whole civilization.

ETRIGON

The planet of Etrigon is one of the most earth-like planets found in the known Galaxy. It has been heavily industrialized and much of its surface is covered in cities and smog. There are several forests that are still preserved throughout the planet whose land mass takes up over 50% of the surface. The native species of sentient life are a race of people known simply as the Etrigonians. They have pure white skin with black eyes, but in all other aspects they appear human. Technology is the biggest export of Etrigon. The newest teleporters, rayguns, and other technological devices seem to come from Etrigon.

GARU

Garu is an odd planet in the fact that its entire surface is covered in rocky spires. The Qar, the native people of Garu, mine the Spires for the Quavar Crystals found within. Cities are made up inside the enormous spires. The entire planet seems to be bathed in very little sunlight. Garu's atmosphere has a unique property that filters out about 70% of the sun's light, but still manages to let the warmth through. Scientists are still baffled by the exact cause of this phenomenon. The result is a dry and arid world where unnatural light is needed for most of the day.

There are fairly rare, dangerous creatures that dwell within some of the less inhabited spires. The planet itself is not entirely tame, and it is said that many

of the spires are connected through natural underground passages that are still unexplored. It is these regions that the wild alien beasts roam free.

BARUS 7

The planet of Barus 7 oozes radiation from its craggy surface. It is primarily a barren wasteland, devoid of life. However, there are still some cities that have been built, protected from the harsh atmosphere and bizarre weather by large transparent domes. Poisonous storms leak from the sky on an almost daily basis, and the clouds themselves seem to be irradiated. Despite all of this, some species consider Barus 7 to be worth all the trouble. The radiation itself seems to extend life by 100 years after the creature in question has been exposed for at least 20. However, in the process of this radiation exposure, a small amount of sanity is given up. Those who hail from Barus 7 are odd and quirky beings as a result.

THE AZITROTH SYSTEM

Azitroth is home to planets that tend to be hostile. Galactic Lord Zorn resides in this system, though he has taken to leaving the other planets in the area alone for now. The system itself has six inhabited planets, with four that aren't livable due to a lack of atmosphere and gravity.

BENEER

The planet of Beneer is used in its entirety as a prison for some of the Galaxy's most dangerous criminals. Run by a mysterious figure known only as the Warden, Beneer is a wasteland of rock. Gravity on the planet is incredibly oppressive, making artificial gravity a necessity. If the prisoners ever act up, normal gravity is restored, pinning them to the ground.

Prisoners are forced to mine for rare minerals and many outsiders, including the Alliance, question the decency of

Beneer's Warden as he might be too harsh on his prisoners.

ENTROPY

Ruled by the Galactic Lord Zorn, Entropy is a disastrous planet whose weather patterns are completely unpredictable. There might be a snow storm one day and the temperature might reach 100 degrees F° (38 C°) the next. The inhabitants of Entropy are primarily slaves who wait on Lord Zorn and the most elite in his army. The soldiers of Entropy are treated much better than the slaves, and have special housing beneath the surface of the planet which protects them from most of the adverse weather effects. Entropy is known to some as a tourist attraction as well. Many blood sports are hosted by Zorn during certain times of the year beneath protective shielding. It is said that even the Galactic Lords themselves sometimes participate in these events. If a slave of Zorn is lucky, he or she could possibly earn freedom or, if nothing else, earn the way to becoming a soldier in Zorn's ranks by wading the way through the bloody battlefield.

EROS

The planet of Eros is incredibly hot. Occasionally one might even see ash raining down from the sky. When the weather is pleasant, the temperature on Eros is in the high 80s to low 90s. On the worst days, special cooling units have to be used in the populated areas, as it can easily reach 120 degrees F° (49 C°). Eros is primarily useful for the many minerals found beneath the planet's crust. In fact, Eros is one of the most bountiful planets in terms of Quavar Crystal content. For this reason, the population of Eros is almost entirely miners. Unfortunately, the miners are just as likely to find lava beneath the surface as they are precious minerals. For this reason, advanced sensors are used to find pockets of minerals where the heat is weakest. Eros features some monstrous creatures but no sentient life is native.

IRID 4

Irid 4 was once an uninhabitable planet before the atmosphere became breathable as the planet evolved. Even so, some natural pods filled with poisonous gas still remain all over the planet's surface. These pods are carefully mined for the naturally deadly poison in order to create powerful gas weapons. The planet itself is primarily an industrial one, filled with gas miners and the like. It is run by the Galactic Lord Lady Nadria, who keeps the miners in her psychic thrall.

KORVA

A primitive planet made up primarily of jungle environments, Korva is a very unsafe place that few are willing to inhabit. Some of the rich and elite live on Korva in specially designed safe houses, enjoying the flora and fauna from a safe distance. Korva is primarily dangerous because of the lizard-like creatures that thrive on the planet. They are predatory and incredibly dangerous. It is said that a civilization once thrived on Korva, but something happened to its inhabitants long ago. Ruins can be found detailing a primitive society that thrived on its natural resources. It is believed that they were wiped out by the hostile creatures inhabiting Korva's ecosystem. It is said that the Star Pirates have a base hidden somewhere on Korva, though this has never been proven as true.

PADRAT

Made of forested mountains, Padrat is home to a diverse variety of alien cultures. Many aliens who have suffered losses at the hands of the Galactic Lords have sought refuge on Padrat, the only planet in the Azitroth system under the control of the Alliance.

THE XALAN SYSTEM

The harshest planets seem to be found in this system. In turn it is a breeding ground for villainy. While not all of the Galactic Lords have their base of operations in this system, they all frequent it. Few people with good intentions wind up in the Xalan system, unless they are there to thwart the villains of darkness. There are 7 planets in the system, all of them inhabited.

JORIS

Known for its trademark green soil, Joris is an agricultural nightmare. Almost no plants can be found on Joris, making its atmosphere unbreathable to humans. Certain fissures on the planet produce a dense atmosphere that is breathable to certain species.

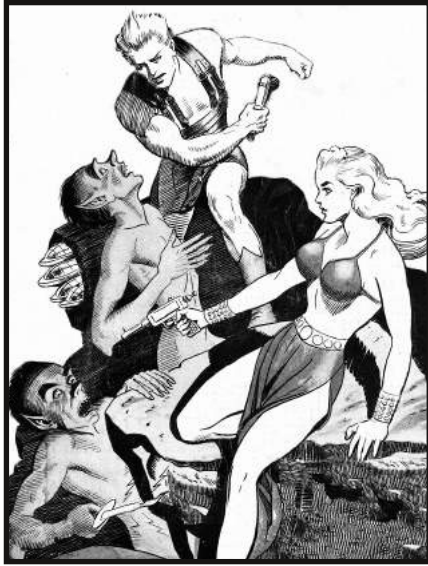
Joris is governed by the Metal Empire who enjoy leaving humans on the planet's surface to suffocate.

LUN 1 AND 2

These twin planets orbit their sun rather closely, but not enough to be uninhabitable. Lun 1 is almost entirely a desert planet, with water covering only 15% of the planet's surface. Lun 2 is a bit cooler as it is farther from the sun than Lun 1. Water covers 25% of Lun 2's surface. Both planets are controlled by the Galactic Lord Anubis, who has two separate bases that seem to thrive in the arid climates. Slaves and worshippers do a lot of the work on Lun, erecting pyramids and statues to their "god".

MIR

90% of Mir's surface is covered by water. What little land that does dot the planet is murky and damp. Although Mir is primarily water, it is also teeming with life. Many aquatic creatures and strange monsters dwell within the depths. Untold treasures also lie beneath the water in the form of deep sea minerals. Mir features small islands, many of which are inhabited



by purple-skinned natives who attack any foes who encroach on their territory. Some ominous dark power seems to protect the island's inhabitants, which has kept Mir from being invaded by any of the Galactic Lords.

TAL

The surface of Tal is primarily ice and snow. There isn't much on Tal in terms of natural resources, but some particularly deadly monsters dwell within the ice and snow. This has made it a terribly dangerous place with very little reward. Just recently excavation teams have begun mining the planet, as Quavar crystals have been discovered in certain caves. It seems, however, that many of Tal's monsters instinctively gather near these crystals, possibly feeding off of their energy.

VORDRIA

Home to scavengers, vagabonds, drifters, and pirates, Vordria is a planet that has long been devoid of its natural resources. Now, instead, it is merely a temporary home for most of the galaxy's scum. It floats in space with a large field of debris orbiting it. It is said that an ancient war took place by Vordria. The debris field around the planet is so thick that it is very difficult to teleport through, because of signal interference. The debris itself, although dangerous to traverse, holds treasures from a lost time. Those who

believe they are lucky enough will often try to pick clean the hostile debris field.

The planet itself is primarily made up of hovels, bars, and trading posts. It is rarely used as a place to live permanently, as unsavory sorts tend to collect here. For the most part, it is a place to find Black Market goods or to unload some extra merchandise.

XOR

The planet of Xor is one giant machine in its entirety. Created by the Metal Empire, it was designed to be the home of the dreaded Galatron, ruler of the Metal Empire. The planet itself has defenses against organic species, some of them particularly lethal and cunning. It is a thinking computer that obeys Galatron implicitly. Most of the Metal Empire's forces are made on Xor.

YX

The planet of Yx is a place steeped in mystery. A powerful alien civilization once ruled over it, but left long ago. Powerful artifacts and ancient temples litter the world. However, the animals native to Yx are quite dangerous, and a special defense system still remains active. All of the Galactic Lords have tried and failed to conquer Yx. There are rumors that small groups have infiltrated the planet, and a few explorers have even returned with powerful technology.

CHARACTER ARCHETYPES

A vast array of characters can be found in the cosmos, but below is a list of typical people found in the ranks of the Alliance. This could give players an idea of the kinds of characters that they could play. This list is by no means exhaustive and players should feel free to deviate from this list. It is merely suggestive in nature.

THE STALWART HERO

A brave and strong figure in the Galaxy, the Stalwart Hero is often a leader and soldier. They face danger head-on with steely resolve and are often accompanied by a Plucky Sidekick of some kind. They also usually have an arch nemesis or two with whom they have traded blows on numerous occasions. Their moral compass is often uncompromised and they have a true sense of honor and duty. They are a classic hero in every sense of the word.

THE RESOURCEFUL HEROINE

Courageous and beautiful, the Resourceful Heroine is found quite frequently in Science Fiction comics from the 1950s. They often lead groups of men and women. They are able to think on their feet very quickly and are handy with a raygun. The Resourceful Heroine can stare down danger with unwavering determination. They are true warriors at heart.

THE PLUCKY SIDEKICK

The sidekick to either the Stalwart Hero or the Resourceful Heroine in most situations, the Plucky Sidekick aids the hero as often and as best as they can. They are known to get in danger from time to time, but, all the same, are very loyal to those they deem worthy. A truer friend

can't be found anywhere in the cosmos. The Plucky Sidekick could be a significant other, a young kid looking up to a particular character, or any other variety of individual.

THE GRIZZLED BOUNTY HUNTER

Determined manhunters, these brave souls search the stars for wanted criminals and black-hearted villains. The Grizzled Bounty Hunter is not usually concerned with exploring and is typically more engrossed in the concept of profit. Bounty Hunters are typically the most neutral in terms of morality, but this is not always the case. Some Bounty Hunters are quite heroic, making sure to focus their attention on the true villains in the Galaxy. They are often capable trackers, and few things escape their notice.



THE SAVVY TECHNICIAN

Typically a scientist or mechanic, the Savvy Technician is usually smart and spontaneous. They are able to fix useful devices on the fly, and occasionally create their own. They are usually the go-to character when the teleporter malfunctions or a robot needs reprogrammed. In a Galaxy full of unusual and mysterious technology, the Technician is a valuable member of any exploratory team.

THE WISE SCHOLAR

The sage of the stars, the Wise Scholar is knowledgeable in many fields relevant to exploration. They may be the science officer or archeologist on the team, or the mentor to another character. Often times their know-how goes beyond mere intelligence, and they are full of wisdom.

THE DIGNIFIED NOBLE

Often alien in origin, the noble is typically a prince or princess that hails from an exotic world. Monarchy is not uncommon among the stars and occasionally royalty can be found exploring the heavens with the Alliance. They are often quite diplomatic themselves and usually are more connected due to their heritage.

THE ENIGMATIC ALIEN ALLY

Truly standing out as an unusual specimen, The Alien Ally is often a loyal friend and compatriot. They usually are quite useful in many different respects, with a few unusual tricks up their sleeves. The Alien Ally often has customs that make them stand out from their peers. It is these customs and beliefs that make them a true asset to an Alliance team in many situations.

THE FEARSOME ROBOT FIGHTER



With the majority of robots in the Galaxy having been turned to the ways of evil, it is not uncommon for brave souls to scour the stars in search of these conniving constructs. Robot Fighters seek to destroy evil robots anywhere that they can be found, and usually will openly hunt down any member of the Metal Empire. Some Robot Fighters want vengeance for having lost something to the Metal Empire, but some merely see the danger robots represent and seek to destroy them.

THE FORMER SPACE PIRATE

A life of space crime is indeed an alluring one. However, it is not uncommon for a Space Pirate to turn from their wicked ways. These characters always have a checkered past and are usually trying to make up for their sins. It is common for a Former Space Pirate to still have connections with the underworld. They can be good-hearted scoundrels.

THE BRAVE ROCKET RANGER

The Rocket Rangers are a group of noble mercenaries found throughout the Galaxy. They have formed a steady relationship with the Alliance as the Earth-based organization has chosen to hire out Rocket Rangers as Scouts and Messengers. Rocket Rangers are experts with a rocket pack and tend to fly about and keep their distance from danger. They are usually trained in combat, but are not comfortable getting up close. A Rocket Ranger who fights hand-to-hand is an unusual sight to see.

THE MYSTERIOUS EMPATH

Though psychic powers are a rarity throughout the Galaxy, there are some who have a deep intuition of others. These Empaths can easily pick up on the emotions of those around them, almost to a supernatural extent. Empaths can be very manipulative, or great lie detectors.



SPECIES

The races in Astonishing Worlds are too vast to be counted. It is assumed that players will be taking on the roles of humans exploring beyond their own solar system. All sentient species in the galaxy are humanoid. Species often exhibit skin in primary colors, ridges on their faces, bulging eyes, or something in a similar vein.

DESIGNER'S NOTE

If the game system you are using allows versatility, there is no reason a player couldn't create an alien to play, if it works with the Alliance (with GM permission). If your system of choice has alien races already, they can mechanically be used as the same race or one under a different name.

Most aliens in this setting are assumed to be hostile and are more likely to oppose humans than they are to help them. This is, of course, not always the case, but the Galaxy is a dangerous place, and there are many threats to those who would brave the stars.

Below is a list of species that are a part of the Alliance and are therefore the most likely to be player characters.

HUMANS

Humans are a common species to be found, quickly stretching their numbers across the stars. They are curious and are quick to explore. While they are new to the Galaxy as a whole, their versatility has allowed them to easily adjust to the new environments.

Humanity has quickly adapted alien technology to their own specifications. They have also made their presence known with their own unique weapon designs and a fresh look at the worlds beyond their own.

It is not uncommon to find humans on other planets who have been born and raised there. They look like humans in all

respects and have the same varied hair and skin colors. Mechanically, they would function as any other human with whichever system you are using.

The Alliance found it odd at first that humans had somehow managed to make it to the stars long before they did, and no one really knows how they got there. Some believe that the Endless Ones are responsible for humans being so widely spread across the stars, while others chalk it up to Humanity's need to spread themselves far and wide.

NO MARTIANS?

It is no secret to humankind that the fourth planet in the solar system once had intelligent life on it. Ancient ruins belonging to a once powerful race dot the red mountains. Martians are mysterious and spoken of in hushed tones. Remnants of their technology have been discovered and it would appear they were very advanced. Beyond Earth's solar system, few have discovered what happened to this mysterious and elusive species. Some believe they were related to the Endless Ones.

NEAR-HUMANS



These creatures are not uncommon in the Galaxy, and in most ways appear to be human. Physiologically, they aren't much different. The most notable features of Near-humans are the differences between themselves and Humanity. They

often feature skin in a primary color, have sunken-in cheeks, natural body tattoos, etc. Near-humans are primarily cosmetically different from humans, though each type of Near-human species has their own unique culture and agenda. Several different kinds of Near-humans are outlined below.

DESIGNER'S NOTE

Mechanically speaking, Near-humans can function the same as a human does for whatever RPG system you are using. If the system allows for more mechanical nuance, then slight changes can be made.

ALAVEENIANS

While some may assume Alaveenians are merely a race of simple farmers, the Alliance knows better. These new allies to the causes of exploration and fighting evil have proven themselves to be quite useful. With

the exception of their green skin tone, they are essentially human in physiology, although they are a bit more content with simplicity than humans of the Prime System. They are reliable workers who value family and closeness.

ETRIGONIANS

From the planet of Etrigon, the Etrigonians are an intelligent race with a knack for technology. Most of them are mechanics or something similar. They are albino in skin tone and have pure black eyes. Their hair tends to be brown, black, or white. They value many of the same things that the Alliance does. This made their transition into the Alliance an easy and very valuable one for Humanity, as they helped push human technology even further. Etrigonians enjoy exploration as long as there's something to fix or create.

QAR

Large gray-skinned creatures, the Qar are a tough race of people who originated from the planet Hedron. The majority of Qar have at least some experience mining for ore as their native planet is made up of many rocky spires. It seems to be in their



nature to fight, and for a long time throughout their history they fought amongst themselves. It is said that Anubis, one of the Galactic Lords, attempted to take over the planet at one point to no avail. The Qar remain unconquered to this day. While they are not the most advanced Society in technology, they make up for it in their sheer strength.

BEASTMEN

DESIGNER'S NOTE

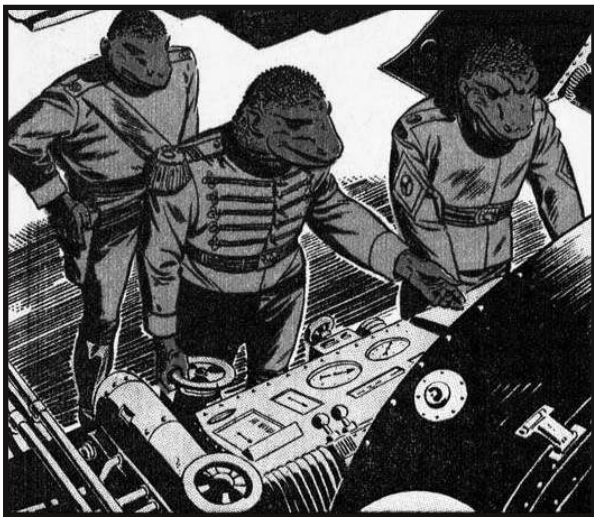
If the system you are using cannot easily create a Beastman as a playable character, it is perfectly fine. Beastmen should be used as exotic and unusual specimens anyway, and are perfectly suited to simply being characters controlled by the Game Master.

The most unique-looking aliens that can be found are the Beastmen. While they are humanoid, they often resemble some kind of animal found on the planet Earth. From fish to bird creatures, Beastmen come in all shapes and sizes.

YETIMEN

The Yetimen come from the planet of Uranus, where it is very cold and rigid. They sport thick white fur, large claws, and intimidating fangs. The Yetimen are a primitive society that worships the dark god of Uranus. They have started sacrificing any Alliance members they can find to their god and go out of their way to kill humans. Yetimen have encampments in some areas of Uranus and avoid large parts of the planet altogether. Unfortunately, when the Alliance came and settled in on these unconquered regions, the Yetimen took it upon themselves to attack relentlessly in the name of their god.

LIZARDMEN



Hailing from the planet Mercury, Lizardmen quickly joined the ranks of the Alliance. While they lacked the technology to venture to other planets on their own, they assimilated the teachings of the Alliance into their own culture with very little effort. They had forms of rayguns and other weapons, but interplanetary travel was out of their reach. As members of the Alliance, they are anxious to prove themselves. They are also a surprisingly curious race. While they don't do well in cold environments, the lizardmen enjoy finding new worlds and making allies as they are good-natured souls.

TECHNOLOGY

POWER OF THE QUAVAR CRYSTALS

Quavar Crystals are a source of clean and almost unlimited energy. Even a fragment of the crystal is capable of powering a hand-sized device almost indefinitely. Rayguns, Electroblades, rocket packs, and certain types of armor are all powered by Quavar Crystals. For this reason, it is recommended that no one has to keep track of ammunition with their weapons. Everyone always seems to be capable of firing a blast from their raygun. Is it a bit of plot convenience? Absolutely! That concept is tried-and-true to the fantastic and thrilling tales of 1950s comic books.

WEAPONS AND ARMOR

Weapons found in Astonishing Worlds tend to harken back to a time of outlandish design, going for style over practicality. Environmental suits usually have bubbled helmets, and laser pistols take on the form of rayguns shooting out large circles of energy. Depending on the system you are using, this could be easily done by description alone. Rayguns would typically have the stats of a laser pistol or something similar, found in most Space Opera settings. Villains, of course, are likely to use deathrays that incinerate the body entirely, leaving behind only a small pile of ash. These weapons are typically powerful, and get rid of the target and their gear all together. Most armored suits are typically Environmental suits first and foremost, but also offer at least some level of protection. There are no heavily-armored star knights, or anything of that ilk in Astonishing Worlds. For the most part, people wear lightly-armored Environmental suits that are simply reinforced.

Despite the fact that rayguns are commonplace, melee weapons are used rather frequently. A powerful and useful kind of melee weapon is the Electroblade. This deadly sword has an insulated hilt with an electrical current that runs through the blade, dealing out pain to those who are struck by it. Because of its commonality, most swords, whether or not they are Electroblades, now have an insulated handle to avoid the wielder being shocked by an Electroblade if the weapons are to ever meet. Some creatures are resistant to rayguns, and for this reason it is not uncommon to see an adventurer with a sword or dagger. It may not always make the most sense, but it is very stylistic and true to the genre.

Weapons mounted on airships do exist, although they are a bit more rare, as airship-to-airship combat doesn't happen very often. It is far more likely that raiders

will disembark from their vessel to board their victim's vessel.

PLANETARY TRAVEL

With Quavar Crystals powering long-range teleporters, planetary travel is easier than humanity ever thought possible. Finding proper coordinates to teleport to a new planet safely can be a bit tricky, so a navigator might be necessary, however other than plotting coordinates, traveling from one area to another is rather easy. Traveling from Earth to Pluto within the Prime System is only a few button presses and one teleportation away. There is, of course, a limit to how far a teleporter can relocate someone. To this end, the Alliance is trying to stretch out farther and farther into the galaxy to make allies and gather resources. The Quavar-based teleporters are most certainly responsible for this expansion.

The Alliance uses Waypoints in known sections of discovered planets as points of rest for their explorers. Alliance explorers are ferried from a Waypoint to their mission and back via teleportation. There is very little emphasis on traveling itself, and the stronger focus is on the actual exploration.

It is important to note that the Alliance only needs to have a teleporter at the starting location, not the destination. The teleporter can't send anyone to the inside of a structure, such as a cave or building. Characters are always sent outside, to the most open, and least hazardous location. If characters wish to go back to their Waypoint, they must reach the location to which they originally teleported.

Characters can experience disorientation when first arriving on a new planet but this is due more to their new surroundings than the teleportation itself.

Teleportation is always monitored by a technician at the Waypoint. They are often on-call, waiting back at the base in case the explorers need to abort their mission quickly.

The amount of distance a teleporter can send someone is measured in Zeta-Units. This abstract measure of distance is a general guideline to where a teleporter can send someone. Below is a short list of definitions.

DESIGNER'S NOTE

Since Astonishing Worlds emphasizes planetary exploration, there is no need for a rule to go along with teleportation.

Explorers are simply teleported from their current Waypoint by a technician stationed at the Waypoint.

Zeta Units:

- 1 = Destination is close, in the same solar system as the teleporter.
- 2 = Destination is far, in the next solar system.
- 3 = Destination is very far, more than a solar system away.
- 4 = Destination is out of reach by teleporter, multiple solar systems away.

GADGETS

A common theme runs throughout early science fiction in the form of bizarre and unusual super science. This particular fantastic vision of science allows for interesting and powerful items. The most common of these sorts of gadgets would be rocket packs, anti-gravity belts, and other amazing creations.

SECTION TWO ORGANIZATIONS



There are many types of organizations all across the Galaxy. Some are good and some, not so much. This section explains a little bit about the most notable organizations that can be found within the setting. Things are fairly clear cut here: you have good guys and bad guys. Each of the two categories are fairly self-explanatory. There are also Psions, which are considered neutral, as some are good and some are evil.

GOOD GUYS

THE ALLIANCE

ORIGINS

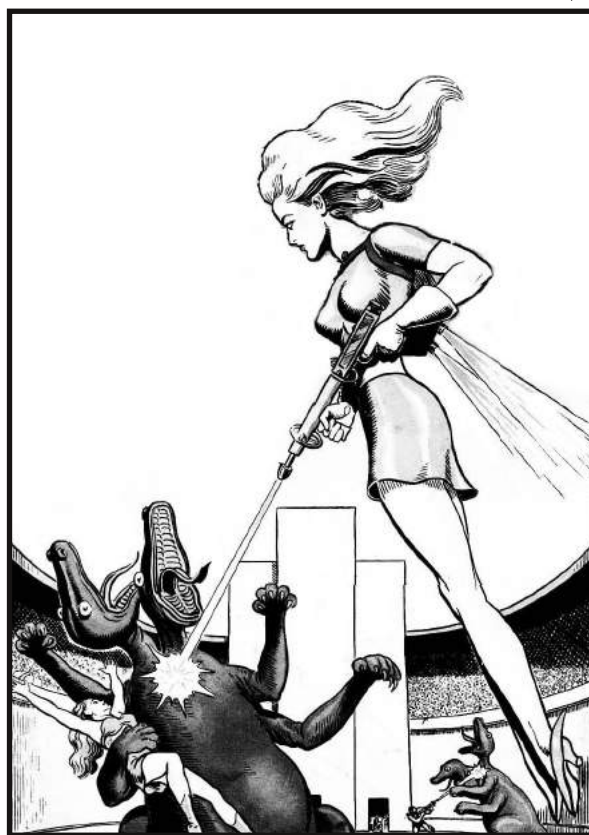
Bastions of justice in a void of darkness, the Alliance is a fairly new organization, but is well-respected by the good creatures of the Galaxy. Made up mostly of humans, the Alliance explores the Galaxy and defends it from threats of conquest and villainy. The Alliance is known for respecting other cultures, while still offering assistance to those in need. The result of their peaceful exploration is a rapidly-spreading and well-versed organization that is gaining power and respect by the day. As the brave explorers of the Prime System spread farther, representatives from various races and cultures began to gather together under the banner of the Alliance, making it a peaceful place to unite the Galaxy. Now it is considered a government in and of itself, uniting the willing planetary governments of the Galaxy under one banner and, in general, under a unified ethical code, though they still respect other cultures and ways of life.

TERMINOLOGY

In general, the term "Alliance" refers to the organization, whereas, simply calling someone an "Explorer" refers to the individual heroes trained and sent out by the Alliance.

HEROES OF THE COSMOS

The Alliance are constantly recruiting, training, and deploying heroes to serve their allies and explore strange new worlds. Some heroes request to be assigned to one particular sector, or even a singular planet in order to be close to home. However, the primary goal of the



Alliance is to explore the worlds beyond and discover new friends and technologies. Explorers are commonly sent on a mission via a teleporter from the closest Waypoint to the mission's location. Explorers usually travel in groups of three to six. There is a greater reliance on the skills of each individual Explorer, as the higher-ups refer these teams to missions that best suit their strengths. This has resulted in very diverse Explorers who are well-versed in many cultures.

However, this format of exploration also requires the heroes to be alert and cohesive, relying on their teammates for backup and support more and more. Usually, the favored groups are presented with several potential missions and given their pick. In some cases, those in command may ask a team to handle a situation out of mere convenience, such as investigating a distress signal that's nearby.

PCS AND THE ALLIANCE

This setting assumes that the players will be taking on roles in the Alliance as Explorers. Player Characters who are a part of the Alliance can expect to explore their surroundings and support those under their jurisdiction. Working together is essential, and while it is not expected for every Explorer to have a completely heroic nature, true heroes are very common among their ranks.

THE ROCKET RANGERS

Heroic Scouts and Messengers, the Rocket Rangers are incredibly handy with a rocket pack. They hire themselves out to ferry important information or serve in an exploratory fashion as the eyes and ears of the group. Another way to describe the Rocket Rangers is a group of mercenaries whose intentions are noble. They often travel from planet to planet via teleporter, and deliver their messages or scout ahead via rocket pack. They're able to swoop in and out of danger with ease, and are usually quite handy with a raygun. They have no true base of operations and instead scour planets via rocket packs looking for work. They never seem to settle in one place for long, but have found some level of stability in a healthy relationship with the Alliance. The Alliance is in need of explorers and is very willing to hire the Rocket Rangers. This has granted more permanent work to the Rangers while still allowing them to move about the Galaxy.



BAD GUYS

THE GALACTIC LORDS

These dark dictators have conquered many planets, their tyrannical reach spreading far across the stars. While they occasionally work together, they are usually at odds with one another. Their Empires have come to a recent lull, due to their spreading themselves too thin. Still,

they are not to be trifled with, and make worthy adversaries for brave Explorers. Each of the five Galactic Lords and their Empires are outlined below.

FURIA

This attractive, pink-skinned alien is physically the strongest of the Galactic Lords. Her species, Thelrian, is naturally strong, however she seems to surpass even their natural strength. Thelrians

are a rare species of big-boned aliens, whose skin ranges in primary colors. The species itself was mostly destroyed in a bloody civil war. Furia seeks to dominate any world she can, leading the assault personally. She is very quick to anger, and expects the best from her troops. Her infantry is by far the strongest in the Galaxy and she is quick to make raids.

No one is certain why Furia is so bitter, although many assume it has to do with the Thelrian civil war, of which she was a part. She is by far the most merciless and vengeful of the Galactic Lords and is called "The Deadly Beauty" by many. However, she is referred to as "Furia the

Unstoppable" by her soldiers for her indomitable will. She also trains an elite female guard, known as the Ragers, that accompanies her on all of her raids.

ANUBIS



An ageless being with power over death, Lord Anubis once observed ancient Egypt via telescope and became fascinated, taking on the persona of the god of death. It is said that he can kill with a touch, though none that faced him have lived long enough to confirm this rumor.

Anubis is the last surviving member of an ancient race of creatures that resemble Jackals, the animals found on Earth. Somehow he has gained the ability to never age and claims godhood. His followers are by far the most fanatical in the cosmos, willing to die for their god. In many cases they will perform suicidal bombings or kill themselves in other ways if they are captured.

ZORN

Known galaxy-wide as "Zorn the Dreaded", Lord Zorn feeds off of the fear of his subordinates. No one has ever seen his face completely, and his exact species is unknown as well. He has done his best to remain an enigma and so far has succeeded. Rumors are constantly surfacing as to what Zorn is capable of, wild claims of unnatural powers, and even having been raised from the dead. This level of mystery has caused whole planets to surrender just to avoid a confrontation with his forces.

Zorn's army has many assassins and stealth units among its ranks. He is known for striking hard and fast, often leaving only a few alive to spread word of his terror. Those who surrender to him do so knowing they will now live under strict laws with curfew and only pre-approved media.

Those who have seen Zorn claim that he wears a mask that functions like one-way glass. He wears robes of black and grey and bears an Electroblade. Beings of all kinds have been reported to flee in abject terror when in his presence.

LADY NADRIA



A beautiful woman who resembles a human, save for her perfect black eyes, Lady Nadria is a capable telepath who can sway people to her will. It is said that as a child she was a prodigy in the psionic arts. She quickly learned how to bend the will of others to match her own and would often communicate via her mind with close family and friends. It is said that now she only

communicates telepathically and she seeks to place those few with psionic powers in seats of influence all throughout the Galaxy. Her people have a history of mistreating those with psionic capabilities, and as a result she has all but wiped them out. She has made it her mission to not only help psionics, but also enslave those who don't have the mental capacity for the art.

Most of the soldiers in her thrall are doing her will only because she has made it so they must. Somehow she is able to command vast armies mentally. There are some who believe she has the help of a powerful artifact or the council of psionics, but no one knows for certain how she is able to do so. Somehow her powers allow her to bend the will of thousands at once. Planetary leaders have surrendered to her because of this power alone.

Lady Nadria will often seek to persuade before she will use force, though she is not afraid to beat others into submission if necessary. She rarely fights anyone head-on, though, and uses her minions to do her dirty work for her. She is like a great puppeteer, pulling the strings of others from the background.

GALATRON AND THE METAL EMPIRE



A vast army of robots created by an alien civilization wiped from the cosmos by their creations, the Metal Empire's only goal is to replace flesh with machine. They have a fairly rigid code of conduct by which they handle most situations. While each robotic member of the Metal Empire is his own individual, data is constantly uploaded to their leader, Galatron, before he disperses

the information out among his forces as he sees fit. The Metal Empire is constantly creating new soldiers, and is not above enslaving those they call "Organics" in order to mine the materials needed to create more of their own kind.

As the leader of the Metal Empire, Galatron has been around for hundreds of years, building new bodies and downloading his information into them whenever a current form is wearing out. Galatron is always outfitted with the most state-of-the-art technology and is always on the lookout for the latest technology. He is a ruthless robot who was originally created to help keep the Galaxy safe. However, over time he determined that the best way to protect the Galaxy, was to subjugate it, sacrificing millions all in the name of what he considered to be the greater good.

THE BLACK HOLE BRIGADE

Unpredictable and selfish, the black hole Brigade is a group of bounty hunters and mercenaries that work for the highest bidder. They have no problem allying themselves with the forces of good if the credits are high enough. They have planetary stations throughout the Galaxy and have spread surprisingly far. It is not uncommon for members of the Black Hole Brigade to be hired on as extra soldiers by one of the Galactic Lords. The fact that they are willing to work for such heinous and black-hearted villains has led the Alliance to avoid them for the most part. Hiring the Black Hole Brigade to do anything is considered only as an act of desperation. Despite the fact that the Alliance is constantly growing, the Brigade still seems to get a fair amount of work, particularly in areas where the Alliance has yet to reach. Planets in need of protection will often hire the Black Hole Brigade, but only if the Alliance isn't around to offer their help for free.

SLAVERS OF KOR

The world of Kor is long gone but it was once one of the greatest known planets in the galaxy. No one knows exactly what happened to it, but legend has it that some terrible natural catastrophe is the cause of its untimely end. The natives of the planet, also known as the Kor are for the most part extinct. The few that remain however have formed a small group that has banded together. They have learned to raise money by capturing rare and unusual species and selling them as slaves. And while they are known as slavers, the Kor are quite capable as bounty hunters as well. As a species they are durable and secrete a poison from their skin that can paralyze their foes. These unique and powerful qualities make them ideal hunters of sentient species. They are by nature ruthless and relentless in their struggle for survival, even at the cost of others.

THE STAR PIRATES

A massive army of nomadic pirates roam from planet to planet, freely attacking any and all who stand in their way. They are not known to conquer, instead enjoying hitting planets for resources before moving on to bigger and better things. The Star Pirates are feared throughout the Galaxy, and the sheer size of their army makes them formidable opponents to whole Empires. They prefer, however, hit and run tactics to direct confrontation.

The Star Pirate's Captain changes frequently as mutinies and takeovers are constant. The current Captain is a gray-

skinned alien named Garmok who is very cunning and resourceful. He has been able to maintain command for nearly 10 Earth years. Those who oppose him discover just how ruthless he can be.



NEUTRAL GUYS

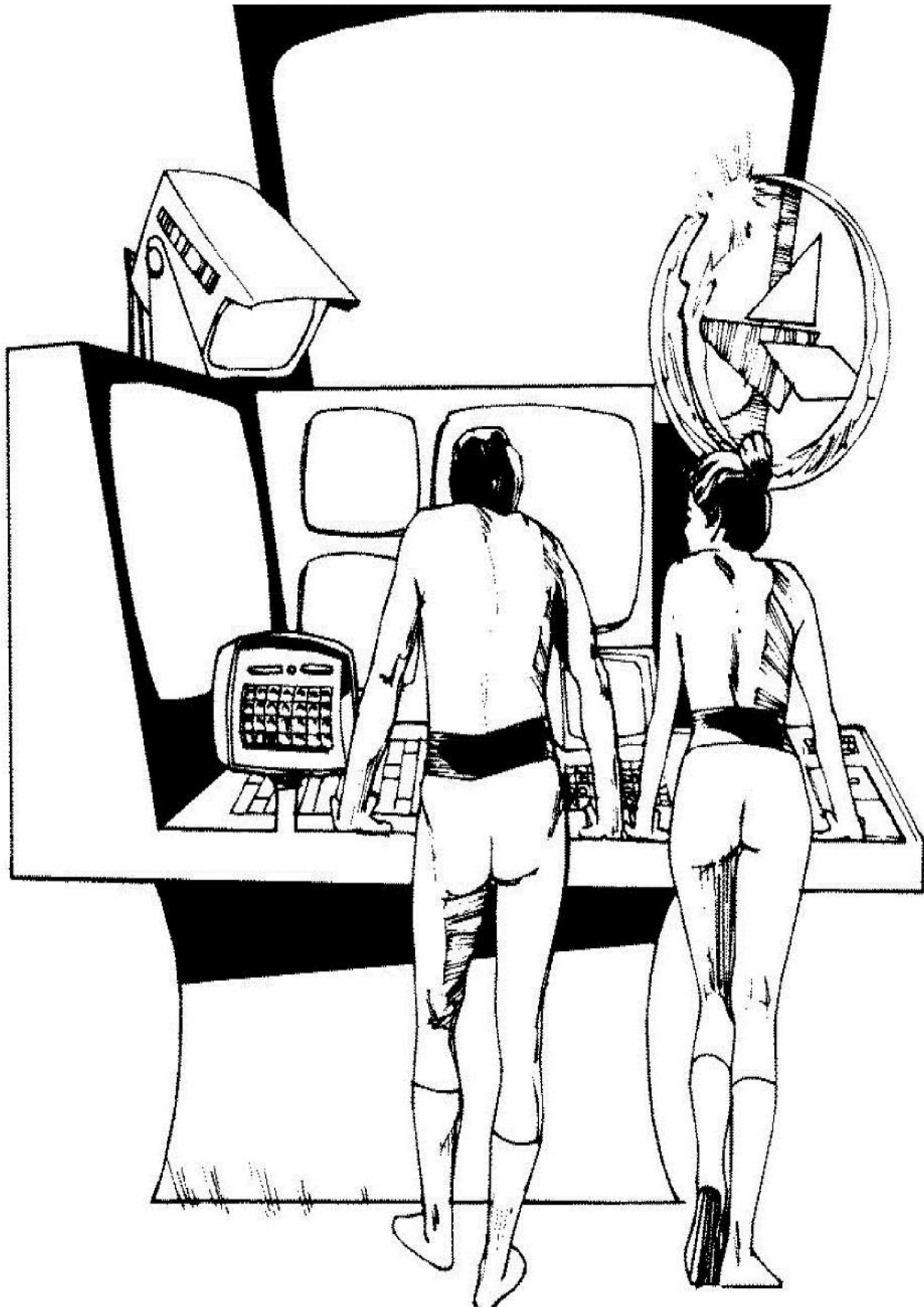
PSIONS

Legends exist Among the Stars of mysterious beings capable of wielding the powers of the mind. Psions, as they're most typically called, are rare creatures indeed. Humans from the Prime System never seem to display these kind of qualities, as psychic abilities reside within other specific species. No one has ever really discovered exactly how a Psion's power works, but they are feared across the Galaxy. Due to their rarity, it is not intended that player characters wield psychic

abilities. Instead, it is something bizarre that they might encounter every once in awhile. Villains often use such dark power for their own gain. If the system you are using allows psychic power, a player could potentially play such a creature with gamemaster approval. It should be noted, however, that they would never be a human from Earth, or the Prime System in general. Other characters would also view them with suspicion, because finding one of these creatures is incredibly rare. The chances are about 1 in 1 billion. With a Galaxy full of sentient life, this does mean that an Explorer might run into a few in their lifetime, but a Psion is not something you would see every day.

SECTION THREE

GAME MASTER'S GUIDE





Astonishing Worlds is designed to be a sandbox RPG setting. For this reason, you will find planet, Near-human, and adventure generators in the following pages. This section is designed to be for the gamemaster first and foremost, so no Adventurers allowed! After all, only villains cheat.

HAZARDS OF THE GALAXY

Exploring the far reaches of space can be quite deadly to the unprepared. Adventurers are encouraged by the Alliance to equip themselves for almost any hazard imaginable. You never know what might be out there. Planets across the cosmos come in a variety of odd alien designs. Most of them tend to mimic an environment found on Earth, but on a much bigger scale. For example, you might find a planet that is almost entirely a forest with rivers running through it here and there. Planets, for some reason, all seem to have gravity much like Earth's. It might be a little lighter, allowing explorers to jump a little farther, or a little heavier hindering them slightly. For the most part,

the planets found within the Galaxy seem to be capable of supporting life. The air isn't always breathable to Earthlings and that's when an Environmental suit may be required, but gravity is almost never an issue. The only time gravity is really a problem is in the vast vacuum of space itself, where the hero might be required to go out to make repairs on an orbiting space station, help asteroid miners, or deal with some other disaster.

Many planets tend to be exotic, with odd colored skies or weird rain patterns. Aliens of all shapes and sizes can be found, some friendly and many not. The key to running this particular kind of setting is to emphasize adventure. 1950s comic books take after the pulp era magazines quite a bit. Out of the frying pan and into the fire is a very apt way of describing a typical Adventure.

RUNNING A SESSION

Preparing and running a session of Astonishing Worlds should not be too difficult. A gamemaster needs to remember primarily that the emphasis is on cinematic Adventure. Exploring unusual worlds and meeting fantastic species of aliens should all be commonplace. Villains tend to be over the top and rotten to the core. On the other hand, Heroes are very true to a high moral and ethical standard. Players should know from the get-go that their characters are probably going to be a bit more heroic than they might typically be. While this is not necessary for a player, it is recommended, as their character will stand out quite a bit in the Galaxy if they don't maintain this standard. Some people might even consider them villains.

PLANET GENERATOR

Creating a planet is just a few simple rolls using standard percentile dice. Two d10s work just as well, one representing the 10s place. A gamemaster rolls for the following:

ENVIRONMENT

What kind of atmosphere and landscape inhabit the planet.

POPULATION

The amount of sentient life found on the planet.

SPECIES

The type of sentient life primarily found.

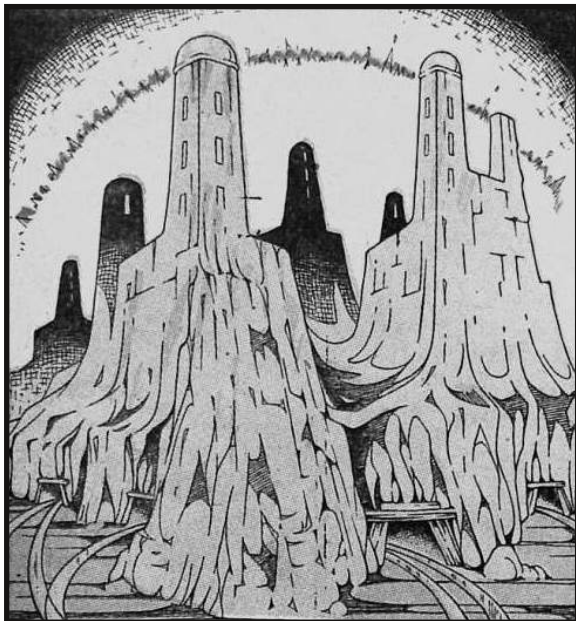
GOVERNMENT

The governmental system that primarily runs the planet.

ODDITY

Something unusual and different that makes the planet stand out. Can be rolled more than once.

ENVIRONMENT	POPULATION
1-9. Forests	1-10. No sentient life (ignore species and government rolls)
10-18. Rock/Mountains	11-25. Miniscule (several thousand)
19-27. Water	26-50. Barely Populated (around 1 Million)
28-36. Jungles	51-75. Populated (millions)
37-45. Deserts	76-100. Heavily Populated (billions)
46-54. Planes/Hills	
55-63. Urban/Artificial	SPECIES
64-72. Swamps	1-25. Human
73-81. Arctic/Tundras	26-50. Near-humans
82-90. Volcanic	51-75. Beastmen
91-100. Tropical	76-100. Mixture



GOVERNMENT

- 1-20. Monarchy
- 21-32. Dictatorship
- 33-44. Anarchy
- 45-56. Democracy
- 57-68. Matriarchy
- 69-80. Alien
- 81-92. Oligarchy
- 93-100. Galactic Lord



MONARCHY

Ruled by a King, Queen, or both. Monarchies can resemble a dictatorship if the nobility is evil.

DIKTATORSHIP

Ruled by a single person whose word is law.

ANARCHY

There is no real government and people tend to do what they want. In a large Galaxy, there are examples of both peaceful and destructive anarchies.

DEMOCRACY

A government formed by elected officials. People have a fair amount of say in the rulings of their world, but some democracies in the Galaxy are very corrupt.

MATRIARCHY

The eldest female of the family is in charge of their household. Women often rule societies in councils. This can be a peaceful society, one of skilled amazon-like warriors, or perhaps an evil society of space witches.

ALIEN

An alien form of government is one that is truly unique and often bizarre. Perhaps all of the residents of the society take turns in leadership by switching every day. Maybe rules and regulations depend on the position of the moon or the crops in the field.

OLIGARCHY

A very small group of people have control. This can either result in corruption or peace, but usually those in charge of an Oligarchy are rich rulers lining their pockets.

GALACTIC LORD

This is most certainly a dictatorship, albeit a very colorful and dramatic one. Simply choose a Galactic Lord that best suits the planet.

ODDITY

- 1-2. Ancient buildings disappear and reappear elsewhere
- 3-4. The natural water sources occasionally boil
- 5-6. Reflections from water, mirrors, shiny metal (etc.) act on their own accord
- 7-8. The planet projects illusions of danger
- 9-10. Black sky
- 11-12. No clouds
- 13-14. Always very cloudy
- 15-16. Living beings on the planet glow, night and day
- 17-18. The thoughts of other people nearby will occasionally flash into a person's mind
- 19-20. Rains constantly
- 21-22. Occasionally rains acid
- 23-24. Appeared out of nowhere in the past weekown accord
- 25-26. Dead creatures are absorbed by the planet within seconds
- 27-28. Occasionally reverses gravity
- 29-30. Is sentient
- 31-32. Whispers can be heard at night
- 33-34. Green sky
- 35-36. Pink sky
- 37-38. Purple sky
- 39-40. Daily tremors
- 41-42. Red sky
- 43-44. Wounds of living beings heal quickly
- 45-46. No sound can be heard at night
- 47-48. Newcomers see flashes of their past randomly
- 49-50. Psionic power is amplified
- 51-52. A single hour of sleep recharges any species on the planet
- 53-54. Has three moons
- 55-56. Has two suns
- 57-58. Voices give advice in the minds of visitors and inhabitants
- 59-60. Plantlife wails when plucked, cut, etc.
- 61-62. Psionic abilities don't work
- 63-64. Purple soil

65-66. Everything appears in black and white

67-68. Blue soil

69-70. Rayguns won't work

71-72. Pink soil

73-74. Orange soil

75-76. Explorers are never teleported to the right coordinates

77-78. Vegetation grows in bizarre patterns seen from the air

79-80. Thick dust particles float in the air

81-82. Randomly spouts poisonous gas out of the ground

83-84. Living creatures age rapidly

85-86. A storm has been raging for hundreds of years

87-88. Water glows

89-90. Everything looks like it is under a blacklight

91-92. Crystals grow everywhere

93-94. Orbits its sun in 3 hours

95-96. Planet core is made of ice

97-98. Slowly decaying orbit around its sun

99-100. Very heavy gravity



ADVENTURE GENERATOR

This generator should help a famemaster put together the basic structure of an adventure in the retro comic style. They simply need to roll up the following:

LOCATION

This is simply the place that most of the adventure will take place.

MISSION OBJECTIVE

This outlines the heroes' goals.

TWIST

This is something unexpected that happens along the way, an unforeseen turn.

VILLAIN

This will be the kind of character the main antagonist is.

LOCATION
1-40. Uncharted Planet
41-80. Known Planet
81-90. Asteroid Field
91-100: Waypoint

UNCHARTED PLANET

This planet has not been discovered by the Alliance. The gamemaster may wish to use the planet generator provided.

KNOWN PLANET

This is either a planet described in this book, or one made up by the gamemaster. Regardless the Alliance is already aware of its presence.

ASTEROID FIELD

Space debris can be a great place to have an adventure. Unless it is introduced artificially, there is usually no atmosphere.

WAYPOINT

A Waypoint is typically set up by the Alliance as a resting place for its operatives. This doesn't mean that they aren't vulnerable to spies, sabotage, or attack.

MISSION OBJECTIVE
1-12. Collect
13-24. Rescue
25-36. Scout
37-48. Defuse
49-60. Protect
61-72. Uncover
73-86. Contact
87-100. Destroy

COLLECT

The heroes need to gain an object for the Alliance. This could be a powerful artifact, soil samples of an alien planet, a series of items needed for an experiment, etc.

RESCUE

The heroes are tasked to rescue a space princess from the clutches of a usurper, secure an allied fortress, release an imprisoned Alliance Explorer, etc.

SCOUT

The heroes are tasked with surveying an area and gaining more information about it. This can be a very dangerous task, as not much about the location is well known and anything could happen. If the adventure is located on an already known planet, perhaps the heroes are scouting an unexplored region.

DEFUSE

The heroes need to stop a situation from escalating. Diplomacy is very much needed. Maybe two species are about to go to war, a Galactic Lord is threatening a planet with an army too big to handle, etc.

PROTECT

The heroes need to keep a person, location, object, etc. safe from outside forces.

UNCOVER

The heroes need to investigate a distress signal, learn information about a new enemy, unlock the secrets of the Endless Ones, etc. They are on a quest for knowledge.

CONTACT

The heroes need to establish a positive relationship with a newly discovered species.

DESTROY

The heroes must dismantle, blow up, or otherwise obliterate an object such as an enemy fortress, an evil alien relic, etc.

TWIST

1-12. Chase

13-24. Betrayal

25-36. Personal

37-48. Death

49-60. Monster

61-73. Trap

74-85. Obstacle

86-100. True Villain

CHASE

Whether they are hunting down an enemy or are being hunted themselves, a chase begins. These are often thrilling and fast-paced.

BETRAYAL

An ally, friend, or perhaps someone even closer, like a love interest, has betrayed the heroes! They show their true colors at the worst possible moment.

PERSONAL

In the darkest moment the hero discovers that their father is the antagonist, their love interest is actually a robot, they themselves are actually an alien though they were raised on Earth, etc. A huge personal dilemma is revealed.

DEATH

A pivotal character dies, though this is rarely one of the Player Characters. All the same, the character is central to the plot. It could be the noble who hired the heroes, the villain's right-hand man, etc.

MONSTER

A monstrous creature appears and causes great problems. It might be the "pet" of the villain, or just a creature lying in wait for food.

TRAP

The heroes are going into a trap. This might not be due to betrayal. Perhaps the villain knew of the hero's plan and, to thwart them, countered with a trap. Maybe the character who sent them on the quest was the villain all along.

OBSTACLE

A freak cosmic storm, an avalanche, toxic gas, or something similar occurs. This is usually a natural hazard.

TRUE VILLAIN

Roll on the villain table again in this adventure generator. The new outcome is the true villain of the adventure and the other was a pawn or front man.

VILLAIN

1-12. Nobility

13-24. Usurper

25-36. Warlord

37-48. Religious Leader

49-60. Psion

61-72. Monstrous Alien

73-86. Mad Scientist

87-100. Galactic Lord

NOBILITY

Perhaps an evil Queen, a scheming Duke, or an entitled Prince. Nobility represents a villain who is already in a position of power and is usually of noble bloodline.

USURPER

A schemer who either has, or is attempting to take over the position of a ruler on the planet. Usually a Usurper resorts to murder and manipulation to achieve their goals, they are often difficult to deal with because of their sharp tongue.

WARLORD

Usually an influential character with uncanny strength and power, the Warlord is force to be reckoned with. He/she often has a decent sized army at his/her disposal. They might be a mercenary captain, rising dictator, or perhaps a corrupted hero. *Note: This is different from a Galactic Lord, as a Warlord is nowhere near as powerful. They may, however, have aspirations of becoming a Galactic Lord.*

RELIGIOUS LEADER

Often the master of a sinister cult, the Religious Leader can be any character whose goals are primarily spiritual. They are usually trying to gain power through the belief system. Their goals often extend beyond the physical, as they strive to turn others to their cause.

PSION

The insane psychic, vile space witch, or cunning seer are all examples of a psionic villain. In many classic sci-fi comics, these characters are seeking power through their psychic abilities and are willing to trample any who get in their way.

MONSTROUS ALIEN

Put plainly, the monstrous alien is the powerful squid from space, the last of a mysterious race, the intelligent animal, etc. Their motives vary based on the creature, but they usually have very little regard for human life and might even boast psionic powers. Sometimes "lesser" species worship them as a god.

MAD SCIENTIST

This type of villain usually seeks their goals through dangerous fringe science. They are usually reckless, but very cunning.

GALACTIC LORD

This villain is one of the five Galactic Lords who is trying to rule the Galaxy for themselves. They are deadly and not to be taken lightly. The exact Galactic Lord is up to the GM.

NPC GENERATOR

Besides the evil Empires and organizations listed earlier in this book, there are hundreds of thousands of species in the Galaxy. Below is an alien generator that can help produce the kind of creature you want. It's just a few simple dice rolls to create a type of Near-human on the fly.

NEARHUMAN

Near-humans look very human with only a few variations. These variations, however, can make a creature look very exotic and foreign. Roll on the Features, Name, and Culture tables to determine appearance, general cultural values, and species name.

FEATURES

1-2. Skin in a Primary color

3-4. Small horns

5-6. Holes in cheeks

7-8. Very small nose

9-10. Huge feet

11-12. Gray-skinned

13-14. Albino

15-16. Glowing red eyes

17-18. Forehead ridges

19-20. Pointed ears

21-22. Elongated nose

23-24. Sharp fingernails

25-26. Spikes along the spine

27-28. Huge ears

29-30. Big boned

31-32. Very tall

33-34. Antenna

35-36. Striped

37-38. Long arms

39-40. Elongated neck

41-42. Huge eyes

43-44. Fangs

45-46. Two noses

47-48. Four ears

49-50. Two mouths

51-52. Six fingers on each hand

53-54. Hair in a primary color

55-56. Very thick skin

57-58. Very visible veins

59-60. Large head

61-62. Seven toes on each foot

63-64. Large hands

65-66. One eye

67-68. Nose has three nostrils

69-70. Bizarre birthmarks

71-72. Completely hairless

73-74. Tail

75-76. Cat-like eyes

77-78. Large visible pores

79-80. Spots

81-82. Slightly transparent skin

83-84. White Hair

85-86. Visible brains

87-88. Fine scales

89-90. Hard hair

91-92. Two Heads

93-94. Two tongues

95-96. Patches of crystal on body

97-98. Roll twice, the alien has both features, ignore this if rolled again.

99-100. Roll three times, the alien has all of those features, ignore this if rolled again.

SPECIES NAME

1-2. Phem

3-4. Eles

5-6. Ren

7-8. Tevarian

9-10. Gor

11-12. Beylune

13-14. Paralon

15-16. Bren

17-18. Formori

19-20. Eelon

21-22. Logri

23-24. Teno

25-26. Calleet

27-28. Saldor

29-30. Adine

31-32. Gorosh

33-34. Yundu

35-36. Allash

37-38. Teo

39-40. Neelo

41-42. Une

43-44. Jori

45-46. Zolon

47-48. Xer

49-50. Kander

51-52. Qurg

53-54. Trillans

55-56. Borthil

57-58. Tothan

59-60. Krillgan

61-62. Var

63-64. Kondir

65-66. Orlon

67-68. Vander

69-70. Xahn

71-72. Myn'ea

73-74. Yzz

75-76. Vyv

77-78. Tolos

79-80. Zolar

81-82. Kavarr

83-84. Kevreet

85-86. Ushan

87-88. Podrat

89-90. Hendri

91-92. Kirish

93-94. Xalon

95-96. Resh

97-98. Saresh

99-100. Junar

CULTURE

1-5. Warrior

6-10. Scholar

11-15. Artist

16-20. Hunter

21-25. Pirate

26-30. Philosopher

31-35. Lawful

36-40. Traditional

41-45. Thieves

46-50. Farmer

51-55. Mechanic

56-60. Scavenger

61-65. Heroic

66-70. Musician

71-75. Pacifist

76-80. Theatrical

81-85. Slow

86-90. Chaotic

91-95. Timid

96-100. Blunt

BEASTMEN

For the most part, Beastmen are humanoids that resemble specific types of animals. They usually have several traits that make them stand out in their appearance. Below is a simple list of example creatures that could be a base for a Beastman race. Percentages are provided if the gamemaster wishes to randomly determine a species.

1-5. Fish	51-55. Cat
6-10. Shark	56-60. Dog
11-15. Snail	61-65. Fox
16-20. Ant	66-70. Owl
21-25. Raccoon	71-75. Whale
26-30. Octopus	76-80. Boar
31-35. Frog	81-85. Rat
36-40. Hawk	86-90. Rabbit
41-45. Ape	91-95. Wolf
46-50. Bear	96-100. Panther

BESTIARY

The Galaxy is filled to the brim with deadly and unusual creatures. Oddities only found on certain planets can be as deadly as they are exotic. Poisonous insects and terrifying lizards can threaten an Explorer at every turn. Below is a list of the kind of creatures one might find in the galaxy.

DINOSAURS

Large reptilian creatures of all sorts can be found on various planets throughout the cosmos. They resemble dinosaurs, creatures whose bones were once found on Earth. However, these dinosaurs are a bit more alien in nature. They often feature multiple heads, poisonous breath, or another strange addition to their physiology. They come in unusual colors, and could feature odd things like four arms or six legs. They are almost always carnivorous and are willing to eat just about any creature they come across with their steely jaws of death.

EXAMPLES

GORDRIGON

This large creature resembles a Tyrannosaurus Rex, except that it has two heads with equally powerful jaws. It is a formidable hunter and will feast on just about anything it can get ahold of. Its scales are an emerald green color.

RAPTID

The Raptid, in many respects, resembles a velociraptor, except that it is 2 times the size and has four arms. They do hunt in packs, but usually no more than three or four creatures in a pack.

CERIS

These creatures resemble the ancient Earth triceratops. They have purple scales and their horns are quadruple the length those found on a triceratops. Their tail is not only incredibly thick, but sports an organic metal on either side, making the tail bladed, and particularly deadly. They are carnivorous and very territorial.

PTERRAMEN

These green-skinned, winged creatures come from a very primitive society. They are openly hostile to most species and enjoy swooping down to scoop up a hapless explorer before releasing them to the ground below.

DESIGNER'S NOTE

Just about any big size lizard's statistics will do for these sort of creatures, and the gamemaster can merely use cosmetics to describe the creature and make it stand out.

ROBOTS



Robots in the Galaxy are almost strictly hostile in nature. There are very few, if any, that actually would aid humanity in any capacity. Almost all robots belong to the Metal Empire and do their best to further the goals of Galatron. Although it is rare, there are reports of robots that look like humans. Robots are menacing, because they are cold and calculating, showing no mercy to organic life forms.

EXAMPLES

IMPOSTER

The Imposter is a rare kind of robot that resembles a human in most respects. Its metal frame is covered in a synthetic flesh material that is slightly rubbery to the touch. This rubbery feel is one of the few indications that the creature isn't human. They are often used by the Metal Empire as spies in the ranks of the Alliance, or other human-based organizations.

DRONE

The Drone is a standard robot soldier, which stands slightly taller than the average human. They are usually relentless, though they aren't very strong individually. Drones are almost exclusive to the Metal Empire. They can vary in appearance, as they are often robots that have been assimilated into the ranks.

ROCKET DROID

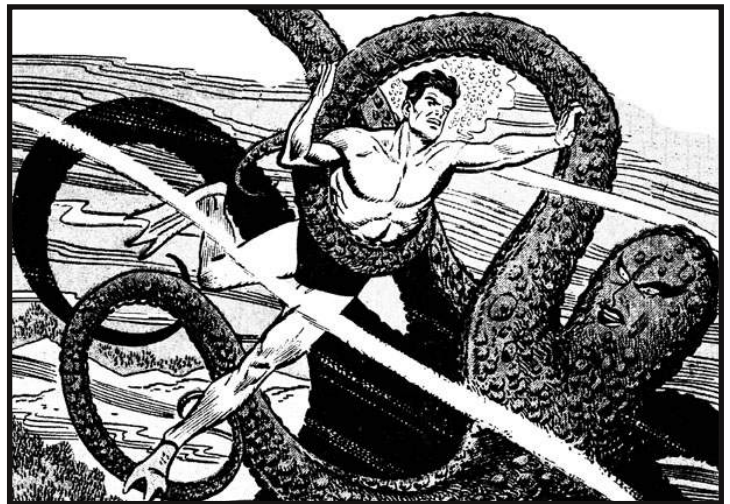
These flying robots make good scouts and sharpshooters. They are often employed by the Metal Empire to either

gain intel from a distance, or to pick off enemies before the Drones come rushing in.

INSANE ROBOT

Insane Robots are not exclusive to the Metal Empire. They are robots that once worked for a sentient species, but have since malfunctioned and gone insane. These Droids are somewhat rare and are often found isolated on lost planets from long ago. They may seem to be helpful at first, and in some cases they may even be harmless to humans, but finding an amicable one is even more rare than finding an Insane Robot themselves.

AQUATIC



Creatures from the deep can be terrifying and exciting foes. Planets with a lot of water, or at least large bodies of water, can hold these fearsome fiends. Aquatic Xenos include freshwater creatures and those that might be found in swamps, as well as saltwater varieties.

EXAMPLES

FANG SQUID

This giant squid creature is green, with one large eye. On the end of each tentacle sits a set of terrifying jaws, ready to bite.

GIGA SHARK

These sharks are massive in size, capable of swallowing a whole man with ease. Their teeth are razor sharp, capable of cutting through steel. They can smell

blood within a 10 mile radius, and are incredibly fast swimmers. Giga Sharks are deep blue in color, with blood-red spots on their body.

OCTOID

These Octopus-like creatures have human faces and almost an intelligence to match. They are willing to eat sentient life and are considered to be pure evil.

INSECTS

The vile nature of many insect species is not unknown to the common Galactic Explorer. Alien insects are found far and wide in the Galaxy and can be quite deadly. These creatures aren't much more intelligent than an insect found on Earth, and are willing to devour anything.

EXAMPLES

SPACE WASP

This purple, wasp-like creature resides in asteroids floating in space. It can survive indefinitely in the vacuum and cold, as it has no need to breathe. It tries to attack asteroid miners whenever possible.

BATTLE BEETLE

This huge beetle has a very thick shell covering its body. It is difficult to kill and will attack without provocation. It seems to prefer dining on sentient creatures whenever it can.

ANTILLON

This large insect earned its name for its resemblance to the Earth ant. Antillons often live underground in large a network of tunnels. They seem to have a hive mind in the way that they communicate. They can easily coordinate attacks without speaking.

BEASTIALS

These creatures are feral monstrosities from a variety of planets. They often appear in similar fashion to beasts found on the planet Earth. They are, however, different in some way and are much more alien in nature. These creatures can be found anywhere, and look similar to many different kinds of animals. They are always land animals, usually resembling the predators of Earth.

EXAMPLES

LIONIN

This creature resembles a lion, but has blue fur and six legs. It is an aggressive beast that needs to eat the majority of its bodyweight worth of food in a day, due to its high metabolism.

RENDER

These creatures are very large and stand on two legs. They appear ape-like, but have cat eyes and claws. They tear things apart just for fun, and don't even eat their kill.

BURROW BEAST

This mole-like creature has enormous digging claws that it uses to burrow through the surface of its home planet. It is quite dangerous, and can use its claws to rend the flesh of any victim. It is carnivorous and very territorial. It is difficult, unfortunately, to tell when you are in a Burrow Beast's territory until it's too late.

FLORA



Even the plant life can be deadly on an alien world. Poisonous flowers, choking vines, the possibilities are endless. The Galaxy is filled with unusual and mysterious Flora, the more exotic and beautiful, the more deadly. Anything in the Galaxy that is alive, can be a serious threat. In most cases the Flora in *Astonishing Worlds* isn't sentient, but perhaps could be a plot device (the spores of beautiful flowers turn people into mindless zombies, eating certain vegetables make people believe they are adventurers, etc.)

EXAMPLES

IMPALER

In many jungle environments, these deadly trees are found. As their name implies, they swing down branches on unsuspecting travelers, impaling them in the chest. The victim's blood drains into the soil, feeding the roots of the carnivorous tree.

MIND BENDER

Sometimes plants can form a symbiotic relationship with animals. Mind Benders are beautiful purple flowers that let out a horrible screech that stuns nearby victims. This alerts carnivores that have developed an immunity to the screech who then come to feast on the baffled victims. Mind Benders alert carnivores this way as to protect themselves from herbivores coming to feast upon the flowers.

SERET

Poisonous flowers that fire small organic darts, Seret should always be approached with caution. If one moves slowly enough they might not be detected.

RAZOR VINE



This terrible plant lays low on the ground and latches onto any prey who happen to get too close. It has sharp thorns along its vines making it very deadly to those who get ensared.