

Principles

This is a project to create a sci-fi setting with elements like Star Wars and Dune that is full of various sorts of adventure, the notion being to produce something worth playing in.

Those participating in creating the world are not obligated to play in the world.

Grand Setting Ideas

Life

Humans exist, though in myriad forms.

Non-human sapient life-forms exist, but none of them are at all “humanoid” in any way. If it looks at all human, it came from human stock at one point.

One type of monstrous opponent is the squid-monkey, often encountered in sub-space.

Technology

With so many kinds of humans and other intelligent life forms, technology varies considerably. We will enumerate what definitely does exist somewhere, or does not exist anywhere.

Travel

Travel for long-distances, and by any sizable ship, is only possible by expensive to construct stabilized wormholes. Slower travel between close systems is possible only by smaller ships that can create their own wormholes.

Weapons?

Typically something we look at fondly in Sci-fi... do we want to here?

Swords.

Life-Tech

Medicine, lifespan extension, cybernetics, genetic engineering, etc, etc. How “post-human” do we want to get, if at all?

Locales

How are areas of space designated?

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