GENERATING WORLDS

This is a simple generator for creating the world on the other side of the portal, both for Prime worlds and Alternate Platform worlds.

When creating a Prime world, use the Prime column for your dice rolls and use the Alternate column when generating one of the Eight Alternate worlds on an Alternate Platform. Roll a d100 for the general type of world, and then roll a second d100 for the specific type of world.

Prime Platform		Alternate Platform		Description
1st Roll	2nd Roll	1st Roll	2nd Roll	
01-50		01-50		Other Earths
	01-76		01-76	Alternate Historical
	77-88		77-88	Alternate Evolutional
	89-99		89-99	Alternate Geological/Climatic
	100		100	Alternate Astrophysical
51-75		51-75		Tehrmelern Commercial and Utility Worlds
	01-50		01-50	Gathering World
	51-86		51-75	Farming World
	87-91		79-80	Food Processing
	92-99		81-87	Industrial
	--		88-99	Small Distribution Center
	100		100	Expo Worlds
76-95		76-95		Recreational Worlds
	01-95		01-95	Nature Preserve
	96-98		96-98	Nature Park
	99		99	Arcades
	100		100	Technical Park
96-99		96-97		Home Worlds
	--		01-75	Individual Settlement

	--		76-85	Small Village
	--		86-95	Settlement, Small
	--		96-97	Settlement, Large
	01-95		98-99	Long Settled World, Commonwealth
	96-100		100	Long Settled World, Tehrmelern
--		98-99		Military Worlds
			01-75	Weapons Testing
			76-85	Training Centers
			86-99	Manufacturing
			100	Weapons Storage
100		100		Other Areas
	--		01-93	Pocket Stops
	1-100		94-98	Battlegrounds
	--		99-100	Other places

To create Solar Systems and Star Systems to go along with these new worlds, the following charts have been supplied. Use them exactly as you did the world generation charts and you can add the flavor of a fully created galaxy to your new world.

Generating System Platforms

Use the following table to generate the location for each System Platform portal on your Alternate Worlds. These in particular, link to different places in the Sol solar system of Earth Prime. If you have generated a star system that differs greatly from Sol, pick and choose the names and locations yourself. This is just a guide on how to do it. Remember that you can only have Eight Destination portals. One Pathway portal gets you to this platform and one goes further out one level to the local group of stars.

D100	Location	D100	Location
1	Mercury	47 - 57	Other moon
2	Venus	58 - 60	Rings of Saturn
3 - 9	Earth's Moon	--	Moons of Uranus
10 - 11	Mars	61	Miranda
12	Phobos	62	Ariel

13	Deimos	63	Umbriel
14	Ceres	64	Titania
15	Vespa	65	Oberon
16	Pallas	66 - 76	Other moon
17	Hygiea	--	Moons of Neptune
18 - 25	Other asteroid	77	Triton
--	Moons of Jupiter:	78- 87	Other moon
26	Io	86	Pluto
27	Europa	89	Charon
28	Ganymede	90	Nix
29	Callisto	91	Hydra
30 - 39	Other moon	92	Eris
--	Moons of Saturn	93	Dysnomia
40	Mimas	94	Sedna
41	Enceladus	95	Quaoar
42	Tethys	96	Orcus
43	Dione	97	Varuna
44	Rhea	98	Ixion
45	Titan	99	Other Kuipier Belt object
46	Iapetus	100	Oort Cloud object

Generating Star-Hub Platforms

Star-Hub Platforms are simply that; platforms that have pathway portals to eight nearby star systems.

GENERATING STAR-SYSTEM PLATFORMS

Generating Star-System Platforms is a two-step process: You first determine the type of star system that the Pathway Portal leads to, and then you generate the eight locations for each “end” portal.

Number of Stars

Determine if the star is a binary star by rolling 1D10. On a roll of 7 or more, the star is a binary. Roll again, and if the roll is 7+ on 1D10 add another star and roll again until you don’t roll over 7.

For each star, roll on the following table:

Star Spectral Type

D100	Spectral Class	Color	Notes
1 - 49	M	Red	
50 - 63	K	Orange	
56 - 70	G	Yellow	Roll 1D10. On a 10, the star is a subgiant
72 -74	F	Yellow-White	Roll 1D10. On a 9+, the star is a subgiant
75	A	White	Roll 1D10. On a 7+, the star is a subgiant
76 - 85	White Dwarf	White	
86 - 98	Brown Dwarf	Deep Red	
99	Giant	Varies	Roll 1D10: 1 = F class, 2 = G class, 3-7 = K class, 8+ = K class subgiant
100	Special		Could be B-class or O-class stars, neutron stars, protostars or other rare stellar objects

Finally, for each portal on the Star-System Platform, roll on the following table to determine what type of planetary body it is connected to just as you did for the System Platform:

Planetary Type

D100	Type of Planetary Body
1 -18	Asteroid
19 - 62	Terrestrial Planet
63 - 66	Dwarf Planet
67 - 89	Moon around Gas Giant
90 - 98	Moon around Super Jovian
99	Terrestrial planet in a Gas Giant or Super Giant Trojan point
100	Double Planet. Each planet is either a Terrestrial (60%) or a Dwarf (40%).

For Terrestrial Planets and habitable moons, use the following tables:

Gravity

Roll a d20 to determine the general gravity category. The equation in parentheses determines the specific gravity expressed as unit of 1g, or Earth's gravity.

d20	Result	Gravity Modifier
1–2	Microgravity (Less than 0.4 – 0.5 G)	-10
3–6	Low Gravity (0.5 – 0.8 G)	-5
7–15	Normal Gravity (0.8 – 1.2 G)	+2
16–20	High Gravity (1.2 – 2G)	+10

Atmosphere

The atmosphere of a world determines how easy it is to breathe and also modifies the temperature. Add the temperature to the base temperature for terrain outside the portal for the final average temperature. Normal atmospheres, those like our own world's, have less temperature variation than other types. Add the Gravity Modifier to the roll to determine the atmosphere type. Exotic atmospheres are made up gases such as chlorine, methane, fluorine, or other combinations of gases. Dense atmospheres tend to have more carbon dioxide and can be at poisonous levels.

d20	Result	Terrain Modifier
2 or less	Vacuum	-20
3–6	Thin	-17
7–14	Normal	0°
15–18	Dense	+10
19 or greater	Exotic (Reroll d20, ignoring rolls 19 and 20. Add Gravity Modifier)	n/a

Terrain Outside the portal

Planets have a multitude of terrain types. This table generates the type of terrain outside the portal on the planet. Planets with None or Thin atmospheres will tend to be deserts, regolith, or ice balls. Think of Mars, the Moon, and Pluto.

The average temperature is for the temperate zones. On the equator treat the temperature as 60 degrees warmer, and at the poles as 60 degrees colder. Temperatures are in Fahrenheit.

d 20	Terrain	Average Temperature
-11– -19	Regolith	Varies with time of day. Can vary by ±250°
0 – -10	Ice plain	-120
1 –3	Arctic	-22°
4 –5	Temperate Plains	50°
6 –8	Temperate Forests	60°
9 –11	Jungle	70°
12–14	Marsh/Swamp	65°
15–17	Desert	85°
18–20	Water	50°

Just to re-cap, at the end of this creation process you should have a world platform with eight 25' planetary portals leading to different locations on the unique world of your own creation (or an existing world if you were just creating an Alternate) and a 50' portal that leads to this unique world's Alternate Worlds Platform. On the Alternate Worlds Platform, you have two 50' portals that lead laterally to the Fringepaths, a 50' portal that leads to this unique world's solar system platform, a 50' portal leading back to the Prime Platform and eight 25' portals that lead to different Alternates of your unique world. On the System Platform you have only two 50' portals: the one you arrive on and the one leading to this world's Star-Hub Platform.

There will also be eight 25' portals that lead to various locations in that solar system based on the values you chose above. At the Star-Hub Platform, there are eight 50' portals leading to eight different local star systems and the one 50' portal you arrived on for a total of nine. Each of these eight 50' portals leads to a Star-System Platform around a different nearby star within 40 light years of the Prime. These platforms

possess the single 50’ pathway portal that connects them to the Star-Hub Platform and eight 25’ planetary portals that lead to various locations in the newly created solar system. This is the end of the tree as the Tehrmelern see it.