

Starship Kit - Volume I

- Names & Registration -



1 ABC	2 DEF	3 GHI
4 JKL	5 MNO	6 PQR
7 STU	8 VWX	9 YZ
0	START	



Preface

Starship Kit Part 1 – Name & Registration

Your species or corporation has finally achieved a dream that almost every species has, to leave their home world and travel to the stars.

But first you need a Starship to do this and you will need to know the ship's name & registration. This is where this part of the SSK comes in handy.

This is part 1 of the Starship Kit. Future parts will include:

- Ship role & type
- Captain & Crew
- Ship systems
- Weapons
- Defences system
- Special Features
- Operation Modes
- Cargo, both legal and illegal
- Ship Quirks
- Technobabble for that "authentic" sounding description of parts and equipment

There will also be several supplements with examples and pre-generated samples, but these are not required.

Coming Next

Starship Kit Volume 2 -Ship role & type
Will cover:

- Size and shape of the ship
- It's main task/duty
- What style it follows, is it high tech and sleek or looks like it was put together by a blind wombat?

Credits & Legal



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Name & Registration details

When encountering another ship for the first time, knowing the ship name can tell you a lot about what you have encountered.

Ship Names

Ship names have a tendency to come in two parts: a prefix and the actual ship name.

The prefix normally determines the ships roll or task combined with the culture or organisation it belongs to.

For example, on Earth a ship that belongs to the British would have H.M.S in front of their name, such as H.M.S. Belfast. The H.M.S stood for His/hers Majesty's Starship.

There are many, many ways of defining the ship's names. For each culture it is highly recommended to decide or randomly pick and stick to a method. After all, a British vessel would not have the prefix used by American ships (USS).

Each culture normally also has a convention for naming. This convention can tell you a lot about the culture you encounter. A warrior or combative based culture or organisation would not be calling their ships "Valley of Peace" or "Quiet Song", but more like "Death's Glory" or "Widow Maker".

This is not always the case, as a few would name their ships based on their role. It is known that a few cultures and species simply name their ships whatever they feel and often change names depending on the moods of the owner or captain.

Example:

The Crindath prefix their ship names with CSV (Crindath Space Vessel) and never name their ships after living people or those who have

died in the last solar cycle, as they believe this brings bad luck to the person & their families.

Registration

The registration details for a ship are similar to a passport or other licence. The ship name may change, but the registration will not. Even if ships have the same name, their registration will vary.

The registration may also tell you about the ship and its role/task.

Like the ship names, the registration convention used normally has some kind of logic to it.

The most common method used is a short code for the ships role/task, followed by a unique identifier, which could be anything from a random number, to the next in the series or even some other combination.

For example, a ship with the registration X-05 is probably an experimental or prototype vessel, whereas as a vessel with the registration CVN-80 is probably going to be some kind of carrier

This makes it easier to identify the vessel and makes it record keeping easier.

There are many systems used for this, with a few being presented below.

So some examples could be:

- C.N.V. Glory (X-506)
- H.M.S. Victory (D-366)
- I.K.R. Glory of the Infinite (CD-12333)
- S.S. Warhound (BB-23556)

The following charts are provided to generate random ship names, including prefix and registration.

Ship Name

Prefix

D20	Prefix	Full
1	[x]G[y]	[x] Galactic [y]
2	[x]I[y]	[x] Interstellar [y]
3	[x]NV	[x] Naval Vessel
4	[x]s[y]	[x] Star [y]
5	[x]SS	[x] Starship/Star Ship
6	[x]SV	[x] Star Vessel
7	GNV	Galactic Naval Vessel
8	GSS	Galactic Starship
9	GSV	Galactic Star Vessel
10	HMS	His/Her Majesty's Starship
11	HMV	His/Her Majesty's Vessel
12	IPS	Inter Planetary (star)ship
13	IPV	Inter Planetary Vessel
14	ISS	International Starship
15	ISV	International Star Vessel
16	SS	Starship/Star Ship
17	U[x]S	United [x] Starship
18	U[x]V	United [x] Vessel
19	USS	United Star Ship
20	USV	United Space Vehicle

[x] = Any single appropriate letter, chosen or randomly rolled to represent the culture, race or organisation that is in control of the ship.

E.g. [x]NV = CNV = Caldon Naval Vessel.

[y] = Vessel type. For example, a Carrier may have the letter C, a Dreadnaught would have D etc.

Use the examples above to come up with your own appropriate prefixes for your culture, race or species or private organisation. The important thing to remember is to be consistent and only change the prefix if the ship is unique or has some other special quality that sets it above the rest.

Naming convention

D10	Suggested naming convention
1	[x] Of [y]
2	Animals/Monsters
3	Combat/military terms
4	Events
5	Famed beings
6	Joke names
7	Places
8	Supernatural terms
9	Science/Space terms
10	Other/Random Words

Option:

Roll twice – Once for the naming convention used on this vessel with the second roll being used to determine what convention is NOT used (re-rolling any results that match the first roll). You then need to decide why they don't use that convention.

Feel free to add to the suggested name, even though there is nothing stopping you from simply using the base suggestion as is.

Also don't feel like you are forced to use these suggested names, they are simply that, suggestions, to be used if you are stuck and can't think of anything or simply have a lot of names to decide on.

For example, if you get the result of Dragon for your suggested ship name you could have, when combined with a secondary part;

- USS Dragon
- USV Dragons Breath
- HMS Dragons Death
- CNV Dragons Fury

Authors Note: More suggested categories and examples will be featured in future supplements and online at EnneadGames.com

Animals/Monsters

D20	Example creatures
1	Bear
2	Beetle
3	Dove
4	Dragon
5	Eagle
6	Griffon
7	Hammerhead
8	Hawk
9	Hornet
10	Hound
11	Lion
12	Manticore
13	Minotaur
14	Nightingale
15	Panther
16	Raptor
17	Rattlesnake
18	Scorpion
19	Sloth
20	Tiger

Ships named after animals often reflect the nature of their role.

Ship named after fast birds for example are often fast. Those named after mythical beasts are often hard and powerful.

Ships named after peaceful creatures, like the Dove, tend to be more for diplomatic vessels or medical ships.

A few groups that name their ships after animals use the animal they pick as ironic or joke choice. Like calling the fastest ship in your fleet "The Sloth", or the strongest "The Chicken".

Combat & military terms

D20	Example terms
1	Avenger
2	Berserker
3	Breach
4	Cannon
5	Challenger
6	Dauntless
7	Defiant
8	Deployment
9	Destroyer
10	Endurance
11	Excalibur
12	Heroic
13	Interceptor
14	Intrepid
15	Paladin
16	Redeemer
17	Siege
18	Surrender
19	Target
20	Valiant

It's very rare that ships named after combat or military terms are used for anything else part from war.

Like other vessels, the name sometimes reflects the ships main purpose in combat.

The Cannon, for example, does not sound like a name of a ship that is designed to go fast, but more for one that is built to blow stuff up.

Likewise, the Interceptor sounds like the name given to a fast flying ship.

As with all cases though, exceptions often occur, from both a design point of view and combat effectiveness. Some ships just have target painted on them, in one case, quite literally.

Events

D20	Example Events
1	Alamo
2	Artrus Victory
3	Ascension of Herule
4	Bringer of Hope
5	Burning of Trezlor
6	Centaury Supernova
7	Constantinople
8	Day of Rebirth
9	Death of Kennedy
10	Descent of Madness
11	Destruction of Mylar
12	Eclipse of Jadesui
13	Fall of Arcadia
14	Founding of Ed'ra
15	Grand Union
16	Hiroshima
17	Liberation of Fyreta
18	Sacking of Lundinium
19	Siege of Troy
20	Storm of Terra

Obviously these will vary from group to group but they fall into one of two sub categories, positive and negative. To save space, the event may be abbreviated to just the location, such as the siege of Constantinople being simple called Constantinople. Those who know the name will know what it refers to.

Positive names are a boost to morale and sometimes seeing the "Artrus Victory" flying into to assist you and your crew in your hour of need can be enough to turn the table or make enemies flee.

Negative names are a reminder and rally cry, to make sure history does not repeat itself or forgets the event that occurred, such as "USS Fall of Arcadia"

The examples listed above contain a mixture of made up events and some from Earth's history.

Famed beings

D20	Famed being
1	Agamemnon
2	Alexander
3	Asimov
4	Bronte
5	Churchill
6	Crazy Horse
7	Curie
8	Einstein
9	Fleming
10	Gaiman
11	Hawkins
12	Kennedy
13	Khan
14	Lincoln
15	Livingston
16	Openheimer
17	Poe
18	Pratchett
19	Roosevelt
20	Washington

The example's above are taken from Earth's history, but it is better to have your own major figures used here. Eventually, if your player characters become famous enough, others might start naming ships after them.

The beings named here are ones that actually existed or are there is evidence they did.

Supernatural entities or those, for which no "official" evidence for their existence is found, come under religious/supernatural names.

There have been a few ships named after so-called celebrities, but these are laughed at and never taken seriously.

Joke names

D20	Examples
1	Abigarb Oat
2	Aquaholic
3	Breaking Wind
4	El Pollo Diablo
5	Electric Boogaloo
6	Keel Over
7	Kraken Me Up
8	Maid of Plywood
9	Nauty Lass
10	pəʒɪsdəʊ əʌ,l (*)
11	Playbouy
12	Primary T'Get
13	Scholar Ship
14	Schooner Than Later
15	Sea Esta
16	Sea Rious
17	Seward
18	Shiptease
19	Unfathomable
20	Verboaten

Either the group naming this vessel has a good sense of humour or they simply have no idea what the translation of the words they have used means in other languages, joke named ships are both a curse and a blessing.

The name can be a funny word, a pun or anything else. They traditionally have a nautical or aquatic feel to them, but this is not always the case.

One thing to be careful of though, is that humour often doesn't translate well and what one group finds to be the very pinnacle of comedy as a name may be the gravest insult possible to another species, such as implying something about their maternal parental unit and a farmyard animal.

(*) Look at this one upside down to get the "joke".

Places

D20	Places/location
1	Antarctica
2	Athens
3	Boston
4	Cairo
5	Cape Town
6	China
7	Jakarta
8	London
9	Madrid
10	Manchester
11	Moscow
12	Oslo
13	Paris
14	Reykjavík
15	Rome
16	Sydney
17	Tokyo
18	Toronto
19	Washington
20	Wellington

In many ways quite a simple category. The names here are, as it would suggest, are places, like London, or Tokyo or other locations.

When creating names for your own group, use places names such as:

- The groups home world
- An important city
- Countries or regions from a world
- Sites of major events

Science terms

D20	Example science term
1	Alpha
2	Asteroid
3	Atomic
4	Beta
5	Delta
6	Electrolyte
7	Electron
8	Fission
9	Fusion
10	Gamma
11	Implosion
12	Nebula
13	Neutron
14	Osmosis
15	Photon
16	Pulsar
17	Quantum
18	Singularity
19	Supernova
20	Velocity

Science terms are used by groups with a fondness or aptitude for science.

This doesn't mean that the vessels so named are science ships or not able to look after themselves. Far from it. Many a captain has made the mistake of believing a ship named "ENV Photon" is an easy target.

This category covers astronomical, chemical, biological and any other terms used by any of the sciences.

Supernatural terms

D20	Example Supernatural
1	Amorphous
2	Angel
3	Astral
4	Autonograph
5	Celestial
6	Clairvoyance
7	Demon
8	Discarnate
9	Doppelgänger
10	Eldritch
11	Elemental
12	Ethereal
13	Genie
14	Lycan
15	Mystic
16	Necromancer
17	Poltergeist
18	Reincarnation
19	Vampire
20	Xenoglossy

If there is no "official" evidence a thing exists, even if it truly did and the evidence has now been lost, then it often comes under supernatural.

This suggested naming convention covers beings such as demons, angels, genies and more.

Some groups consider this to cover religious beings, others do not. This is a tricky subject to deal with and best left to individual choice.

Quite a few groups refuse to use supernatural terms as ship names as they believe it invites bad luck, not spotting the irony in that belief.

Other/Random Words

D20	Example categories
1	Book
2	Clothing
3	Colour
4	Drink
5	Emotion
6	Food
7	Furniture
8	Game
9	Gemstone
10	Legal term
11	Machine
12	Measurement
13	Medical Term
14	Phrase/Saying
15	Spice
16	Texture
17	Tool
18	Tree
19	Vehicle
20	Weapon

This convention covers anything else or simply random words. Names generated using this method can be quite odd

Rather than listing the actual words you could use, this charts gives you further suggestions of categories of words that could be used in naming of vessel.

For example, Food or Clothing. You would never name a ship "Food" (well, most groups wouldn't), but it can point you towards the convention of naming your group would use.

[x] Of [y]

D20	Examples
1	[Armour] of [Deity]
2	[Armour] of [Person]
3	[Armour] of [Place]
4	[Body part] of [Deity]
5	[Body part] of [Place]
6	[Emotion] of [Deity]
7	[Emotion] of [Person]
8	[Event] of [Deity]
9	[Event] of [Person]
10	[Event] of [Place]
11	[Fate] of [Deity]
12	[Fate] of [Person]
13	[Fate] of [Place]
14	[Person] of [Place]
15	[Reaction] of [Deity]
16	[Reaction] of [Person]
17	[Reaction] of [Place]
18	[Weapon] of [Deity]
19	[Weapon] of [Person]
20	[Weapon] of [Place]

This one takes a little bit more explaining than the other categories. In a way it's a miscellaneous category that combines aspects from the others.

Each entry above has two parts. Sometimes fixed, but often changeable.

For example, [Emotion] of [Deity] might result in Wrath of Zeus, or [Body part] of [person] might suggest Hand of Agamemnon. Reactions could be Wrath, or Judgment, or Blessing or anything similar.

Each part should be self-explanatory but should be chosen to make sense.

A few suggestions for some of the categories are given on the next page to start you off.

Armour

- Gauntlet
- Helmet
- Shield
- Vambrace

Body Part

- Eye
- Fist
- Hand
- Heart

Deity

- Anubis
- Freya
- Hades
- Odin
- Poseidon
- Ra
- Thor
- Thoth
- Zeus

Emotion

- Anger
- Despair
- Expectation
- Fear
- Hatred
- Hope
- Pity
- Sadness
- Shame
- Surprise
- Wrath

Event

- Ascension
- Breaking
- Descent
- Liberation
- Rebirth

Fate

- Death
- Destruction
- Destiny
- Eradication
- Extinction
- Havoc
- Judgement
- Shattering
- Subjugation

Person

- Emperor, The
- Empress, The
- Inquisitor
- Lady, The
- Lord, The

Reaction

- Blessing
- Justice
- Kindness
- Revenge

Weapon

- Arrow
- Axe
- Blade
- Bow
- Dagger
- Spear
- Sword
- Trident

For people and places use the other charts as inspiration.

Registration systems

System used

A = Alpha (A, b, c etc.)

N = Numeric (1, 2, 3 etc.)

X = Either Alpha, numeric (roll or choose) or combo of the two (e.g. 3Y, or N1K)

To determine actual the actual letters used, if you wish to go for a truly random system, then use the following:

A	1d100 / 26 (1-4 = a, 5-8 = b etc.)
N	1d10 - 1 through to 0
X	Roll a d6 1-3 = Alpha 4-6 = Numeric

D100	Suggested registration system
01 - 02	A - A
03 - 04	A - N
05 - 06	A - X
07 - 08	N - A
09 - 10	N - N
11 - 12	N - X
13 - 14	AA - AA
15 - 16	AA - NN
17 - 18	AA - XX
19 - 20	NN - AA
21 - 22	NN - NN
23 - 24	NN - XX
25 - 26	XX - AA
27 - 28	XX - NN
29 - 30	XX - XX
31 - 32	AAA - AAA
33 - 34	AAA - NNN
35 - 36	AAA - XXX
37 - 38	NNN - AAA
39 - 40	NNN - NNN
41 - 42	NNN - XXX
43 - 44	XXX - AAA
45 - 46	XXX - NNN
47 - 48	XXX - XXX
49 - 50	AAAA - AAAA
51 - 52	AAAA - NNNN
53 - 54	AAAA - XXXX

55 - 56	NNNN - AAAA
57 - 58	NNNN - NNNN
59 - 60	NNNN - XXXX
61 - 62	XXXX - AAAA
63 - 64	XXXX - NNNN
65 - 66	XXXX - XXXX
67 - 68	AAA - AAAA
69 - 70	AAA - NNNN
71 - 72	AAA - XXXX
73 - 74	NNN - AAAA
75 - 76	NNN - NNNN
77 - 78	NNN - XXXX
79 - 80	XXX - AAAA
81 - 82	XXX - NNNN
83 - 84	XXX - XXXX
85 - 86	1d10 A - 1d10 A
87 - 88	1d10 A - 1d10 N
89 - 90	1d10 A - 1d10 X
91 - 92	1d10 N - 1d10 A
93 - 94	1d10 N - 1d10 N
95 - 96	1d10 N - 1d10 X
97 - 98	1d10 X - 1d10 X
99 - 00	AAA - 1d10 X

Some point to remember:

- The more choices a registration system has, the more possible options there are.
- A registration system with only A-A has a maximum of (26 x 26) 676 combinations, assuming lower case letters are not used. If they are, this option now has 2,500, but can increase the work load and possible confusion. It is recommended to stick to capital letters as it makes it easier to read.
- Larger registrations although are unlikely to run out of possible combinations, have an increased chance of being misidentified. For example I and 1 can look very similar so can O and 0.
- Stick to one format for each culture, race or organisation.
- Some groups append a further digit to the end of the registration if the ship is a "descendant" of another.

Upcoming Products

Keep an eye out for these forthcoming planned releases (In no particular order)

Starbase Kit (Generic Multi-part)

Your ships will need a place to go and repair, refuel and stock up on cargo

Treasure Hordes [PFRPG/D20]

More pre-generated treasure hordes & collections for various levels of play.

Books & Libraries Kit [Generic]

Every fantasy world and wizard worth their salt needs a library. But details are needed, such as what it contains, its layout and what secret tomes are hiding in its vaults...

Fantastic Feats [Pathfinder – On-going]

A new, on-going series of products of feats themed around a certain subject, class, race or some other theme. Some will be good, others nasty, some even deliberately overpowered

Backgrounds & Details Kit Volume 2 Sci-Fi [Generic]

The sequel to Backgrounds and Details Kit deals with characters (and NPCs) from a sci-fi setting. Some of the basic options from Background and Details Kit – Volume 1 will be present, modified and with options for a sci-fi (or even modern style) setting.

Menagerie of the Mad [PFRPG/d20]

What happens when someone experiments and creates a herd of messed up and disturbing animals, just because they could? This is the first in hopefully many volumes, taking normal everyday animals and twisting them in weird ways.

Featuring:

- The feared Demonic Chicken
- The silent Phase Sloth
- The dreaded Vampire Koala
- And more...

Empire Kit (Generic – Multi-part)

You are the ruler of a kingdom. How big is it? What is called, how is it ruled? All these questions and more will be answered

Easthalen (Game World Core Book) [Pathfinder/D20]

A prison designed to trap a mad god and you are stuck in here with him. The rules and law of reality in certain places are getting weaker and in some places starting to fall apart...

Featuring:

- A world where everyone can use magic...but you may not want to
- Areas that never stay the same, including the great city of Franner.

Take part in the development and design process [Here @ Reddit](#)