

SPECTER

SPECTER - 10K80 Humankind

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!

10K80 (year 10080) is a sprawling universe spread across a galaxy far removed from our own in a time far from now. To keep it relatable though, it extends a lot of the base sci-fi concepts of the seventies and eighties. The information here is purposefully incomplete and it's meant to be stubs to inspire players to breathe life into their own version of this wondrous place.

Introduction

"The power of good is shown not by triumphantly conquering evil, but by continuing to resist evil while facing certain defeat." - Edith Hamilton

Humankind in 10K80 is not completely removed from what we are today, but there are stark differences. Assume Humankind of 10K80 is like us then, except:

- **Fusion:** Thousands of years ago in the fusion, flesh was merged with Lite. Now Humankind exists as both energy and matter. This gives them access to abilities we might call magical. They call this bound Lite their [Spark](#). Spark allows one of Humankind to survive a nuclear blast, and they recharge themselves by [Stardiving](#) (flying through a star). It has an impressive amount of energy.
- **Variation:** About one millenium after Fusion came Variation: A technology of Lite that allowed Humankind to change their very physical nature. While all humans remain humanoid because of [The Great Accord](#), they often have strange physical characteristics that diverge from our normal expectations. Perhaps scaly skin, vestigial wings, nascent claws, or glowing hair.

The Cultures

_ The Hyperion

_ The Selene

_ The Eos

_ The Astraea

Common Concepts

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