

INTRODUCTION

Welcome to the latest Postmortem Studios production, *100 Planets*, I hope you enjoy it and derive a great deal of use from it. *100 Planets* is a follow-on and accompaniment to *100 Science-Fiction Adventure Seeds*, one of my best-selling books in both e-version and in print. Where *100 Science-Fiction Adventure Seeds* gave you adventures, *100 Planets* is intended to give you places to adventure and inspiration for locations in which to set your adventures.

100 Planets is a generic book, not designed with any specific science-fiction role-playing game in mind. This inevitably means that it does not necessarily include, or pander to any of the particular conceits of individual games. Thus you may need to do a bit of wrenching and massaging in order to make any of the presented Planets fit your particular game. The default, from which certain individual planets will depart, will be hard(ish) science-fiction in the mode of the books of *Arthur C Clarke*, *David Brin* and *Peter F Hamilton*.

Not every Planet in the book will literally be a 'Planet', there will also be space stations, asteroids and other, more unusual locations. *100 Planets* will be followed up by *100 Dark Places* for horror gaming and is accompanied by *100 Kingdoms* for fantasy gaming. Share, enjoy and please do get in touch to let me know about your experiences with our products!

POSTMORTEM STUDIOS

Postmortem Studios is the personal publishing imprint of *James 'Grim' Desborough*, Origins Award winning author of *The Munchkin's Guide to Powergaming*. *Postmortem Studios* publishes primarily in PDF format through the usual PDF outlets such as www.rpgnow.com, but is also available in print either via the sites or through www.leisuregames.co.uk.

Postmortem Studios is a full time enterprise and is always looking for assistance from freelance artists, editors and writers. You can contact *Postmortem studios* at:

grim@postmort.demon.co.uk

Or via our website at: www.postmort.demon.co.uk

PIRACY NOTICE

The odds are fairly high that some of you are reading this on a downloaded PDF copy taken from a file sharing network. I don't necessarily have a problem with that myself since evidence pertaining to my company tends to show that this acts more like free advertising than a cut into my funds.

However...

The role-playing game industry is not huge, not rich – with only a couple of exceptions – and can ill afford your piracy, unlike many software companies. I am a one man show, not a large company by any stretch of the imagination and I am attempting to build a business from the ground up. I need every penny. If you have downloaded this book illegally, and you like it, please consider purchasing some of my other products.

That's all I ask.

THE PLANETS

The description of each Planet will follow a common format throughout this book, one per page making up a total of one-hundred Planets.

NUMBER

Each Planet will be designated by a three digit number, such as 039 so you can easily look up particular Planets by remembering the numerical code alone. This number appears next to the title of the Planet at the top of the page.

TITLE

Each Planet's number is also accompanied by a title. The title may be light hearted, a pun or a simple descriptive. Whatever the title it is designed to be somewhat memorable to you in order to help you locate the particular Planet you want to work with more easily.

DESCRIPTION

The description provides a brief, paragraph or two of overview of the Planet in question. There are, perhaps, a couple of lines on the other information that is being provided, along with everything else particularly pertinent to the character and nature of the Planet in question. The description could be thought of as being a 'Hitchhiker's Guide' reference or a travel agent's summary of the appeal of a particular Planet as a holiday destination.

GOVERNMENT

This section describes the political situation within the Planet both the official rulers, their loyal opposition and any other pertinent political forces or machinations at work on the Planet. This will not necessarily go into great detail but will lay out the political situation in such a way as to give you enough to create stories based upon that description. Not every Planet will be united, not every Planet will have a civilisation upon it. In these later cases the political interests that might become interested or invested in the planet are used instead.

GEOGRAPHY

The geography section describes the broad geographical nature of the Planet. Where it is situated, what any pertinent geographical features are, along with any other features or items of importance that might factor in. How the Planet feeds itself, what it trades, natural defences and formations, unnatural ones, the nature of any other significant Planets in the system and so forth.

STORIES

The stories section will contain a few, very short, adventure seed ideas related to the Planet as described. These will be limited to only one or two lines but, within the context of the described place, should be enough to spark off a few adventure ideas for you and your group.

TIPS

If there is remaining room on each page, or if it is felt it is needed, a 'tips' box will offer advice, research, inspiration or other tips on how to expand that Planet, bring it's ideas to life or give you a clearer image of it's nature.

NOTE

The Solar System planets, 001-011 are presented as being a cohesive whole, all set within the same 'campaign world' and could be used as the basis for such a campaign world if you don't want to use them separately.