

Planet Generator

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Create entire planets with a few dice rolls! When a d66 is called for, simply roll two d6s and assign one of them to the “tens” value.

Type (d12)

Roll	Result
1	Asteroid
2	Gas Giant
3	Desert
4	Forest
5	Ice
6	Mineral Rich
7	Radioactive
8	Rain
9	Rocky
10	Temperate
11	Volcanic
12	Water

Atmosphere (d8)

Roll	Result
1-4	Breathable
5-6	Hazardous or Thin
7	Toxic or Absent
8	Caustic

Moons (d8)

Roll	Result
1-3	0
4-5	1
6	2
7	d4+2
8	d10+2

Gravity (d8)

Roll	Result
1-4	Standard
5-6	Light
7	Heavy
8	Zero G

Aliens (d20)

Roll	Result
1	Amoeba
2	Amphibian
3	Artificial
4	Avian
5	Mammalian
6	Crustacean
7	Extra Dimensional
8	Arachnid
9	Fish
10	Gaseous
11	Humanoid
12	Insectoid
13	Mineral-Based
14	Mold
15	Mollusk
16	Plants
17	Reptile
18	Centaur
19	Mutant
20	Worm

Population (d8)

Roll	Result
1-2	1d100 x 5,000
3-5	1d100 x 1,000
6-7	1d100 x 100
8	1d100 x 10

Technology (d6)

Roll	Result
1	Savage
2	Stone Age
3	Iron Age
4	Industrial Age
5	Information Age
6	Space Age

Government (d10)

Roll	Result
1	Anarchy
2	Competing States
3	Democracy
4	Dictatorship
5	Fudalism
6	Guild
7	Military
8	Monarchy
9	Theocracy
10	Tribal

Planetary Function (d12)

Use if the planet is a part of an interstellar nation.

Roll	Result
1	Agriculture
2	Colonial Venture
3	Trade
4	Military
5	Manufacturing
6	Hidden Base
7	Mining
8	Natural Resources
9	Abandoned Colony
10	Substance
11	Entertainment
12	Scientific Study

Culture (d66)

Roll	Result
11	Agriculture
12	Alien Contact
13	Altruism
14	Artificial Intelligence
15	Assassination
16	Bio-Augmentation
21	Clans
22	Cloning
23	Conformity
24	Discovering Artifacts
25	Doomsday Cult
26	Dying
31	Fire
32	FTL Travel
33	Genetics Tampering
34	Having Fun
35	High Technology
36	Hive-Mind
41	Honor
42	Human Advancement
43	Immortality
44	Lack of Emotions
45	Low Technology
46	Loyalty
51	Music
52	Organized Crime
53	Parasitic Life Form
54	Peace
55	Psychic Powers
56	Religion
61	RoboPsychs
62	Scientific Discovery
63	Social Status
64	War
65	Wealth
66	Xenophobia