Welcome, Spacefarer.

You've opened NebulaScript, your personal command deck
for building galaxies, navigating star systems, and crafting
the unknown.

Inside you'll find:

100 Blank Hex Pages for mapping planets, stations, and space sectors

Terrain Symbols adapted for alien biomes and off-world landmarks

Random Encounter Tables for space travel and deep-sky hazards

Travel Speed Modifiers for ships, warp jumps, and orbital paths

Room Prompts for derelict stations, motherships, and more

Prefixes & Suffixes to inspire alien names, factions, and systems.

🧭 Use this journal to log your adventures, sketch stellar layouts,
or prep your next mission as a Game Master.
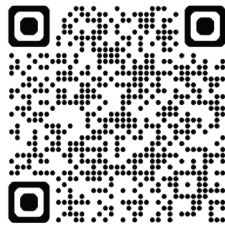
Bonus Materials

Scan the QR code to access free, downloadable GM tools and
digital extras from Grid & Ink

Thanks for launching your journey with us. Now set your course, and
may your dice always escape the gravity well.

Reference Guides for the Game Master

🪐 Symbol Terrain Notes – *NebulaScript Edition*

Symbol	Space Terrain Type	Notes
▲	**Asteroid Field**	Impassable or requires high piloting/navigation check
■	**Nebula Cloud**	Conceals ships, scrambles sensors; encounter zone
≋	**Radiation Belt / Ion Storm**	May require shielding, special travel modifiers
🔲	**Orbital Station / Base**	Player objective, rest stop, or supply/quest hub
✴	**Anomaly Zone**	Random effects, time loops, spatial warps
▮	**Derelict Ship / Entry Point**	Plot hook, boarding action, salvage encounter
▨	**Gravitational Rift**	Movement penalties, altered physics or drift hazards

🪐 Random Encounter Tables

🎲 1d6 Space Encounter Table

Roll	Encounter Type
1	**Pirate ambush** – Hostile ship appears on sensors
2	**Strange alien signal** – Origin unknown, possibly a trap
3	**Distress beacon** – Damaged ship or NPC request for aid
4	**Abandoned space station** – Derelict location, ripe for salvage
5	**Cosmic storm** – Interferes with systems and travel
6	**Temporal rift** – Sudden anomaly with unpredictable effects

Random Encounter Rolls: 1d6 every 4 hours of travel, or during each system transition.

Reference Guides - continued

🔷 1d20 Space Encounter Table

Roll	Encounter Description
1	A lone merchant ship with a damaged engine sends a distress call.
2	A group of pirates posing as security forces demands a toll.
3	A wounded alien creature drifts in space, emitting distress signals.
4	A rogue AI probe broadcasts a cryptic prediction before vanishing.
5	A meteor storm forces the crew to seek emergency shelter.
6	Cloaked drones emerge from debris, initiating an ambush.
7	A strange satellite hums with unreadable alien code.
8	Unidentified vessels shadow the ship from afar.
9	A derelict battlefield floats nearby, littered with wreckage.
10	A space fog anomaly rolls in, jamming sensors and vision.
11	A lost explorer floats near the hull, requesting aid or passage.
12	A maintenance hatch opens... revealing a hidden chamber.
13	A swarm of drones or small crafts circles overhead, silent.
14	A heated dispute among crew or NPCs nears violence.
15	A strange artifact or data core flickers with unknown energy.
16	An alien trickster AI challenges the crew to a logic game.
17	A wormhole is guarded by a territorial space leviathan.
18	Massive footprints on a moon suggest something colossal remains nearby.
19	A still-warm escape pod suggests someone recently ejected.
20	A dimensional rift opens and vanishes in an instant.

Random Encounter Rolls: 1d20 every 4 hours traveled
or **during sector shifts.**

Reference Guides - continued

Hex Travel Rules (System-Neutral for Space RPGs)

Use these guidelines to track interstellar travel, system navigation, and encounter pacing on your hex-based space maps.
These rules are designed to work with most sci-fi tabletop RPG systems.

⚙️ Hex Size (Customize for Your Campaign)
Standard: 1 hex = 1 light-hour (approx. solar system scale)
Alternative Options:

1 hex = 1 AU (astronomical unit, for broader system travel)
1 hex = 10,000 km (for planetary or orbital encounters)

Adjust the hex scale depending on your campaign focus—whether you're charting planets, moons, stations, or entire sectors.

🚀 Travel Speeds – *NebulaScript Edition*

Travel Type	Speed per Day	Notes
Standard Sub-Light Travel	3–4 hexes	Includes downtime for system checks, crew rest
Fast Ship (Scout/Fighter Class)	5–6 hexes	May require extra fuel or supply usage
Boosted Burn	+1–2 hexes	Roll for system strain or overheating risks
Cargo Freighter / Convoy	2–3 hexes	Slower in asteroid fields or gravity zones

🟦 Travel Modifiers – *NebulaScript Edition*

Space Terrain Type	Movement Modifier
Open Space / Trade Routes	Normal speed
Nebula Clouds	–1 hex per day
Asteroid Fields / Debris Zones	–2 hexes per day
Gravitational Rifts / Cosmic Storms	Halve speed

▮ Ship/Station Room Quick Prompts

Optional mini-table for spontaneous starship or space station design:

d6	Room Purpose
1	Ritual/Alien Interface Chamber
2	Brig or Containment Cells
3	Cargo Hold / Supply Room
4	Security Checkpoint
5	Data Archive / Research Lab
6	Command Deck / AI Core Chamber

Worldbuilding & Naming Inspiration — Sci-Fi Edition

Create evocative names for space stations, alien worlds, fleets, AI cores, and more by mixing these prefixes and suffixes

Prefixes:
Xen-, Astro-, Zor-, Cryo-, Neo-, Gal-, Vor-, Syn-, Orb-, Vex-, Quar-

Suffixes:
-void, -tek, -ron, -axis, -nox, -prime, -spire, -drift, -forge, -gate, -nova

Example Names:
Xenspire – an ancient orbital spire lost to time
Zornox Prime – capital of a cybernetic empire
Galaxis Gate – abandoned wormhole jump station
Cryoforge – a frozen AI-controlled weapon lab
Vorvoid – an uncharted system swallowed by anomalies

Use for planets, stations, megacorporations, AIs, or alien species — and let your universe expand one name at a time.

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