

## **World Creation**

When creating a planet, choose a type, then choose a tag from each line (or make up your own).

### ***Habitable (planet lifezone 1-3 small moons)***

Planet, moon, twin planet

Solo, 1-3 small moons, large moon

Lifezone, greenhouse effect, planetary life support technology

Archipelago, Subarctic, Arid, Agricultural, Blasted, Desert, Forest, Fungus, Garden, Ice, Jungle, Ocean, River, Tundra, Volcanic, World City

No sentients, installation, isolated colony, colony, 10s of millions, 100s of millions, billions.

### ***Asteroid (Microgravity airless)***

Pristine, Exogorth tunnels

Standard orbit, Trojan Cloud (leading or following a major planet)

Uninhabited, tracking station, automated mine, ship wreck, stranded droid

### ***Barren (planet airless 1-3 small moons)***

Moon, dwarf planet, planet

Solo, 1-3 small moons, large moon, Twin

Hot orbit, Cold orbit, Kuiper Belt, Rogue (no nearby star)

Gravity: Micro, Low, Standard, Heavy

Airless, Unbreathable, Poisonous, Corrosive, Super Dense Greenhouse

Lifeless, dome colony, research station, listening station, pirate dome.

### ***Gas Giant (crushing super\_dense unbreathable)***

One Moon, Two Moons, Many Moons

Gas Mine, Oo-At colony, Uninhabited, Alien lifeforms

## Galactographic Summary

Regions are listed in concentric bands from the center of the galaxy outwards.

### Deep Core

7,000 ly dia, 30 billion stars, central galactic black hole. Warped space time makes hyperspace travel difficult. Emperor Palpatine found several safe hyperlanes through the region.

### Core

Ancient region of prestigious, well-developed, well-known, and heavily populated planets. Coruscant, a major core world, was the Galactic Capital. The Humans were supposed to have originated from this region.

### Colonies

Worlds here were typically heavily populated, industrialized, and cultured. The Galactic Empire was very forceful in controlling the Colonies, and as a result, the New Republic gained support quickly there.

### Inner Rim

Empire ruthlessly controls this region. Many residents fled to the Outer Rim.

### Expansion Region

Formerly, an experiment in corporate-controlled worlds, with powerful corporations exploiting and profiting heavily from the planets for their raw materials, metals, and ores. Later regulated by the Galactic Republic, but corporate influence and the memory of corporate oppression linger. Many planets are now stripped of natural resources.

### Mid Rim

With fewer natural resources (and therefore a smaller population) than many neighboring regions, the Mid Rim was a territory where residents worked hard for everything they had. Several planets had built up impressive economies, and pirate raiders often hid in the relatively unexplored spaces far from major trade routes.

### Outer Rim Territories

The last widely settled expanse, strewn with obscure worlds, and rugged frontier planets. Due to its distance from the Core, the region was home to many supporters of the Rebel Alliance. The Empire's Grand Moff Wilhuff Tarkin was assigned the difficult task of bringing the entire Outer Rim in line.

### Tingel Arm

An exterior spiral arm of the galaxy, containing the Corporate Sector Authority, which was partially independent of the Galactic Republic and the Galactic Empire. Under the Galactic Empire, the sector expanded from a few hundred to thirty thousand systems.

### Wild Space

The frontier of galactic society, a fringe between the known galaxy and the Unknown Regions. One of Palpatine's last acts was to open up much of the region to more extensive exploration.

### Unknown Regions

The large, unexplored region outside the plane of the galactic disk, comprising only a few billion stars. It lacks reliable hyperspace routes. Included uncharted areas in dense nebulae, globular clusters, and the galactic halo. Beyond this region, a hyperspace disturbance borders the galaxy.

# Hyperspace Travel

## Travel Time Chart

	To:								
From:	Deep Core	Core	Colonies	Inner Rim	Expansion	Mid Rim	Outer Rim	Wild	Unknown
Deep Core	12h	18h	1d	2d	3d	4d	5d	6d	7d
Core	1d	6h	1d	1½d	2½d	3½d	4d	5d	6d
Colonies	2d	1d	12h	1d	2d	3d	4d	5d	4d
Inner Rim	3d	1½d	1d	18h	1d	2d	3d	4d	3d
Expansion	4d	2½d	2d	1d	1d	1d	2d	3d	4d
Mid Rim	5d	8h	3d	2d	1d	1½d	1d	2d	3d
Outer Rim	6d	4d	4d	3d	2d	1d	2d	1d	2½d
Wild	7d	5d	5d	4d	3d	2d	1d	12	5d
Unknown	8d	6d	4d	3d	2½d	3d	4d	5d	2d

### Hyperspace speeds

Rated in multipliers of the time required for travel. A fast ship, like the *Millennium Falcon*, has a 0.5 multiplier. A typical capital ship has a 1.5 multiplier.

### Hyperwave transmission

Hyperwave allows instantaneous communication across the galaxy, but requires automated relay stations maintained in hyperspace itself. In the Imperial era, the Empire controls these and has been known to tap relays or even shut down communication in rebellious sectors.

### Noteable Planet Locations

#### Core Worlds

Corellian System: Corellia,  
Selonia, Drall, Talus, Tralus  
Coruscant  
Duro

#### Colonies

#### Inner Rim

#### Expansion

Dorin (Kel Dor)

#### Mid Rim

Bothawui  
Cerea  
*Fayyak*  
Iridonia (Zabrak)  
Ithor  
Kashyyyk / Trandosha  
Nar Shaddaa (Hutt crimeworld)  
Rodia  
*Tasi*

#### Outer Rim

Bespin  
Dantooine  
Endor  
Gamorr  
*Goshi I*  
Mon Calamari  
*Naorloth*  
Ryloth (Twi'leck)  
Sullust  
Tatooine  
*Vashara and Gorth*