

EXPANDED WORLD GENERATION

COMPATIBLE WITH STARS WITHOUT NUMBER

By Richard Hazlewood

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Revision 2

Credits

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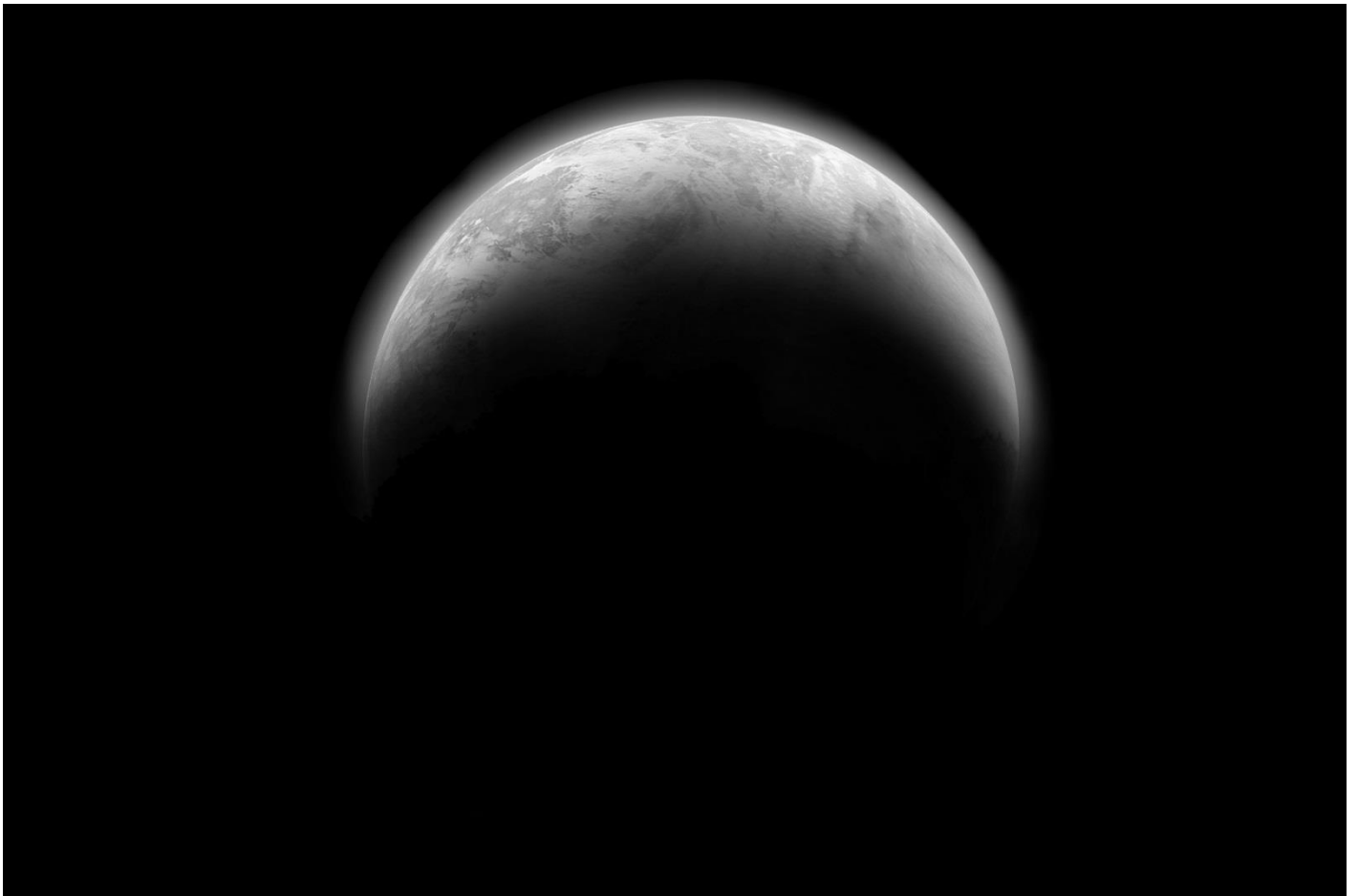
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Expanded World Generation

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INTRODUCTION

This rule supplement provides several expanded rules for more varied world generation in *Stars Without Number*. It does not reproduce the entire world generation rules section of the core rulebook. Definitions of terms and details on how to use these rules are provided in the core rulebook.

With only half-a-dozen die rolls the GM can quickly determine the Atmosphere, Temperature, Biosphere, Population and Tech Level. World Tags are easily determined with a couple more die rolls. Each World Tag comes with suggestions for Enemies, Friends, Complications, Events and Places all designed to inspire the GM with adventure ideas for the Player Characters.

Required Materials

To get the most from this book you will need at least two dice of various sides and some pens/pencils and paper or a computer.

Access to a copy of the *Stars Without Number™*, a sci-fi role-playing game by *SineNomine Publishing* may be useful. You can get the main rulebook for free from the *SineNomine* store on DriveThruRPG:

<http://www.drivethrurpg.com/product/86467/Stars-Without-Number-Free-Edition>

References to Other Books

In this book, references to specific pages in other books and products are shown as the code for the relevant book followed by the page number, both in italics, thus: *SWN* x or (*SWN* x).

- *Stars Without Number* Rulebook by *SineNomine Publishing*: *SWN*

Die Throw & Notation Conventions

The die throw and notation conventions used in this book are the same as those described on *SWN* 5.

About the Author

Richard Hazlewood has been playing RPGs since 1976. He served eight years in the US Navy, operating nuclear reactors on submarines. He enjoyed that so much he got out of the Navy and went into aviation. Richard has a Master's Degree in Aerospace Engineering and works for a major US Airline. He has two grown sons and three grandchildren. Richard lives with his wife and three dogs in the Southern USA.

Stellagama Publishing

Stellagama Publishing is a small, independent, international role-playing game publisher focused on science fiction gaming. We publish stuff for the *White Star™* RPG; *Sword & Wizardry: White Box™*; *Mongoose Publishing® Traveller™*, 2nd edition; *Stars Without Number*, and the 2D6 Sci-Fi OGL rules; and. Our interests are first and foremost to put forth enjoyable, immediately playable supplements, settings and adventures for these games for the enjoyment of our fellow players and GMs.

WORLD GENERATION

The creation of an interstellar Sector should be completed using the rules starting on *SWN 81*. Once the sector has been created, the individual worlds can be detailed using the rules in Chapter 7: World Generation, beginning on *SWN 87*. The following supplemental information can be used to help randomly determine additional details about a world, expanding on the rules in *SWN*.

One important point that is mentioned numerous times in the *SWN* rulebook: if you don't like the result of a random roll, change it. This is very important in the world creation rules. Even with the revised rules listed below, it is still quite possible to roll a world that just doesn't make sense to the GM. If that is the case, the GM should change any, or all, of the characteristics of the world to get something that suits the setting. While it can be fun trying to come up with explanations for how a weird combination of factors could exist on a particular world, if there are too many strange worlds in a sector, it strains the imagination of the GM and the believability of the players. It is important to remember that the tables in this product and the tables in the *SWN* Rulebook should only be used for the primary world in a star system.

Atmosphere

An expanded Atmosphere table is provided below, with two new atmosphere types. To determine the Atmosphere type, roll 2d6 and consult the table below. If you specifically intend the world to be populated by more than a few tens of thousands of people, you may simply wish to assume it has a Breathable atmosphere. Alternately, roll 1d6 and use the "Breathable" column to determine the specific breathable atmosphere type on the table below:

2d6	1d6	Atmosphere
2		Corrosive
3		Inert Gas
4		Airless
5	1	Thin Atmosphere
6	2	Breathable Mix
7	3	Breathable Mix
8	4	Breathable Mix
9	5	Breathable Mix
10	6	Thick Atmosphere
11		Invasive, Toxic Atmosphere
12		Corrosive and Invasive Atmosphere

New Atmosphere types

Airless worlds are common as asteroids, rocky or icy planetoids, or barren worlds that have had their atmospheres burnt off by weapons or cosmic caprice. While there may be a very thin atmosphere, like Mars, whatever atmosphere exists is usually too thin to support anything other than microbial life.

Thin atmospheres can usually be breathed with the use of a filter/compressor mask. Separate air supplies may be necessary to supplement the blend, but any society that means to survive on such a world must have sufficient technological expertise to maintain large numbers of filter/compressor masks and be able to manufacture and store compressed gas (TL2). Thin atmospheres may be more breathable in rift valleys or

other deep depressions in the planet's surface, if they exist. Temperatures tend to vary wildly on worlds with thin atmospheres, plunging to very low temperatures at night.

Temperature

Temperature can be determined by rolling 2d6 and consulting the appropriate column for the atmosphere type of the world. Again, if you intend this world to have a populous human presence, you may want to avoid the Frozen or Burning temperature options.

2d6	Breathable	Thick	Thin	Airless	Corrosive/Invasive
2	Cold-Temp	Cold-Temp	Cold-Temp	Frozen	Frozen
3	Cold-Temp	Cold	Cold	Frozen	Cold-Temp
4	Cold	Cold	Cold	Cold-Temp	Cold
5	Cold	Temperate	Cold	Cold	Cold
6	Temperate	Temperate	Cold	Cold	Cold
7	Temperate	Temperate	Temperate	Temperate	Temperate
8	Temperate	Warm	Temperate	Temperate	Warm
9	Warm	Warm	Temperate	Warm	Warm
10	Warm	Warm	Warm	Warm	Warm
11	Temp-Warm	Warm	Warm	Temp-Warm	Temp-Warm

Biosphere

Roll 2d6 and consult the table below, using the appropriate atmosphere column. Most human-inhabited worlds have some kind of life on them, either native, imported or a mix of both.

2d6	Breathable	Thick	Thin	Airless	Corrosive/Invasive
2	Remnant	Remnant	Remnant	Remnant	Remnant
3	None	None	None	None	None
4	Microbial	Microbial	None	None	None
5	Microbial	Microbial	Microbial	None	None
6	Miscible	Microbial	Microbial	None	Microbial
7	Miscible	Miscible	Miscible	None	Microbial
8	Miscible	Immiscible	Immiscible	None	Immiscible
9	Immiscible	Immiscible	Immiscible	None	Immiscible
10	Hybrid	Immiscible	Hybrid	Engineered	Immiscible
11	Hybrid	Hybrid	Hybrid	Engineered	Immiscible
12	Engineered	Engineered	Engineered	Immiscible	Engineered

Population

Roll 2d6 and consult the table below. Additionally, the GM is encouraged to include Modifiers based on the setting assumptions. If the region is to have a more frontier feel, then a -1 or -2 Modifier should be imposed. If the sector or region is fairly well settled, then a +1 Modifier might be appropriate. The final population should make sense based on the overall habitability of the world as determined so far; but don't be afraid to accept an unusual result if you've got an idea about how to explain it. The Scream did weird things to planetary populations and even after five hundred years, those effects can still be seen in the populations of some worlds. It is also likely that the GM may want to come back and adjust the population based on the World Tags (determined later) or other social factors that could reasonable affect the population of a world. Extremely high or low Tech Level should affect the population as well as Tags like Feral, Outpost etc.

This table assumes that the planet has some kind of population. If the GM wishes to impose a population of zero, for an uninhabited world, that is fine, but these rules will not normally generate such a world. The 2d6 table provided actually goes from 1 to 13. GMs are encouraged to impose Modifiers based on the desired feel of the setting as mentioned above.

The following general Modifiers should be applied based on the Temperature of the world:

-1 if Warm or Cold, -2 if Variable, -3 if Frozen or Burning

2d6	Breathable	Thick	Thin	Airless	Corrosive/Invasive
1-	Outpost	Outpost	Outpost	Outpost	Outpost
2	Failed Colony	Failed Colony	Failed Colony	Failed Colony	Failed Colony
3	Outpost	Outpost	Outpost	Outpost	Outpost
4	10 Thousand	Outpost	Outpost	Outpost	Outpost
5	10 Thousand	10 Thousand	10 Thousand	Outpost	Outpost
6	100 Thousand	10 Thousand	10 Thousand	Outpost	Outpost
7	100 Thousand	100 Thousand	10 Thousand	10 Thousand	Outpost
8	Million	100 Thousand	100 Thousand	10 Thousand	10 Thousand
9	10 Million	100 Thousand	100 Thousand	10 Thousand	10 Thousand
10	100 Million	Million	Million	100 Thousand	100 Thousand
11	Billion	10 Million	10 Million	Million	Million
12	Alien	Alien	Alien	Alien	Alien
13+	100 Million	100 Million	100 Million	10 Million	10 Million

New Population Ranges

Failed Colonies usually have no sizable populations. However, there are occasionally stubborn or hearty individuals that survive the collapse of their world. Roll 1d6 and on a 4, 5 or 6, assume that the failed colony has the equivalent of an Outpost population living in scattered settlements of a few dozen people. Otherwise assume a population of 1d100.

Outposts have populations determined by rolling 1d6 on the following table:

1d6	Outpost Population
1	1d10 * 100
2	1d10 * 100
3	1d10 * 100
4	1d10 * 500
5	1d10 * 500
6	1d10 * 1000

10 thousand of inhabitants roll 1d10*10 thousand people.

100 thousand of inhabitants rolls 1d10*100 thousand people.

Millions of inhabitants have populations of 1d10 Million people.

Tens of millions of inhabitants have populations of 1d10*10 million people.

100 millions of inhabitants have populations of 1d10*100 million people.

Billions of inhabitants have populations determined by rolling 1d6 on the following table:

1d6	Billions Population
1	1 Billion
2	1 Billion
3	1 Billion
4	1d3 Billion
5	1d6 Billion
6	1d10 Billion

Alien civilizations have populations determined by rolling 1d6 on the following table and then rolling on the appropriate population table above:

1d6	Alien Population
1	Remnant
2	100 Thousand
3	Million
4	10 Million
5	100 Million
6	Billion

Tech Level

Roll 2d6 and consult the table below based on the type of population on the world. Worlds with less than tech level 4 are usually incapable of interstellar flight, so typically have little or no interstellar contact. Tech level is another table where the GM should adjust numbers to suit the region they desire to create.

As with the Population table, this table goes from 1 to 13, allowing the GM to impose Modifiers based on the desired setting, or on other factors.

2d6	Remnant	Outpost	10 Thousand	100 Thousand	Millions to Billions
1-	Tech Level 0	Tech Level 2	Tech Level 0	Tech Level 0	Tech Level 1
2	Tech Level 0	Tech Level 3	Tech Level 0	Tech Level 0	Tech Level 2
3	Tech Level 0	Tech Level 3+	Tech Level 1	Tech Level 1	Tech Level 3
4	Tech Level 0	Tech Level 4-	Tech Level 2	Tech Level 2	Tech Level 3+
5	Tech Level 0	Tech Level 4-	Tech Level 3	Tech Level 3	Tech Level 4-
6	Tech Level 0	Tech Level 4-	Tech Level 3+	Tech Level 3+	Tech Level 4-
7	Tech Level 0	Tech Level 4-	Tech Level 4-	Tech Level 4-	Tech Level 4
8	Tech Level 0	Tech Level 4-	Tech Level 4-	Tech Level 4-	Tech Level 4
9	Tech Level 1	Tech Level 4-	Tech Level 4-	Tech Level 4	Tech Level 4
10	Tech Level 1	Tech Level 4	Tech Level 4	Tech Level 4	Tech Level 4+
11	Tech Level 1	Tech Level 4	Tech Level 4	Tech Level 4+	Tech Level 4+
12	Tech Level 2	Tech Level 4+	Tech Level 4+	Tech Level 5	Tech Level 5
13+	Tech Level 3	Tech Level 5	Tech Level 5	Tech Level 4+	Tech Level 4+

Modifiers: Worlds with a population of Billions should get a +1 Modifier on this table.

New Tech Level Ranges

Tech Level 3 with specialties (3+) is a not uncommon version of a Tech Level 3 society that experiences occasional interstellar contact. While the majority of the world's technology is solidly Tech Level 3, in some areas, typically space travel and weapons technology, the world is able to produce versions of Tech Level 4 items. Spike drives are limited to Drive-1.

Tech Level 4 with limitations (4-) is a slightly different phenomenon than 3+. In this case, the world is highly advanced in a variety of ways, but does not have much in the way of interstellar technology. At best, a TL4-world can manufacture a spike drive at Drive-1 rating, but often does not even have the facilities or human expertise to do so. These worlds often have an otherwise high-tech feel, but are limited in their interstellar travel capabilities.

World Tags

Roll 1d100 three times and consult the table on the following page. These Tags give striking or specific details of what makes the world worth noticing to starfaring adventurers. The original table only had 60 entries. Additional Tags have been created using the the World Quirk information from the 2D6 Sci-Fi OGL rules to increase the number of World Tags. New World Tags (explained below) are shown in *italics*. Once all three Tags have been rolled, the GM should discard the Tag that doesn't seem to fit with the other two. Keeping all three Tags usually creates too confusing of a world description and is not recommended.

1d100	World Tag	1d100	World Tag
01	Abandoned Colony	48	Out of Contact
02-03	Alien Ruins	49	Outpost World
04	Altered Humanity	50	<i>Peaceful</i>
05	Area 51	51	Perimeter Agency
06	<i>Artistic</i>	52	Pilgrimage Site
07	Badlands World	53	Police State
08	Bubble Cities	54	Preceptor Archive
09	Civil War	55	Pretech Cultists
10	Cold War	56	Primitive Aliens
11-12	Colonized Population	57-58	<i>Progressive</i>
13	<i>Deceptive</i>	59	Psionic Fear
14-15	Desert World	60	Psionic Worship
16	Eugenics Cult	61	Psionic Academy
17	Exchange Consulate	62-63	Quarantined World
18	<i>Fashion</i>	64	Radioactive World
19-20	Feral World	65-66	<i>Recovering</i>
21	Flying Cities	67	Regional Hegemon
22	Forbidden Tech	68-69	Restrictive Laws
23	Freak Geology	70	Rigid Culture
24	Freak Weather	71	Seagoing Cities
25	Friendly Foe	72	Sealed Menace
26-28	<i>Fusion</i>	73	Sectarians
29-30	Gold Rush	74	Seismic Instability
31	Hatred	75	Secret Masters
32	Heavy Industry	76	<i>Taboo</i>
33-34	Heavy Mining	77	Theocracy
35	<i>Honorable</i>	78	Tomb World
36	Hostile Biosphere	79-80	<i>Tourist Attraction</i>
37	Hostile Space	81	Trade Hub
38	<i>Liberal</i>	82-85	Tyranny
39-40	Local Specialty	86	Unbraked AI
41	Local Tech	87-90	<i>Unusual Custom</i>
42	Major Shipyard	91	<i>Violent</i>
43	Minimal Contact	92-95	Warlords
44-45	Misandry/Misogyny	96	Xenophiles
46	<i>Obsessed</i>	97-99	Xenophobes
47	Oceanic	100	Zombies

New World Tag Descriptions

Artistic

Art and culture are highly prized. Aesthetic design is important in all items produced on this world and even mundane items, like screwdrivers, are decorated and artistically embellished. Offworlders who do not appreciate the artistry and aesthetic designs can be shunned or ostracized.

Enemies	Dishonest art dealer, Offended artist, Offworld art thief
Friends	Flamboyant artist, Conscientious worker, Enthusiastic art historian
Complications	Fines for lack of artistry, Accidental damage of artwork, hidden character talent
Things	Unique collectable artwork, Aesthetic mundane items, Offworld art as new trend
Places	Antique shop, Art Gallery/Museum, PreTech art studio

Deceptive

Trickery and equivocation are considered acceptable. Honesty is a sign of weakness.

Enemies	Dishonest customs official, Fence for stolen goods, Unbribeable official
Friends	The only honest merchant in the world, Admiring con artist, Stranded offworlder
Complications	Stolen cargo, Forged currency, Bureaucracy that runs on bribery
Things	Illegal cargo, Fake PreTech/PsiTech/XenoTech/MalTech artifact, Thieves' tools
Places	House of illusion, Festival of tall tales, Bureaucratic administration

Fashion

Fine clothing and decoration are considered vitally important in the culture. A significant portion of each person's income is spent on clothing and accessories. Underdressed characters have no standing here.

Enemies	Egotistical fashion designer, Sack-cloth wearing revolutionary, Elegant fashionista
Friends	Bemedaled police officer, Jeweler, Up-and-coming fashion designer
Complications	Fines for plain clothing, Fashion models get special treatment, Designer using offworld designs and selling them as his own
Things	Jewelry with built-in electronics, Exotic clothing, Historical fashions
Places	Fashion show, Clothing superstore, Outlet mall

Fusion

The culture is a merger of two distinct cultures. Roll again twice to determine the tags inherited from these cultures. If the tags are incompatible, the culture is likely to be divided.

Enemies	Cultural purist, Suspicious offworld anthropologist, Misguided social integrator
Friends	Child of two cultures, Cultural attaché, Native guide
Complications	Character is from of one of the original cultures, Corned-beef with cabbage and humus,
Things	Expensive integrated artwork, Exotic blended foods, Mismatched clothing
Places	Fusion restaurant, Cultural heritage museum, Twisted cultural location

Honorable

On this world, one's word is one's bond. Lying is both rare and despised. Written contracts are rare and people abide by the spirit of the law, not just the letter of the law.

Enemies	Liar in the midst, Honest opposition, Affronted former business partner
Friends	Honest merchant, Paladin guard, Friendly waiter
Complications	A not-so-simple misunderstanding, Caught in a lie, Over helpful business partner
Things	Too much cargo, lie detector, PreTech artifact that enforces honesty
Places	Hall of honorable sacrifice, Business center, Prison

Liberal

The planetary culture welcomes change and offworld influence. Characters that bring new and strange ideas will be welcomed. Depending on the speed of the changes brought to the planet, significant cultural upheaval could be taking place.

Enemies	Conservative activist, Offworld con-man, XenoTech thief
Friends	Cultural advisor, Eager merchant, Xenophilic romantic
Complications	Unintended fad, Conservative demonstration/rally, Environmental impact
Things	Wide variety of XenoTech, Plans for the next big trend, Fake XenoTech
Places	Multi-worlds fair, Import business, History of fads museum

Obsessed

Everyone is obsessed with or addicted to a substance, personality, act or item. This monomania pervades every aspect of the culture.

Enemies	Addict in need of next fix, Entitled dealer, Obsessed mob
Friends	Reformed addict, Offworld anthropologist/medic, Counter-culture Advocate
Complications	Characters (unknowingly?) have ingredient key to the obsession, no time to service the ship due to obsession, The obsession is no longer available.
Things	Cash for obsession, the substance or object obsessed over, Cure for the obsession
Places	Abandoned manufactories, Looted stores, Building dedicated to the obsession

Peaceful

Physical conflict is almost unheard-of. The culture produces few soldiers and diplomacy reigns supreme. Forceful characters will be ostracized.

Enemies	The one violent person on the planet, Master orator, Obsessed stalker
Friends	Fascinated anthropologist, Pacifistic guru, love-struck peacenik
Complications	Nonviolent demonstration, Peace is secured through drugs, Invaders or pirates
Things	Book outlining perfected debating techniques, Weapons used for different purposes, Mind control device that ensures peace
Places	Center of reason, self-defense class, Ancient battle site

Progressive

The culture is expanding and vibrant. Fortunes are being made in trade and science is forging bravely ahead.

Enemies	Unscrupulous merchant, Conservative terrorist, MalTech scientist
Friends	Budding Entrepreneur, Eager young scientist, Offworld advisor
Complications	MalTech violations, Parade promoting advancement, Jealous neighbor tries to slow down or stop the rapid progress
Things	Rich literature or artwork, Hidden cache of PreTech equipment, Plans for the next great project
Places	Construction site, Outdated space station ready for demolition, University research center

Recovering

A recent trauma, such as a plague, war, disaster or despotic regime has left scars on the culture. The culture of the world is changing quickly and there are several possibly conflicting changes occurring at the same time as the society figures out how to deal with the after effects of the trauma.

Enemies	Member of the group that caused the disaster, Dishonest merchant, Misinformed helper
Friends	Disaster response team leader, Local aid worker, Zealous young revolutionary
Complications	Disaster was man-made and could happen again, Conflicting recovery plans, Significant number of people want a return to the "good old days"
Things	Proof the disaster was caused by a particular person or group, Medical equipment, Historical records from before the disaster
Places	Aid station or hospital, Rebel hideout, Wrecked space station

Taboo

A particular topic is forbidden and cannot be discussed. Characters who unwittingly mention this topic will be ostracized.

Enemies	Fanatic who wants to ensure the characters do not break the taboo, Deliberate taboo breaker, Suspicious taboo enforcement officer
Friends	Marginal tabooist, Offworld anthropologist, Revolutionary leader
Complications	Taboo is a common topic in the rest of the sector, breaking taboo causes a violent reaction, Taboo topic changes occasionally
Things	Illegal device that breaks taboo, Device that enforces taboo, Collection of taboo items
Places	Hidden location to experience the taboo subject, Taboo enforcement center, Rehabilitation center

Tourist Attraction

Some aspect of the culture or the planet draws visitors from all over the sector. Much of the business on the world has developed to cater to the visitors. There may be an underside of society that resents all of the offworld influence.

Enemies	Controlling tour guide, Disgruntled xenophobe, Conservationist who hates how offworlders are ruining the attraction
Friends	Helpful tour guide, Accommodating merchant, Minister of tourism
Complications	Tourists are slowly destroying the attraction, Attraction only appears periodically, Attraction is dangerous in some way, Attraction is not a thing but a basic part of the world's culture
Things	Souvenirs, Illegal pieces of the attraction, Commemorative collectables
Places	The attraction itself, Observation platform, Souvenir shop

Unusual Custom

The culture of the planet has some very unusual custom or habit that significantly sets it apart from most human worlds. Examples of unusual customs include, but are not limited to: the status of offworlders, technology or cybernetics, life cycle or end of life decisions, social standing or caste system, trade, nobility, sex, eating, travel or conspiracy. The exact nature of the unusual custom must be determined by the GM.

Enemies	Counter-culture extremist, Fanatic practitioner of the custom, Offworlder trying to change the "obscene" custom, Custom police
Friends	Open minded practitioner of the custom, Custom teacher, Friendly merchant of the custom
Complications	Custom directly affects one of the characters for better or worse, Strong counter-culture movement is trying to change or eliminate the custom, Custom is dangerous to those not from this world
Things	Item that promotes the custom, Explicit recordings of the custom for offworlders
Places	Designated facility for practicing the custom, Hidden club for counter-custom patrons

Violent

Physical conflict is common, taking the form of duels, brawls and other contests. Trial by combat is a part of the judicial system. Personal affronts are typically dealt with quickly and personally.

Enemies	Professional duelist, Offended fighter, Local bully
Friends	Helpful young guide, Wise old master of arms, Honorable enemy
Complications	Duels have unusual rules of conduct, Violence is being encouraged by offworlders, Violence outside of the <i>Code Duella</i> is strictly forbidden
Things	Personal weapons, Recordings of fights, Concealable body armor
Places	Coliseum of violence, Slaughter house, Street riot

Living Standard

Skyward Steel introduces the concept of a Living Standard (SS 53) as a way to help determine the number of Build Points (BP) that a world can produce to build up their space navy. To determine the living standard of a world, the GM should roll 2d6 and consult the following table; various World Tags will provide positive or negative modifiers to this roll. All World Tags should be accounted for, with Modifiers stacking.

2d6 Living Standard

3- Slum

4 Poor

5 Poor

6 Poor

7 Common

8 Common

9 Common

10 Common

11+ Good

-1 Modifier if World Tag is Civil War, Feral World, Out of Contact, Peaceful, Recovering, Tomb World,
+1 Modifier if World Tag is Cold War, Exchange Consulate, Heavy Industry, Hostile Space, Major Shipyard, Perimeter Agency, Progressive, Regional Hegemon, Trade Hub

In the Pre-Scream galaxy, there were two higher Living Standards called Elite and Peerless. Elite Living Standards must be placed by the GM and there are no known worlds that have retained the Peerless Living Standard.

Once the Living Standard has been determined, the GM can use the table on SS 53 to determine the BP capacity of the world. For Elite Living Standards, double the number of BP listed for the Good Living Standard.

Dress the Set

One of the most important things a GM can do after generating a random world is to make sure that everything fits or makes sense. A paragraph or two to explain how the various pieces of the world creation system fit together, especially the Tags, will greatly assist the GM when the Players come along and mess things up.

Sine Nomine Publishing published a merchant supplement called *Suns of Gold*, which contains additional information for building a post-Scream galaxy, adding additional information for those games which involve interstellar merchants.

SAMPLE WORLD CREATION

While the world creation rules of SWN are quite simple, several places require GM input. The following section shows how these creation rules can be used.

Two worlds will be created:

Mazada – This world will be a habitable world with a Tech 4 society that will be where the PCs begin their exploration of the post-Scream galaxy.

Jo Hagin – This is a world one hex away from Mazada and will be the first world visited by the PCs. This world will be created completely randomly.

Atmosphere

Mazada: The GM wants this world to be a homeworld of the PCs, so decides that Mazada will have a Breathable atmosphere.

Jo Hagin: The GM rolls 2d6 (rolling a 5) and determines that the atmosphere is Thin meaning it is breathable only with the use of compressor masks.

Temperature

Mazada: The GM assumes that the world is Temperate, but decides to roll anyway just to see if it gives them any ideas. Rolling a 5, the Temperature is Cold, which isn't what the GM wants, but the GM decides to go with Cold-Temperate instead, making the world similar to Alaska, Scandinavia or Siberia on Earth.

Jo Hagin: Rolling 2d6 (a 12), the GM sees that the world is Warm, making it a sub-tropical climate. With the Thin atmosphere, the world likely to have large deserts and has dramatic temperature changes between day and night.

Biosphere

Mazada: Similar to the temperature, the GM decides to roll rather than just pick Miscible. Rolling 2d6 (5) indicating the world has a microbial biosphere. The GM decides to ignore the roll and stick with Miscible.

Jo Hagin: Rolling 2d6 (10), the GM sees that the world has a Hybrid biosphere – a mixture of native and Earth life forms. This seems intriguing so the GM keeps it.

Population

Mazada: The GM wants the PCs homeworld to have a decent population, rather than roll 2d6, the GM decides to roll 1d6 and add 6, ensuring a relatively high population. Rolling a 4+6=10 – Hundreds of Millions; rolling 1d10 (a 2), the world has 200 million people.

Jo Hagin: Rolling 2d6 (a 5) and consulting the Thin column, the GM determines that this world has a population of 10 thousands, rolling 1d10 (a 7) indicates that the world has 70 thousand inhabitants.

Tech Level

Mazada: The GM wants the PCs to be able to use most of the equipment in the SWN book, so just decides to make the world Tech 4.

Jo Hagin: rolling 2d6 (6) and consulting the 10 thousand inhabitants column, the GM determines that the world has a Tech 3 with specialties (TL3+), indicating that it is slightly in advance of 21st Century Earth, but with a slap-dash interstellar space program; making this small world an ideal trading partner for Mazada.

World Tags

Mazada: Rolling 1d100 three times (25, 57, 96) the GM sees Friendly Foe, Progressive, and Xenophiles. Looking at the various descriptions, the GM decides that Friendly Foe, while interesting, doesn't seem to fit, but with Progressive and Xenophiles, this would create an interesting dynamic with Jo Hagin.

Jo Hagin: Rolling 1d100 three times (04, 38, and 85) the GM sees Altered Humanity, Liberal, and Tyranny. The GM likes the idea of Altered Humanity combining with the Xenophilia of Mazada. Choosing between Liberal and Tyranny, the GM decides to go with Tyranny to create an obvious enemy for the PCs to fight against while also having to deal with the cultural fascination that their home world has with the altered humans living under the yoke of a tyrannical dictator.

Living Standard

Mazada: The GM rolls 2d6 (8) and looking at the World Tags applies a total Modifier of +1 (for Progressive). Consulting the table, Mazada has a Common Living Standard. Looking at the table on SS 53 and using the Hundred Millions column, the GM determines that Mazada can produce 500 BP.

Jo Hagin: The population of Jo Hagin, 70 thousand, is so low that the world has no BP capability. A point which no doubt really bothers the Tyrant.

Dress the Set

Mazada: The GM reviews the various features of this world and decides that it is an up-and-comer in the sector. Embracing the renewed contact with the different cultures around it the locals have also embraced various fads, the quirks from many nearby cultures. From their point of view, the galaxy is their oyster and they are ready to expand out and embrace it.

Jo Hagin: Jo Hagin on the other hand is a world that almost died during the Scream. The locals were forced to employ MalTech to alter their DNA to survive in the hot, thin atmosphere. They were barely holding on to a Tech 2 culture, when contacted by the wide-eyed optimists from nearby Mazada. Seeing how far behind they were, one of the local leaders reacted by taking military control, using weapons provided by the unsuspecting Mazadi. Once she took control, she forced the population to work on mining and industrial improvements that have forced their technology to the brink of Tech 4. Non-military or spaceflight applications of technology have lagged behind as the Doma (as the tyrant is called) concentrates on expanding the reach into space.

The GM also needs to decide what form the Altered Humanity takes for the Jo's. Looking again at the characteristics of the world, the warm climate and thin atmosphere really stand out. So the GM decides that the locals integrated lizard characteristics into their DNA. The Jo's have a scaly skin with an extra nictating membrane as well as a prehensile tail. Taking inspiration from Geckos, the GM envisions the locals as being similar to Geckomen (and women). The nearby Mazadi now have incorporated lizards into their clothing designs and the pet of choice is a gecko.

Dress the Set Part 2

Now that the basics of the two worlds are set, the GM reviews the various World Tag details and selects some interesting options as well as using them to inspire other options. Below are the fully dressed descriptions of the worlds.

Mazada									
Atmosphere	Breathable	Temp	Cold-Temperate	Bio	Miscible	Pop	200 million	Tech	4
Tags	Progressive, Xenophile							BP	500
Enemies	Conservative terrorist, Gecko culture Purist								
Friends	Eager young scientist, Geckogirl								
Compl.	"Gecko" parade, MalTech violations, Jo's strongly dislike their "groupies", Locals strongly misunderstand the Jo's								
Things	Plans for the next great project, Exotic alien crafts, Lizardsuits								
Places	Obsolete space station ready for demolition, University research center, Gecko cultural center								

Rejoining the interstellar community only a few decades ago, the Mazadi are eager to spread and explore the surrounding star systems. Optimistic and embracing the newest technology, the Mazadi have moved beyond a fascination with the strange cultures around them and have become obsessed with these strange cultures. One of the strongest fads is embracing the often misunderstood lizard/gecko culture of the Jo Hagin "Gecko" natives.

Jo Hagin									
Atmosphere	Thin	Temp	Warm	Bio	Hybrid	Pop	70 thousand	Tech	3+
Tags	Altered Humanity, Tyranny							BP	0
Enemies	Local experimenter, Mentally unstable mutant, Debauched autocrat, Soulless government official								
Friends	Curious Mazadi xenophile, Oppressed merchant, Desperate peasant								
Compl.	Locals mistrust non-modified humans, The Doma is a figurehead for a cabal, Doma hostile to meddling "offworlders"								
Things	Original PreTech mutagenic equipment, "Cure" for the altered genes, Plundered wealth, Beautiful toys of the Elite								
Places	Sacred site where the first local was transformed, Secret MalTech research facility, Protest rally massacre								

The Scream left the locals isolated and dying out due to their inability to survive in the Thin atmosphere. Adopting characteristics of the lizards that came with them from Earth, the locals turned themselves into Geckomen (and Geckowomen) to survive the hot, desert environment. When recontacted by the nearby Mazadi, the Jo's united their various tribes into a single unified government that quickly devolved into a tyrannical dictatorship. Focusing all the efforts into improving their military and spaceflight technologies, they recently were able to build their first Drill ship. The Doma, as the tyrant is called, has filled the locals with fear of the aliens from the stars and most locals fear outsiders. The Jo's *hate* the Mazadi term "Geckos" for them.