



# Homeworld

This table creates a homeworld for a character (human or other). For humans, references to sophonts refer to the non-human natives of the world.

# Homeworld-01

Homeworld / Homestar  
Habitable Zone  
Native Status

## REQUIRED SYSTEM INFORMATION FOR HOMEWORLDS

The star system and homeworld data required for a character include:

Homestar Spectral, Decimal, Size, World or Satellite (and Satellite Orbit), and Habitable Zone Variation. Habitable Zone for the System. Homeworld Name, the SAHPG component of the UWP, and Climate. Native Status.

## PRE-EXISTING INFORMATION

Additional information may already be available. These tables control world creation when necessary.

## HOMEWORLD

Create the SAHPG (Size, Atmosphere, Hydrographics, Population, Government) components of the Universal World Profile.

**S.** Size. Planetary Size: 2D-2.

**A.** Atmosphere: Flux + Size.

If Size =0, Atmosphere =0.

**H.** Hydrographics. Flux+ Size.

Maximum A.

If Size =0-1, Hyd =0;

If Atm =0-1 or A+, Hyd DM - 4.

**P.** Population. 2D-2.

**G.** Government. Flux +Pop.

Convert negative values to 0.

## NATIVES

Sophonts who evolved on the Homeworld are Natives.

Native sophonts are identified as "of" a homeworld.

All other sophonts are identified as "from" a different (native) homeworld.

## WORLDS

**World.** A planet or satellite.

**Planet.** A world orbiting a star.

**Satellite.** A world orbiting a planet.

**Mainworld.** The most important world in a system.

**Belt.** An asteroid belt (which may be a mainworld) or a planetoid belt.

## HOMESTAR

Flux	Sp	Size								
		O	B	A	F	G	K	M		
-6	OB	la	la	la	II	II	II	II		
-5	A	la	la	la	II	II	II	II		
-4	A	lb	lb	lb	III	III	III	III		
-3	F	II	II	II	IV	IV	IV	IV		
-2	F	III	III	III	V	V	V	III		
-1	G	III	III	IV	V	V	V	V		
0	G	III	III	V	V	V	V	V		
+1	K	V	III	V	V	V	V	V		
+2	K	V	V	V	V	V	V	V		
+3	M	V	V	V	V	V	V	V		
+4	M	IV	IV	V	VI	VI	VI	VI		
+5	M	D	D	D	D	D	D	D		
+6	M	D	D	D	D	D	D	D		

Size IV is not possible for K5-K9 and M0-M9 stars. Size VI is not possible for A0-A9 and F0-F4 stars.

## WORLDS AND ORBITS

Flux	World	HZ Var	Satellite	
			Close	Far
-6	Satellite	-2	Ay	En
-5	Satellite	-1	Bee	Oh
-4	Satellite	-1	Cee	Pee
-3	Satellite	-1	Dee	Que
-2	World	0	Ee	Arr
-1	World	0	Eff	Ess
0	World	0	Gee	Tee
+1	World	0	Aitch	Yu
+2	World	0	Eye	Vee
+3	World	+1	Jay	Dub
+4	World	+1	Kay	Ex
+5	World	+1	Ell	Wye
+6	World	+2	Em	Zee

## HABITABLE ZONE ORBIT

Spectral	A0-	A4-	A9-	F2-	F7-	G2-	G9-	K4-	K9-	M4-	
Size	A3	A8	F1	F6	G1	G8	K3	K8	M3	M8	M9
la	12	12	12	12	11	12	12	12	12	12	12
lb	11	11	10	10	10	10	10	10	10	11	11
II	9	9	8	8	8	8	8	9	9	10	11
III	8	8	7	6	6	6	7	7	8	8	9
IV	7	7	6	6	5	5	5	-	-	-	-
V	7	7	6	5	4	3	2	2	0	0	0
VI	-	-	-	3	3	2	1	0	0	0	0
D	0	0	0	0	0	0	0	0	0	0	0

The Habitable Zone (HZ) orbit number shown here indicates a world surface environment which is hospitable to humans and similar sophonts.

For example, Sol is a G2 V star. Its habitable zone is Orbit=3.

## NATIVE STATUS

Note the status of the sophonts.

**Transients.** Pop = 1-2-3. Locals are present as merchant, corporate, military, or research personnel.

**Settlers.** Pop = 4-5-6. Locals have settled here but do not (as yet) meet the criteria for colonists or transplants.

**Colonists.** Gov = 6.

**Corporate.** If Gov = 1 (employees).

**Transplants.** Atm = 0-1. Sophonts evolved elsewhere and settled this world many years ago. Not used if Settlers or Transients.

**Extinct / Vanished.** Pop = 0. The sophonts are Extinct. If Transplants, call them Vanished instead. If TL>0, Catastrophic Extinct (or Vanished).

**Exotic.** Environment (Atm >9) makes these sophonts incompatible with traditional human environments.

**Natives.** If not Settlers, Colonists, Corporate, or Transplants, they are Natives. Pop 0 or 7+ and Atm 2+.

## CLIMATE

A Mainworld in the orbit shown is marked with this climate.

HZ	Temperate
HZ - 1	Hot
HZ +1	Cold
HZ = 0 or 1	Twilight Zone = Tz
Close Satellite	Locked = Lk

**Hot.** At the upper limits of human temperature endurance.

**Cold.** At the lower limits of human temperature endurance.

**Twilight Zone.** Tidally locked with a Temperate band at the Twilight Zone, plus a Hot region (hemisphere) facing the Primary and a Cold region (hemisphere) away from the Primary.

**Locked. Satellite** (Ay through Em) Locked to the planet it orbits. A Locked satellite does not have a Twilight Zone; its day length equals the time it takes to orbit its planet.

