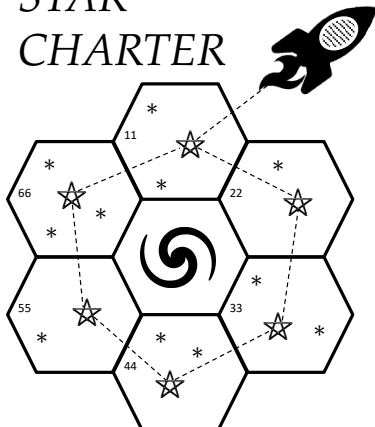STAR
CHARTER

A "Make-as-You-Play" Game of New World Discovery
for 1 Player
by R. Winder, Version 1.1

The First Sovereignty spread humanity to every corner of the galaxy, but eons have passed since its fall, and the countless worlds once under its thumb became no more than whispered legends to one another. Now, a potent new FTL advancement, which rumors say emerged from the cryptic galactic core, grants humanity the hope of travel to the farthest stars in a single lifetime. You are one of the few with the mettle to give up your planet-bound life and become a STAR CHARTER.

1 Introduction

Star Charter is a card-driven solitaire game where you play a star charter, striking out from your home planet to travel the space lanes and the vast void, discovering long-lost worlds of a densely inhabited galaxy. When you have discovered three new worlds, you have won the game, but it is possible to become adrift in space and lose. Whether you win or lose, the known galaxy has the potential to grow with each new game.

This is a "Make-as-You-Play" game, which means that the game starts with a few materials (a map, paper, index cards, and colored cubes) and the remaining components will be generated as needed during play. Each game will see the addition of new cards, which represent the worlds in the galaxy.

These rules include tables and guidelines for making new cards as needed, and this makes every copy of *Star Charter* an evolving galaxy. In addition, it means that each game inherits all components added or changed in the previous games. The galaxy's worlds can grow endlessly over a connected campaign as players return to see what each new era holds for the future of humanity.

The core gameplay involves some mild balancing of risk and reward as your fuel gradually allows you to explore remoter regions of space. Nevertheless, *Star Charter* can lean more toward a role-playing game relying on imagination and creative writing. You can choose the degree to which you impose your own creativity. As you visit and learn about worlds, you can also use these prompts to journal longer descriptions of them, or you can return to the cards after the game and flesh out their entries in a log.

Star Charter aims to be a brisk and perhaps amusing world-building game that may spark your imagination to do more with your creations as you see fit.

2 About the Game

As a star charter, your goal each game is to visit three new worlds. Your score at the end will also scale with the length of your journey, where longer journeys score higher. Worlds can be close or distant, but the further you travel, the more later star charters learn to expend their fuel with the appropriate power to reach deeper and deeper reaches of space. Therefore, as you travel, you may also wish to pass through known worlds to increase the scientific understanding of space travel and reach sectors you might not be able to visit otherwise. Longer journeys may make it easier to find more unusual worlds.

2.1 What You Need

These rules include template **Tables** needed to produce the game's components. Games are played on a **Galaxy Map** that can be copied or printed from the last page of the rules. You will need a deck of **Index Cards**, preferably half-size cards (3″ by 2.5″) because they are easier to shuffle. Some of these will be made into an initial deck, but others will be required during play as the deck grows. Pens or pencils are also needed for each player as cards are made during gameplay. The game requires cubes in two colors, one for **New World Cubes** (max 3) and one for **Old World Cubes** previously discovered (max 33, but realistically, you need much fewer). Coins in two different denominations can be used as substitutes. Optionally, you can track your games on a sheet of paper called a **Travelogue**.

Another option is to also retain a **Journal**, or notebook, where you can write expanded descriptions of the worlds you visit. If you do, you should number the pages so you can more easily find them from indices on the cards. Journal entries can be as long as you want and detail any aspects suggested by what you generate in the game. They can reflect the experiences of your visiting star charter, or they can be more like an encyclopedia entry for the world, covering its ecology, history, or culture. You can also treat your worlds as each being completely independent entities or envision them as being highly interrelated. Finally, the tone can be anywhere from serious and somber to light and whimsical, and this can even vary from world to world. The entries that describe the worlds may regularly produce humorous combinations if used as is, so you may find it convenient to adapt or rephrase them to better fit your style.

### 2.2 Inspirations and Acknowledgments

Many games inspired one or more aspects of *Star Charter*, including *Race for the Galaxy* (Lehmann), *SpaceCorp 2025-2300AD* (Butterfield), *GURPS Space, 4ᵗʰ Edition* (Zeigler, Cambias), *Ex Novo* (Nerurkar, Dimopoulos), *Diaspora* (Murray, et al.), *The Ultraviolet Grasslands and the Black City* (Rejec), *Thousand Year Old Vampire* (Hutchings), and *Maze Rats* (Milton). My thanks to Shane of www.esotericfulcrum.com and Mike Minutillo (codermike at www.boardgamegeek.com) for their valuable feedback on the rules.

3 Galaxy Anatomy

The galaxy is represented by a grid, an example of which is shown here. This consists of hexes, or **Sectors**, each with a unique two digit number except for the center hex which contains a supermassive **Black Hole** at the center of the galaxy, which *cannot* be entered. Initially the numbered sectors are empty, but as you visit worlds you will place hub worlds, minor worlds, and space lanes.

Hub Worlds are marked with a ☆. These represent the first worlds discovered in a sector. **Minor Worlds** are marked with a * (or a •). These represent any world discovered in a sector that already has a hub world. **Space Lanes** are dashed lines between hub worlds, which represents well-travelled routes that have a lower fuel cost. When you discover a hub world, you will also name the sector by writing the name at the bottom of the hex.

The galaxy also has three rings depending on distance from the center hex. The **Inner** ring includes sectors adjacent to the center. The **Mid** ring includes sectors two spaces away from the center. The **Outer** ring includes sectors three spaces away from the center. The fuel costs will be much greater when traveling further away from the galactic core.
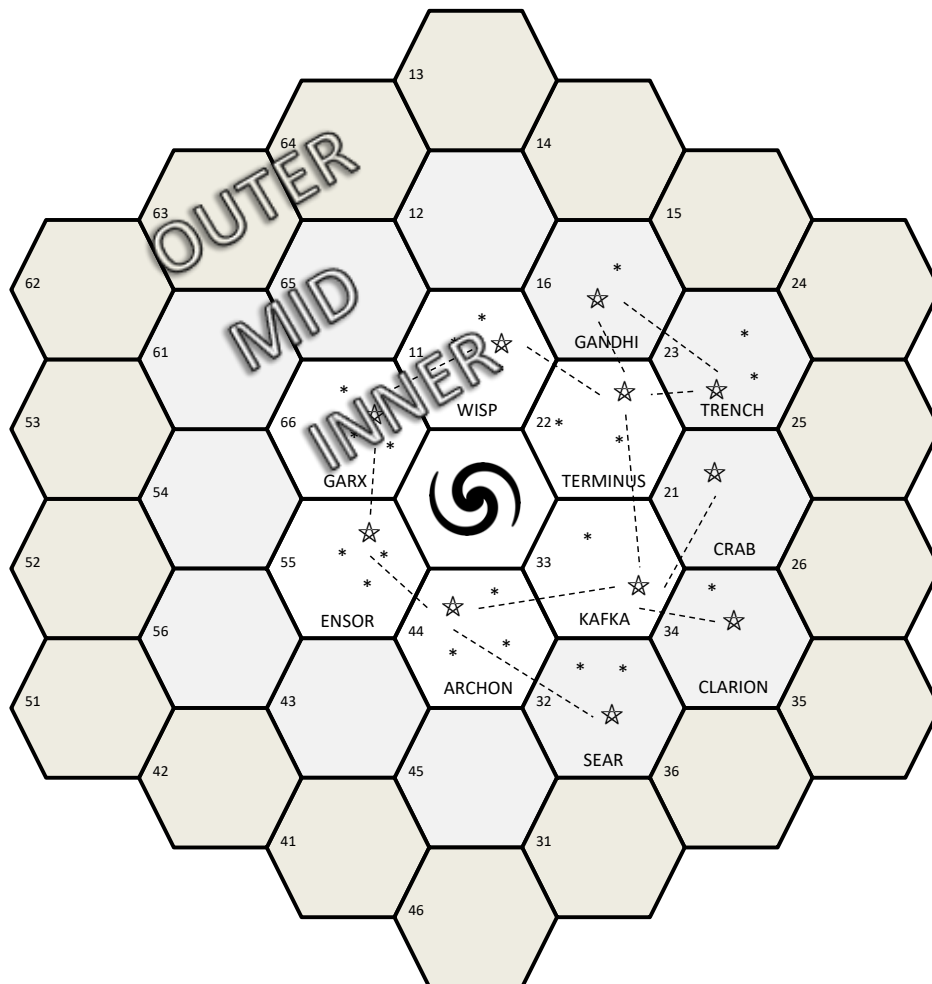
4   Card Anatomy

During the game you will discover new worlds on cards. Below is the anatomy of a completed **World** card.
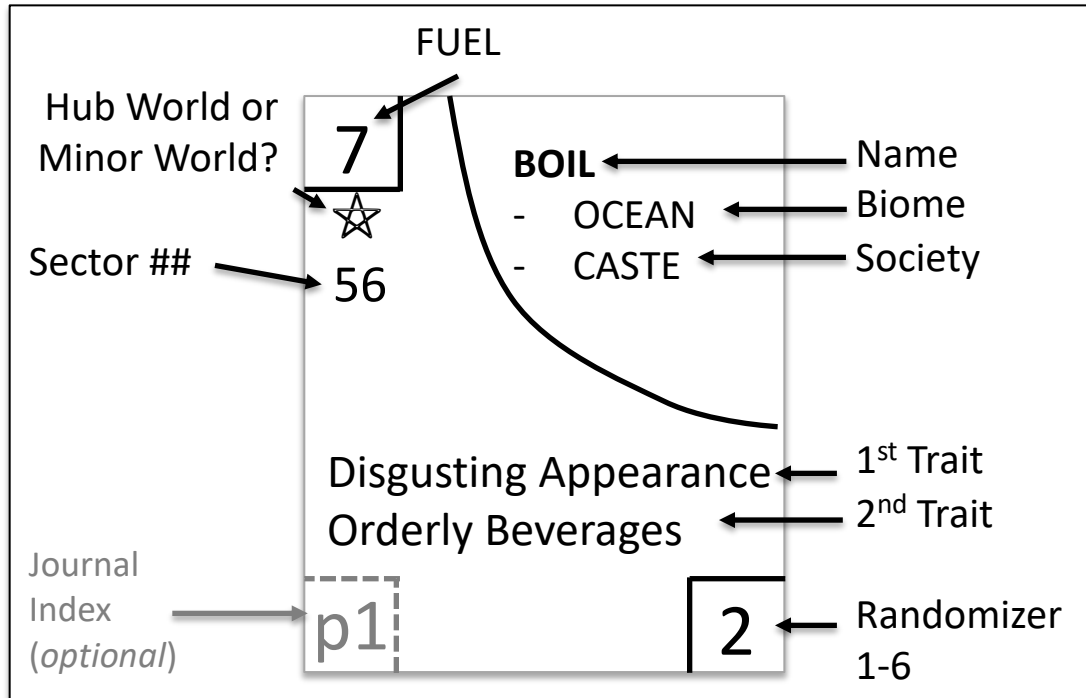
Cards in the deck will all begin **Worldless** with *only* a lower right **Randomizer** (1 – 6). The other elements are filled in when the card's world is added. These elements include:

- A curved line used to represent the planet, which contains:
  - The world's **Name**
  - The world's **Biome**, or the dominant natural character of the planet
  - The world's **Society**, or the dominant social character of the planet
- Anywhere from 2 to 3 **Traits**, or short statements, that further describe the world
- The **Fuel** value of the card in the upper left, which is equal to the number of worlds visited before it in this game; this is not actually related directly to the world
- A ✩ below the Fuel if the world is the first discovered in a sector, making it a **Hub World**, which allows for less expensive travel along space lanes. Otherwise, a * to indicate a **Minor World**
- The world's **Sector**, which indicates the hex where it is found
- A **Journal Index** which points to a page of your journal if you are recording further details about the world; this is purely optional

When you make a world, you will be asked to **Create** lines and symbols or **Write** words on the card or the map, permanently shaping its character in your galaxy.

5 Basic Rules for Cards and Random Numbers

During a game, cards have different states, including

1) in the facedown **Deck**,
2) in your **Hand**,
3) in a face-up **Discard** pile, or
4) in a **Travel** line, a row of worlds placed below the map.

Each game, cards start in a shuffled facedown deck. When you **Draw** cards, you pull from this deck into your hand.

The game will frequently ask you to **Roll** one or more random numbers. To roll a random number, place the top card of the deck in the discard and look at its randomizer digit. This is the random number you rolled.

If you are asked to **Roll & Sum**, multiple rolls are summed to give a total (e.g., for **Biome** and **Society** tables in Sections 8 and 9).

> **Play Example**: You are creating a new world and you roll & sum 4 numbers to get the biome. You discard the top four cards from the deck and get 1, 4, 5, and 2. This sums to 12, which gives you a *Desert* on the Biome table in Section 8. Then you roll & sum 4 numbers to get the world's society, discarding the top four cards from the deck, which are 6, 5, 2, 4 or a *Monarchy* from the Society table in Section 9.

If you are asked to **Roll & Mark**, multiple rolls are not summed but treated as separate indexes into a table (e.g., for **Adjective** and **Noun** tables in Section 10).

> **Play Example**: You are creating a new world and you roll & mark 3 numbers to get a trait. You discard the top three cards from the deck and get 1, 4, and 6 and check the Adjective table to get *Stable*. You do this again for the Noun table and get 3, 2, and 6, which is *Tattoos*. This is combined for the bizarre trait of *Stable Tattoos*. Repeating this process, the next discards are 3, 4, and 4 followed by 5, 5, and 1 on the Adjective and Noun tables respectively. This produces *Oblivious Bureaucracy*.

You *can* roll six-sided dice instead of using the cards. Bear in mind, this will alter the probability of what can be rolled.

If the deck is ever depleted, shuffle the discard pile, and form a new facedown deck.

6 Prologue

6.1 Deck

Before you play your first game, this prologue will help prepare your deck and provide some practice in making cards and adding to the galaxy map.

To get started, gather 24 blank index cards. In the lower right corner on each write one number such that there are four each of the integers between 1 and 6. Shuffle these cards.

6.2 Six First Worlds

Select a random card from the deck lacking a world and do the following:

- Create a box in the upper left and write 0 in it
- Create a ☆ under the box
- Write the sector number (choose 11 for the first world) under the ☆
- Create a curved line representing the world in the upper right and inside the curve:
    - Write the name of the world; you can also wait to name the world at any point during this process
    - Roll & Sum 4 on the Biome list (Section 8); write the entry below the name
    - Roll & Sum 4 on the Society list (Section 9); write the entry below the biome
- Perform the following twice:
    - Roll & Mark 3 on the Adjective table (Section 10)
    - Roll & Mark 3 on the Noun table (Section 10)
    - Either write in the Adjective Noun pair as a trait for your world or invent a trait inspired by what this pair suggests to you
- *Optionally*, you may create a box in the lower left corner and write the page number of a journal in that box. Then on the page of the journal, you can expand on this world, writing in a more detailed description suggested by its biome, society, and its predominant traits. This may also be done outside the game as inspiration strikes you. You can also Roll & Mark 2 (Section 10) on the Prompt table to get a suggestion for an entry.

Create a ☆ in sector 11 on the galaxy map. Write the name of the sector in the bottom of sector 11; by default this is the world's name, but you can choose any name you like.

Repeat what you did in this section for sector 11 for sectors 22, 33, 44, 55, and 66.

6.3 Creating Initial Space Lanes

Create a dashed line between the ☆s in each adjacent sector to represent initial space lanes.

7 Gameplay

At the start of the game, shuffle your deck. Discard cards from the deck until you discard a world. Place this world on the table below the map to form the first world in the travel line. Place an old world cube in the sector of the galaxy map that contains this world. An example travel line with five worlds is below:

The game then proceeds until you either:

1) Cannot navigate or afford the travel cost, in which case you lose, or
2) Have three new world cubes on the galaxy map, in which case you win.

Each turn has the following phases: 1) draw, 2) navigate, 3) fuel, 4) travel, and 5) visit.

7.1 Draw Phase

Draw until you have 5 cards in your hand.

7.2 Navigate Phase

Select a numbered sector (destination sector) without a cube adjacent to the rightmost world in the travel line (origin sector). If there are no adjacent numbered sectors without cubes, then the game ends and you lose.

Play Example: Your hand has three worldless cards, a world in 11 called *Amarita*, and a world in 55 called *Crownhill*. The rightmost world in the travel line is *Sciomystis* in sector 22, so this is your origin sector. You examine the sectors surrounding it: 11, 16, 23, 21, and 33. Ahead in the fuel phase (7.3) it will cost 6 fuel to travel to 16, 23, or 21 because they are in the mid ring of the galaxy while your origin sector is in the inner ring. Yet traveling to 11 or 33 costs 0 fuel. Because you have cards with 0 fuel in your hand (including the worldless cards), you cannot yet escape the inner ring of the galaxy as you must meet or exceed the fuel cost to travel there. Thinking to a future turn, you note you have an old world, *Amarita*, in an adjacent sector. If you navigate there, you have the option of playing that world into the travel line, which may extend the length of your trip. This might be wise for the long term as the further out the new worlds are in the travel line the larger the value of fuel they will get in their upper corners, making future journeys easier.

7.3 Fuel Phase

Place on the right of the travel line either:

- A card without a world that is in your hand, or
- A world in your hand that is in that sector, or
- A new blank card

If you placed a new blank card, create a box in the blank card's lower right and roll 1, writing the value plus 1 in the box, unless it was a 6, in which case write 1. The fuel costs vary greatly depending on which ring each sector is in. These are:

SECTOR TO SECTOR	COST
INNER ←→ INNER	0
INNER ←→ MID	6
MID ←→ MID	12
MID ←→ OUTER	18
OUTER ←→ OUTER	24

If there is a space lane between the sectors *and* either the world in the origin sector or the world in your destination sector is a hub world, then the cost to move is halved.

Discard cards from your hand with the smallest total fuel equal to or greater than the cost of moving from the origin sector to the destination sector. If possible you must discard a combination of cards that equals the fuel cost required. You *cannot* overpay, meaning you cannot discard a card with non-zero fuel in excess of the minimum you need to travel. You *can* discard zero fuel cards. Cards without worlds have zero fuel.

> **Play Example**: You are in sector 21 (the origin sector), adjacent to 22 and 33 (6 fuel cost to move), 23 and 34 (12 fuel cost to move), and 25 and 26 (18 fuel cost to move). However, there is an old world cube in 22 (you had travelled from *Sciomystis*) so you cannot move there. The five cards in your hand are two worldless cards with 0 fuel, a sector 44 world with 3 fuel, a sector 33 world with 3 fuel, and a sector 23 world with 9 fuel. You could travel to the world in sector 33 or travel to a worldless card or a blank that becomes a new world placed in 33 (at 6 fuel cost) or in 23 or 34 (at 12 fuel cost). You lack the fuel to reach the outer ring. Neither can you travel to the existing world in 23 because the remaining cards in your hand would not reach the needed fuel threshold. You decide to travel to one of the worldless cards in 34 and you discard the 9 fuel card and a 3 fuel card to do it.

If you cannot pay the fuel cost, then the game ends and you lose. If you are recording your games in a travelogue, write down the next number on the next line (starting at 1 at the top for the first game) followed by the name of each world you visited, underlining the new worlds. At the end, write the overall score and *LOSS*.
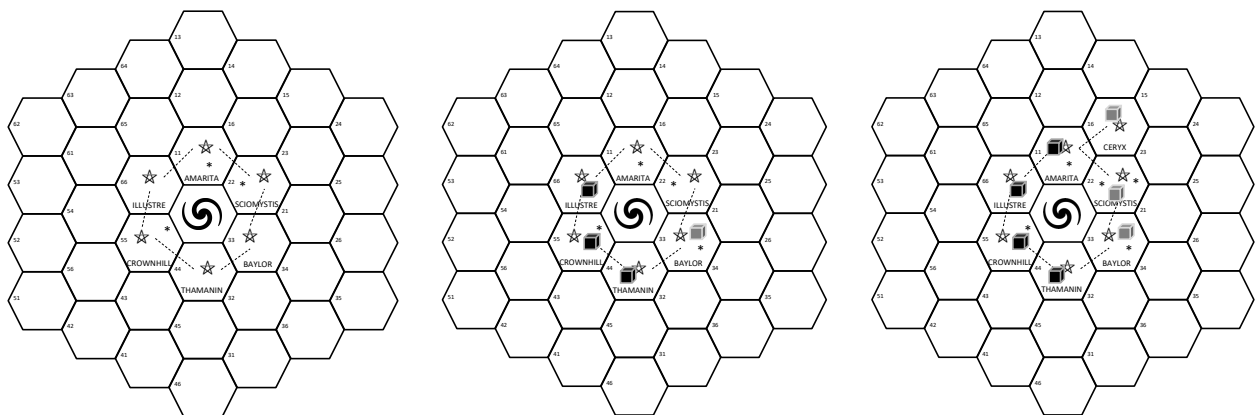
7.4 Travel Phase

If the rightmost card in the travel line is worldless and the destination sector is named, create a * in the sector; you can also draw a • if you are running out of room. If the world in the destination sector is worldless and the sector is unnamed, create a ☆ in the sector. Add a space lane (a dashed line between the hub worlds) between the origin and destination sector if each sector meets its condition below:

- Inner sector and there are fewer than *four* space lanes from its hub world, or
- Mid sector and there are fewer than *three* space lanes from its hub world, or
- Outer sector and there are fewer than *two* space lanes form its hub world.

If you would create a space lane that passes through the bottom of the destination hex, leave a break so you can name the sector in the next phase. If the rightmost card in the travel line is wordless, place a new world cube in that sector. If the rightmost card in the travel line has a world, place an old world cube in that sector.

Play Example: You start in sector 66, the rightmost world in the travel line being *Illustre*. The map looks like the bottom left. You first travel along the inner ring to two old worlds in sectors 55 and 44. You visit a new world in sector 33 (an Ice world named *Dianthus*) and draw in a * in the sector as it already has a hub world. The map in the middle shows this. On a subsequent turn you visit a new world in 22 (a Garden world called *Slanci*) and draw a * in that sector too. The following turn, you visit *Amarita* in sector 11, but on the last turn, you travel to sector 16 and settle on the Urbanized world *Ceryx*. This time you draw a ☆ in the sector as well as a space lane between 11 and 16. You also name the sector after this hub world. The bottom right is the final map. The complete travel line is below.

0	**ILLUSTRE**	1	**KISHOR**	0	**THAMANIN**	3	**DIANTHUS**	4	**SLANCI**	0	**AMARITA**	6	**CERYX**
	- RUIN - DEMOCRACY		- TIDE-LOCKED - MERITOCRACY		- DESERT - MONARCHY		- ICE - FRACTURED		- GARDEN - TECHNOCRACY		- RADIOACTIVE - COLLECTIVE		- URBANIZED - OLIGARCHY
☆		*		☆		*		*		☆		☆	
66		55		44		33		22		11		16	
	- HONORED INDIVIDUALS - OOZING SEASONS		- INNOVATIVE GHOSTS - CRIMINAL LEGENDS		- HOSTILE DISCIPLINE - ANTIQUE MYSTICISM		- ALARMING ARCHITECURE - STABLE COMPUTERS		- ECONOMIC ART - BURNING ORGS		- SMALL MAGIC - ILLEGAL DESIGNS		- GENETIC ECOLOGY - APPEALING FASHION
p6	5	p7	1	p4	6	p10	5	p11	6	p1	4	p12	2

7.5   Visit Phase

If you just placed an old world cube in the last phase, skip this phase.

If you just placed a new world cube, make a new world on the newest card in the travel line using the following procedure:

- Create a box in the upper left and write in it the number of worlds to its left on the travel line; this will be used as fuel in future games
- If this is a hub world (that is, you created a ☆ in the sector), create a ☆ under the box; otherwise, create a * or • to indicate it is a minor world
- Write the sector number under the ☆, *, or •
- Create a curved line representing the world in the upper right and inside the curve:
  - Write the name of the world next to this; you can also wait to name the world at any point during its creation
  - Roll & Sum 4 on the Biome table
    - If the entry matches a biome of a world in the travel line, you may select a biome above or below the entry; if there is still a match you may repeat this
    - Write the rolled (or selected) entry below the name
  - Roll & Sum 4 on the Society table
    - If the entry matches a society of a world in the travel line, you may select a society above or below the entry; if there is still a match you may repeat this
    - Write the rolled (or selected) entry below the biome
- Perform the following twice:
  - Roll & Mark 3 on the Adjective table
  - Roll & Mark 3 on the Noun table
  - Either write in the Adjective Noun pair as a trait for your world or invent a trait inspired by what this pair suggests to you
- *Optionally*, you may create a box in the lower left corner and write the page number of a journal in that box. Then on the page of the journal, you can expand on this world, writing in a more detailed description suggested by its biome, society, and its predominant traits. This may also be done outside the game as inspiration strikes you. You can also Roll & Mark 2 on the Prompt table to get a suggestion for an entry.

If this is a hub world, then write the name of the sector in the corresponding hex on the galaxy map. By default, this is the name of the hub world, but you can use any name you choose.

1
*
55

KISHOR
- TIDE-LOCKED
- MERITOCRACY

- INNOVATIVE GHOSTS
- CRIMINAL LEGENDS

p7

1

If there are three new world cubes on the galaxy map, the game ends and you win.

When you win, sum the fuel numbers in the upper left corners for each of the new worlds you visited, that is those that are in sectors marked with a new world cube. This total is your score for the game. Later games will likely score higher than earlier ones, but movement may require more planning as the galaxy becomes more crowded.

If you are recording your games in a travelogue, write down the next number on the next line (starting at 1 at the top for the first game) followed by the name of each world you visited, underlining the new worlds. At the end, write the overall score and *WIN*.

Play Example: You have traveled to a new world in sector 55, which will be placed on a blank with a 1 randomizer in the bottom corner. Because there is only one world to the left of it in the travel line (this is the first world you have visited in this game), you create a box in the upper left and draw a 1 in it. Because it is a minor world, you draw a * under that and then add the world's sector (55) below that.

Then you draw a world curve from the upper left to the mid right. You roll & sum 6, 4, 5, and 6 and this adds up to 21, which means the world's biome is *Tide-Locked*. You write this below the sector number.

You then roll & sum 1, 3, 2, and 3 and this adds up to 9. This would be a *Plutocracy*, but the first world in your travel line is also a plutocracy, so you can choose to move up or down on the track of options. You choose to move up and select *Meritocracy* for the world's society. You write this below the biome.

You then decide to name your world *Kishor*. Rather than selecting the name yourself, you arrived at this name by going to Wikipedia and looking at three random pages, picking the most interesting sounding name.

You then roll & mark for the traits and get 4, 3, 3 and then 4, 6, 3 which produce *Innovative Ghosts* from the Adjective and Noun tables. You write this trait below the world curve and repeat the process for another trait, receiving 5, 5, and 1 and then 2, 4, and 4 to produce *Criminal Legends* from the same tables. You write this trait below the first one.

You also create a box in the lower left corner of the card with a page index for where you keep a description of Kishor. While you make a stub of an entry on that page, you decide to wait and fill it in later.

8 Biomes

A table with biomes is on the map, but the following is a terse description of each.

	SOCIETY	DESCRIPTION
4	ASTEROID	*One of many tiny, airless, and rocky masses in a sparse belt of similar objects in orbit around its star.*
5	COMET	*An icy mass with a highly elliptical orbit, which produces a visible tail as it approaches its star.*
6	AMMONIA	*A frigid world where water is always ice and oceans consist of ammonia supporting odd lifeforms.*
7	ROCK	*A barren planet or planetoid lacking significant—or any—atmosphere or water; e.g.,* **Mars**, **Moon**.
8	POLLUTED	*Once a garden planet, now altered for the worse by generations of artificial contaminants.*
9	RADIOACTIVE	*A world with intense, harmful radiation, either natural or due to devastating nuclear warfare.*
10	VOLCANIC	*A world with significant geological activity, leading to many volcanoes and inhospitable conditions.*
11	SAVAGE	*A primordial garden world, mainly populated by early forms of life or megafauna and megaflora.*
12	DESERT	*A barren world with a breathable atmosphere, but little to no water and plant or animal life.*
13	RUIN	*A habitable world where civilization has largely collapsed, the inhabitants living in the past's shadow.*
14	GARDEN	*A world with a breathable atmosphere, bodies of water, and abundant plants and animals; e.g.,* **Earth**.
15	URBANIZED	*A habitable world covered in megacities, where little remains of untouched natural environments.*
16	OCEAN	*A planet almost entirely covered in liquid water, where all plant or animal life is aquatic.*
17	ICE	*A permanently frozen planet, inhospitable but possibly maintaining a breathable atmosphere.*
18	GAS GIANT	*Far larger than terrestrial worlds, with massive atmospheres and no solid surface; e.g.,* **Saturn**.
19	STORM	*A world where the breathable atmosphere is perpetually in turmoil and dominates all life there.*
20	TOXIC	*Almost a garden world, but with something in the air or environment making it inhospitable.*
21	TIDE-LOCKED	*A planet where one side perpetually faces its star, creating both a light side and dark side.*
22	GREENHOUSE	*A hot world either naturally or artificially burdened by a runaway greenhouse effect; e.g.,* **Venus**.
23	ARTIFICIAL	*A manufactured or terraformed world, only made habitable by tremendous engineering feats.*
24	WEIRD	*A baffling, quirky world that does not conform to any of the physical laws of normal space.*

This list represents a mix of known world types, hypothesized world types, and various tropes of science fantasy. These descriptions are too succinct to capture the biomes with adequate nuance, but they should get you started with a spark of inspiration. Searching for them online or using reference (*GURPS Space, 4th Edition* is especially good) can help flesh them out further to make your worlds even more distinct.

Play Example: After travelling to five old worlds, when visiting a new world in sector 14, you create on a blank card the curved world line and write 14 and the world's name, then you roll 4 cards, discarding a 3, a 5, a 3, and a 6. This produces an Ice biome. However, the third world in your travel line is also an *Ice* biome so you can move up or down on the chart. You decide to move down to *Gas Giant*, which is also in your travel line. You decide to move down once more to *Storm*, which you do not have. You write *Storm* under the sector and name and proceed to roll for the society next.

9 Societies

A table with societies is on the map, but the following is a terse description of each.

	SOCIETY	DESCRIPTION
4	ABANDONED	*No one lives here at all—or is that merely an unfounded rumor?*
5	ANARCHY	*Complete absence of and disregard for any kind of authority.*
6	MOB RULE	*The dark side of popular rule, where authorities are figureheads terrorized by the masses.*
7	TRIBAL	*A primal culture based on shared traditions and kinship.*
8	MERITOCRACY	*Power is held by those with the greatest personal achievement or talent.*
9	PLUTOCRACY	*Wealth and income are the only bases for political power.*
10	TECHNOCRACY	*Government by the most scientifically skilled or technically adept; knowledge is power here.*
11	CORPORATE	*One or more companies control all aspects of life from government on down.*
12	DEMOCRACY	*Legislation and governance by the citizen vote, either direct or by representatives.*
13	LEAGUE	*A confederation of independently sovereign states who have united by treaty or for common cause.*
14	FRACTURED	*A multitude of fragmented states or regions that regularly ally or squabble with one another.*
15	COLLECTIVE	*A merged world culture and common identity, often based on communism or socialism.*
16	OLIGARCHY	*A highly stratified culture where power rests with only a few notable people.*
17	MONARCHY	*Highest authority is held by a single life-long head of state with strict succession rules.*
18	THEOCRACY	*Control by holy intermediaries for some divine being recognized to be the supreme authority.*
19	MILITARY	*All branches of government are administered and dominated by military forces.*
20	CASTE	*Complete social stratification based on heredity into set styles of life.*
21	FEUDAL	*Hierarchical society of lords and vassals where territory is held in exchange for service and toil.*
22	DICTATORSHIP	*Totalitarian rule by a single supreme leader lacking any meaningful individual rights.*
23	MAFIA	*All political and economic affairs are run by out-and-out criminal syndicates or families.*
24	GOD RULER	*Absolute rule by an allegedly divine dynasty or a seemingly—maybe actually—immortal ruler.*

The society types here were intended to give a nice variety with more familiar societies toward the middle and those that are more idiosyncratic or oddball for a global culture toward the extremes. As with the biomes, it is quite challenging to successfully reduce different society and government types to a terse blurb. However, most terms here can be searched for more details to inspire you.

Play Example: After rolling a *Storm* biome you roll 4 more cards, discarding a 1, a 3, a 2, and a 4. This sums to 10 and creates a *Technocracy* society. The first world in your travel line is also a *Technocracy*, so you could move up or down the list. Moving up would be to a *Plutocracy*, but while there are no *Plutocracy* worlds in your travel line you know there are many in the deck, so you instead move down a space to *Corporate*. You then write *Corporate* under the *Storm* biome and proceed to create two different traits from the Adjective and Noun tables.

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10 Tables

This table has the **Adjectives** you can use with the next table to produce planetary traits.

	1	2	3	4	5	6
11	ABSOLUTE	DECADENT	FREE	MECHANIZED	POOR	SPACE
12	ALARMING	DECAYING	FREEZING	MEDICAL	PRIMITIVE	SPIRIT
13	ANTIQUE	DEEP	FRESH	MEDIOCRE	PROFANE	SPORADIC
14	APPEALING	DEFENSELESS	FRIENDLY	MEGA	PSYCHIC	STABLE
15	ARCANE	DELIGHTFUL	FUNCTIONAL	MENTAL	QUANTUM	STAGNANT
16	ARMORED	DETAILED	FUNNY	MICRO	QUICK	STEALTH
21	ARTIFICIAL	DIFFICULT	GENETIC	MOBILE	RADIOACTIVE	STINKY
22	AUTOMATIC	DIGITAL	GROSS	MORAL	RANDOM	STRAINED
23	BEAUTIFUL	DILAPIDATED	GROWING	MUSICAL	READY-MADE	STRATEGIC
24	BENIGN	DIRTY	HEALTHY	MUTATED	REAL	STRICT
25	BIASED	DISEASED	HIDDEN	MYTHICAL	RELIGIOUS	STRONG
26	BIG	DISGUISED	HOLY	NATURAL	REPULSIVE	SUBCONSCIOUS
31	BLAND	DISGUSTING	HONORED	NEUTRAL	RETRO	SUBTLE
32	BOOMING	DISRUPTIVE	HOSTILE	NOMADIC	RICH	SUSTAINABLE
33	BRIGHT	DRAB	HYPER	NUCLEAR	RITZY	TACTICAL
34	BROKEN	DREAM	ILLEGAL	OBLIVIOUS	ROBOTIC	TANGLED
35	BURIED	DRY	IMAGINED	OBNOXIOUS	ROTTING	TASTEFUL
36	BURNING	DUBIOUS	IMMORAL	OBSOLETE	RUDE	TEMPORAL
41	CALM	EASY	INDUSTRIAL	OBVIOUS	SACRIFICIAL	TERMINAL
42	CARELESS	ECONOMIC	INEPT	OCCULT	SAFE	TERRIBLE
43	CHAOTIC	EDIBLE	INNOVATIVE	OMINOUS	SANE	TERRIFIED
44	CHEMICAL	ELECTRONIC	INSECURE	OOZING	SECRET	TERRIFYING
45	CHEAP	EMPTY	INSIDIOUS	ORDERLY	SECURE	UGLY
46	CLEAN	ESOTERIC	INTOXICATING	ORGANIC	SEEDY	VAGUE
51	COLORFUL	ETERNAL	IRRATIONAL	ORNATE	SENSITIVE	VENERABLE
52	COMPLEX	ETHICAL	ITCHY	OVERGROWN	SENSUAL	VENOMOUS
53	CORRUPT	EXPENSIVE	KIND	PAINFUL	SERIOUS	VILE
54	CRAZY	EXPLOSIVE	LAUGHABLE	PARTIAL	SEVERE	VISIBLE
55	CRIMINAL	FAKE	LAX	PEACEFUL	SHABBY	VULGAR
56	CRUDE	FLEETING	LEGAL	PERVASIVE	SHALLOW	WARLIKE
61	CRUEL	FLOATING	LETHAL	PLANNED	SILENT	WASTED
62	CUTTHROAT	FLOURISHING	LIVING	PLEASANT	SIMPLE	WEAK
63	DAMP	FLYING	LOUD	POISONOUS	SLUGGISH	WEAPONIZED
64	DANGEROUS	FOOLISH	MAGNETIC	POLISHED	SMALL	WHISPERING
65	DARK	FORTIFIED	MARTIAL	POLITE	SOCIAL	WILD
66	DEAD	FRAGRANT	MEAGER	POLITICAL	SOPHISTICATED	WISE

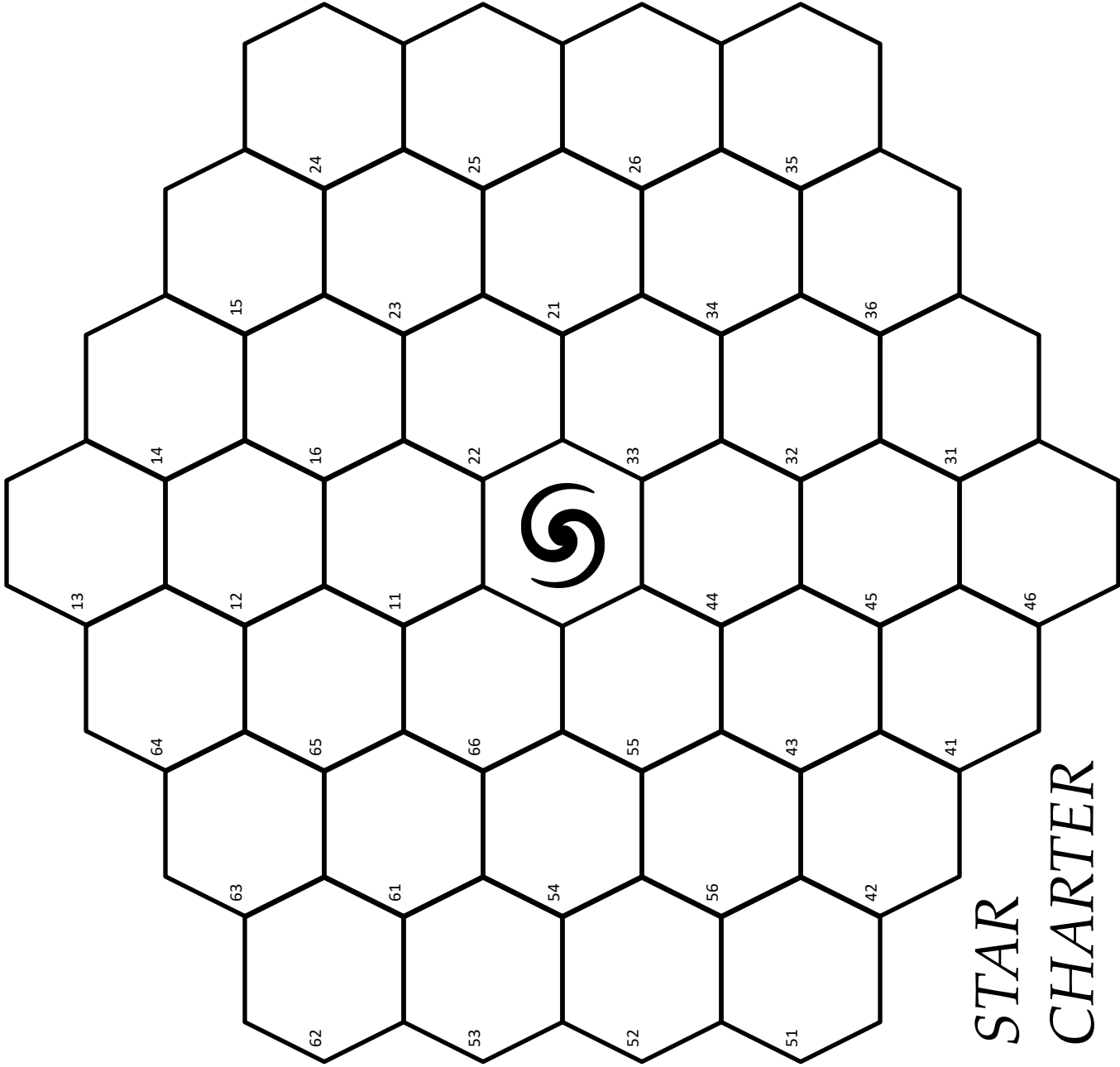This table has the **Nouns** you can use with the previous table to produce planetary traits.

	1	2	3	4	5	6
11	ADDICTION	CITIES	ENTERTAINMENT	INSECTS	MUSIC	SCULPTURE
12	AGENCIES	CLOUDS	ESPIONAGE	JAILS	MUTATIONS	SEASONS
13	AGRICULTURE	CODES	ETHICS	JEWELRY	MYSTICISM	SECURITY
14	AIRCRAFT	COMFORT	ETIQUETTE	JOBS	MYTHS	SERVICE
15	AMPHIBIANS	COMMODITIES	EXPERIMENTS	JUSTICE	NATURE	SHIPS
16	ANATOMY	COMPANIES	FACTORIES	KNOWLEDGE	ODORS	SLANG
21	ANCESTORS	COMPLEXES	FAMILIES	LABOR	ORGANISMS	SPICES
22	ANIMALS	COMPUTERS	FARMS	LABORATORIES	ORGANIZATIONS	SPORTS
23	APATHY	CONFORMITY	FASHION	LANGUAGE	PAINTING	STATIONS
24	APPAREL	CONSTRUCTION	FEARS	LEGENDS	PATTERNS	STRIFE
25	APPEARANCE	CORRUPTION	FIRES	LEISURE	PEACE	STYLE
26	ARCHITECTURE	COSTUME	FISH	LIBRARIES	PETS	SUPERSTITIONS
31	ARCOLOGIES	CRIME	FLOWERS	LIES	PHILOSOPHY	SYMBOLS
32	ARMIES	CROWDS	FLUIDS	LITERATURE	PHYSICS	TATTOOS
33	ART	CUISINE	FOOTWEAR	LOVE	PIRATES	TEMPLES
34	ARTILLERY	CULTS	FORTRESSES	LUXURY	PLAGUE	TEXTILES
35	ASTRONOMY	CURRENCY	FREEDOM	MACHINERY	PLANTS	THEATRES
36	BACTERIA	DANCE	FUEL	MAGIC	POETRY	TOMBS
41	BANKS	DECORATIONS	FUNGUS	MAJORITY	POLITICS	TOOLS
42	BELIEFS	DESIGNS	GANGS	MAMMALS	POVERTY	TRADITION
43	BEVERAGES	DESTRUCTION	GARBAGE	MANAGEMENT	PRACTICES	TREASURES
44	BIOLOGY	DEVICES	GARDENS	MANIA	PRECIPITATION	TREES
45	BIRDS	DISASTERS	GENETICS	MARKETS	PROPAGANDA	TRUTH
46	BLIGHT	DISCIPLINE	GHOSTS	MASKS	PSIONICS	UNDERGROUND
51	BOMBS	DOMES	HABITS	MATHEMATICS	PSYCHE	UNIVERSITIES
52	BONDAGE	DRAMA	HAIRSTYLES	MECHS	REBELLIONS	VEHICLES
53	BUILDINGS	DREAMS	HATRED	MEDIA	RELIGION	VIRUSES
54	BUNKERS	DRUGS	HEADGEAR	MEDICINE	REPTILES	WARFARE
55	BUREAUCRACY	DWELLINGS	HERBIVORES	METAPHYSICS	RESOURCES	WEALTH
56	BUSINESS	ECOLOGY	HISTORY	MILITARY	RIGHTS	WEAPONS
61	CARNIVORES	ECONOMY	HORRORS	MINERALS	RIOTS	WEATHER
62	CASTLES	EDUCATION	HUMOR	MINORITY	RITES	WELLS
63	CELEBRATIONS	EMOTION	IDEAS	MIRAGES	ROBOTICS	WILDERNESS
64	CEREMONIES	EMPIRE	INDIVIDUALS	MOLLUSKS	RUINS	WONDERS
65	CHANGE	ENERGY	INDUSTRY	MONASTERIES	SATELLITES	WORKERS
66	CHEMISTRY	ENGINEERING	INFRASTRUCTURE	MONUMENTS	SCIENCE	WORMS

This table has **Prompts** you can use to suggest entries for your journal about the world.

#	#	SUGGESTED ENTRY
11	41	How did the world's biome give rise to the society or shape the society into what it became?
12	42	Roll and mark an **Adjective**; why does this describe an important milestone of world history?
13	43	Roll and mark an **Adjective**; why does this illustrate the peculiarities of this world's biome?
14	44	Choose one of the traits; how did this curious trait spark or mold the world's society?
15	45	Roll and mark an **Adjective**; why are the world's people and their lifestyle described as this?
16	46	Choose one of the traits and roll and mark a **Noun**; how does the trait affect this world feature?
21	51	Roll and mark an **Adjective**; why is the world's most famous landmark described as this?
22	52	Choose one of the traits; what about the world's biome encouraged this peculiar trait?
23	53	Roll and mark an **Adjective**; why does it distinguish this society from any that are similar?
24	54	Roll and mark an **Adjective**; why does this describe a powerful or subversive world faction?
25	55	How did the world's society influence or alter the biome of the world? What did it used to be?
26	56	Roll and mark an **Adjective**; why does this apply to the most precious planetary resource?
31	61	Choose one of the traits and roll and mark an **Adjective**; why does this further clarify the trait?
32	62	Roll and mark a **Noun**; how does the world's society affect this aspect of culture?
33	63	Choose one of the traits; how has this bizarre trait influenced the biome of the world?
34	64	Roll and mark a **Noun**; how does this tie into the etymology of the world's name?
35	65	Roll and mark a **Noun**; how does the world's biome affect this specific element of life there?
36	66	Choose one of the traits; how did the world's society give rise to this unique trait?

You can choose to use the table or ignore it entirely. If you want a more formulaic world description, consider each entry simply providing the name and descriptions of 1) the biome and what makes it distinct, 2) the world's history, 3) the world's current society, and 4) entries for each of the unique traits you created. That alone should provide you with countless detailed and distinct worlds you can revisit or use for inspiration for other games.

Play Example: You have created an *Urbanized* world called *Ceryx*, ruled by an *Oligarchy* and featuring *Genetic Ecology* and *Appealing Fashion* traits. Rather than describe these elements individually, you roll & mark 2 on the table above and get 34. This suggests you invent an etymology for the planet's name. You explain how it was the eye of a dragon constellation of the same name from where it was first seen from afar. You decide to do it again and roll & mark 65. This suggests you roll & mark a noun and explain how it relates to the biome. You do and get: *Fires*. You write how the world became so populous and industrial that spontaneous fires burst out from the planet's vast sewer system.

4D6	BIOME
4	ASTEROID
5	COMET
6	AMMONIA
7	ROCK
8	POLLUTED
9	RADIOACTIVE
10	VOLCANIC
11	SAVAGE
12	DESERT
13	RUIN
14	GARDEN
15	URBANIZED
16	OCEAN
17	ICE
18	GAS GIANT
19	STORM
20	TOXIC
21	TIDE-LOCKED
22	GREENHOUSE
23	ARTIFICIAL
24	WEIRD

4D6	SOCIETY
4	ABANDONED
5	ANARCHY
6	MOB RULE
7	TRIBAL
8	MERITOCRACY
9	PLUTOCRACY
10	TECHNOCRACY
11	CORPORATE
12	DEMOCRACY
13	LEAGUE
14	FRACTURED
15	COLLECTIVE
16	OLIGARCHY
17	MONARCHY
18	THEOCRACY
19	MILITARY
20	CASTE
21	FEUDAL
22	DICTATORSHIP
23	MAFIA
24	GOD RULER

Costs	INNER	MID	OUTER
INNER	0	6	–
MID	6	12	18
OUTER	–	18	24

STAR CHARTER