

Home World Generation

It's important to define the PCs home world since planetary factors affect childhood development — especially where characteristics and skills are concerned. In unique cases, the PC may not have a home world per se, having been born and/or residing aboard a working starship, asteroid mining colony or orbital starport or they may live part of their lives on many different worlds. While officially considered as an Imperial citizen, only Imperial government officials, Imperial military or naval personnel and the Imperial nobility hold Imperial passports. All other Imperial citizens hold passports based upon their official home of record. Not having a passport will generally result in detainment, deportation or even possible prison time.

The Player and GM must decide which planet the PC calls home. According to Imperial law, persons 13 years and older must possess a valid passport in order to travel outside of their home planet, and in many cases even on it (depending upon the law level and social control factors). PCs born aboard a starship or on an outback mining colony are required to declare a home of record by age 13. Some worlds have restrictive immigration requirements (generally the high population rich worlds), while others accept almost anyone who applies (mostly poor low population worlds). In some cases holding a passport may offer benefits, such as receiving a homestead land grant or being able to carry a weapon in public, or obligations, such as filing an annual income tax or participating in the planetary military draft. If this requirement is not met the PC may be prosecuted, if caught, or be declared “persona non-grata” (unwelcome, having citizenship status formally withdrawn and the passport invalidated). This would complicate the PCs situation, especially if traveling amongst the stars. Also, there's no Imperial law against holding dual citizenships but some planetary authorities may consider it questionable behavior.

There are several methods to determine a PCs Homeworld. The GMs must decide which works best in their game universe.

A Simple Method (2d6)

The GM selects one of the following world types and provides the name of a specific planet within their game that fits the description:

- 2 Spaceborne (born and raised aboard a starship, starbase or off-world asteroid mining colony. (The GM and Player must select an official home world)
- 3 Vacuum World (low population with little or no atmosphere and extreme cold surface temperatures with no surface water sources. Colonies live in doomed surface or underground cities.)
- 4 Barren World (low population with a barely breathable cold atmosphere and no surface water (some ice and few signs of vegetation).
- 5 Ice World (low population with thin breathable atmosphere and cold surface temperatures (but Maybe some signs of evergreen forests). Terrain is mostly frozen tundra and pack ice)
- 6-7 Desert World (low population with breathable hot atmosphere with pockets of surface water and vegetation. 80-90% of terrain is dry and sandy).
- 8-9 Ocean World (low population with salty oceans providing a variety of aquatic life forms. Also a variety of climate zones with minimal fresh drinkable surface water.)
- 10-12 Garden World (medium to high population with breathable atmosphere and moderate to warm surface temperatures. Terrain varies from coastal to plains to mountains. Abundance of drinkable surface water present.)

GM may also choose planets outside of the current gaming sector, in this way the PC is never on their home planet, thus having no advantage.

A More Complex Method

The Player rolls the following planetary characteristics and the GM either creates a homeworld or selects one with the closes match to an existing planet within their game universe.

	Gravity	Hydrographics (2d6)	Atmosphere (2d6)
2	1.2	None (Desert / Artic / Vacuum)	Vacuum *
3	1.1	10% (Desert / Artic)	Vacuum *
4	1.1	20% (Desert / Artic)	Marginal but Breathable *
5	1.0	30% (Forest / Jungle / Garden)	Breathable
6	1.0	40% (Forest / Jungle / Garden)	Breathable
7	1.0	50% (Forest / Jungle / Garden)	Breathable
8	1.0	60% (Forest / Jungle / Garden)	Breathable
9	1.0	70% (Forest / Jungle / Garden)	Breathable
10	0.9	80% (Water World)	Polluted but Breathable
11	0.9	90% (Water World)	Toxic but Breathable
12	0.8	100% (Water World)	Exotic *

* The planets atmosphere is inhospitable to human life. The atmosphere is either: radioactive, corrosive, toxic (poisoned) or combustibile. If humans inhabit such a planet they must live in a domed surface city, underground complex or on a small orbital station.

	Tech Level	Population (2d6)	Planetary Wealth (GPP)
2	TL-7	Very Low (100 x 1d10)	Extremely Poor
3	TL-8	Low (1,000 x 1d10)	Poor
4	TL-9	Low (10,000 x 1d10)	Poor
5	TL-10	Low (100,000 x 1d10)	Low Affluent
6	TL-10	Medium (1 Million x 1d10)	Medium Affluent
7	TL-10	Medium (10 Million x 1d10)	Medium Affluent
8	TL-11	Medium (100 Million x 1d10)	Medium Affluent
9	TL-12	Medium (1 Billion x 1d10)	High Affluent
10	TL-13	High (10 Billion x 1d10)	Rich
11	TL-14	High (100 Billion x 1d10)	Rich
12	TL-15	Very High (1 Trillion Plus)	Extremely Rich

	Law Level	Trade (3d6)	Government (3d6)
2	C	None	Penacrcy (Rule by Criminal Gangs)
3	C	Pre Agricultural	Theocracy (Rule by Religious Councils)
4	B	Low Agricultural	Plutocracy (Rule by Wealthy Elites)
5	B	High Agricultural	Corporatocracy (Rule by Corporate Boards)
6	A	Low Industrial	Representative Democracy (Rule by Citizens)
7	A	Mid Industrial	Subjugated Government (Rule by Foreign Government)
8	9	High Industrial	Civil Service Bureaucracy (Rule by Government Agencies)
9	9	Low Technological	Technocracy (Rule by Elite Scientist & Engineers)
10	8	Mid Technological	Monarchy / Oligarchy (Ruled by Royal Family)
11	8	High Technological /	Hereditary Aristocracy (Rule by Feudal Elites)
12	7	Low Stellar (Jump 1)	Anarchy (No Effective Government)
13	7	Mid Stellar (Jump 3)	Cyberocracy (Rule by Logic (Computers))
14	6	High Stellar (Jump 5)	Stratocracy (Rule by Military / Warrior Culture)
15	6	Low Interstellar (Jump 7)	Totalitarian Regime (Rule by Charismatic Dictator)
16	5	Mid Interstellar (Jump 9)	Matriarchy (Rule by Women)
17	5	Low Galactic (Jump 11)	Syndicracy (Rule by Labor Unions / Guilds)
18	4	Mid Galactic (Jump 13)	Classic Democracy (Rule by Direct Voting by Citizens)

	Economic Model	Starport	Civil Rights
2	Barter System	None	Ultra Conservative
3	Communism	D	Conservative
4	Communism	C	Conservative
5	Socialism	C	Conservative
6	Socialism	C	Conservative
7	Socialism	B	Progressive
8	Socialism	B	Progressive
9	Unregulated Capitalism	A	Progressive
10	Unregulated Capitalism	A	Liberal
11	Regulated Capitalism	AA	Liberal
12	Regulated Capitalism	AAA	Ultra Liberal

Current Situation

2	Aftermath of Nuclear Global War (war happened 1d6 decades before)
3	Aftermath of Conventional Global War (war happened 1d6 years before)
4	Ongoing Regional Wars*
5	Ongoing National Wars*
6	Ongoing Civil Wars*
7	Ongoing Tribal Wars*
8	Unstable Peace
9	Unstable Peace
10	Stable Peace
11	Stable Peace
12	Stable Peace

*** Types of Ongoing Wars (GM decides)**

- World War (World-wide war between numerous nation-states)
- Theater War (Continent-wide war between two nation-states)
- Regional Civil War (Region-wide war between several equal governmental factions)
- National Insurgency / Civil War (Region-wide conflict between an recognized government and a small but violent para-military group generally supported by interests outside the nation)
- Tribal War (small disputes between racial or tribal groups) (Warlords hire and train mercenaries or local paramilitary militias)

Reasoning for Wars (GM decides)

- Retaliation for Past Disputes
- Territorial Expansion for New Sources of Land, Natural Resources (Energy Reserves / Water)
- Consolidation of Political Power & Personal Wealth

Weapons Used (Determined by TL) (Consult GM)

- Ancient (Swords / Bows / Muskets / Siege Engines)
- Modern Conventional (Rifles / Artillery / Bombs / Torpedoes)
- Biological Warfare (Genetically-Enhanced Weaponized Biological Agents / Plagues)
- Chemical Warfare (Weaponized Chemical Agents (i.e., Nerve Gas))
- Electronic Warfare (Cyber-War / EMP Weapons) (Destruction of Electrical Grids & Computer Networks)
- Space Warfare (Battles in Outer Space)
- Genetic Warfare (Genetic Engineering of Humans & Other Species / Massive Cloning Program)
- Radiological Warfare (Dirty Radiation Bombs)
- Nuclear Warfare (Fusion & Fission Devices) (Total Annihilation / Possible Human Extinction)
- Percentages of Destruction (Death Toll): 100-90% / 89-60% / 59-30% / 29 to 0%
- Recovery Period: 10-25 Years / 26 to 50 Years / 51 to 75 Years / 76 to 100 Years

A Customized Concept

(Mostly a collection of ideals yet to be developed)

Habitable Worlds (Climate Types)

Tropical Rainforests (Jungles) (Hot Humid Constant)
Tropical Steppes (Grasslands / Prairies / Savannas) (Hot Semi-Arid Seasonal)
Tropical Deserts (Sand-Dunes) (Hot Arid Constant)
Tropical Wetlands (Swamplands / Marshlands) (Hot Semi-Humid Seasonal)
Tropical Maritime (Sandy Beaches / Rocky Shorelines /
Kelp Forest / Coral Reefs) * (Hot Humid Constant)
Sub-Tropical Chaparrals / Scrublands (Warm Semi-Arid Seasonal)
Sub-Tropical Wetlands / Swamplands (Warm Humid Seasonal)
Sub-Tropical Deserts (Warm Semi-Arid Seasonal)
Temperate Continental Forests (Warm Semi-Humid Seasonal)
Temperate Maritime (Warm Humid Seasonal) *
Temperate Steppes / Grasslands / Prairies / Savannas (Warm Semi-Humid Seasonal)
Sub-Polar Chaparrals / Scrublands (Cool Semi-Arid Seasonal)
Sub-Polar Deserts (Cool Semi-Arid Seasonal)
Sub-Polar Alpine (Cool Semi-Humid Constant)
200 to 1000 feet (Mesas) / 1000 to 10,000 feet (Plateaus) /
10,000+ feet (Mountains)
Polar Deserts (Barren Cold Arid Constant)
Polar Highland Forests (Cold Semi-Humid Constant)
Polar Maritime (Cold Humid Constant) *
Polar Coastal Tundra (Cold Semi-Humid Seasonal)
Polar Icecaps (Barren Cold Semi-Arid Constant)

* Sea Level to -200 feet (Continental Shelf) / -200 to -1000 feet (Meso Slope) /
Below 1000 feet (Abyssal Plain)

Space Habitats

Orbital Naval Starbases (Regina Naval Starbase or Deep Space 9)
Orbital Commercial Starports (Regina Commercial Up-Port)
Orbital Mega Cities (Babylon Five)
Commercial Starships (Cruise Ships)
Private Luxury Star-Yachts
Naval Starships (Battlestar Galactica)
Commercial Oceanic Vessels (Supertankers / Cargo Ships)
Residential Oceanic Vessels (Cruise Ships / Freedom Ship)
Moon or Asteroid Colonies (Penal / Mining / Trade / Research / Military / Industrial / Political /
Religious / Archaeological)

Planetary Colonies (Penal / Mining / Trade / Research / Military / Industrial / Political / Religious /
Archaeological)
Rigid Social System (Racism / Sexism / Class Society)
Nomadic Tribes or Clans
Religious Intolerance / Prosecution of Non-Believers, Witches & Homosexuals
Major Flaws in Populations Genetic Code

Unique Habitats

Archology (Massive Vertical Column Cities)
Ecumenopolis (Global-Sized Cities)
Quarantined (Medical Isolation / Military Blockade)
Actively Being Terraformed
Vacuum or Toxic Atmosphere (Domed, Underground or Submersible Cities)
(Nitrogen / Ammonia / Methane / Carbon Dioxide / Chlorine / Fluorine /
Sulfur / Inert Gases / High Oxygen / Low Pressure / High Pressure / Radioactive)
Government Restrictions (Imperial Research Station / Weapons Test Range /
Archaeological Dig Site / Penal Colony)
Privately Owned (Game Reserve / Research / Corporate)
Sanctuary Planet (Criminal Haven / Free Trade Zone)
Geologically Unstable (Earthquakes / Volcanoes)
Meteorologically Unstable (Monsoons / Blizzards / Hurricanes / Thunderstorms)
Newly Colonized
Underground Cities
Submerged Oceanic Cities (Stargate Atlantis)
Floating (A-Grav) Cities (Stargate Atlantis)
Double or Triple Suns or Moons
Electrically Unstable Regions (Excessive Lighting / Static Zones / Temporal Zones)
Massive Environmental Pollution
Massive Tectonic Plate Activity / Super Volcanoes / Change in Magnetic Poles
Massive Solar Flare
Massive Global Warming (Carbon Dioxide Effect)
Massive Global Cooling (New Ice Age)
Gamma Ray Burst Hit
Massive Meteor Strike
Major Natural Pandemic
Massive Crop Failure & Animal Extinctions
Loss of Ozone Layer
Massive Solar Activities (Flares / Expansion / Radiation Levels)

Alliances

Sword Worlds
Darrian Confederation
Aslan Hierate
Vargr Extents
Solomani Sphere
Zhodani Consulate
Two Thousand Worlds (K'Kree)

PC may have lived on these worlds as a child if their parent(s) worked as a diplomat, corporate sales representative, missionary, entertainer, starship crewmen, journalist, wildlife videographer or security consultant.