



Spinward Marches Homeworlds

Homeworlds for characters are determined by the nature of the campaign. As an example to referees, the method demonstrated below uses the Spinward Marches as a focus. Referees can produce a similar table suited for their individual campaigns.

Homeworlds

CREATE A HOMEWORLD

For characters adventuring in the Spinward Marches, create their homeworlds from the available worlds here.

HOMEWORLD

		1D					
1D	1	2	3	4	5	6	
1	A	B	C	D	E	F	
2	G	H	J	K	L	M	
3	N	P	Q	R	R	S	
4	T	U	V	W	X	Y	
5	Z	1	2	3	4	5	
6	5	6	7	8	9	0	

Roll 1D and 1D for one result.

Code	WorldName	Hex and Sector	Description
A	Alell	1706 Spinward Marches	Oppressive, rich bureaucratic world (Ph Pa Ri)
B	Boughene	1904 Spinward Marches	Non-industrial, domed world, corrosive atmosphere (Fi Ni)
C	Capital	2118 Core	Capital of the Third Imperium (Hi Cx)
D	Dorannia	0530 Spinward Marches	Poor, non-industrial hellworld (He Ni Po)
E	Efate	1705 Spinward Marches	High-tech industrial world (Hi In)
F	Feri	2005 Spinward Marches	Rich, low gravity world (Ph Pa Ri)
G	Magash	0316 Deneb	High-tech, busy, industrial, capital world (Va Hi Na In Cp)
H	Hefry	1909 Spinward Marches	IISS regional administration (Va Ni)
J	Jenghe	1810 Spinward Marches	"Truck Stop" colony world (Ni)
K	Earth	1827 Solomani Rim	Homeworld of humaniti (Ga Hi)
L	Lakou	0638 Spinward Marches	Tiny, backwater colony (Ni)
M	Macene	2612 Spinward Marches	Asteroid belt mining colony (As Ni)
N	Knorbes	1807 Spinward Marches	Rich, low-tech agricultural/archaeological world (Ag Ri)
P	Preslin	0633 Deneb	Poor dry rockball (De Ni Na Po)
Q	Yori	2110 Spinward Marches	Rich desert world (De Ri)
R	Regina	1910 Spinward Marches	Rich, Earthlike capital world (Ph Pa Ri Cs)
S	Ruie	1809 Spinward Marches	"Independent", balkanized, TL7 "war world" (Hi In)
T	Tremous Dex	1311 Spinward Marches	Ice world (Ic Ni)
U	Uakye	1805 Spinward Marches	Non-industrial backwater world (Ni)
V	Vland	1717 Vland	Capital world of the First Imperium (Hi Cs)
W	Wroclaw	0226 Deneb	Agricultural, oppressively collectivist world (Ag Ri)
X	Menorb	1803 Spinward Marches	Poor, crowded world (Hi Po)
Y	Yorbund	2303 Spinward Marches	Domed world, insidious atmosphere (Fi Ni)
Z	Traltha	2834 Spinward Marches	Desert "archaeological mysteries" world (De He Ni)
1	Dentus	2201 Spinward Marches	Desolate border world (Ni)
2	Vanzeti	0218 Deneb	Non-industrial water world (Wa Ni)
3	Syr Darya	1810 Deneb	Nondescript agricultural world (Ni Ag)
4	Aramis	3110 Spinward Marches	Underground colony (He Ni Cp)
5	Rhylanor	2716 Spinward Marches	High tech, crowded capital world (Hi Cp)
6	Raschev	3230 Foreven	Atomic-era backwater world (Ri)
7	Ara Pacis	0419 Deneb	Balkanized, non-industrial world (Ni)
8	Roup	2007 Spinward Marches	Popular dictatorship, water world (Wa Hi In)
9	Pax Rulin	2204 Trojan Reaches	Cold, small, poor capital world (Ic Va Lo Cp)
0	Space	Grew up in space	A free trader serving backwater worlds (Na Va).

This table shows the format for character homeworld selections. It shows a variety of worlds within the current adventuring region, adds several important worlds from outside the region, and identifies each with a short description.

