

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

Roll 1D4 for Economy Type

- 1 Traditional
- 2 Market
- 3 Command
- 4 Mixed

Roll 1d20 once for Imports and once for Exports(Ignore duplicate results, reroll)

- 1 Food
- 2 Livestock
- 3 Exotic Animals
- 4 Textiles
- 5 Material Resources
- 6 Energy Resources
- 7 Art
- 8 Music
- 9 Luxury Goods
- 10 People
- 11 Building Materials
- 12 Chemicals
- 13 Medical
- 14 Military
- 15 Weapons

- 16 Machinery
- 17 Technology
- 18 Finance
- 19 Transportation
- 20 Custom(Choose or make up your own)

Roll 1D20 for Technology Focus

- 1 Agriculture/GMO/Aquaculture
- 2 Eugenics
- 3 Cybernetics
- 4 Power Generation
- 5 Ease of Living
- 6 Nanotech
- 7 Transportation
- 8 Exoskeleton
- 9 Robotics
- 10 Regenerative Medicine
- 11 Military Weapons
- 12 Personal Weapons
- 13 Space Travel
- 14 Communications
- 15 Artificial Intelligence
- 16 Space Exploration
- 17 Synthetic Materials
- 18 Arcology
- 19 Virtual Reality
- 20 Xenotech

Roll 1D8 for Trade Margin

- 1 Severe Deficit
- 2 Moderate Deficit
- 3 Slight Deficit
- 4 Imports/Exports Equal
- 5 Slight Surplus
- 6 Moderate Surplus
- 7 Extreme Surplus
- 8 Isolationist

Roll 1D8 for Wealth Distribution

- 1 Government Controlled
- 2 Evenly Distributed
- 3 Fairly Even, with Slight Gap
- 4 Spread through Upper & Middle Class
- 5 Inverse Pyramid of Wealth
- 6 In the Hands of a Few
- 7 Concentrated in Small Upper Class
- 8 All in the Hands of the Elite

Roll D100 for Population Demographics  
Result and difference of result from 100 are Urban and Rural percentages respectively

Roll 4D20 for Literacy

Add result to Urban percentage up to 100%

- |                      |   |                 |
|----------------------|---|-----------------|
| Roll 1D6 for Genders | 3 | Somewhat Common |
| 1 Asexual            | 4 | Common          |
| 2 Hermaphroditic     | 5 | Widespread      |
| 3 Gendermorphic      | 6 | Very Widespread |
| 4 Two Genders        |   |                 |
| 5 Two Genders        |   |                 |
| 6 Roll 1D6+1 Genders |   |                 |

Roll 1D10,1D10,1D10 for Gender Ratio  
 One Gender in ratio is always 1  
 1st D10 results in 0.1 up to 1.0  
 2nd D10 results in 0.0 up to 0.9  
 3rd D10 results in 0.00 up to 0.09  
 Add results to get 1:results ratio  
 Repeat as necessary

- Roll 1D8 for Reproduction
- |   |                          |
|---|--------------------------|
| 1 | External Budding/Mitosis |
| 2 | Sporing/Spawning         |
| 3 | Seeding/Egg Laying       |
| 4 | Seeding/Egg Laying       |
| 5 | Live Birth/Pouch         |
| 6 | Live Birth/Pouch         |
| 7 | Live Birth               |
| 8 | Live birth               |

Roll D100 for Lifespan  
 Result of 90-99 is exploding  
 Reroll adding to result  
 Roll of 00 is biologically immortal

Roll D10 for Maturity  
 Result times 10 is percentage of lifespan  
 to reach adulthood  
 Result of 0 is born an Adult

- Roll 1D12 for Superstitions
- |    |              |
|----|--------------|
| 1  | Charms       |
| 2  | Numerology   |
| 3  | Astrology    |
| 4  | Psychics     |
| 5  | Animals      |
| 6  | Ghosts       |
| 7  | Other Races  |
| 8  | Curses       |
| 9  | Luck         |
| 10 | Taboos       |
| 11 | Images       |
| 12 | Conspiracies |

- Roll 1D6 for Superstition Prevalence
- |   |           |
|---|-----------|
| 1 | Very Rare |
| 2 | Rare      |

- Roll 1D6 for Cultural Values
- |   |                                |
|---|--------------------------------|
| 1 | Go to Table I                  |
| 2 | Go to Table II                 |
| 3 | Go to Table III                |
| 4 | Go to Table IV                 |
| 5 | Go to Table V                  |
| 6 | Roll twice for Cultural Values |

- Roll 1D12 for Table I
- |    |             |
|----|-------------|
| 1  | Piety       |
| 2  | Wisdom      |
| 3  | Obedience   |
| 4  | Humor       |
| 5  | Dominance   |
| 6  | Endurance   |
| 7  | Discovery   |
| 8  | Pride       |
| 9  | Logic       |
| 10 | Tranquility |
| 11 | Insidious   |
| 12 | Dogma       |

- Roll 1D12 for Table II
- |    |               |
|----|---------------|
| 1  | Creativity    |
| 2  | Skill         |
| 3  | Athleticism   |
| 4  | Intelligence  |
| 5  | Collaboration |
| 6  | Duty          |
| 7  | Organization  |
| 8  | Security      |
| 9  | Passion       |
| 10 | Health        |
| 11 | Sincerity     |
| 12 | Ritual        |

- Roll 1D12 for Table III
- |    |                |
|----|----------------|
| 1  | Conformity     |
| 2  | Success        |
| 3  | Attractiveness |
| 4  | Education      |
| 5  | Environment    |
| 6  | Accountability |
| 7  | Alertness      |
| 8  | Diligence      |
| 9  | Pragmatic      |
| 10 | Cunning        |
| 11 | Innovation     |
| 12 | Perplexity     |

Roll 1D12 for Table IV

- 1 Ethics
- 2 Status
- 3 Charisma
- 4 Strength
- 5 Empathy
- 6 Vigor
- 7 Legality
- 8 Hospitality
- 9 Sensuality
- 10 Ambition
- 11 Aesthetics
- 12 Prowess

Roll 1D12 for Table V

- 1 Bravery
- 2 Wealth
- 3 Independence
- 4 Family
- 5 Understanding
- 6 Dignity
- 7 Agility
- 8 Delight
- 9 Communication
- 10 Altruism
- 11 Efficiency
- 12 Leadership

Roll 1D20 for Known For

- 1 Art
- 2 Exotic Wildlife
- 3 Exotic Plantlife
- 4 Exotic Environment
- 5 Natural Vistas
- 6 National Pride
- 7 Poetry
- 8 Cuisine
- 9 Hospitality
- 10 History
- 11 Music
- 12 Sculpture
- 13 Science
- 14 Architecture
- 15 Entertainment
- 16 Military
- 17 Trade
- 18 Dramatic Performance
- 19 Spirituality
- 20 Politics

Roll 1D6 for Entertainment

- 1 Roll on Table A
- 2 Roll on Table A
- 3 Roll on Table B
- 4 Roll on Table B
- 5 Roll Twice
- 6 Custom/Choose your own

Roll 1D12 on Table A

- 1 Banquets
- 2 Games
- 3 Comedy
- 4 Dramatic Performance
- 5 Animals
- 6 Illusion
- 7 Parades
- 8 sports
- 9 Politics
- 10 Museums
- 11 Combat
- 12 Gambling

Roll 1D12 on Table B

- 1 Music
- 2 Reading
- 3 storytelling
- 4 Cinema
- 5 Dance
- 6 Circus/Sideshow
- 7 Menagerie
- 8 Fireworks
- 9 Expos
- 10 Gossip
- 11 Competitions
- 12 Drinking

Roll 1D20 for Respected Professions

- 1 Medical
- 2 Science
- 3 Emergency Responder
- 4 Military
- 5 Engineer
- 6 Architecture
- 7 Lawyer
- 8 Politician
- 9 Entertainer
- 10 Artist
- 11 Historian
- 12 Educator
- 13 Craftsman
- 14 Merchants
- 15 Explorers
- 16 Veterinarians
- 17 Musicians
- 18 Warriors
- 19 Homemakers
- 20 Writers

Roll 1D12 for Discriminates Against

- 1 Sexuality
- 2 Race
- 3 Age
- 4 Class
- 5 National Origin

- 6 Gender
- 7 Attractiveness
- 8 Religion
- 9 Disability
- 10 Genetics
- 11 Affiliation
- 12 Virtually None

Roll 1D20 for Major Taboo

- 1 Certain Clothing
- 2 Certain Foods
- 3 Certain Rituals
- 4 Certain Language
- 5 Certain Body Language
- 6 Bodily Functions
- 7 Money
- 8 Physical Contact
- 9 Strong Emotion
- 10 Eye Contact
- 11 Displays of Affection
- 12 Sexuality
- 13 Miscengenation
- 14 Hygiene
- 15 Mental Illness
- 16 Death
- 17 Suicide
- 18 Slavery
- 19 Bigotry
- 20 Custom/Choose your Own

Roll 1D20 for Social Ill

- 1 Addiction
- 2 Domestic Abuse
- 3 Gambling
- 4 Crime
- 5 Organized Crime
- 6 Gangs
- 7 Trafficking
- 8 Fraud
- 9 Bribery
- 10 Corruption
- 11 Identity Theft
- 12 Infidelity
- 13 Drinking
- 14 Homelessness
- 15 Mental Illness
- 16 Suicide
- 17 Bigotry
- 18 Harassment
- 19 Bullying
- 20 Custom/Choose your Own

Roll 1D6 for Religions

- 1 None
- 2 Roll on Monotheism Table
- 3 Roll on Ditheism Table

- 4 Roll on Polytheism Table
- 5 Animism
- 6 Roll Twice

Roll 1D6 for Monotheism

- 1 Pantheism
- 2 Panentheism
- 3 Dystheism
- 4 Animism
- 5 Deism
- 6 Roll Twice

Roll 1D6 for Ditheism

- 1 Pantheism
- 2 Panentheism
- 3 Dystheism
- 4 Animism
- 5 Deism
- 6 Roll Twice

Roll 1D10 for Polytheism

- 1 Pantheism
- 2 Panentheism
- 3 Dystheism
- 4 Animism
- 5 Monaltry
- 6 Henotheism
- 7 Kathenotheism
- 8 Deism
- 9 Alatrism
- 10 Roll Twice

Roll 1D10 for Religious Focus

- 1 Converting Others
- 2 Personal Spirituality
- 3 Repentance
- 4 Deeds
- 5 Reincarnation
- 6 Miracles
- 7 Ancestor Reverence
- 8 Ascension
- 9 Harmony with Cosmos
- 10 Avoiding Divine Wrath

Roll 1D6, 1D6, and 1D12 for Form of Worship

- 1 Fervent Public
  - 2 Fervent Private
  - 3 Festive Public
  - 4 Festive Private
  - 5 Formal Public
  - 6 Formal Private
- 1 Individual at Home

- 2 Individual at Shrine
- 3 Individual at Temple
- 4 Group at Home
- 5 Group at Shrine
- 6 Group at Temple

- 1 Daily Ritual
- 2 Daily Prayer
- 3 Daily Meditation
- 4 Daily Sacrifice
- 5 Weekly Ritual
- 6 Weekly Prayer
- 7 Weekly Meditation
- 8 Weekly Sacrifice
- 9 Holiday Ritual
- 10 Holiday Prayer
- 11 Holiday Meditation
- 12 Holiday Sacrifice

Roll 1D8 for Prevalence

- 1 Almost None
- 2 Few Practicing
- 3 Some Believe
- 4 Many Believers
- 5 Most Everyone
- 6 All
- 7 Mandated Belief
- 8 Varies

Roll 1D6 for Holidays

- 1 Very Few
- 2 Few
- 3 Fairly Often
- 4 Often
- 5 Many
- 6 Almost Everyday

Roll 1D8 for Military Strength

- 1 None
- 2 Very Weak
- 3 Weak
- 4 Somewhat Weak
- 5 Average
- 6 Somewhat Strong
- 7 Strong
- 8 Very Strong

Roll 1D6 for Soldier Type

- 1 Volunteer
- 2 Mix of Volunteer & Draftees
- 3 Draftees
- 4 Its Own Class
- 5 Hired Mercenaries
- 6 Various

Roll 1D6 for Military Use

- 1 Conquest
- 2 Exploration
- 3 Peacekeeping
- 4 Defense
- 5 Security
- 6 Quench Rebellion

Roll 1D10 for Earning Rank

- 1 Lottery
- 2 Testing
- 3 Heroic Action
- 4 Time Served
- 5 Granted by Superior/s
- 6 Elected by Subordinates
- 7 Elected by Public
- 8 Purchased
- 9 Via Family
- 10 Via Political Ties