



## SPECTER - Introduction

Specter is a role-playing game taking place in the far future, in a galaxy far away, where humankind is rising from the ashes of a terrible tragedy. It is a game of survival in a sprawling universe full of wonders to explore. If you can imagine a world where energy itself has been mastered and you can pull a spaceship out of your pocket, get ready to blast off!

[\[note\]](#)

Across these documents you'll find this pale green text. You can ignore this text unless it catches your interest. Almost always it's just me expanding on already provided ideas.

## Rules

The following pages contain the rules of the game. Read them over in sequence before you play. Don't worry, they are short.

- [Getting Started](#) - Read this first
- [Basics of Play](#) - How to play
- [Practice](#) - The rules reference
- [Process](#) - Patterns to create parts of the game.
- [Databank](#) - Tables and processes to randomly create game content.

## Universe

The following pages contain a depth of information about the universe of Specter, labeled 10K80 for easy reference.

- [10k80](#) - A world of danger and wonder in the far distant future.
- [10K80 Humankind](#) - Human cultures of 10K80.

## Inspiration

While this game has no direct inspiration, it pulls ideas from a lot of sources.

- (Anime x Greek myth)
- (80's scifi)
- (Your mind on drugs)

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