

Variant

TRAVELLER: Star System Generation

Gary Jordan

Being a science fiction fanatic since age 10, I immediately went ape over TRAVELLER. I enjoyed just creating a universe and populating it nearly as much as playing the roles. But my universes seemed to lack something and it wasn't long before I figured out what.

For each hex of each subsector, the GM determines if a planet is there, then type of starport, etc. It's naturally assumed that the planet is circling a star and that there are other planets in the system. The rules even mention diving into the gas giants for fuel.

Well, what else is in that planetary system? What kind of star are the planets circling? How long is their year? How far from the sun? All answers left up to the GM's discretion, obviously. A GM can burn out his creative braincells long before coming up with a fleshed-out subsector. That's why I use the following system:

STAR LOCATIONS. Hexes will have a star system in them on a roll of 4+ on 2D6: Whether or not an inhabited planet is present is determined on the usual roll of 4, 5, or 6 on one six-sided die.

STAR TYPES. Star classification varies according to size and temperature, among other things. Roll 2D6

Die Roll	Type
2	Binary star - roll twice on this table, DM + 1
3	Dwarf star - roll again on this table, 1D6 + 2
4	Type M - red star, coolest variety
5	Type K - orange star, cooler than earth's sun
6	Type G - yellow star, just like earth's
7	Type G
8	Type F white star, hotter than earth's
9	Type a blue-white, very hot
10	Type B or O (50% chance either) hottest types, blue
11	Giant Star - roll again, 1D + 2 for color
12	Variable Star - roll again for color

NUMBER OF PLANETS. Roll 2D6 - 1 DM's + 1 if Type 0 or binary

DISTANCE OF PLANETS FROM SUN. There are 11 possible positions for planets to occupy, based on Bodes Law. Taking position 3 as one astronomical unit, the positions are: 0.4 AU, 0.7 AU, 1.0 AU, 1.6 AU, 2.8 AU, 5.2 AU, 10.0 AU, 19.6 AU, 39.0 AU, 77.2 AU, and 15.0 AU. 1 AU = 2D6 X 10,000,000 miles. DM's - (Millions of miles) red; -2 yellow +2 white: +5 blue-white: +10 Everything else except orange: +25.

STARPORT TYPE. Roll normally for a starport in an inhabited system. To determine if more than one starport is present, roll for each other planet in the system, using the DM 2D6 + Last number rolled as modified which produced a starport.

PLANETARY SIZE. Roll planetary size normally for each planet; any planet beyond position 4 whose size is 3 or better may be a Jovian planet or gas giant. Roll 1D6, 4 + = gas giant; multiply size by 10.

PLANETARY ATMOSPHERE AND HYDROGRAPHICS: Roll normally.

POPULATION. Roll normally for any planet with starports.

GOVERNMENT, LAW LEVEL, AND TECHNOLOGICAL INDEX. Roll normally for each inhabited planet.

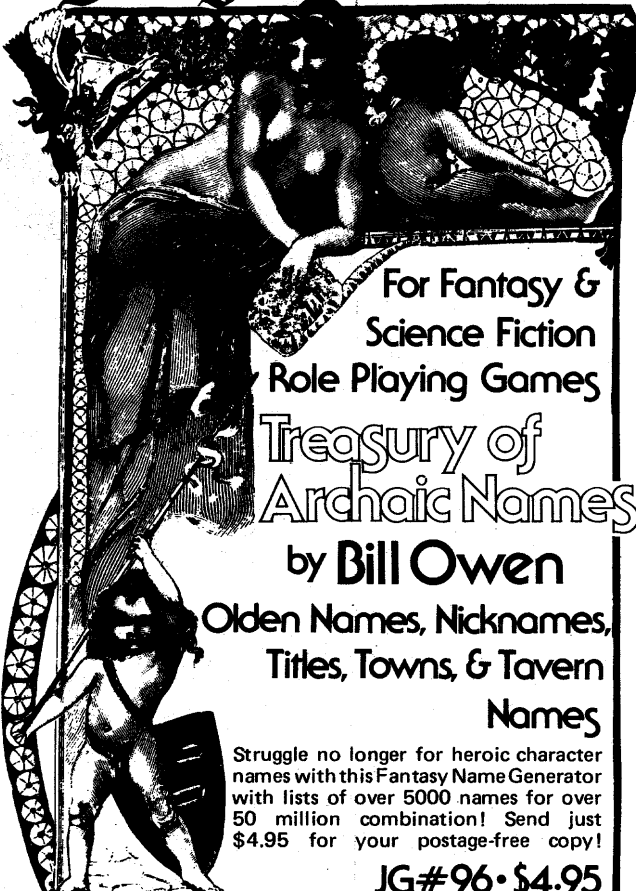
WORLD TYPE. Determine from trade chart for inhabited planets.

NUMBER OF MOONS. Roll 1D6 - 7 + planet size. For gas giants roll 2D6.

SIZE OF MOONS. Roll 1D6 - 1 against planet size and multiply by one-half except gas giants.

UNIVERSAL STAR SYSTEM PROFILE. This is a set of single digit numbers which indicate the following data about a given planet: Star Type, Planet Number, Position Number, Starport Type, Planetary Size, Planetary Atmosphere, Hydrographics, Population, Government, Law Level, Tech Index, World Type.

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