



Homeworld

Each specific species of sophonts originally evolved on a homeworld with specific details of environment. Basic Information generates this information as part of the species background.

Sophont-04

Homeworld

REQUIRED SYSTEM INFORMATION FOR SOPHONTS

The star system and homeworld data necessary for a sophont 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.
Race Name (may be deferred until after generation).
Native Status.

PRE-EXISTING INFORMATION

Additional information may be available because it has been previously generated, or because the sophont is being created for an existing system. The tables here allow creation of the required information if it is not otherwise available.

HOMEWORLD

Sophont generation uses 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		Size								
Flux	Sp	O	B	A	F	G	K	M		
- 6	OB	Ia	Ia	Ia	II	II	II	II		
- 5	A	Ia	Ia	Ia	II	II	II	II		
- 4	F	Ib	Ib	Ib	III	III	III	II		
- 3	F	II	II	II	IV	IV	IV	II		
- 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.

HABITABLE ZONE ORBIT

Spectral> Size	A0- A3	A4- A8	A9- F1	F2- F6	F7- G1	G2- G8	G9- K3	K4- K8	K9- M3	M4- M8	M9
Ia	12	12	12	12	11	12	12	12	12	12	12
Ib	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.

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, they are 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+.

WORLDS AND ORBITS			Satellite	
2D	World	HZ Var	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

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
Close Satellite	Locked

= Tz
= 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.