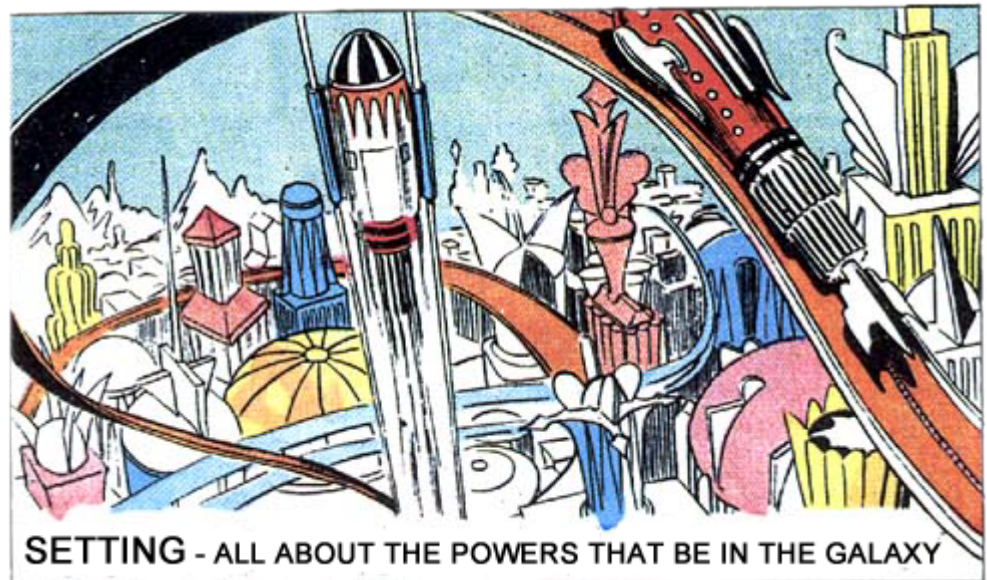




Setting

The powers of the Galaxy

-  The Old Imperium
-  The Robot Race
-  The Sirius Compact
-  The Void
-  Human Space



Other powers

- Implacable Enemy (off stage for now)
- Random Aliens
- Determined missionaries of funky religion
- Space pirates



The Group

Working for a secret organisation, out of a hidden base. The leaders are unknown, but they're working for the good of ... humanity? Everyone? **02STK**

The Horrors

Horror Death Count:

- (pre-game) The Waking Horror of Luggor Eleven - destroyed by Shank and team.
- The Seed Eater - given control of an Ancient hulk before being destroyed by a Robot superweapon.

Horror-Seed Death Count:

- Thrown into nuclear power plant.
 - Collateral damage: one possessed maintenance worker.
 - Morality: questionable.
- Incinerated in the corona of a star.
 - Collateral damage: three interstellar assassins and their ship.
 - Morality: defensible. They were bad men.
- Destroyed in exploding smuggler vessel.
 - Collateral damage: exploded smuggler vessel. No damage to alien space station.
 - Morality: defensible.
- Infesting a computer server on a planet shot by the smuggler [inon](#) and her anti-Horror gun
 - Collateral damage: damaged windows, street and air car.
 - Morality: defensible.

Locations

- [Space Stations and Settlements encountered](#)
- [List of known planets](#)
- [List of spaceships](#)

[starblazer, setting](#)

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