

Known Planets

Atrius

Peaceful, wealthy and technologically advanced. One of the most important worlds in humanspace, it is particularly renowned for its advanced medical technology and effective peacekeeping forces.

Player Notes

- Birthplace of [eric_carson](#)

Colcot

A densely populated tradeworld, with mammoth planetary and suborbital engineering works.

Aspects

- Bright Lights, Humungous City

Adventures

- [the_return_of_the_robot_race](#)

Delison IV

Frontier world. Staging point for expeditions into Ancient space.

Adventures

- [quest_against_the_sleeping_sickness](#)
- [to_boldly_go](#)

High Rock

Small artificial world engineered during the Imperium. Originally a prison colony, its self-sustaining micro-climate now makes it a valuable resort world.

Adventures

- [clone_trade](#)

Luggor XI

Agricultural world. Resting place of the Waking Horror.

Adventures

- [armitage_reginald_shank_esq_in_the_waking_horror_or_luggor_eleven](#)

Mauthus II

A technofeudal society ruled by a hereditary aristocracy. Mauthus Capitol was built in the wreckage of an Ancient spaceship. A recent rebellion in Mauthus Capitol may lead to cultural innovation and development.

Aspects

- Power corrupts, unless you corrupt it first

Adventures

- [stone_tiger](#)

Omicron Persei VIII

Founded towards the end of the Old Human Imperium - a simple colony world initially settled for resource extraction and light agricultural. The fall of the empire left the colony without suitable infrastructure to sustain quality of life and maintain their hightech equipment; the system's jumpgate failed, isolating the world further. The planet quickly fell to decadent post-information age levels. Crime families became government and resources were jealously guarded. Life became cheap and the population exceeded sustainable levels. The planet's core holds its own secrets, in the form of an Ancient library.

Aspects

- Graft oils the gears of government
- Cyberpunk
- Everything is for sale
- The only good tech is tech that keeps working
- Everyone starts on the streets

Player Notes

- Birthplace of [Jon Hector](#)

Adventures

- [Jon Hector's Digital Revenge!](#)
- [Eight and the Lost World](#)

Ooluera

An alien world with a human resort. For those of the fabulously wealthy who want to get away from it all - their worries, their troubles, their concerns, the Law...

Adventures

- [shadow](#)

Rexx

Relatively unexplored world. Home to a primitive nomadic society.

Adventures

- [xiao_ling_versus_the_robot_race_-_in_the_long_shot](#)

Samarkand

Large, wealthy and populous planet. The planet itself is subject to strict import restrictions - which do not apply to the rest of the system. The system is rich in asteroids and planetoids, making it a natural haven for the Smuggling Clans.

Adventures

- [cliff_hangar](#)
- [on_the_horror_trail](#)

Yuil II

Small, barely terraformed mining world.

Adventures

- [to_boldly_go](#)

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