

Challenge Dice Star-System Generator

An alternate system generation method, heavily inspired by a 1970s science-fiction RPG. You will need 4 STA Challenge Dice, a d20 or two, and 2d6.

Planetary Profile

We'll generate planets by rolling dice and filling out this profile:

Size: (#) #####Km, #g, **Atmos:** (#), **Temp:** (#), **Hydro:** (#), **Pop:** (#), (#~), **Govt:** (#), **Law:** (#), **Tech:** (#), **Resources:** (#).
Culture Code: # - keyword, **Power Factions:** #-Keyword (# Strength)

It may look abstract now, but it will make complete sense once filled out.

Generating Worlds During Play

Planetary Profile numbers can be drip-fed, as needed. If someone Scans a planet, provide only a single number, or sunset of numbers, limited due to gameplay reasons such as distance or interference. There are many situations during both solo and Faction play where building a planet as you go is not only possible, but advantageous. A very useful and easy way to create suspense, mystery, and intrigue.

'I scan for population.' *Challenge Dice Rattle*

A Note on Reading Challenge Dice

To make a Star System, we'll use the various results of the Challenge Dice in this way, similar to Fate Dice.

- **Starfleet Symbol:** +1
- **Blank Face:** 0
- **Any Burst Symbol:** -1 (Same result, whether one or two Bursts showing)

When making a 4CD (4 Challenge Dice) roll, total the result of all faces, just like you would with Fate dice. This gives a result from +4 to -4, with zero being the average. Add modifiers from table results and sidebars to determine planetary parameters, and more!

e.g. I roll 4CD and get a result of 2x Starfleet Symbols, one Double Burst Symbol, and a Blank Face.

This means I have +1, +1, -1, and 0, for a total of +1.

No Dice

If you don't have access to Challenge Dice or Fate Dice, you can use normal d6.

- 5-6 – Treat as a Starfleet Symbol
- 3-4 – Treat as a Blank Face
- 1-2 – Treat as a Burst Symbol

4CD Table instructions

Locate your final 4CD total in the left-hand column, after all applicable modifiers have been applied. Locate the rank# in the right-hand column and make a note of it and what it represents. Make a note of the result in the column in the Planetary Profile.

e.g. My 4CD dice roll for world Size# comes up with these results; +.-.-,0, for a total of +1. I apply a modifier of +2 because I'm creating Hostile World (and I must move toward the nearest planetary extreme), so my final total is +3. After locating my result in the left-hand column, I look at the Right-hand column to note the #, which is 8 in this case, and make a note in my Planetary Profile, along with the actual size and gravity, and any modifiers; 16,000 Km (+2 Atmosphere#). I'll use the modifier on the next roll, for Atmosphere.

If your final total is 0, and you must move the result to an extreme, roll 50/50 on a d20, or choose for yourself.

Step 1: Determine the System's Contents

Roll 4CD and consult this table.

Rank	System Contents
+4	<i>Some</i> Garden Worlds, <i>a handful</i> of Survivable Worlds, apply +/-1 on <i>other</i> roll
+3	<i>A handful</i> of Garden Worlds, <i>some</i> Survivable Worlds
+2	<i>One</i> Garden World, <i>some</i> of Survivable Worlds, <i>a chance</i> of Hostile Worlds
+1	<i>One</i> Garden World, <i>a handful</i> of Survivable Worlds, <i>a handful</i> of Hostile Worlds
0	<i>One</i> Garden World, <i>a handful</i> Survivable Worlds, <i>a chance</i> of Hostile Worlds
-1	<i>A chance</i> of Garden Worlds, <i>one</i> of Survivable World, <i>one</i> Hostile World
-2	<i>One</i> Survivable World, <i>a handful</i> of Hostile Worlds, apply +/-1 on <i>other</i> roll
-3	<i>One</i> Hostile World, <i>a chance</i> of Survivable Worlds, apply +/-2 on <i>other</i> roll
-4	<i>A chance</i> of Hostile Worlds, apply +/-3 on <i>other</i> Roll

Optional: If you know what type of Star-system you want, go ahead and roll up the worlds without using Step 1 and Step 2.

Optional: I often create only a single Garden World at the beginning of an adventure and roll more worlds as required.

Optional: Use a -1, or -2 Modifier if near the galaxy's fringe, use a +1, or +2 Modifier if near the core.

Step 2: Number of Each World Type

Roll 4CD for each column mentioned in your Systems Contents result, from Step 1.

e.g. **One** Garden World and **a few** Hostile Worlds, **a chance** of Barren Worlds

We know there's one Garden world, to generate, but we need to roll 4CD for the 'A few' result, and another 4CD using the 'A chance' column to determine the exact number of Barren worlds.

In addition to rolling for worlds, always make a roll in the 'Other' column to find out what else the system contains.

Total	Some	A Handful	A Chance	Other
+4	4	3	2	Phenomena
+3	3	3	2	Phenomena
+2	3	2	1	2 Gas Giants
+1	2	2	1	Gas Giant
0	2	2	1	Gas Giant
-1	2	2	0	Nothing
-2	2	1	0	Nothing
-3	2	1	0	Phenomena
-4	2	1	0	Phenomena

Planet Type Modifiers

Use these modifiers when rolling planetary parameters using the tables on the following pages, after all other modifiers have been applied.

- **Garden World +/-1** (Optional: Move toward center (0) for Size#, Atmosphere#, and Temperature#)
- **Survivable World +/-1** (Must: Move toward extreme (10 or 0) for Size#, Atmosphere#, and Temperature#)
- **Hostile World +/-2** (Must: Move toward nearest extreme (10 or 0) for Size#, Atmosphere#, Temperature#, AND Hydro#)

The full bonus must be spent to move the result in the indicated direction, only Garden World modifiers are optional.

Optional: Limit using these modifiers on just one or two parameter rolls, to make word building a little more game-like. 'Do I tweak the Atmosphere# now, or save my modifier for the Temperature# roll?'

Optional: Use a -1, or -2 Modifier if near the galaxy's fringe, use a +1, or +2 Modifier if near the core.

Optional: Roll Planets in any order. When all planets have been generated, arrange them in temperature

order, with the hottest closest to the star (Determine the star using Exploration Guide, or similar – here it is just trappings). Or, arrange them in any order that suits your game.

Use tables in the Star Tek Adventures *Exploration Guide*, or the *Shackleton Expanse Supplement* to determine space Phenomena.



Step 3, 4, 5: Determine Size# & Gravity#, Atmosphere#, and Temperature#

Roll 4CD on each column, moving left to right, sequentially. Apply modifiers for Planet Type (Step 2), modifiers listed in the previous results column (if any), and those in the notes above each table (if any). Locate your total in the leftmost column, then find the final # rating in the rightmost column, making note of what it represents from the appropriate center column.

Modifiers

Size#: A planet's Size# determines both its size and gravity. Gravity is described in terms of Earth gravity.

Atmosphere# Modifiers: Apply the modifier from the Size# result (if any).

E.g. A Planet with a Size# of 8 must use a +2 Atmosphere# Mod when rolled. A planet with a Size# of 2 is Mercury sized, and the result gives a -1 Atmosphere# Mod.

Temperature# Modifiers: Apply the modifier from the Atmosphere# result

E.g. Thin gives a -1 Temp# mod, and apply any Planet Type modifiers from Step 2.

Total	Step 3: PLANETARY Size & Gravity		Step 4: Atmosphere	Step 5: Temperature	#
+5	22,000 Km + (+3 Atmosphere#)	4g	High Pressure, (Corrosive or Insidious) (+3 Temp#)	Roasting: Rocks hot to touch, no surface water, toxic cloud (-3 Hydro#)	10
+4	18,000 Km + (+2 Atmosphere#)	2g	Adversarial (Corrosive or Insidious) (+2 Temp#)	Very Hot: Parched, very little surface water, toxic cloud (-2 Hydro#)	9
+3	16,000 Km (+2 Atmosphere#)	1.7g	Dense, Exotic (+2 Temp#)	Hot: Small or no ice caps, little surface water, very stormy (-1 Hydro#)	8
+2	16,000 Km (+1 Atmosphere#)	1.4g	Dense (+1 Temp#)	Tropical: Liquid water, common cloud, stormy (-1 Hydro#)	7
+1	14,000 Km	1.25g	Standard, Tainted	Warm: Liquid water, common cloud, changeable weather	6
0	12,800 Km, Earth Sized	1g	Standard (+/- 1 Temp#)	Temperate: Liquid water, common cloud, changeable weather	5
-1	8,000 Km	.7g	Standard, Tainted	Marginal: Small ice caps, Liquid water, common cloud, changeable weather	4
-2	6,400 Km, Mars	.45g	Thin (-1 Temp#)	Cool: Liquid water, Ice caps, some cloud, warm season & freezing season	3
-3	4,800 Km, Mercury (-1 Atmosphere#)	.25g	Thin, Tainted (-1 Temp#)	Cold: Liquid water, Ice caps, thin cloud, some permanent ice (-1 Hydro#)	2
-4	2,600 km (-1 Atmosphere#)	.1g	Very Thin, Tainted (-2 Temp#)	Frozen: Extensive ice caps, few clouds, little liquid water (-2 Hydro#)	1
-5	Rubble, Asteroids (-3 Atmosphere#)	None	None (-3 Temp#)	Permanently Frozen: No liquid water, very dry (-3 Hydro#)	0

Example Size# & Gravity#, Atmosphere#, and Temperature#

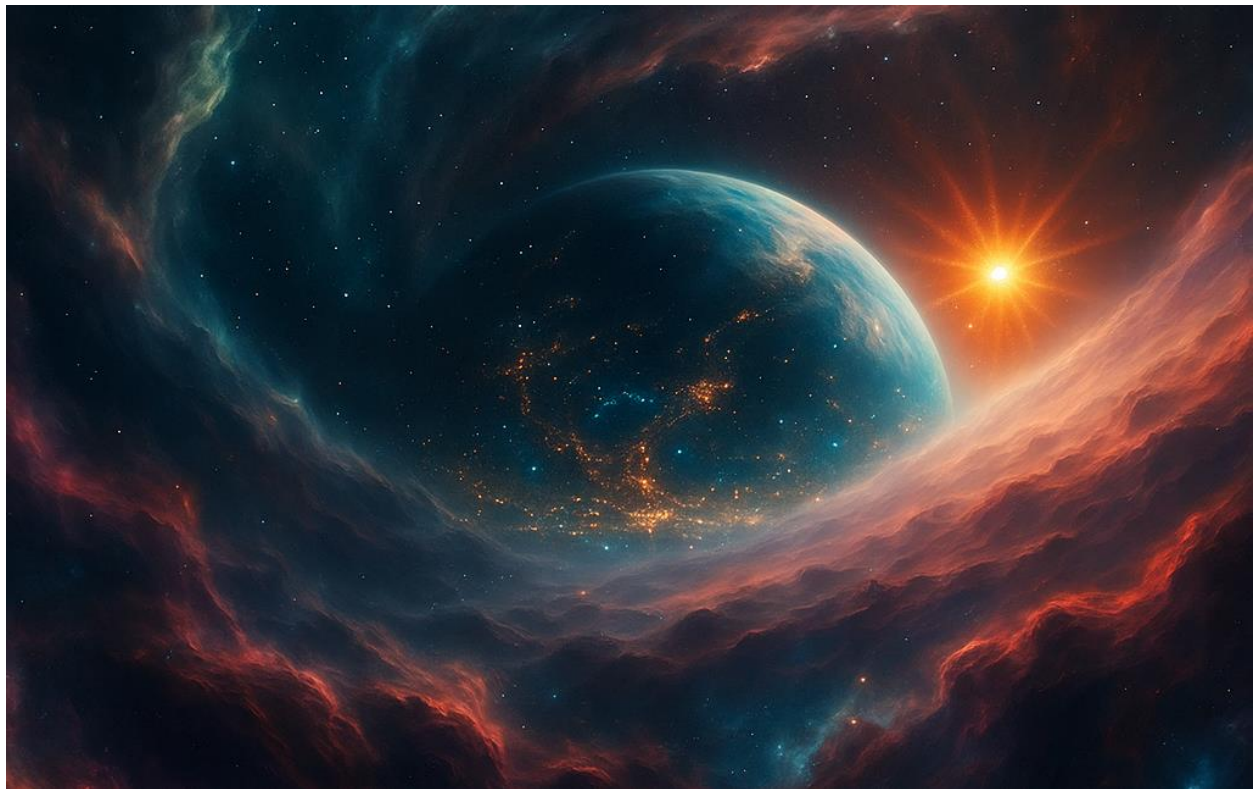
A quick run through, showing how to apply modifiers from previous columns, to determine subsequent planetary parameters.

e.g. My 4CD roll for the Size/Gravity of a Hostile World results in +, +, -, 0, for a total of +1, indicating a size of 6 in the right-hand column; 14,000km 1.25g. Next, I *must* use the planet type modifier for a Hostile World from Step 2, which is +/-2, to move the result toward the nearest extreme (upward in this case). We apply the +2 modifier, for a total of +3. That indicates a Size# of 8 in the rightmost column. Our world has a diameter of 16000km, with gravity 1.7x that of Earth. We'll use the (+2 Atmosphere#) modifier in the next step; rolling for our world's Atmosphere#.

Atmosphere Types

A note on using Atmosphere types in during play.

- **Tainted:** Many actions are made more difficult, especially long-term exertion.
- **Corrosive:** Characters are harmed by exposure.
- **Insidious:** This Atmosphere harms both characters and equipment.
- **Exotic:** Unbreathable by humans, Air supply required, possible EVA Suit.



Step 6, 7, 8: Hydrographic#, Population#, Government#

Repeat the procedure three more times to determine the next three Planetary Parameters.

Modifiers

Only Hostile Worlds: Use Planet Type Modifier for Hydrographic#.

Hydrographic#: If **Size#** is 0 or 1: Hydrographics is 0. If **Atmosphere#** is 10, 0, or 1: apply -2, If **Atmosphere#** is 2, 3 or 9: apply -1.

Population#: If **Size#** is 0, 1, or 8: apply -1. If **Atmosphere#** is 10, 0, 1: apply -2, or if 3-4: apply -1. If **Atmosphere#** is 5-6, apply +2.

Total	Step 6: Hydrographic	Step 7: Population	Step 8: Government	#
+5	100/0 Almost entirely water (-1 Pop#)	Tens of Billions (+3 Govt#)	<i>Religious Dictatorship:</i> An individual or group passes down rules and judgment from on high, with no thought for the individual. (+4 Law#)	10
+4	90/10 A few small archipelagoes (-1 Pop#)	Billions (+3 Govt#)	<i>Charismatic Oligarchy:</i> Members of a popular faction or group rule over a compliant citizenry. (+3 Law#)	9
+3	80/20 Water world (+1 Pop#)	Hundreds of Millions (+3 Govt#)	<i>Non-Charismatic Leader:</i> An unpopular leader has replaced a popular, using the normal election mechanisms of this world. (+2 Law#)	8
+2	70/30 Earth like (+2 Pop#)	Tens of Millions (+2 Govt#)	<i>Charismatic Dictator:</i> An individual with unprecedented support directs all agencies and aspects of government. (+2 Law#)	7
+1	60/40 (+2 Pop#)	Millions (+1 Govt#)	<i>Civil Service Bureaucracy:</i> Government agencies staffed by competent individuals perform ruling functions. (+1 Law#)	6
0	50/50 Large oceans (+1 Pop#)	Hundreds of Thousands	<i>Balkanization:</i> Governments and nations compete for control. Law# may increase or decrease by +/-2 from nation to nation.	5
-1	40/60 Wet world	Tens of Thousands (-1 Govt#)	<i>Feudal Technocracy:</i> Groups or individuals are entrusted to rule; the citizenry judges them on the technical improvements they are able to deliver. (-1 Law#)	4
-2	30/70 Small seas and oceans (-1 Pop#)	Thousands (-2 Govt#)	<i>Self-Perpetuating Oligarchy:</i> A small minority rules over the society, who have no say in the way things are run. (+2 Law#)	3
-3	20/80 A few small seas (-1 Pop#)	Hundreds (-3 Govt#)	<i>Participating Democracy:</i> Leaders are chosen by the people in a seemingly fair electoral process. (-1 Law#)	2
-4	10/90 Desert world (-2 Pop#)	Few (-4 Govt#)	<i>Company/Corporation:</i> The board and managers of a company call the shots. Many citizens are employed by the company, or are dependent on the company. (+1 Law#)	1
-5	0/100 Dry world (-2 Pop#)	0 (-5 Govt#)	<i>None:</i> No organized government exists. Familial, friendships, and temporary alliances prevail. (-5 Law#)	0

Accurate Population Numbers

To get a more accurate population number, after determining the Population#, roll 1d20/2, rounding down, and multiply by the given population#. If the result is 0, round up to 1 (unless the Population# is 0 – then there are no people on the planet).

E.g. Population# 8 'Billions', with a d20/2 can be anywhere from 1-10 Billion people.



Step 9: Law#

To find the Law#, roll 1d6 and apply the modifier included in the Government result.

E.g. Participating Democracy mod is -3 Law#.

Modifiers

If **Population** is 0-3, or 8: apply -1, Or if **Population** is, 9, or A: apply -2

Total	Weapons	Drugs	Visitors	Information	Technology
0	No restrictions				
1	WMD, Gasses	No restrictions	No restrictions	No restrictions	No restrictions
2	Any Energy Weapons	Highly addictive drugs	No restrictions	No restrictions	Tech# +4 restricted
3	Any Heavy Weapons, Explosives	Addictive drugs	Land anywhere	No restrictions	Tech# +3 restricted
4	Any Long weapons	All narcotics	Report in, land anywhere	Off-World news monitored	Tech# +2 restricted
5	Any auto or semi-auto weapons	Synthetic stimulants	Report in, land where told	Recent off-world news monitored	Tech# +1 restricted
6	Any handguns	Mild stimulants	Interview, land where told	Recent off-world news monitored	Current Tech# monitored & maintained
7	Blades and stunners	Mild stimulants, experimental medicine	Visitors must register, and be escorted	Free Speech Monitored	Tech# -1 restricted
8	Any weapons	Medicine restricted	Visitors discouraged	Off-World news forbidden	Tech# -2 restricted
9	Any weapons	Any drugs	Visitors only allowed in official areas	News carefully curated	Tech# -3 restricted
10	Any weapons	All drugs	Visitors forbidden	No free press	Tech# -4 restricted

Law# Example

When a Law# is determined, restrictions in its description are applied plus all restrictions from any lower Law# (ignoring any 'No restrictions' results). The higher the Law#, the stricter the rules.

E.g. Law# 3, Weapons column – All WMD, Gasses, Heavy Weapons and Explosives are restricted. Visitors must be careful not to bring higher tech items with them, as shown in the Technology column. Starfleet equipment has a Technology# of 12 or more. Someone seen using a transporter on a high law world will also raise suspicion.

Worlds with stricter Law# might require disguise, surreptitious transporter use, and more underhand tactics by a visiting ship's crew.

Step 10: Technology#

A world's Technology# gives an idea of the current production and repair capabilities of its people. Privileged inhabitants may have access to technology a couple of ratings higher, or they may control the technology their people have access to, reserving the best for themselves.

Worlds may also excel in specific areas, perhaps they invented flying vehicles ahead of the Earth-like timeframes provided, or they made great advances in specific fields, like; medicine, gravity manipulation, power, industrialization, and so on, ahead of schedule.

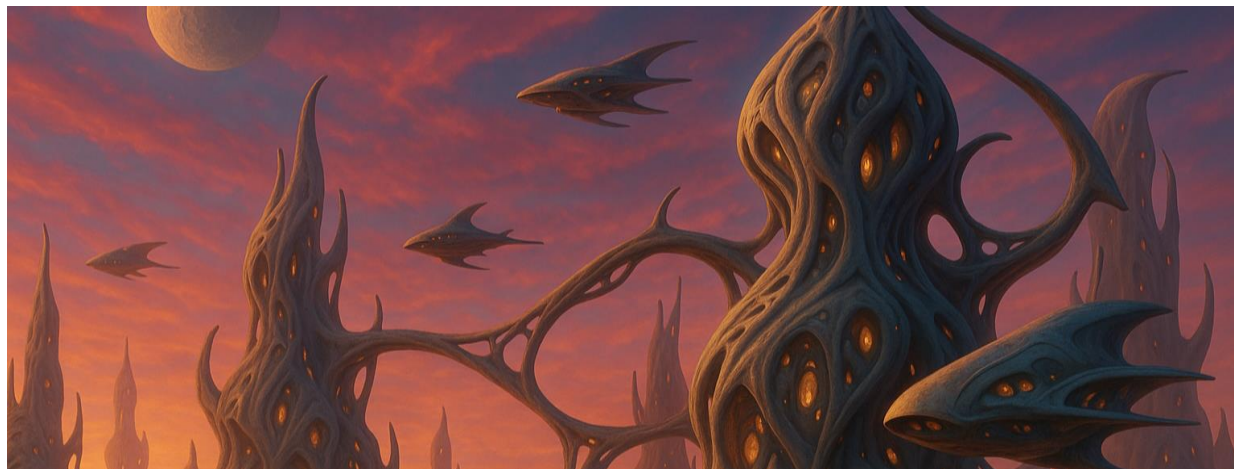
Technological Index descriptions should be viewed as a guide, or starting point. Combine the world's Technology# with the Culture and Power Factions rolled for the planet (Steps 12 & 13) to develop a more detailed impression of the world's dynamics and character.

Technology# Modifier Table

Roll 4CD and apply all matching modifiers from the first table (Modifiers are cumulative). Look up the final result on the second table.

Stat	#	0	1	2	3	4	5	6	7	8	9	10
Size		+2	+1	+1	+1	+1	+1				+1	+2
Atmos		+2	+1	+1			+1	+1		+1	+1	+2
Hydro		+1						+1	+1	+1	+1	+2
Population		-2	-2	-1	-1				+1	+1	+2	+3
Government		+1	+1			+1	+1			-1	-2	-2

Use the modifiers from above when rolling on the table on the following page.



Technology# 4CD Table

Roll 4CD and use the modifiers from the previous table.

Total	Technological Capabilities	#
+5	Tech 10: (Warp) Travel to nearby systems is possible. Space stations, orbital shipyards, and habitats circle the world. Possibilities for interstellar trade, and colonization of distant worlds are real possibilities. Possible transporter tech. Current Starfleet technology is Tech# 12, approximately.	10
+4	Tech 9: (Early Warp) Warp drive becomes a possibility at some point in Tech# 9. Travel is much faster, making other in-system worlds viable targets for exploration and settlement, in addition to nearby star-systems. Anti-grav, and grav-plating technologies are developed and mastered.	9
+3	Tech 8: (Pre-Warp Local) Fusion power becomes safe and reliable. Slow journeys to in-system planets can be attempted, some one-way. People live and work in space.	8
+2	Tech 7: (Pre-Stellar) Computers are widespread, and the planet is ringed with satellites. Travel to nearby worlds is possible, but it has its risks.	7
+1	Tech 6: (Industrial-Information) The society is on the brink of the space-age. Compact power options, improved material science, and advanced computers make for rapid advances. 21 st Century Earth.	6
0	Tech 5: (Industrial-atomic) Similar to the mid-20th century on Earth. Mechanical engines, widespread telecommunications, electrified systems, atomic power, early computing, and other technologies promise much.	5
-1	Tech 4: (Industrial) Comparable to the post-industrial revolution late 19 th /early 20 th century of Earth. Mechanical mass-production, cheap plastic product, radio communication, and flight.	4
-2	Tech 3: (Pre-Industrial) Sometime during Tech# 3 an event similar to the industrial revolution of our early 19th century takes place. Early automation and mass-production change the world, along with rail, improved firearms, and medicine. Science gallops onward.	3
-3	Tech 2: (Renaissance) Comparable to the Renaissance of Earth. Exploration, astronomy, art, philosophy, chemistry, and physics are all areas of rapid growth.	2
-4	Tech 1: (Primitive) Beliefs are mostly based on magic, superstition, and stories. But some progress is made in working metals, archeology, architecture, and agriculture. Iron/Bronze Age of Earth.	1
-5	Tech 0: (Primitive) Simple tools and idea prevail, comparable to the Stone Age on Earth, or earlier.	0

Step 11: Resource#

A general indicator of the presence of much needed raw materials. Everything from ore, to crystals, to crops, to food.

To determine the **Resource#** of a world, **roll 1d6 and add the Size#**; then subtract the **Population#**.

Modifiers

- if Atmosphere# is 5-7, add +2
- If Atmosphere# is 0 or 10, subtract -2
- If Hydrographics# is 0 or 10, subtract -1
- If Hydrographics# is 4-7, add +1

Resource Assessment	#	DR
All you could ever want or need	10+	1
Abundant excess	9	1
Rich	8	2
Significant surplus	7	2
Some Surplus	6	2
Sustainable	5	3
Almost viable	4	3
Little to spare	3	3
Key resources lacking	2	4
Multiple shortfalls	1	4
Critical lack of resources	0-	4

Resource# Example

e.g. My d6 roll is 4. I add the world Size# of 8 for a result of 12, then subtract the Population# of 5, for a result of 7. I apply any modifiers, adding 2 for an Atmosphere# of 5, and 1 for a Hydrographics# of 6. My world's final Resource# is 10.

The Resource# result can be a minus number. This might indicate scarcity on the planet, which can be built into any adventure set there.

Use the rating as a general indicator, some worlds might export their surplus resources elsewhere, or be reliant on outside civilizations to bring sorely needed supplies, or a small Faction may horde all resources away from others.

‘Does this planet have any Dilithium?’ – Using A Planet’s Resource#

The Resource# can be used to determine a difficulty rating (or as a starting point for a difficulty rating) when calculating planetary scan results for the presence of rare minerals, medicinal ingredients, rare gasses, warp fuel, and other scarce resources needed by Starfleet (or to complete a mission, satisfy a needy NPC, etc) .

If the scan succeeds, use the yes/no matrix from Captain’s Log, along with the Mineral Types and Uses Table on p57 of the Exploration Guide to determine what’s available. If the scan fails, another attempt cannot be made for some time, or the crew discovers resources they don’t need – (maybe they can use their finds to synthesize what they do need?)

Step 12: Culture#

Roll 1d20 to determine which of the five Culture# tables to use (A: 1-4, B: 5-8, C: 9-12, D: 13-16, or E: 17-20), then roll a second time on the resulting table.

The resulting description is intended to be a prompt, use other data about your world to bring it to life. When Culture combined with other planetary # ratings, and existing Power Factions (step 14) you should start getting a picture of the planet, its people, and its struggles.

For fast Culture# notation, write down the Chart and the result, followed by the keyword.

E.g. I roll a 6 with my first d20, so use Table B. My second d20 roll is 10, on chart B. I make a note of Culture# B10-Obsession (it helps to locate the entry, for reference, later on).

A Note on Culture#

The Culture# of your world, taken with its other parameters should start to suggest what day to day life might be like; living in the specified conditions, with the specified cultural direction.

It can useful to ask questions with the Captain’s Log Yes/No matrix to determine further details, or just go with your gut instinct.

e.g. We roll C14-Mourning, we can drill down with a yes/no matrix, or any number of tables to decide exactly what this society is missing.

It might be wise to do this after you’ve rolled Faction# and Strength# properties (Step 13 & 14) for your world to generate a more holistic overview.

Culture# Table A: 1-4

1-4	1d20	Cultural Synopsis
1		Oppressed – One or more subgroups are thought to be or inferior to others.
2		Religion – Belief systems, gods, and beliefs are extremely influential. The religion may be unique, or common to other worlds (reuse your ideas for other worlds and systems).
3		Aesthetic – Artistic sensibilities are central to this world's ideas and philosophies.
4		Ritual – Following rituals is the grease that makes this world's wheels turn. Make sure you get them correct. There may be one for everything, or a few very important ones. Have you got your props?
5		Conservative – The population are very set in their ways, and will resist any change of any sort.
6		Xenophobic – Outsiders and off-worlders are disliked, or reviled, and not to be trusted. They must keep to the assigned areas, if there are any.
7		Taboo – Certain things must never be mentioned, no matter how obvious they may seem. To do so risks offending and repercussions.
8		Dishonest – Only fools are honest. Fabricate and fictionalize to your advantage, or get left behind! Nobody here tells the truth, or expects to hear it. Honesty is weakness.
9		Liberal – People here accept any and all ideas, based on their merit. They are open to change, and often embrace it.
10		Honor – Lying is unacceptable, as is breaking a promise. Your word is your bond, so speak with care.
11		Altered – An outside influence, perhaps from a neighboring system, has greatly affected this society. It might be for the better, or for the worse. Either way, there are those who are resistant.
12		Combination – Roll two more times on the Culture tables. Combine the results to make a unique culture. All elements may not work, that's fine - there may be conflict here.
13		Wildlife – Fauna and flora evolved in a unique way that makes a big impact on everyone's life here. Whether it's size, ferocity, diversity, or psionics; these plants and/or animals are special.
14		Opposition – Increase this world's Tech# by +2 and roll another Culture result. The new result represents this world's society, but its people are divided into two Factions, one in complete opposition to the new Culture result. Instead of rolling for Faction#, create two Factions, each representing one side of the opinion, roll strength# for each.
15		Quirk: Media – Obtaining accurate information is difficult for some reason, or the format is strange, unconventional, or convoluted to use in some way.
16		Quirk: Tech – Technology is regarded in a strange way here, vilified, worshipped, tolerated?
17		Quirk: Lifecycle – This culture has a strange relationship with age. Culled on a specific birthday, raised by septuagenarians, raised by neighbors? It can be shocking, unconventional, or strange.
18		Literal – Everything is interpreted literally. Be very careful what you say or record.
19		Blend – Roll three times on the culture tables and blend the best ideas to create a culture. Roll one additional Faction# in Step 13. Disparate elements may be in conflict, or be resistant to change.
20		Stratified – Everyone knows their place, and everyone is in it - should they try to move. Failure to observe this custom is met with resistance.

Culture# Table B: 5-8

5-8	1d20	Cultural Synopsis
1		Brutal – Martial skills are highly respected. The only way to win is to beat your opponent, sometimes literally, and that's ok.
2		Fragment – The world is crumbling, decrepit. All that's left is part of a once thriving society. Nostalgia might be heady and popular, or do they look to today, or tomorrow?
3		Decaying – Social issues, war, protest, and other changes threaten to rip this culture apart. A Powder keg.
4		Progress – The culture is in the midst of a golden age. Decades of advancement in Art, science, rights, and more, improve everyone's daily life.
5		Mending – A huge disaster recently befell this world; war, disease, invasion, climate, tech, famine, but signs of healing are everywhere. Will they prevail?
6		Central – Species and cultures from distant places have chosen this place to gather, or did it choose them? There must be a good reason for them to keep coming.
7		Tourism – A location, object, person, or phenomena attracts people to this place from all over the galaxy. Could be year-round, or at specific times, but they come! The locals may, or may not approve.
8		Conflict – Duels are part of this world's rule of law. Conflict is another way of bonding, or communicating, or expressing, but don't take it too far, or too personally.
9		Placid – The world has no standing army, they believe any disagreements can be discussed, understood, and settled. If you aren't capable of doing that, you aren't welcome here.
10		Obsession – One thing utterly fascinates the people of this world. Whether it's a person, a place, a deed, a legend, a prophecy, a food – everyone wants it, and life revolves around getting it, seeing it, or being close to it, whatever it is.
11		Appearance – This cultures' obsession is personal appearance. If you don't keep up with fashion, who are you? Great lengths are gone to, to stay relevant. More is more.
12		War – Open conflict rages here. Local, countrywide, world spanning, or inter-world. The size of the conflict should be decided, along with the fighters, and their goals.
13		Quirk: Commerce – Commerce here has strange wrinkles. It must be done in a particular way, or incorporate a certain thing, or involve certain people. This may slow trade, or not.
14		Quirk: Nobles – The noble classes have strange ways and customs. They might be; observed all day every day, married off to the poor, exiled at a young age, ritually tattooed, suffer a five year fast, immune to certain laws, or something else.
15		Quirk: Reproduction – On this world reproduction has its own unusual procedures or attitudes. Pregnancies might be secretive, or a party for everyone, or anything else.
16		Quirk: Sharing – People here have an unusual attitude to sharing things, or a specific thing. Traditions have sprung up around it, governing behaviour to some degree. If you can't do it the correct way, then you might as well not bother.
17		Quirk: Comestibles – The way people consume food and/or drink here occupies much of their time and thought. Specific preparations, eating locations, methods, or substances, have evolved or been enforced, making it tiresome, dangerous, or exciting to partake.
18		Quirk: Animals – A certain type, species, or generation of animals, big or small, is regarded uniquely. It might be liked, or loathed, but their presence, appearance, or some symbol associated with them is important in some way.
19		Quirk: Travel – Nomadic travel might be a way of life for some, or all. Or the method and means of travel are odd in some way, maybe the method, or scale, or vehicle. People who undertake long journeys might be respected, or ostracized?
20		Quirk: Scheming – The government or other agency is somehow being subverted. Everyone with a brain suspects it, but nobody talks, or acts.

Culture# Table C: 9-12

9-12	1d20	Cultural Synopsis
1		Ageist – People of a certain age are subservient or inferior to others.
2		Atheist – Gods are not tolerated under any circumstances.
3		Anti-Art – Making, displaying, or discussing art is a criminal, civil, or personal offence.
4		Chaotic – Society is informal to the point of frustration. Nobody keeps appointments, promises, schedules. One or more of those concepts don't seem to exist.
5		Liberal – They embrace all outside influences, no matter what the consequences are.
6		Xenophilic – This society loves other cultures and aliens, fetishizing some aspect of them or their culture. Disappointing them could be a risk.
7		Hot Topic – Society is obsessed with a particular, resonant, topic. It's all they want to talk about.
8		Honest – To the point of self-defeat. Lying is not tolerated in any form. Any deceit is punished.
9		Reserved – They take a long time to decide anything. They do not speak up for themselves. Or, when they do – it's often too late! Their faces and actions give very little away.
10		Creative – If you can make something amazing, beautiful, or inspiring from other things, or nothing at all, then you are very welcome here. Top creatives in unusual fields enjoy great fame.
11		Influential – Their culture is exported locally, to neighboring planets and civilizations. Roll again, on any table, to find a prevailing quirk they export. Then again to find out about this culture. It may not make immediate sense, but there's a reason, and possibly an agenda.
12		Separation – A society divided. Roll twice to find out the two factions' outlook (using all tables). What brought them to this point, what are they doing, where do they go from here?
13		Civilized – Refined, courteous, traditional. There is a formal ceremony for almost anything of import, and smaller ones sprinkled in for good measure. Plan your calendar accordingly.
14		Mourning – The society lost an important part of itself; Faction, individual, tech, location, object, idea, at some point, and is in long-term mourning.
15		Moral - characterized by good morals, integrity, and upright behavior. Virtuous. Anyone swimming against the tide will not be tolerated. Their morals may not be normal, or align.
16		Reactionary – People vacillate on opinions, and what the future should be. Easily Swayed. The smallest event can push them in a completely unpredictable direction.
17		Observant – This society recently recovered from a great ill or trauma. They are strong now, and they are reluctant to repeat their mistake. They commemorate it regularly.
18		Believers – Some part of this civilisation thinks it's in contact with a mysterious power, via some exotic means or other. Is the channel direct and two-way, remote and delayed, person to person?
19		Microbes – Microscopic life has been embraced and enhanced by this culture; they use it in many unlikely and surprising ways, food, medicine, recreation, art, could be any or all. Not all outsiders find it acceptable or sanitary.
20		Building – Erecting any structure here contains many steps that would be seen as unusual elsewhere. Attitudes dictate things be done in a very specific way, perhaps using very specific materials, possibly at very specific times, by very sought after people. Or maybe they just build whenever they like, wherever they want to.

Culture# Table D: 13-16

13-16	1d20	Cultural Synopsis
1		Tourist Trap – Once a great culture, with singular attractions, now visitors are over-exploited, price-gouged, harassed, or irritated in some other way.
2		Pacifist – Violence or harm of any sort will not be tolerated. An accident – are you sure? How can we believe you? How do they punish without violence?
3		Antagonistic – Everyone goes out of their way to annoy one another. Whether in earnest, or in jest, interpersonal aggravation is a fact of life here.
4		Indifferent – Everyone is archly indifferent about something it seems they should be considering very carefully. Or indifferent about everything. Why?
5		Slovenly – Personal hygiene and grooming are sorely lacking – from a human perspective. Or perhaps they just treasure aspects of cleanliness different to others, elsewhere.
6		Dealer – This society deals in dangerous commodities, drugs, weapons, people. It's what sustains the equilibrium. Whatever it is; It may be an export or import.
7		Quirk: Weather – The weather plays an overly important part in this societies' outlook. Events do, or don't happen because of the weather.
8		Quirk: Terrain – a specific type of terrain or biome is revered, exploited, protected, eradicated, or ignored. It plays a central part in this culture, even if it can't be found here.
9		Quirk: Speaking – There are strange rules about speaking, personally, in a Faction, via tech, or written. Are only specified words allowed, or are you encouraged to make your own? Record it, or forget all about it?
10		Quirk: Dress – People dress or otherwise prepare themselves in a unique manner. A certain style, touch, accessory, or other aesthetic is mandated. It might be tough to get. Without it, you might be fine, or fined, or sent to prison.
11		Quirk: Health – Healthy/unhealthy people are treated in a unique manner. Valued, vilified, worshipped, weaponized. Their fate is central to the world's function.
12		Quirk: Mutation – Mutations manifest in this society, and are viewed and incorporated in a unique way. Good, bad, indifferent, revered. Any, or all.
13		Quirk: Agriculture – A unique approach to growing, harvesting, and distributing food pervades society. It might be inefficient, or wasteful, or have secrets to learn from?
14		Quirk: Destruction – Destruction is treated in a unique manner here. From the smallest eggshell, to the largest factory, they all have their reckoning. Good or bad? That depends.
15		Quirk: Automation – Strange customs surround machines, robots, and other autonomous constructs, no matter how crude or advanced.
16		Quirk: Gifts – Giving apposite gifts is a highly prized trait. But it gets strange... how lavish, how small, how timely, how odd? It's all in the detail, or is it? If you get it wrong, what's the cost?
17		Quirk: Creation – This society makes a big deal whenever someone creates something. Do they celebrate, despair, reflect, copy, criticize, commemorate, or something else?
18		Quirk: Time – This culture has a unique or unusual approach to time, or their environment somehow twists, repurposes, or reflects time in some key way. Synchronise watches...
19		Quirk: Stories – Tales of a certain type, whether fact or fiction, are held in high esteem here. The more unusual, novel, or meaningful the better. The best storytellers are treated like royalty.
20		Quirk: Narcotics – Use of a specific narcotic is normalized here. Not necessarily addictive or destructive. Think about coffee, tea, tobacco, alcohol use, how might another civilisation use a similar psychoactive substance in their daily routine? What effects does it have on their physiology? How about without it? Where does it originate?

Culture Table E: 17-20

17-20	1d20	Cultural Synopsis
1		Crystals – Crystals, gems, or minerals play a central role in the everyday life of this civilisation. It might be built into technology, used in rituals, allow amazing events to occur, or be an ideal dinner condiment.
2		Silence – Absolute quiet is occasionally, often, or always expected. Accidental outbursts will not be tolerated. There might be places, or times when sound is tolerated. I'd look into it.
3		Arboreal – Trees, pictures, or symbols of trees, trees themselves, are a potent icon in this society. Trees played a pivotal role in history, are they treated with respect, or perhaps reviled.
4		Mimic – Everyone in this society is a mimic, or a famous and important person, or group are mimics. They might mimic one thing continually, or constantly change. In jest, or reverence? Is imitation the sincerest form of annoyance?
5		Nocturnal – Everything happens at night. It might be strange to be abroad during the day, or illegal, or somehow dangerous.
6		Tamed – Animals perform a crucial service here. It might be riding, hauling, climbing, sorting, calling, cleaning, or anything else. They may or may enjoy it, or be respected.
7		Underground – Important business of some sort is conducted beneath ground, or everything is underground. Or the buildings are, but not the roads. Or it's not a literal underground, but an underground movement, or trend, or network of secret tunnels.
8		Joyful – No matter what befalls them, these people will find a silver lining. There is much to celebrate, and not much time to do it. Beware, they <i>can</i> be upset.
9		Relationships – Links between people which we take for granted might make no sense to these people. Their structures might be more complex, or somewhat simplified. Believe me, Cunkle.
10		Electricity – The discovery and harnessing of electricity played a pivotal role in this society's development. They have better automation at medium tech levels, and mastery at high tech levels. At low tech levels, this planet's population has developed a novel use for electricity.
11		Nomadic – Some, or all of this world's population is nomadic. Whether a class, age, occupation, or something else, some folks are always on the move by some means or other.
12		Elevation – Height, or loftiness, is very important, or highly prized, on this world, for some reason.
13		Echo – People put great import into echoes, whether literal sound echoes, or reverberation of theme, or incident. They are always looking for them, or creating them.
14		Fake – For some reason the people on this planet have a completely fictionalized past. Do they really believe it? Roll for their false Culture#, and their actual Culture#.
15		Immortal – Living forever is a fact of life for some part of this world's population, or they have a relationship with some immortal beings, or some other everlasting force which tilts this planet's fulcrum.
16		Remote – Nobody ever meets. Others are glimpsed from time to time, but they never, ever engage. Do they communicate, if so, how?
17		Throwback – The first Culture# result you roll is the ancient history of this world, the second is the world's current Culture#. How did the people get from there to here, and how is it reflected in daily life?
18		Imperial – An empire stretches across much of this planet, and if their Tech# allows, to worlds within the system, and beyond. Roll another Culture# result to discover the empire's character.
19		Coy – Acting shy is woven into the fabric of this society. That doesn't mean you are, but you should probably be seen to be. Whatever the subject.
20		Empathic – Some, or all, people here are blessed (or cursed) with powerful empathy. In extreme cases it can cause injury, or even death.

Culture# Options

Lots of room to maneuver in the usage of your World's Culture#. Here are a few optional ideas:

Optional: Factions will be the backbone of your adventure, feel free to re-roll, or choose!

Optional: Roll only Culture#, Faction#, and Strength# parameters for your world, and make up the rest. Or graft them onto worlds you find from other sources.

Optional: When experienced, always use A12-Combination or A19-Blend options when rolling for your world's Culture

Optional: If creating more than one world in a system, feel free to duplicate your Culture# to other worlds, to make a system-spanning empire.

Optional: Add another Culture table to make a total of 120 options. Roll a d6 to decide which of the six tables to use.



Step 13: Faction#

Roll to see what types of Faction# are struggling for control or recognition on your world.

Roll 1d20 to determine which table to roll on (A: 1-5, B: 6-10, C: 11-15, or D: 16-20), then roll a second d20 to determine the Faction#.

- Population# 3-: Roll Once
- Population# 4-5: Roll Twice
- Population# 6-7: Roll Twice/three Times (d20 11+ to make a third roll)
- Population# 8-9: Roll Three times
- Population# 10+: Roll Four times

Note the Faction# and keyword for each.

E.g. I roll for three times, once for each Faction#, and make note of column, number and type. A1-Mastermind, B10-Consumers, B17-Natural Intelligence.

All singulars can be multiples, and vice-versa.

e.g. An Abominable Outsider becomes a group of Abominable Outsiders, or Protesters becomes a single influential protester.

Faction# Table A & B

A 1-5	Faction Table A (1-10)
1	Evil Mastermind
2	Psionics
3	Occupation Army
4	Religious Institute
5	Moderate Business Oligarch
6	Organized Crime
7	Radical Movement
8	City Hall
9	Immigrants
10	Corporation
11	Cult
12	Anarchists
13	Progressive Corporation
14	Bad Cops
15	Inventor
16	Street Gangs
17	Artificial Intelligence
18	Messiah
19	Alien Conspiracy
20	Abominable Outsider

B 6-10	Faction Table B (11-12)
1	Benevolent Mastermind
2	Anti Psionics
3	Rebel Army
4	Atheist Institute
5	Extreme Business Oligarch
6	Viral Crime
7	Traditionalist Movement
8	Monarch
9	Emigrants
10	Consumers
11	Anti-Intellectuals
12	Politician
13	Regressive Corporation
14	Good Cops
15	Influencer
16	Protesters
17	Natural Intelligence
18	Harbinger
19	Conspiracists
20	Empowering Insider

Faction# Table C & D

C 11-15	Faction Table C (11-15)
1	Parasitic Species
2	Psionic Animals
3	Engineers
4	Brand New Religion
5	Illusionists
6	Vigilantes
7	Grassroots Movement
8	Regional Government
9	Original Natives of this World
10	Artists
11	Ex-Cultists
12	Reclusive Individual
13	People Owned Corporation
14	Luddites
15	Parents
16	Students
17	Unnatural Intelligence
18	Prophets
19	Alien Intervention
20	Empowering Outsider

D 16-20	Faction Table D (16-20)
1	Judges
2	People's Champion
3	Disbanded Army
4	Shamans
5	Explorers
6	Addicts
7	Farmers
8	Nobles
9	Guests of this World
10	Nihilists
11	Clerks
12	Physicians
13	Volunteer Corporation
14	Deities
15	Youth Movement
16	Wunderkind
17	Veterans
18	Tutors
19	Ancient Ancestors
20	Celebrities

Notes on Faction#

The next step, Faction Strength# will give you some idea of their relative strengths, and hint at the major dynamics and power struggles present on your world.

Because Factions are important to an adventure you should feel free to pick your own, or pick a second or third faction which you think work best with your first, and so on.

Remember worlds can be split into many territories or countries, and not all factions have to belong to a single place. This gives you more freedom to set up your faction dynamics exactly how you want to.

Optional: Re-roll repeat results, or cast them as a similar rival Faction with competing or identical goals.

Optional: Like Culture#, feel free to duplicate a Faction to other worlds in the same or different systems.

Optional: If the Population of your world is very small, the Culture# and/or Faction# might represent a small outpost, space-station, or visiting craft.

Step 14: Faction Strength#

Roll 4CD for each Faction# on your world. The result is intended as a guideline of relative strength within the Factions, the higher it is, the more powerful or popular the faction is.

Modifiers

Apply a +2 mod for the first Faction, +1 for the second, and a -1 mod for any further Factions.

Total	Strength	Strength
+5	Extremely Powerful	10
+4	Powerful	9
+3	Very Significant	8
+2	Significant	7
+1	Very Notable	6
0	Notable	5
-1	Somewhat Notable	4
-2	Obscure	3
-3	Extremely Obscure	2
-4	Fringe	1
-5	Practically Unknown	0

E.g. I roll for three Faction#: and make note. A1-Mastermind, B10-Consumers, B17-Natural Intelligence.

Breathing Life into Factions and Governments

You can ask questions about each faction's popularity, motives, members, and methods. Make sure to take into account any special qualities their world has. Like; is it crowded, or lacking in resources, is it warm or wet, who is in charge, how strict is the law, and what technology do they have access to? Answers to these questions may help you work out the relationships of your factions.

You can use the Captain's Log Yes/No matrix to determine further details, or just go with your gut instinct. I'm going to use the magnitude of success or failure to read more into the situation.

- 'Is the most powerful Faction the Government?' I make a 'Probable' roll (1-15) and get 12. Yes, the Mastermind is in charge, but there are cracks in his regime!
- 'Are the Consumers on his side? This is 50/50 Yes/No. I roll a 9, they are on his side, but only just!
- 'Whose side is the Natural Intelligence on? My gut says it's 'Somewhat Probable' (1-12) the Mastermind controls it. I roll a 1. Uh-oh, he has total and complete control over the Natural Intelligence!

Perhaps the Intelligence is a captive, or the Mastermind has a dark secret, or the Consumers might be easily swayed to change their allegiance?

You can use more yes/no rolls to determine the identity of this intelligence, or you use the random Focus, Aspiration, or Friends and Enemies tables from Captain's Log, or tables from elsewhere to find out the nature of this Faction.

Once you have a general feel, use the Captain's Log Mission Type, Themes, Encounter and Complication tables to generate an adventure that plays out using the Factions as allies, protagonists, and/or antagonists.

There's no need to rush this step and fill in all the gaps, Factions are likely to reveal more of their secrets during play, if you let them!

Step 15: Bringing it All together

Let's create an example world, then take a closer look to see how each property of the Planetary Profile interacts with the others.

Step 1: For systems contents, my 4CD roll result was 0,+,+,+ for a total of +3! Looking up that result in the leftmost column gives us:

A handful of Garden Worlds, **some** Survivable Worlds

A bountiful place, and somewhat unusual.

Step 2: Now we find out what is *actually* there. My 'Handful' 4CD roll for Garden Worlds is; 0,-,+,0, for a total of 0.

The 'A Handful' column in the table shows there are 2 Garden Worlds, which is unusual.

The 4CD roll on the 'Some' column to determine the number of Survivable Worlds is; +,-,+, -, for a total of 0.

The 'Some' column in the table shows there are 2 Survivable Worlds, which is fairly typical.

We'll roll up one of the Garden Worlds. The first three parameters for this type of world have a modifier:

- **Garden World +/-1** (*Optional:* Move toward center (0) for Size, Atmosphere, and Temperature)

We'll remember to use it when rolling those Parameter #s.

Step 3: Size#: 4CD roll result; -,-,0,+, for a total of -1. We'll use the bonus to boost our total to 0. Consulting the table, we see this is Size# 5, 12,800Km diameter, Earth sized, with a gravity of 1g, and no modifiers for our next roll.

Step 4: Atmosphere#: 4CD roll result; 0,0,-,-, for a total of -2. That would give our world a 'Thin' atmosphere, and a -1 Temperature# modifier. We'll use the Garden World modifier to move this toward 0, the center result. Adding the +1 for that modifier gives us a final total of -1. Our Atmosphere# is 4; the world has a Standard , tainted atmosphere.

Step 5: Temperature#: 4CD; -,0,+,+, for a total of +1. Looking at the table, that gives us a Temperature# of 6, Warm. We won't use the Garden World optional modifier.

Step 6: Hydrographic#: 4CD; +,-,0,0, for a total of 0. We have no modifiers from the previous result, and none from below the table apply. Our Hydrographic# is 5; 50/50 land/water, and a +1 Population# modifier for our next roll.

Step 7: Population#: 4CD; 0,0,+,+, for a total of +2. We apply the modifier from our Hydrographic result, which gives us +3. Then, checking the modifiers below the table, we see that an Atmosphere# of 4 gives a -1 Modifier. We apply it and get a final total of +1. Our Population# is 6; Millions (+1 Govt#). To find the exact population we roll a d20 and get 15. When halved and rounded down, that's a 7. Our actual population is 7 million souls (our Population# is still 6).

Step 8: Government#: 4CD roll; 0,-,+, -, for a total of -1. We apply the +1 modifier from our Population roll and get a total of 0. Our Government# is 5, Balkanized.

Step 9: Law#: To determine Law# we roll 1d6, and add any Government# modifiers. We roll a 4, and there are no modifiers for a Government# 5, Balkanized. Our Law# of 4 means there are restrictions on long weapons, narcotics, and some higher Technology# items.

Step 10: Technology#: We cross-reference our world's parameters on the first table, then add them to our 4CD roll. Size# gives +1, but Atmosphere#, Hydrographic#, and Population# give no mods, but our Government# of 5 gives +1 as well. Our total modifier is +2. Our 4CD roll is; -, -, -, 0, a result of -3! After applying the +2 modifier our final total is -1! Our Technology# is 4, Industrial. Our world is emerging from its version of an industrial revolution.

Step 11: Resource#: Our d6 result is 4. We add our world's Size# of 5 to get 9, then subtract our Population# of 7 for a total of 2. A +1 modifier for our Hydrographic# of 5 gives us a final total of Resource# 3, the description is; 'Little to Spare', maybe our World's industrial revolution was a step too far?

Step 12: Culture# Our first d20 roll is 3, telling us to make our second roll on Table A (1-5). We roll a 7, our Culture# is; A7-Taboo. The people on our world are reluctant to discuss something.

Step 13: Faction#: Our population# is 7, so we must roll a 50/50 d20 to see if we must make an extra Faction# roll. We roll a 15, so our world will have 3 prominent Factions. Our first faction is; A5-moderate Business Oligarch, our second is; B16-Protesters, our third; A12-Anarchists.

Step 14: Strength#: Our first faction gets a +2 modifier to add to our 4CD roll of; -, -, 0, 0, for a total of 0. Our A5-moderate Business Oligarch has a Strength of 5 Notable. The B16-Protesters faction has a +1 modifier, and we roll -, 0, +, 0, for a total of +1. They have a Strength of 6, Very Notable. Our third and final faction rolls -, +, +, 0, and gets a -1 modifier, for a total of 0; they too are 5, Notable. The power structure is very balanced on our world!

That's it! Turn the page to see how these Planetary Parameters work together to create a game world with plenty of plot hooks!

Completed Planetary Profile

Here's all of that information in an easy to read format.

Size: (5) 12,8000Km, 1g, **Atmos:** (4) Thin, **Temp:** (6) Warm, **Hydro:** (5) 50/50, **Pop:** (6) Millions, (7million~)
Govt: (5) Balkanized, **Law:** (4), **Tech:** (4) Industrial, **Resources:** (3) Key resources lacking, **Culture Code:**
A7-Taboo **Power Factions:** A5-Moderate Business Oligarch (5 Notable), B16-Protesters (6 Very Notable),
A12-Anarchists (5 Notable).

Let's try and make some sense of it...

We have a warm, blue, green world, with a thin, wet atmosphere. Seven million people are working and living in improving conditions, brought about by society's recent industrial transformation. Though some folks are beginning to realize even more resources will be needed if this progress, and standard of living, is to be sustained – and there may not be enough.

Anarchists are in the throes of slowing and crippling the moderate business oligarch's global operation, who monopolizes much of the world's trade. Their main targets are his company's logistics, his stores, and his major patrons, but they are escalating their actions and broadening their scope. The Anarchist's goals are unclear, beyond bringing the system down, but sustainability is a strong part of their messaging.

Protestors in every nation state want everyone to stop and think before the world's progress lies in ruins. This request is difficult because there are some aspects of history nobody will acknowledge, let alone discuss sensibly. Such as, the mysterious and dangerous ruins scattered across the smaller islands of the world's vast oceans.

Our world needs a name, let's use the syllable table on p315 of the Captain's Log book. Vi, Em, Zog, Idi. Welcome to Viemzogidi!

A world ripe for adventure - let's make a start, in Brining it All Together Part 2!

Bringing it All Together Part 2: Random Mission on Viemzogidi

Using the Mission Creation steps in Captain's Log, I start with:

Mission Type: Planetary Exploration – Radioactive fog hides secret colony - Incident and theme: Transform, (20: roll twice) Living Ship, Spatial Rift - My complication was Diplomatic Incident.

This framework immediately inspires several ideas:

When surveying Viemzogidi, the crew notice a strange radioactive fog which obscures some smaller remote islands and archipelagos. Trade ships steer well clear, with some blockaded by what appear to be the oligarch's frigates (I appended this detail to my world description, in the 'best' way possible for the coming adventure, after rolling the mission).

Eventually, when the crew takes a closer look, or visits, they see ships, unlike any of the others on the world, sailing around and between the forbidden islands. It transpires that these strange ships are actually living creatures, ancient lifeforms recently hatched from hot, radioactive areas beneath the crust. They are ready to undergo an amazing transformation!

With the help of the crew and the Viemzogidians (Which Factions will agree to help?), these fascinating creatures rapidly mature, like butterflies emerging from their cocoons. With little warning, they suddenly exit the world by plunging into a spatial rift out in the deepest part of the ocean.

The crew is aware that another warp-capable species has been monitoring the situation on this world for a considerable length of time, with great interest paid to the remote islands. However, their representatives cannot get to Viemzogidi in time to assist. The crew's solution could ruffle some feathers, potentially disrupting interstellar relations. What exactly happens is up to you and your crew!

Incompatible Parameters? Surely Not!

You may encounter situations when creating star-systems where the various properties in a Planetary Profile don't appear to gel well, at first glance. These tough combinations will get your imagination firing, and often turn into the best adventures. Think how strange some of the setups are for several of your favorite Trek episodes!

Here are a few example combinations:

- Tiny ball of inhabitable rock with a huge population – Perhaps the population live in orbit in huge space stations, or completely inside, or in a ring of asteroids circling the tiny planet.
- Large planet with bad atmosphere – the population lives under domes, or underground, or in floating cities, or they evolved there.
- Low gravity on a busy world – Everyone lives in gravity-controlled environments. Even though rocky islands covered with shrubs often float past the window, everything is locked down inside.
- Government and Power Factions are at odds – There is always a way to make them work. Maybe interpret them less strictly, or just use a facet of their descriptions to inspire a new angle.
- Tiny worlds with dense atmospheres and oceans – perhaps they have a super dense core, maybe custom-built planets, with some undiscovered reason for their existence. Maybe the oceans are ankle deep? And remember, oceans don't have to be water; cold or dense worlds might have highly toxic chemical oceans.
- Corporations on low tech worlds – Corporations can exist anywhere and anytime there is profit to be extracted.
- Populations in incongruous, unsustainable places – they are an uplifted animal, they are the survivors of a recent or ancient crash, they are specially evolved natives, or have been relocated there for some obvious, or mysterious reason. Someone may have provided a way or them to survive, which may or may not involve hidden hi-tech solutions – The entire mission might be to discover why they are there, and how they got there.
- Nobody home – Even if the Population# is listed as 0, there could still be a small hidden colony, crash site, or research station. Or maybe even a visiting starship.

These, and similar examples, are all perfect new lives and new civilizations, ready to explore. The bottom line is, if you don't like something, change it!

Step 16: Next Steps

The *Challenge Dice Star-System Generator* is a framework for you to build on. Feel free to tweak or add modifiers (Such as the optional ones suggested at various points. Or add your own). You can also change table entries to tailor system and planet generation to better fit your needs (ignore gravity, choose tiny oceans, create a gas giant table, etc).

Here's an idea to get started: Use the STA Exploration Guide to help create custom 2d6 Terrain Tables for your worlds. Populate your Terrain Table using terrain types from the STA Exploration Guide, suggested by your world's Atmosphere#, Temperature#, Hydrographics#, and other ratings. Once in place you can see there's a terrific amount of variety on most worlds, and your adventure could potentially span several locations.

Roll 2d6 to find the terrain type for your next scene or encounter. Use the tables within the STA Exploration Guide to add more details, layers, and surprises.



Example Custom Terrain Table

Remember when rolling 2d6; 6,7, and 8 are the most common results, so think of them as the land circling the equator of a planet, with rarer results like 2, and 12 representing the poles.

With consideration, we can match the water percentage to the planet's Hydrographic# by carefully populating the table with terrain types from the Exploration Guide. Viemzogidi is 50% water, and there is a 50% chance for a Swamp or Water Biome (It's a warm, stuffy world) to be rolled on the Terrain Table (when % totals are combined for each possible result). The remaining Terrain types reflect the planet's thin atmosphere, warm, rocky, and watery nature.

E.g. I roll 2d6 to find out where my crew first meet the Viemzogidi Oligarch, and get 6 – Deserts. I decide it's a sizable palace built on top of high rock formations where jungle meets desert, overlooking a dune sea.

Roll	Viemzogidi Terrain Table	% Chance
2	Deserts	2.8
3	Caves	5.5
4	Swamps	8.3
5	Water Biomes	11.1
6	Deserts	13.9
7	Water Biomes	16.7
8	Water Biomes	13.9
9	Mountains and Hills	11.1
10	Jungle	8.3
11	Plains	5.5
12	Cold Biomes	2.8

Optional: Don't worry about percentages, and just make a table you think represents your world.

Optional: I often treat Plains results as cities or civilisation (as suggested in the STA Exploration Guide), as that's a typical place for settlements on Earth. People on your planet may have different preferences; mountains, or coasts, for example.

Typical World Terrain Table Examples

Roll 2d6 to determine the terrain where an adventure, scene, or encounter might occur on these worlds.

Roll	Temp 5, Atmos 3, Hydro 7
2	Cold Biomes
3	Forests
4	Water Biomes
5	Forests
6	Plains
7	Water Biomes
8	Water Biomes
9	Mountains and Hills
10	Water Biomes
11	Deserts
12	Cold Biomes

Thinner atmosphere means fewer plants and animals, but vast oceans.

Roll	Temp 1, Atmos 2, Hydro 2
2	Cold Biomes
3	Water Biomes
4	Cold Biomes
5	Caves
6	Water Biomes
7	Cold Biomes
8	Cold Biomes
9	Mountains and Hills
10	Plains
11	Caves
12	Cold Biomes

No obvious vegetation on this cold, airless, desert world. Little liquid water.

More Example Worlds

Here's a few pre-made worlds to help you get started.

Garden World 1

Size: (4) 8,000Km, .7g, **Atmos:** (7) Dense, **Temp:** (4) Marginal, **Hydro:** (6) 60/40

Pop: (5) Hundreds of Thousands, (600,000~), **Govt:** (5) Balkanization, **Law:** (2) Energy weps, tech 10

Tech: (6) Industrial Information, **Resources:** (8) Rich, **Culture Code:** A17-Quirk (Lifecycle)

Factions: B6-Viral Crime (8 V significant), B16-Protesters (9 Powerful)

Small gem of a world where you might feel a little lighter on your feet because of the low gravity and dense air. Flight tech, aviation, local space travel, and orbital construction are very advanced because of these advantageous conditions. Otherwise, technology is roughly on par with 20c: computing, fission power, space age.

People are thrown out into the street on their 14th birthday. Children must fend for themselves, finding lodging and employment, sustaining themselves for six years. They are allowed to speak to their family again upon reaching the age of 20. Parents often host return parties, but sometimes their children don't show up. Some don't survive; some wish to maintain their anonymity and independence

A viral crime movement is hacking ostracized children's details, hidden by the state to prevent their parents finding them, and trying to reunite the obfuscated with their families. Their efforts are very significant; the ultimate goal is to end the 'Ostrasix' practice altogether.

A powerful grass roots protest is urging their government to put a stop to this seemingly unstoppable crime wave propagating through society – they want to keep their traditions; it's their way of life and how it always has been! Their ranks include children who chose to remain anonymous during and after their Ostrasix. Regular strikes and boycotts are helping the attain the government's ear.

Anonymous Viral Criminal Slogan: 'We can put a man into space, but we have no space in our hearts for our children!', their movement is teetering on the brink of changing the world. The general belief is, if one nation ended the practice, the rest would fall in line.

Garden World 2

Size: (5) 12,800Km, 1g, **Atmos:** (5) Standard, **Temp:** (4) Temperate, **Hydro:** (4) 40/60, **Pop:** (7) Tens of Millions, (90m~), **Govt:** (8) Non-charismatic leader, **Law:** (3), **Tech:** (5) Industrial Atomic, **Resources:** (2) Key Resources Lacking. **Culture Code:** C2-Athiest, **Power Factions:** A4-Religious Institute (6 Very Notable), A2- Psionics (7 Significant), B12-Politician (3 Obscure)

The population backs a Religious Institute, they want to be able to practice religion, against the wishes of an unpopular leader. His Psionic group act as thought police, stamping out worship wherever they find it. A fringe politician wants to ban them but they have always been part of society. Under the former leader they were an empowering force, instead of a smothering one, and the Politician wants to bring that back. He is slowly gathering support.

Garden World 3

Size: (4) 8,000Km, .7g, **Atmos:** (5) Standard, **Temp:** (6) Warm, **Hydro:** (6) 60/40, **Pop:** (8) Hundreds of Millions, (100m~), **Govt:** (8) Charismatic Oligarchy, **Law:** (4), **Tech:** (9) Pre-Warp, **Resources:** (3) Little to spare. **Culture Code:** A18-Literal, **Power Factions:** B1-Benevolent Mastermind (5 Notable), A8-City Hall (7 Significant), B11-Anti-Intellectuals (7 Significant).

The benevolent mastermind leading the government has been doing a grand job. But recently a group of anti-intellectuals have risen to power in local government. They are squelching intellectual discussion planet-wide. Some speculate their ultimate target is the Mastermind and his government.

Survivable World 1

Size: (6) 14,000Km, 1.25g, **Atmos:** (6) Standard tainted, **Temp:** (6) Warm, **Hydro:** (6) 60/40, **Pop:** (10)Tens of Billions, (30B~), **Govt:** (10) Religious Dictatorship, **Law:** (5) , **Tech:** (10) Warp, **Resources:** (4) Almost viable. **Culture Code:** A1 - Oppressed, **Power Factions:** A6-Organized Crime (6 V Notable), A8-City Hall (7 Significant), B13-Regressive Corporation (4 Somewhat Notable), A16-Street Gangs. (2 Extremely Obscure)

An overcrowded warp-capable society – exporting their religious doctrine to nearby worlds. Somewhat oppressed by the practices of their strict religious government, the people of this world exist in a state of permanent unrest. City Hall is battling an epic wave of organized crime, which some think is sponsored by prominent and corrupt members of the church, though no proof has been found. Recently citizens have taken to the streets in large gangs and mobs to fight back against oppression, they are becoming increasingly organised. A regressive corporation (Run by an arm of the church), sells cheap low-quality food and other products, and the people are realizing they deserve better.

Survivable World 2

Size: (2) 4,800Km, .25g, **Atmos:** (0) None, **Temp:** (2) Cold, **Hydro:** (3) 30/70, **Pop:** (3) Thousands, (4k~), **Govt:** (2) Participating Democracy, **Law:** (3), **Tech:** (8) Pre warp local, **Resources:** (3) Little to spare.
Culture Code: A19 Blend x3: A18-Literal, B12-War, C20-Building, **Power Factions:** B3-Rebel Army (4-Somewhat Notable)

A few thousands are all that remains of this world's population. They are eager to leave this failing world. So far, they have destroyed several buildings, which will take decades to replace, due to the rituals and ceremonies involved. The government is extremely slow to act, they could have built enough new ships so everyone can leave, but everything happens so slowly here. Inhabitants take everything very literally, so talking them down from the ledge could be tricky.

Survivable World 3

Size: (8) 16,000Km, 1.7g, **Atmos:** (9) corrosive or Insidious, **Temp:** (9) Very hot, **Hydro:** (1) 10/90 toxic oceans **Pop:** (3) Thousands, (7k~), **Govt:** (0) none, **Law:** (0), **Tech:** (6) Industrial Informational, **Resources:** (10), **Culture Code:** A3 - Aesthetic, **Factions:** A17-Artificial Intelligence (9 ful)

An AI run colony, lost in time and space? Well below the surface, shielded.

A somewhat staid and airless art colony. They are happy, but many feel empty. The themes and ideas they explore are all given to them by an AI.

Hostile World 1

Size: (3) 6,400Km, Mars .45g, **Atmos:** (3) Thin, **Temp:** (2) Cold, **Hydro:** (0) Dry World, **Pop:** (4) Tens of Thousands, (40k~), **Govt:** (5) Balkanized, **Law:** (0) None, **Tech:** (9) Early Warp, **Resources:** (3) Little to Spare.
Culture Code: A12-Combination (D20-Narcotics, D12-Mutation) , **Power Factions:** B2-Anti-Psionics (9 Powerful), B19-Conspiracists (5 Notable).

The atmosphere is thin, cold, and extremely dry. There is no weather. This is a small colony from the Survivable World. Here, Conspiracies swirl about the emergence of psionic abilities in some subsets of the colony's populace, supposedly a mutation, triggered by the narcotics issued at launch, to help acclimatize to the thin atmosphere, here. A witch hunt is in progress, singling out those whose minds are 'twisted' but not everyone who's been accused can possibly be guilty, can they?

Hostile world 2

Size: (3) 6,400Km, .45g, **Atmos:** (3) Thin, **Temp:** (2) Cold, **Hydro:** (2) 20/80, **Pop:** (2) Hundreds, (900~), **Govt:** (1) Company Corporation, **Law:** (2), **Tech:** (7) Pre-Stellar, **Resources:** (5) Sustainable.
Culture Code: D18-Quirk: Time, **Power Factions:** B5-Extreme Business Oligarch (4 Somewhat Notable)

A well-run company outpost on a small, dry, cold world.

Time passes erratically here, and someone needs to look into it.