

TRASH Planet!

The Premise

Many centuries ago, the humans - already spreading slowly and meticulously through space - discovered a Wormhole. Any object passing through the Wormhole would re-appear, instantly, light-years away in an uncharted sector of space. On the other end of the Wormhole was a paradise: a large cluster of planets teeming with resources, all quite like Earth.

A home away from home.

It wasn't long before the different planets back home began colonizing these new worlds. Over time, anybody with the cash went through, taking their infrastructure with them.

Not you, though. You're one of the teeming masses, stuck at the old homestead, hanging out with Sol. On the bright side, all the rich people left all their junk behind.

The World

- There isn't a lot of fancy stuff. What fancy stuff exists is very hard to get and very, very very expensive. Most everything the characters have is either cobbled together from junk and spare parts, or recycled and repaired to death.
- The food's pretty decent, if you like textured proteins. A decent cook is a hot commodity.
- Most people have the basic skills to make simple things for themselves. Most people can solder, carve, build simple furniture, and sew. Most everyone gets a feel for making basic repairs. Maybe rich people don't have to know those things, but the rest of us do.
- Junkyards are a commodity. Yes, people fight over landfill territory. The people without a sense of smell often win.
- Some people go crazy, out here in space. We call them Untethered, or just Gone. Some clergy like to exorcise those who've lost their grip, some good samaritans want to save them. Most of us either avoid 'em like the plague. Might be catching.
- Speaking of plague, medicine is a haphazard thing. There are no clean, sterile hospitals. No labs full of test tubes, no stem-cell research - no Influenza vaccine. A flu can put you out of commission....or kill you. A serious wound is a serious problem. You might get a Meds Maker, but it's gonna cost ya.
- We have some strange critters wandering around in space, stuff we never had back on Terra. Some of 'em are pretty nice, some are downright helpful. Others are terrifying and will kill you pretty dead. We might have all started on the same planet...but we've gotten darn *interesting* since then.
- There aren't skyscrapers. There aren't road crews. There are no United Nations. There aren't spacious office buildings or System government. There isn't a....well, there isn't *any* industry.
- There isn't any universal set of standards - we've gone back to the cubit, the kip, the bushel. There *are* standards for gravity - [quite a few](#), in fact. System Standard and Moon Standard are the most commonly used.

In and Out, Sol and Eum

- The habitable universe consists of two solar systems - Sol, and Eum (Eta Ursa Minoris). They are 97 light-years apart, so travel between them only happens via the Wormhole.
- The Wormhole is out beyond the Oort Cloud, running an orbit between 40 and 53 AU from the Sun. Its orbit is highly eccentric.
- Travel to and through the Wormhole requires a ship capable of surviving the trip. The combination of rare materials, quality parts, and careful architecture has mostly been forgotten in Sol.
- Now and then, vessels come back through the wormhole. Some think they can predict this, but mostly it's a surprise. These ships are prime targets for whomever happens to be in the area at the time - and the people on them tend to get *quite* upset to find they can't go back home to Eum.

History

- Lots of years ago, the Wormhole was discovered. An expedition was mounted, and we discovered that Eum, on the other side, was filled with Earth-like planets. Humanity began to move settlers there, and developed the rudiments of an inter-stellar economy.
- 200 years ago, astronomers discovered that Sol was about to have a major solar flare. The massive burst of electromagnetism would disable virtually every circuitboard in the solar system, and cook half of Earth to fragments.
- Hearing this news, everyone in the Three Planets (Terra, Mars, and Ceres representing the Main Belt) who could afford it hopped into an Argo Ship and headed out to Eum. 80% of the human race was left behind.
- A while after that, a huge asteroid bashed into the earth, fracturing it and making it severely unstable. Of course, Terra was mostly a landfill planet by then, anyhow.
- Since then, big pieces of Terra have been breaking off and finding their own weird orbits.
- The solar flare went off. Everyone still on Earth was killed; Mars saw its famous 'Space Elevator' fall from the sky and was reduced to the wild west, and Main Belt Civilization was dashed to pieces.
- Organized industry has been destroyed; making new Kosmichi (space-worthy vessels) is highly difficult. Only those that were out beyond the Belt survived, and they've had to be maintained continuously.

Folks

Scavvies: The PCs. These are folk that give up the comforts of a chunk of land (or iron, or space-ice) and make their home on ships. These ships - often appropriately called Junks - travel from site to site, looking for things to trade. Junk-pickers, vod vultures, rubbish racketeers - whatever you call them, they're damn resourceful, and they spend a lot of their lives picking through the rubbish of a dead civilisation.

Moonies: Families or small communities that set up shop on one of the fueling moons. They gain a steady source of barter from ships coming in, and a very solid home. In return, they (ideally) service the ships that come through, and keep the fueling moons in good repair.

Homesteaders: Denizens, Colonists, Settlers - these are people that have made a permanent home somewhere. Either on a large junk-asteroid, a small planetoid, or wherever else, they've found a place to make a permanent home. While sometimes quite welcoming of outsiders, all Homesteaders have staked their claim somewhere, and defend it - sometimes rather violently.

Beasties

Space Worms: live on the moon! Strange extra-planar organisms much like tapeworms. They have the ability to burrow into the body of any vertebrate and wrap around the brainstem, taking over the nervous system. In certain very strong-willed individuals, this can be a symbiotic thing. Usually, it isn't.

Tapeworms: Big ol' mutated tapeworms. Sometimes come in pill form. They can be swallowed, and when inside a warm-blooded creature of sufficient size, within 2-5 days they hatch and grow to fill the stomach. The host now has to eat a bit more every day, but can survive on *any* organic matter they can choke down.

ROUS: A descendant of Terran rats, the toughest animals in the system. Highly Intelligent, with varying levels of intelligence and sentience. Most range in size from big-cat to big-dog, though some grow as large as horses and could, theoretically, be ridden - though it isn't wise to try.

Spacewhales: Huge, flickering creatures composed mostly of silicon nerve clusters and sentient plasma globes. Considered by many to be the most beautiful thing in the universe.

Roaches: The most widespread living creature in the system, considered by many the unquestioned winner of Evolution. A well-prepared team could handle one...but there's never just one.

Karkadann: Also known as the Space Unicorn, these fearsome predators first appeared on Mars. They gained their names due to their huge, twisting horns and conflict with elephants.

Icies: Tiny insect-like organisms native to Enceladus, these wee beings are made mostly out of ice crystals and space dust. They have a hive consciousness and can join together to form larger shapes, often gaining mobility and even the ability to communicate with other species.

Locations

- **Junklands:** What it says on the tin. Big heaps of junk, *in space!* Hotly contested territory for traders, scavvies, and pirates. Most of these are chunks of Terra that broke off, or trash heaps that grew large enough to develop their own gravity.
- **Townships:** Huge ships that function as populated arcologies, holding entire communities or even cities.
- **Space Stations:** Stable communities, company towns, cities. Varying size.
- **Fueling Moons:** Huge, boxy installations, often tethered to stable cosmic objects. Most of their volume is dedicated to taking huge amounts of raw material and converting it to ship fuel. Sparsely populated. A prime target for would-be warlords.
- **Torchships:** Giant spaceships powered by nuclear fusion torches, these ships are long obsolete. Their irradiated landing zones are used as landfill on the colony worlds, while their hulks are picked over by pickers and pirates willing to go that close to an abandoned nuclear generator!
- **Graveyard Orbit:** In orbit around inhabited worlds with lots of space junk, Graveyard Orbits are the last resting place of junk too big or radioactive to be dropped into atmo by the Cleaners. Gangs of scavengers out from the Lagrange Points pick over the remains, looking for big scores. Earth and Mars have balls of garbage so large they can be seen from the planet below.

Junklands of Note

Shima Bazaar: Rumours say it used to be Hong Kong. One of the most technologically advanced inhabited Junklands, Shima Bazaar serves as a trading post and black market.

New New Jersey: One of the largest known Junklands, not too Hot. Very Claimed, though. Populated by a cannibal tribe with strange ways and stranger musics.

Enceladus: A tiny, icy Saturn moon that's been used to store some particularly *hot* tech. That's hot as in 'desirable'. Also as in 'radioactive'.

Planets & Moons

Mercury: Populated by the closest thing the universe still has to a corporation. The oligarchy that runs Mercury is descended from the six families that first managed to survive there. They're not very smart, they really like pretty things, and they are generally open to doing trade with outsiders. They import lessons, skilled welders, and fertiliser, and export mostly scrap metal and irradiated corn.

Terra: One huge junkyard. Some areas are sorted, more-or-less, by type, but not all.

Luna: Terra's famous moon. Highly radioactive. A satellite and tech graveyard populated mostly by spaceworms. On the Historical Register.

Mars: Wild West.

System

Character Generation

Shuffle a deck! Draw four. Use the chart below to determine your stat:

A = 5

J, Q, K = 4

8, 9, 10 = 3

4, 5, 6, 7 = 2

2, 3 = 1

Or just roll a d6, ignoring sixes. Apply your numbers as you like to these stats:

♦ **Clever:** Solve a Problem, Make a Plan, Manipulate, Pants It

♠ **Crafty:** Make something, Fix Something, Hack Something

♥ **Connected:** Make friends. Make stories. Wrangle beasties. Find help.

♣ **Cussed:** Do violence, Survive Trauma, Make or Take

Rules for Scavenging

Skill checks in Trash Planet! are resolved by rolling a d6. Your result will decide if you did it well, just barely, almost, or if you mucked it up good and proper. For every Danger card that comes into play, the players may request a Damage draw as well. A match will produce a helpful item. If they like, players may ask for Damage draws any time while in a junkyard. When they do, the GM draws Danger cards as well.

If a player has badly failed a roll, they may choose to **push their luck**. When a player declares that they would like to **push their luck**, the GM will draw one card. Once a match is gotten (either number or suit) the player succeeds. All the cards drawn past the first - either collectively or individually - become Danger cards and will soon come into play. A player can also **push their luck** to add an element to the story.

Junkyard Generation

Considerations

- + **Size:** Square footage
- + **GVP:** The Gross Value Potential, according to the Junk-Sniffer's Almanac.
- + **Volume:** The pure amount of stuff there.

Danger

- ♣ **Heat:** *Environmental hostility* | Radioactivity. Toxicity. How quickly it kills.
- ♦ **Claim:** *Likelihood of conflict* | Prior claim to the junk and how well it's defended.
- ♠ **Wobble:** *Structural Instability* | Likelihood that everything will fall apart.
- ♥ **Teeth:** *Monsters* | What it says on the tin.

Damage

- ♣ **Parts:** *Technological* | Lost tech, tools, rare parts, finicky bits.
- ♦ **Goods:** *Raw Material* | stuff to make into other stuff.
- ♠ **Know-How** | *Informative:* Lost knowledge, history, blueprints, books.
- ♥ **Meat:** *Biorganic* | Food, seeds, livestock, medicines.

Sample Adventures

(Courtesy of Kirin Robinson)

1. The Eum Yacht Penelope has wandered back in a fit of archaeological curiosity and was raided by Jersey Shore Space Guidos. Somewhere aboard the captured Penelope is a GeneCleaner that will help stop a plague spreading across the Martian highlands.
2. This crazy untethered has an Almanac that reveals the location of an undiscovered seed bank on Terra, with the potential for creating a self-sustaining solar garden! Unfortunately one of the crew is hosting a Space Worm, with its own enigmatic plans.
3. One of the largest Junklands has begun to break apart, and several of the Junkglomerates and Pirate Factions are racing each other to see what treasures might be revealed in the upset. The true danger is the volatile lifeform that has spontaneously generated inside the Orbiting Landfill.

Sample Characters

Anatahzi: Pilot. Rather undependable. Cracking good flyer. Vacillates between analytical and impulsive. Good at piloting a ship, hostile takeovers, high-stakes gambling, and very little else.
Clever: 4 Crafty: 2 Connected: 2 Cussed: 3

Captain Greer: A wounded warrior. Lost a hand in the Battle of Junkutso Satellite, and now harbours a terrific grudge against torchships and all who would harvest from them.
Clever: 2 Crafty: 3 Connected: 3 Cussed: 3

Toulouse: First Mate of the Spider's Maw. A terrifying individual, covered in ink from head to toe. A unrepentant idealist, a ferocious fighter, a very fair judge. Has an affection for leafy greens that has put the crew in danger more than once.
Clever: 3 Crafty: 1 Connected: 2 Cussed: 5