

# NEAR SPACE

A 2d6 Science-Fiction Resource for near-Earth games



Compatible with the Cepheus Engine Core Rules  
By Omer Golan-Joel and Richard Hazlewood  
Star Maps by Ian Stead



**STELLAGAMA  
PUBLISHING**

# NEAR SPACE

## Credits

### Cover Art

Ian Stead

### Starmaps

Ian Stead

### Interior Art

Ian Stead

### Authors

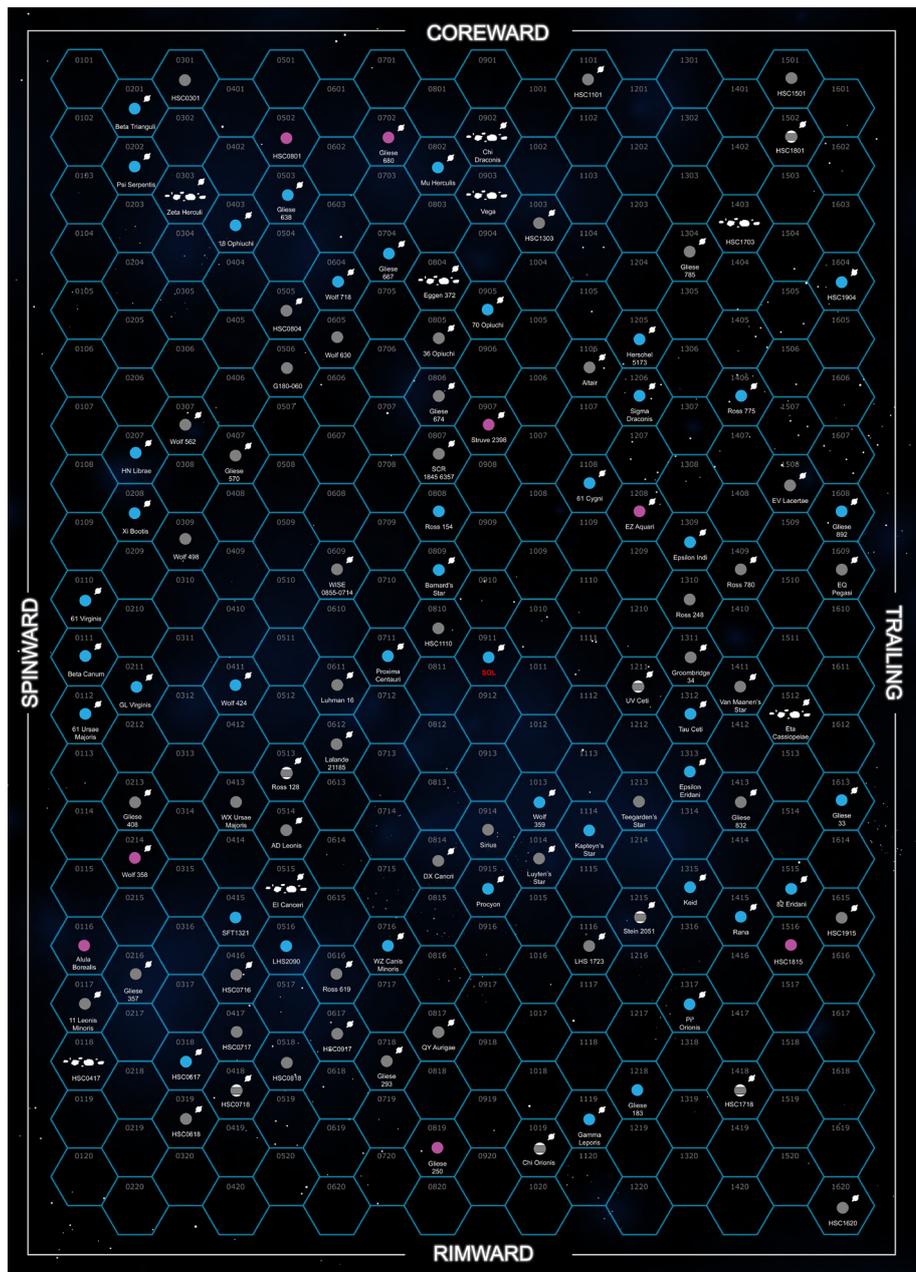
Omer Golan-Joel and Richard Hazlewood

### Editor and Science Consultant

Richard Hazlewood

### Interior Design & Layout

Ian Stead



This Product is derived from the Traveller System Reference Document and other Open Gaming Content made available by the Open Gaming License, and does not contain closed content from products published by either Mongoose Publishing or Far Future Enterprises. This Product is not affiliated with either Mongoose Publishing or Far Future Enterprises, and it makes no claim to or challenge to any trademarks held by either entity. The use of the Traveller System Reference Document does not convey the endorsement of this Product by either Mongoose Publishing or Far Future Enterprises as a product of either of their product lines.

Cepheus Engine and Samardan Press™ are the trademarks of Jason “Flynn” Kemp; Stellagama Publishing is not affiliated with Jason “Flynn” Kemp or Samardan Press™.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e) and are not open content, and thus are property of Stellagama Publishing: All trademarks or registered trademarks and trade dress, including the name “Stellagama Publishing”. Open Content: the star list, including UWPs and other star data, as well as the starmaps, are Open Game Content as defined in the Open Gaming License version 1.0a section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. A copy of the Open Game License is shown on the last page of this book. To learn more about the Open Game License, please go to <http://www.opengamingfoundation.org/>

# INTRODUCTION

Sol's stellar neighborhood has always been a backdrop for science fiction stories taking place around stars located a few light-years from Earth. Both with hypothetical faster-than-light (FTL) travel and with speculative means of relativistic interstellar flight, humanity can, in the future, reach these stars. The potential for stories - and for role-playing action and drama - is enormous. But recently, this area of space became even more exciting. Advances in astronomy in the last two and a half decades allows us to detect exoplanets orbiting distant suns, many of them in our close neighborhood; as of the date of this publication, science knows 3,493 planets in other solar systems.

This area of space warrants a sci-fi role-playing game adaptation. Indeed, many games adopted the region, either as a two-dimensional abstraction or as some representation of the real three-dimensional space. However, currently there is little in the way of concrete star-maps of Sol's immediate neighborhood for the various older-school sci-fi RPGs, such as the Cepheus Engine, 2d6 sci-fi games, and several other games utilizing a two-dimensional hexagon star-map. This product comes to remedy this issue. It provides a full Sol-centered, hexagon-based star-map, 20 parsecs by 16 parsecs in size. Additionally, it gives full Cepheus Engine (and 2d6 sci-fi SRD) data for the "main world" planets of each and every star involved, ready for you, the Referee, to colonize.

For your convenience, we have also included expended Temperature rules for the included worlds, fully compatible with the Cepheus Engine rules.

We have based these maps on real, up-to-date astronomical data, which we have abstracted into a two-dimensional hexagon grid where each hexagon is one parsec in width. We tried to make sure that the system data suits the data we have now - as of the summer of 2016 - about our stellar neighborhood, though abstracted, as noted above, for gaming use. Most of the stars included in the map and stats are actual stars in close proximity to Sol. However, there might still be a significant number of dim stars in our immediate vicinity which we have not discovered yet. Therefore, for the sake of a more useable star-map for gaming purposes, we filled a few gaps in the map with hypothetical stars, listed as "HSC" stars - which stands for the "Hypothetical Star Catalogue". All other stars bear their real names, which are searchable on the various internet sources if you are looking for further astronomical data about them.

## Using this Product

This product provides two things. The first is two 20 by 16 parsec star-maps, one colorful and the other black and white for your ease of printing. The second is a table listing Universal World Profiles (UWPs) as used by the Cepheus Engine/2d6 Sci-Fi OGL, for all stars appearing on the map. We have left all planets "unpopulated" except for Earth (Sol's "main world") which we have statted for approximately our current day (2016). This way, you - the individual referee - can "colonize" them at your leisure and as suits your campaign setting. We provide all the physical data you need for these planets, and all you need to do is populate them. If you want, of course, you can also rename the stars - as in many sci-fi settings, settled planets tend to have names beyond their astronomical designation. Sometimes, unsettled planets get named as well!

**We have designated the UWP and the rest of the tables in this book, as well as the star-maps themselves, as 'Open Content'.** This means that you can readily use all of this material in your own publication, whether free or commercial. Yes, you read us right: you can take this UWP table, and the star-map, and use them to create your own commercial sci-fi RPG product under the Open Game License (OGL)!

### Flat Star-Maps

Real space is, obviously, three-dimensional - and so is the arrangement of stars in the galaxy. However, when sitting around a kitchen table with one or more trays of pizza, soft drinks, some dice, character sheets and a good number of like-minded friends, many people prefer to avoid dealing with the complex calculations involved in three-dimensional space travel and just get on with the fun of interstellar adventures.

## Compatibility

This supplement is directly compatible with the Cepheus Engine System Reference Document, available from Samardan Press™ through DriveThruRPG. It is also fully compatible with any 2d6 Science Fiction OGL game or derivative, as well as the various old-school science fiction role-playing games using similar mechanics. Finally, any game using two-dimensional hex maps for interstellar mapping can easily use the map and the base astronomical data even if they do not use the UWP main world data format.

## About the Authors

**Omer Golan-Joel** is a 34 years old freelance English-Hebrew-English translator and an avid sci-fi and fantasy gamer from the town of Yavne, Israel. He lives with his beloved fiancée and two cats Saki and Chicha – the real masters of the house – as well as an entourage of lizards, from the gang of house geckos to the large Star Agama who graces the wall of his home in the warm and hot months. Omer is a fan of science-fiction, fantasy and history, an amateur cook, and a hobbyist herpetologist. He also writes role-playing gaming material, including **Outer Veil**, a full-scale science-fiction campaign setting published by *Spica Publishing*® in 2011.

**Richard Hazlewood** has been playing RPGs since 1976. He served eight years in the US Navy, operating nuclear reactors on submarines. He enjoyed that so much he got out of the Navy and went into aviation. Richard has a Master's Degree in Aerospace Engineering and works for a major US Airline. He has two grown children and three grandchildren. Richard lives with his wife and three dogs in the Southern USA.

## Stellagama Publishing

*Stellagama Publishing* is a small, independent, international role-playing game publisher focused on science fiction gaming. We publish gaming material for Cepheus Engine, 2D6 Sci-Fi OGL, Stars Without Number, and the White Star™ RPG based on *Sword & Wizardry: White Box*. Our interests are first and foremost to put forth enjoyable, immediately playable supplements, settings and adventures for these games for the enjoyment of our fellow players and referees.

### Flat Star-Maps

Real space is, obviously, three-dimensional – and so is the arrangement of stars in the galaxy. However, when sitting around a kitchen table with one or more trays of pizza, soft drinks, some dice, character sheets and a good number of like-minded friends, many people prefer to avoid dealing with the complex calculations involved in three-dimensional space travel and just get on with the fun of interstellar adventures. Therefore, just as the Cepheus Engine assumes, this product uses highly abstracted two-dimensional star-maps neatly divided into one-parsec hexagons. Similarly, this book rounds the highly variable distances in three-dimensional interstellar space into the nearest parsec, all for the ease of play.



The following is designated as Open Game Content

## ***EXPANDED WORLD CREATION***

### **Spectral Class**

The science of astronomy classifies most stars using the letters *O*, *B*, *A*, *F*, *G*, *K* and *M*, a sequence from the hottest (*O*-type) to the coolest (*M*-type). Each letter class is then subdivided using a numeric digit with *0* being the hottest and *9* being the coolest. For example, *A8*, *A9*, *F0*, *F1* form a sequence from hotter to cooler. The sequence has been expanded with classes for other stars and star-like objects that do not fit into the classical system, such as brown dwarfs and white dwarfs.

In this system, a size classification is added to the spectral class using Roman numerals. Size class *I* stars are supergiants, class *II* stars are bright giants, class *III* stars for regular giants, class *IV* for sub-giants, class *V* for main-sequence stars (by far the most common size), class *VI* for sub-dwarfs. For example, Sol is a warm, yellow main sequence star and is classified as a *G2V* star.

In addition to this general classification system, we have used the designation *BD* for Brown Dwarfs that would be classified as *L*, *T* or *Y* stars. We have also used the designation *WD* for White Dwarfs, the remnants of stars that have completed their fusion burning cycles and are now slowly fading away. Both *BD* and *WD* stars have several different sub-classifications, but the differences don't make much of a difference in typical science-fiction gameplay, so we have combined them into these simpler classifications for convenience.

Many stars will also have various designators added to them if they have unusual features, such as emission stars, variable stars etc. We have eliminated all such designators from the Sear Space table, again for simplicity and ease of play.

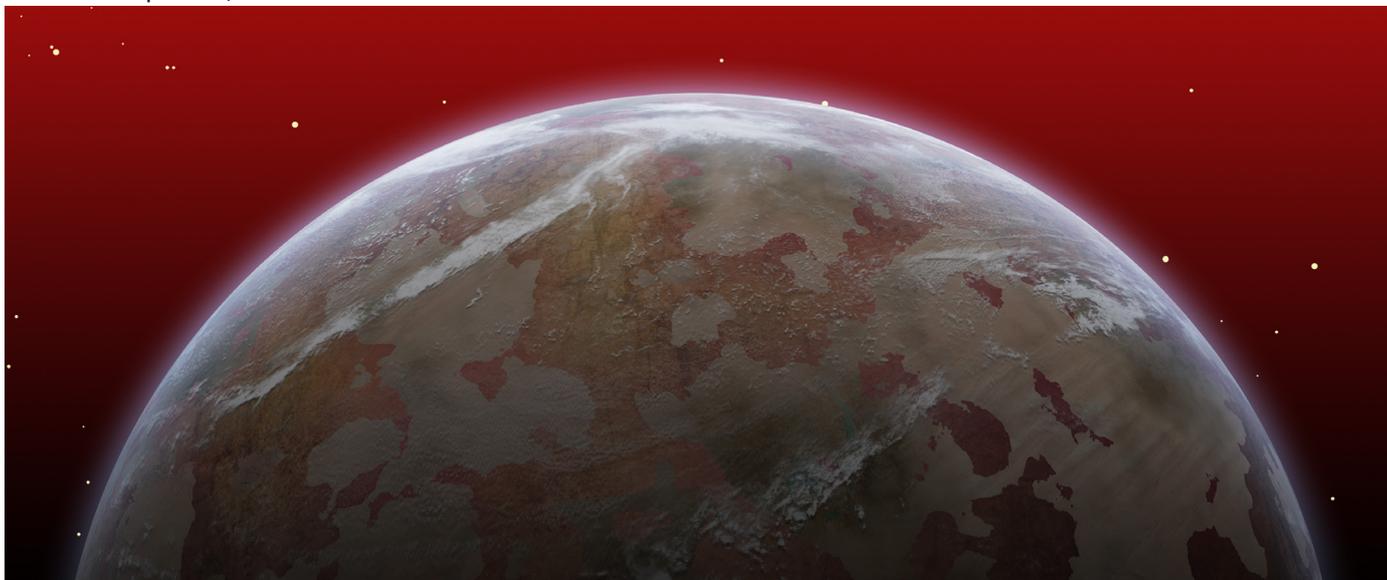
Since each star on the list, with the exception of the HSC stars, is a real star, a simple internet search on the star's name will produce a large amount of astronomical data that a Referee can use, if desired.

### **World Temperature**

This product lists Temperatures to all listed Main Worlds. Therefore, we will provide below the rules for generating a world's temperature and a brief description of the included temperatures. A world's surface temperature is primarily dependent on its distance from the star, atmospheric density and composition, as well as its star's spectral type. The habitable zone is the area around a star that is most conducive to the development of life, specifically Earth-like life. The main factor in the development of life is the ability for liquid water to exist on the surface.

If the Referee wishes to determine the average surface temperature of a world, the following procedure can be used. It is assumed that the normal UWP has already been determined.

Roll 2d6 for the world's temperature; for worlds with ATM 4-9, use the Prime column to determine the results, for all other atmospheres, use the Random column to determine results:



2d6		Average		
Random	Prime	Type	Temperature	Description
-1 or Less		Cryonic	-200°C or less	Water is just another type of rock. Very little chance of sub-surface oceans. Ice deposits common on the surface
2		Cryonic	-200°C or less	
3		Frozen	-200°C to -51°C	No liquid water on surface, very dry atmosphere. Possible sub-surface oceans
4	2-3	Cold	-50°C to 0°C	Icy world. Large glaciers and extensive ice caps, few clouds
5	4	Cold	-50°C to 0°C	
6	5-6	Temperate	0°C to 30°C	Earth-like. Liquid and vaporized water common. Moderate ice caps.
7	7	Temperate	0°C to 30°C	
8	8-9	Temperate	0°C to 30°C	
9	10	Hot	31°C to 80°C	Most water in the form of clouds, little surface water, possible sub-surface oceans, small or no ice caps
10	11-12	Hot	31°C to 80°C	
11		Boiling	81°C to 200°C	No surface water, no clouds, minimal ice caps.
12		Boiling	81°C to 200°C	Possible sub-surface oceans
13+		Torrid	200°C or more	No water present in any form.

DMs (Dice Modifiers):

ATM 0-1: +0 DM

ATM 2-3: -2 DM

HYD 0-2: +1 DM

ATM A, D, F: +2 DM

ATM B, C: +4

## Descriptions:

**Cryonic:** Cryonic worlds are those worlds far outside the habitable zone. Temperatures are so low that many common gasses have frozen and are found on the surface. Most atmospheres are composed of Nitrogen and Methane. In extreme cases, even these gasses will appear as liquids or solids on the surface. Life on these types of worlds is extremely rare and if it exists would not be Earth-like.

**Frozen:** Frozen worlds are outside the habitable zone, but if conditions are right, large deposits of liquid water can exist under the surface, protected from the cold by kilometers of ice. Most of these types of worlds have significant ice deposits on the surface and may actually be completely covered with an icy layer. Life on these worlds may exist in primitive forms in the subsurface oceans.

**Cold:** Cold worlds are at the outer edge of the habitable zone. Moderate temperatures may exist near the equator and this is where any surface water will exist, but most of the world always below zero. CO<sub>2</sub> may freeze out near the poles. Large liquid water deposits may exist below the surface. Life is fairly common on these types of worlds.

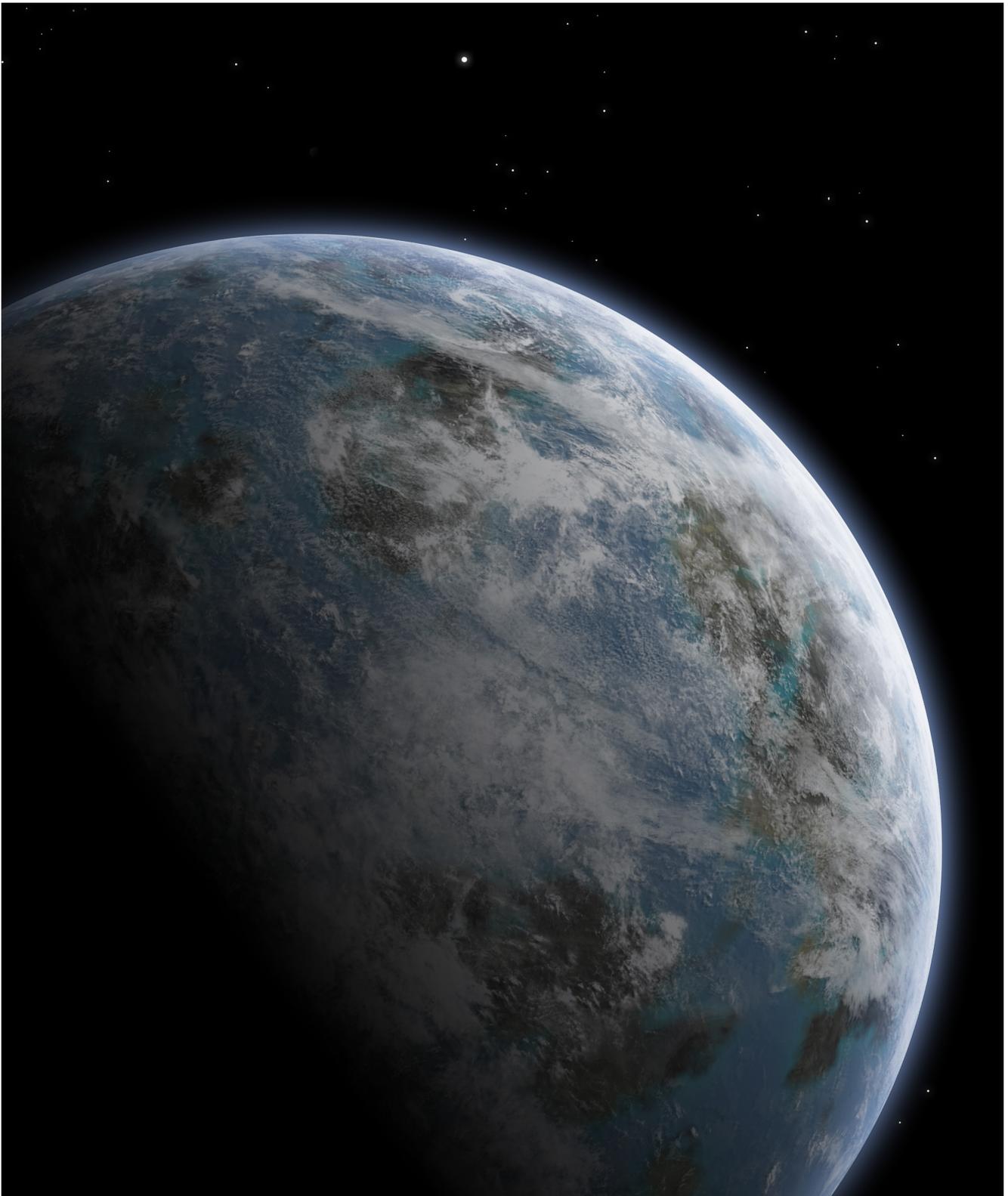
**Temperate:** The world is near the middle of the habitable zone or has enough greenhouse gasses to make it warmer than expected. Liquid water can exist at almost any latitude, but the poles are usually covered with moderate sized ice caps. Life is very common on these types of worlds.

**Hot:** The world is either near the inner edge of the habitable zone or has greenhouse gasses in the atmosphere that maintain the higher temperature. Ice caps are very small and liquid water will not normally exist near the equator. Life is fairly common on these types of worlds, but usually primitive.

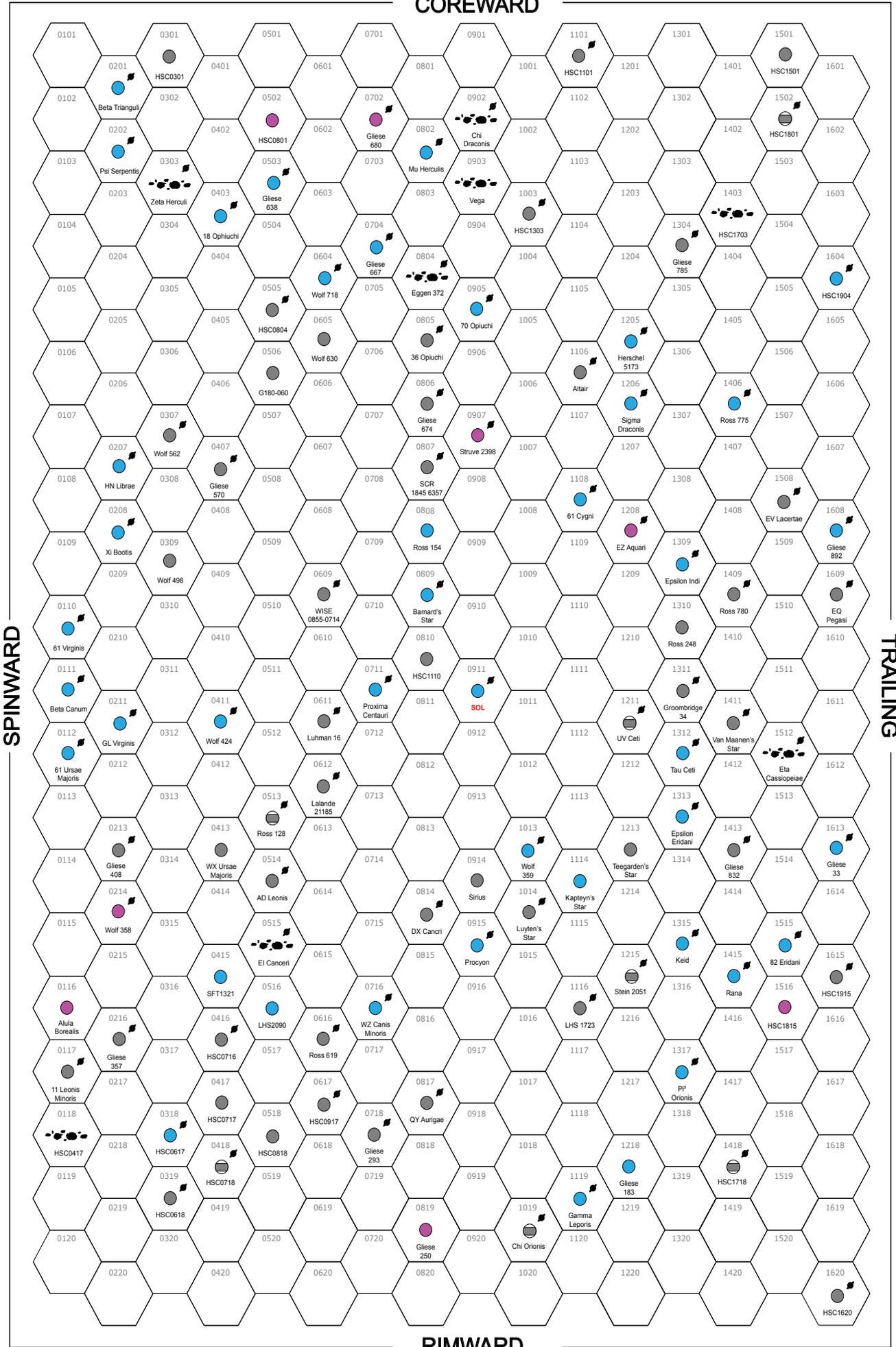
**Boiling:** The world is located inside the habitable zone or has greenhouse gasses that have raised the temperature such that liquid water cannot exist on the surface. Ice caps may exist near the poles, in deep, shadowed valleys or craters, but nowhere else. Liquid water may exist in small deposits under the surface. Life on these types of worlds is very unlikely.

**Torrid:** The world is located well inside the habitable zone or greenhouse gasses have created an unbearable condition on the surface. If the world has any atmosphere at all, there will be no water anywhere. If the world is airless, then it is possible that very small deposits of ice may exist at the poles in deep, shadowed craters, but even then, the amount of water will be minimal. Life on these worlds is almost impossible except for floating life in the upper atmosphere.

**Vacuum:** Worlds with ATM 0-1 deserve special attention when it comes to temperature. Although the world will still have an average surface temperature, due to the lack of an atmosphere, there will be dramatic swings in temperature between day and night. Shadowed areas can be significantly colder than the lighted area right next to it. In general, the thinner the atmosphere, the more wildly the temperatures will change between day and night and between the equator and the poles. Worlds with very thick atmospheres can have very little variation in surface temperature.



# COREWARD



SPINWARD

TRAILING

# RIMWARD

**Key**

- Water Present
- Ice Capped World
- Fluid Oceans
- No Water Present
- Asteroid Belts
- Gas Giant Present

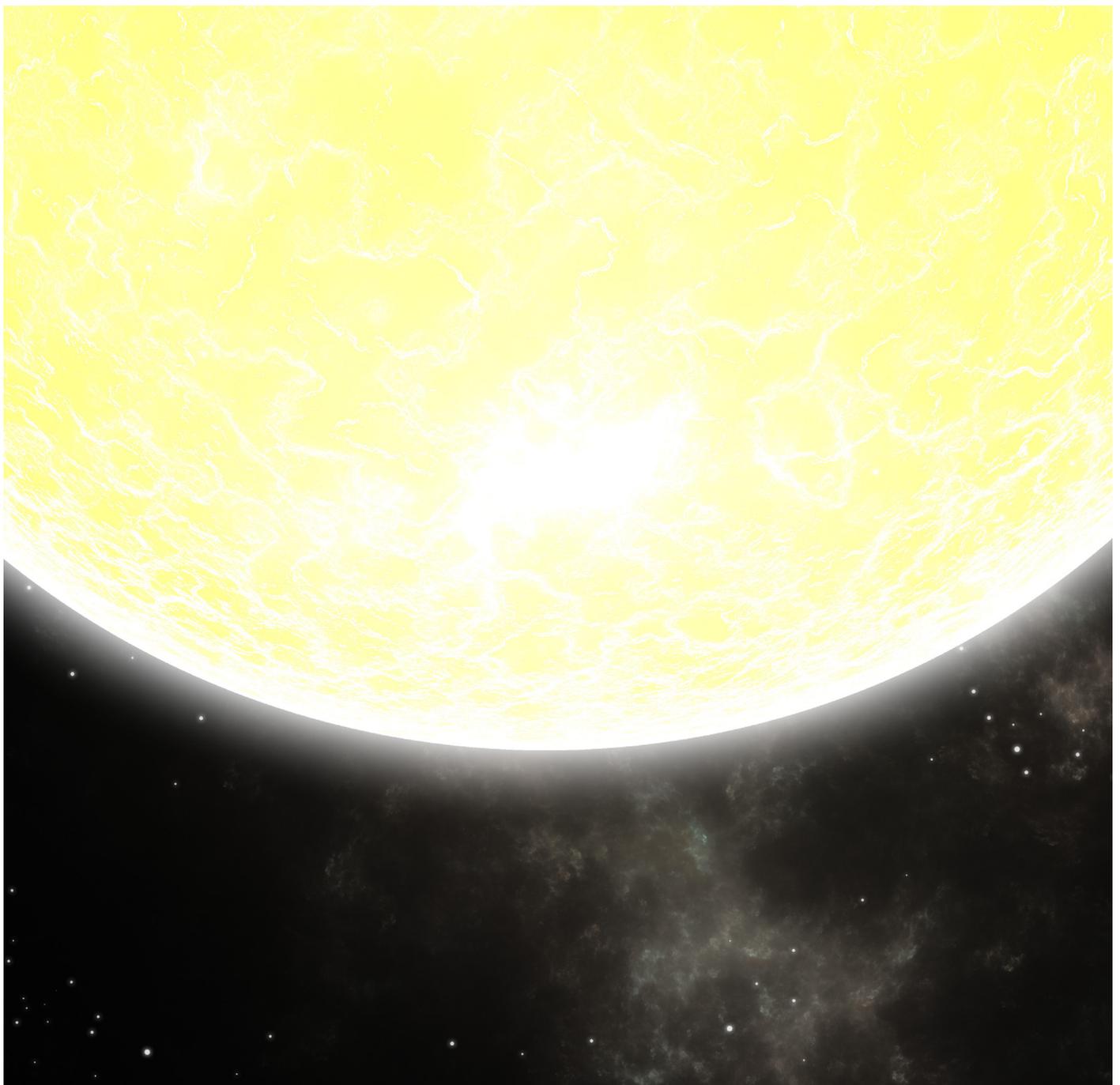
# STAR LIST AND UNIVERSAL WORLD PROFILES

This table uses the same format given in *Cepheus Engine* p.167; "PBG" stands for the three-digit code of Population Multiplier, (Asteroid) Belts, and Gas Giants, as given there. We have also added the real-world spectral type of the included stars, as well as the Main World Temperatures as given above.

Star	Hex	Spectral Type	Main World UWP	Temperature	PBG
11 Leonis Minoris	0117	G8V	X840000-0	Temperate	011
18 Ophiuchi	0403	A1V, A7V	X65A000-0	Temperate	011
36 Ophiuchi	0805	K2V, K1V, K5V	X8A0000-0	Cold	031
61 Cygni	1108	K5V, K7V	X899000-0	Temperate	001
61 Ursae Majoris	0112	G8V	X544000-0	Cold	014
61 Virginis	0110	G7V	XA9A000-0	Temperate	034
70 Ophiuchi	0905	K0V, K4V	X97A000-0	Temperate	011
82 Eridani	1515	G8V	X695000-0	Cold	002
AD Leonis	0514	M3V	X210000-0	Boiling	011
Alula Borealis	0116	K3III	X9C6000-0	Temperate	020
Altair	1106	A7V	X9A0000-0	Temperate	011
Barnard's Star	0809	M4V	X867000-0	Hot	012
Beta Canum	0111	G0V	X868000-0	Temperate	011
Beta Trianguli	0201	A5IV	X676000-0	Temperate	011
Chi Draconis	0902	F7V, K0V	X000000-0	Hot	020
Chi Orionis	1019	G0V	X511000-0	Cold	022
DX Cancri	0814	M6V	X5A0000-0	Torrid	002
Eggen 372	0804	WD	X000000-0	Cold	011
El Canceri	0515	M5V	X000000-0	Hot	012
Epsilon Eridani	1313	K2V	X563000-0	Temperate	012
Epsilon Indi	1309	K5V, BD, BD	X577000-0	Temperate	012
Eta Cassiopeiae	1512	G0V, K7V	X000000-0	Hot	012
EQ Pegasi	1609	M3V, M4V	X4A0000-0	Temperate	021
EV Lacertae	1508	M3V	X9A0000-0	Temperate	011
EZ Aquarii	1208	M5V	X5A3000-0	Boiling	013
G-180-060	0506	M5V	X5A0000-0	Cold	010
Gamma Leporis	1119	F6V	X666000-0	Hot	023
GL Virginis	0211	M5V	X884000-0	Cold	011
Gliese 33	1613	K2.5V	X554000-0	Cold	011
Gliese 183	1218	K3V	X442000-0	Cold	012
Gliese 250	0819	K3V, MV	X6A2000-0	Temperate	010
Gliese 293	0718	BD	X77A000-0	Temperate	014
Gliese 357	0216	K0V, WD	X500000-0	Hot	034
Gliese 408	0213	M4V	X200000-0	Hot	031
Gliese 570	0407	K4V, M1V, M3V, BD	X430000-0	Temperate	011
Gliese 638	0503	K7V	X457000-0	Cold	031
Gliese 667	0704	K3V, K5V, M3V	X898000-0	Cold	014
Gliese 674	0806	M3V	X210000-0	Temperate	023
Gliese 680	0702	M3V	X5A1000-0	Hot	023
Gliese 785	1304	K2V	X6A0000-0	Hot	011
Gliese 832	1413	M2V	X440000-0	Temperate	021
Gliese 892	1608	K3V	X99A000-0	Cold	031
Groombridge 34	1311	M1V, M4.V	X410000-0	Hot	012
Herschel 5173	1205	K3V	X99A000-0	Cold	032

HN Librae	0207	M3V	X442000-0	Hot	021
HSC0301	0301	BD	X510000-0	Temperate	010
HSC0417	0118	BD, BD	X000000-0	Hot	020
HSC0617	0318	M2V	X976000-0	Temperate	003
HSC0618	0319	M4V	X4A0000-0	Cryonic	011
HSC0716	0416	M0V, BD	X610000-0	Cryonic	011
HSC0717	0417	M5V	X6A0000-0	Boiling	010
HSC0718	0418	BD	X513000-0	Frozen	001
HSC0801	0502	WD	X4A2000-0	Boiling	010
HSC0804	0505	M2V, M3V, M4V	X530000-0	Cold	011
HSC0818	0518	BD	X100000-0	Hot	010
HSC0917	0617	M4V	X300000-0	Frozen	011
HSC1110	0810	M5V	X660000-0	Hot	032
HSC1303	1003	M3V	X5A0000-0	Hot	011
HSC1101	1101	M4V	X210000-0	Hot	011
HSC1501	1501	M3V	X200000-0	Temperate	013
HSC1713	1403	M7V	X000000-0	Temperate	020
HSC1718	1418	M5V, M3V, BD	X501000-0	Cold	021
HSC1801	1502	M4V	X611000-0	Cold	033
HSC1815	1516	BD	X5A6000-0	Temperate	014
HSC1904	1604	M6V	XA98000-0	Cold	011
HSC1915	1615	K9V	X400000-0	Hot	014
HSC1620	1620	M4V, M4V	X100000-0	Cold	012
Kapteyn's Star	1114	M1V	X668000-0	Hot	010
Keid	1313	K1V, WD	X855000-0	Hot	011
Lalande 21185	0612	M2V	X300000-0	Temperate	011
LHS2090	0516	M6V	X684000-0	Temperate	010
Luhman 16	0611	BD, BD	X310000-0	Hot	032
LSH 1723	1116	M4V	X100000-0	Temperate	012
Luyten's Star	1014	M3V	X7A0000-0	Torrid	001
Mu Herculis	0802	G5IV	X546000-0	Temperate	011
Orionis	1317	F6V	X566000-0	Cold	033
Procyon	0915	F5IV, WD	XA87000-0	Hot	012
Proxima Centauri	0711	M6V	X667000-0	Temperate	012
Psi Serpentis	0202	G5V, K2V, G8III	X435000-0	Cold	013
Rana	1415	K0IV	X694000-0	Hot	014
Ross 128	0513	M4V	X311000-0	Frozen	033
Ross 154	0808	M3V	X466000-0	Temperate	010
Ross 248	1310	M6V	X6A0000-0	Temperate	010
Ross 619	0616	M4V	X200000-0	Cold	012
Ross 775	1406	M3V	X473000-0	Temperate	033
Ross 780	1409	M3.5V	X530000-0	Temperate	031
SCR 1845 6357	0807	M8.5, BD	X100000-0	Frozen	014
SFT1321	0415	M0V	X898000-0	Temperate	010
Sigma Draconis	1206	G9V	XA9A000-0	Temperate	034
Sirius	0914	A1V, WD	X410000-0	Frozen	010
<b>Sol</b>	0911	G2V	C867975-8	Temperate	714
Stein 2051	1215	M4.5V, WD	X313000-0	Cold	012
Struve 2398	0907	M3V, M3V	X7A4000-0	Temperate	011
Teegarden's Star	1213	M7V	X500000-0	Cold	023
Tau Ceti	1312	G8.5V	X89A000-0	Hot	014
QY Aurigae	0817	M5V, M5V	X840000-0	Temperate	021

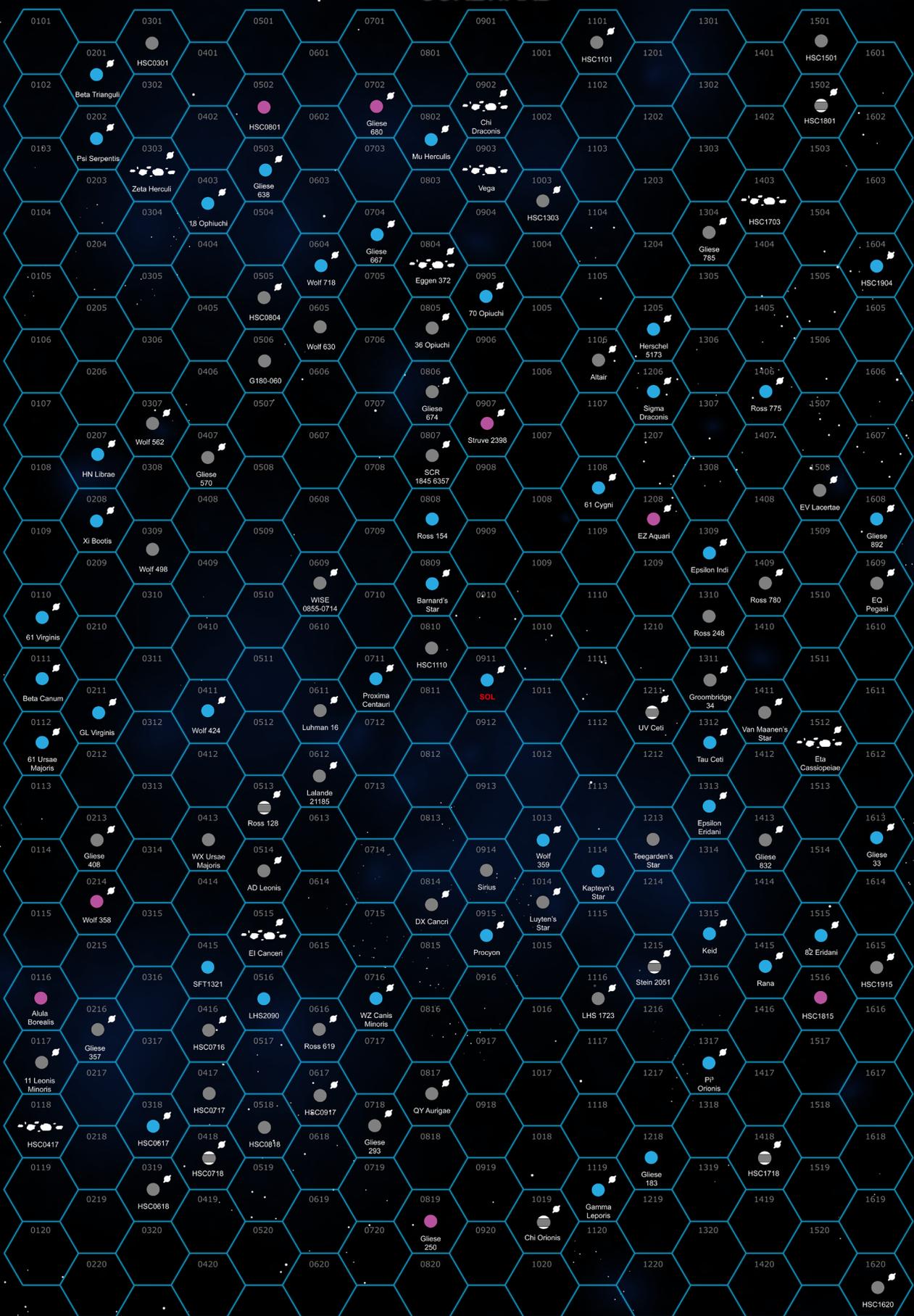
Van Maanen's Star	1411	WD	X520000-0	Cryonic	011
Vega	0903	A0V	X000000-0	Temperate	020
UV Ceti	1211	M5V, M6V	X411000-0	Frozen	022
WISE 0855-0714	0609	BD	X100000-0	Temperate	022
Wolf 358	0214	M4V	X4A2000-0	Hot	012
Wolf 359	1013	M6V	X576000-0	Temperate	003
Wolf 424	0411	M6V, M6V	X468000-0	Hot	011
Wolf 498	0309	M1V	X500000-0	Cold	000
Wolf 562	0307	M3V	X230000-0	Temperate	014
Wolf 630	0605	M3V	X610000-0	Hot	010
Wolf 718	0604	M1V	X858000-0	Temperate	011
WX Ursae Majoris	0413	M2V, M6V	X210000-0	Temperate	030
WZ Canis Minoris	0716	M4V	X657000-0	Cold	013
Xi Bootis	0208	G8V, K4V	X55A000-0	Cold	021
Zeta Herculi	0303	F9IV	X000000-0	Temperate	020



# COREWARD

SPINWARD

TRAILING



# RIMWARD

- Key
- Water Present
  - Ice Capped World
  - Fluid Oceans
  - No Water Present
  - Asteroid Belts
  - Gas Giant Present

# OPEN GAME LICENSE V1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. („Wizards“). All rights reserved.

## 1. Definitions:

(a) **‘Contributors’** means the copyright and/or trademark owners who have contributed Open Game Content;

(b) **‘Derivative Material’** means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;

(c) **‘Distribute’** means to reproduce, Licence, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;

(d) **‘Open Game Content’** means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this Licence, including translations and derivative works under copyright law, but specifically excludes Product Identity;

(e) **‘Product Identity’** means product and product line names, logos and identifying marks including trade dress; artefacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) **‘Trademark’** means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game Licence by the Contributor;

(g) **‘Use’, ‘Used’ or ‘Using’** means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;

(h) **‘You’ or ‘Your’** means the Licensee in terms of this agreement.

**2. The Licence:** This Licence applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this Licence. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this Licence except as described by the Licence itself. No other terms or conditions may be applied to any Open Game Content distributed using this Licence.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this Licence.

**4. Grant and Consideration:** In consideration for agreeing to use this Licence, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive Licence with the exact terms of this Licence to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this Licence.

**6. Notice of Licence Copyright:** You must update the COPYRIGHT NOTICE portion of this Licence to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holders name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly Licenced in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly Licenced in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

The following are classified as **Open Content**:

Star List, including UWPs and other star data, as well as the included starmaps.

The following are **not Open Content** and are © 2016 Stellagama Publishing unless otherwise stated: Title, Introduction and the name “Stellagama Publishing”.

The text of the Open Game Licence © 2000 Wizards of the Coast, Inc.

**9. Updating the Licence:** Wizards or its designated Agents may publish updated versions of this Licence. You may use any authorised version of this Licence to copy, modify and distribute any Open Game Content originally distributed under any version of this Licence.

**10. Copy of this Licence:** You **MUST** include a copy of this Licence with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this Licence with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This Licence will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All Sub-Licences shall survive the termination of this Licence.

**14. Reformation:** If any provision of this Licence is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Traveller System Reference Document Copyright © 2008, Mongoose Publishing.

Cepheus Engine System Reference Document, Copyright © 2016 Samardan Press; Author Jason “Flynn” Kemp.

Near Stars Copyright 2016, Stellagama Publishing; Authors Omer Golan-Joel