# 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.

|  |  |  |
| --- | --- | --- |
| **d20** | **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.