

Roll 1D6 for politics:

- 1 Factional, two major powers, roll twice
- 2 Go to government by held power table
- 3 Go to government by the empowered table
- 4 Go to government by power distribution table
- 5 Go to government by socioeconomic table
- 6 Choose your own

Roll 1D12 for Government by Held Power

- 1 Kraterocracy
- 2 Plutocracy
- 3 Geniocracy
- 4 Meritocracy
- 5 Technocracy
- 6 Timocracy
- 7 Autocracy
- 8 Oligarchy
- 9 Absolute Monarchy
- 10 Constitutional Monarchy
- 11 Crowned Republic
- 12 Ochlocracy

Roll 1D20 for Government by Empowered

- 1 Authoritarian
- 2 Totalitarian
- 3 Democracy
- 4 Demarchy
- 5 Direct Democracy
- 6 Electocracy
- 7 Liberal Democracy
- 8 Representative Democracy
- 9 Social Democracy
- 10 Totalitarian Democracy
- 11 Kritarchy
- 12 Ergatocracy
- 13 Netocracy
- 14 Stratocracy
- 15 Theocracy
- 16 Anarchy
- 17 Anocracy
- 18 Revolutionary
- 19 Banana Republic
- 20 Uniocracy

Roll 1D20 for Government by Power Distribution

- 1 Republic
- 2 Constitutional Republic
- 3 Democratic Republic

- 4 Parliamentary Republic
- 5 Stratocratic Republic
- 6 Theocratic Republic
- 7 Socialist Republic
- 8 Federalism
- 9 Federal Monarchy
- 10 Federal Republic
- 11 Adhocracy
- 12 Band Society
- 13 Bureaucracy
- 14 Chiefdom
- 15 Cybersynacy
- 16 Parliamentary System
- 17 Presidential System
- 18 Nomocracy
- 19 Androcracy
- 20 Gynarchy

Roll 1D6 for Government by Socioeconomic

- 1 Capitalism
- 2 Communism
- 3 Distributism
- 4 Feudalism
- 5 Socialism
- 6 Welfare State

Roll for 1D12 for Influences

- 1 Guilds
- 2 Syndicates
- 3 Corporations
- 4 Family
- 5 Political Factions
- 6 Banks
- 7 Religion
- 8 Popular Support
- 9 Economy
- 10 Military
- 11 Merit
- 12 Foreign Relations

Roll 1D20 for Issues

- 1 Environment
- 2 Economy
- 3 Trade
- 4 Foreign Relations
- 5 Military
- 6 Health

- 7 Science
- 8 Crime
- 9 Law
- 10 Exploration
- 11 Rights
- 12 Terrorism
- 13 Resources
- 14 Technology
- 15 Reform
- 16 Education
- 17 Energy
- 18 Religion
- 19 Tax
- 20 Ethics

Roll 1D6 for Personal Freedom (+1 if government has any kind of representation)

- 1 Almost nonexistent
- 2 Repressed
- 3 Somewhat Repressed
- 4 Tolerable
- 5 Good
- 6 Very Good
- 7 Extremely Good

Roll 1D10 for Foreign Relations

- 1 At War
- 2 Bad
- 3 Somewhat Bad
- 4 Failing Rapidly
- 5 Shaky
- 6 Decent
- 7 Somewhat Good
- 8 Good
- 9 Very Good
- 10 Extremely Good

Roll 1D6 for Scandals

- 1 Very Rare
- 2 Rare
- 3 Infrequent
- 4 Common
- 5 Very Common
- 6 Almost Constant