**NARRATIVE SECTOR GENERATION**

**STEP 1 & 2: CHOOSE STARTING REGION & DETERMINE THE NUMBER OF SETTLEMENTS (Ironsworn: Starforged – pg. 106)**

**Terminus:** Settlements are relatively common here, and spaceborne routes between communities are usually well-charted. (D6+1 Settlements here)

**Outlands:** This region represents an area of recent expansion. Settlements here are scattered, and navigational paths are often uncharted and perilous. (D4+1 Settlements here)

**Expanse:** Only a few bold pioneers have delved these far flung reaches. (D3 Settlements here)

**STEP 3: GENERATE SETTLEMENT DETAILS (Ironsworn: Starforged – pg. 160-163)**

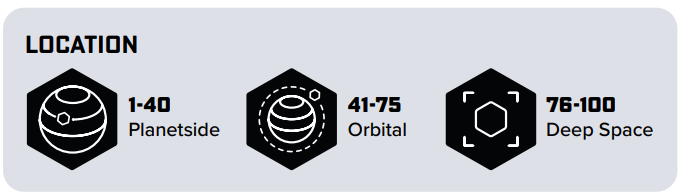
For each of the Settlements in your starting sector, roll on the following tables:

* Settlement Name
* Location
* Population
* Authority
* Settlement Projects; roll twice

For now, don’t roll on the other settlement tables. You can reveal other aspects of these places when you visit and interact with them.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| SETTLEMENT NAME | | | | | | | | | |
| 1 |  | **21** |  | **41** |  | **61** |  | **81** |  |
| 2 |  | **22** |  | **42** |  | **62** |  | **82** |  |
| 3 |  | **23** |  | **43** |  | **63** |  | **83** |  |
| 4 |  | **24** |  | **44** |  | **64** |  | **84** |  |
| 5 |  | **25** |  | **45** |  | **65** |  | **85** |  |
| 6 |  | **26** |  | **46** |  | **66** |  | **86** |  |
| 7 |  | **27** |  | **47** |  | **67** |  | **87** |  |
| 8 |  | **28** |  | **48** |  | **68** |  | **88** |  |
| 9 |  | **29** |  | **49** |  | **69** |  | **89** |  |
| 10 |  | **30** |  | **50** |  | **70** |  | **90** |  |
| 11 |  | **31** |  | **51** |  | **71** |  | **91** |  |
| 12 |  | **32** |  | **52** |  | **72** |  | **92** |  |
| 13 |  | **33** |  | **53** |  | **73** |  | **93** |  |
| 14 |  | **34** |  | **54** |  | **74** |  | **94** |  |
| 15 |  | **35** |  | **55** |  | **75** |  | **95** |  |
| 16 |  | **36** |  | **56** |  | **76** |  | **96** |  |
| 17 |  | **37** |  | **57** |  | **77** |  | **97** |  |
| 18 |  | **38** |  | **58** |  | **78** |  | **98** |  |
| 19 |  | **39** |  | **59** |  | **79** |  | **99** |  |
| 20 |  | **40** |  | **60** |  | **80** |  | **100** |  |

**You can let the name stand alone, or pair it with one of the following tags: Base, Citadel, Depot, Fortress, Hold, Landing, Outpost, Port, Station, and Terminal**



|  |  |  |  |
| --- | --- | --- | --- |
| POPULATION |  |  |  |
| Terminus | **Outlands** | **Expanse** | **Number** |
| 1 – 10 | **1 – 15** | **1 – 20** |  |
| 11 – 25 | **16 – 35** | **21 – 50** |  |
| 26 – 55 | **36 – 65** | **51 – 80** |  |
| 56 – 85 | **66 – 90** | **81 – 95** |  |
| 86 - 100 | **91 - 100** | **96 – 100** |  |

|  |  |
| --- | --- |
| AUTHORITY |  |
| 1 – 15 |  |
| 16 – 30 |  |
| 31 – 45 |  |
| 46 – 55 |  |
| 56 – 70 |  |
| 71 – 85 |  |
| 86 - 100 |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| SETTLEMENT PROJECTS | |  |  |  | ROLL 2 TIMES |
| 1 – 5 |  | **32 – 33** |  | **63 – 65** |  |
| 6 – 7 |  | **34 – 37** |  | **66 – 69** |  |
| 8 – 9 |  | **38 – 39** |  | **70 – 72** |  |
| 10 – 11 |  | **40 – 41** |  | **73 – 75** |  |
| 12 – 13 |  | **42 – 43** |  | **76 – 78** |  |
| 14 – 17 |  | **44 – 46** |  | **79 – 84** |  |
| 18 – 22 |  | **47 – 49** |  | **85 – 86** |  |
| 23 – 25 |  | **50 – 51** |  | **87 – 88** |  |
| 26 – 27 |  | **52 – 57** |  | **89 – 92** |  |
| 28 – 29 |  | **58 – 59** |  | **93 – 95** |  |
| 30 - 31 |  | **60 – 62** |  | **96 – 100** |  |

**STEP 4: GENERATE PLANETS (Ironsworn: Starforged – pg. 144)**

If any settlements are located on a planet, or in orbit around a planet, you can identify and name the planet to help flesh out the nature of the location.

To learn the planets basic type, roll once on the table below for each planetside or orbital settlement.

Give each planet a name randomly from the Planet Name table or choose one of the sample names for each planet type. For now don’t generate any additional details until you visit those places, and once you do so, roll on the corresponding tables.

|  |  |  |  |
| --- | --- | --- | --- |
| PLANETARY CLASS | |  |  |
| 1 – 15 |  | **71 – 75** |  |
| 16 – 30 |  | **76 – 90** |  |
| 31 – 35 |  | **91 – 92** |  |
| 36 – 50 |  | **93 – 98** |  |
| 51 – 65 |  | **99 – 100** |  |
| 66 – 70 |  |  |  |























|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| PLANETARY NAME | | | | | | | | | |
| 1 | Abaddon | **21** | Cealdri | **41** | Jol | **61** | Mirage | **81** | Sem-Lor |
| 2 | Abyz | **22** | Coorneeq | **42** | Jord | **62** | Moll Primus | **82** | Sihnon |
| 3 | Alio Prima | **23** | Cormund | **43** | Kamdorn | **63** | Nar | **83** | Starpoint |
| 4 | Aral | **24** | Cresius | **44** | Kostboth | **64** | Neutara | **84** | Tequ’ran |
| 5 | Arc Prime | **25** | Dal Bootha | **45** | Kraag | **65** | New Albion | **85** | Thacoria |
| 6 | Archon Ren | **26** | Della | **46** | Kure | **66** | Paquin | **86** | Thibah |
| 7 | Archon Tau | **27** | Everra | **47** | Lazar | **67** | Parth | **87** | Torkan |
| 8 | Ariel | **28** | Fria | **48** | Lazarus | **68** | Perimeter | **88** | Tren’lak |
| 9 | Arinam | **29** | Gevy | **49** | Lazul Rex | **69** | Phila 53 | **89** | Vaavis |
| 10 | Arnor | **30** | Gninda | **50** | Lemox | **70** | Primor | **90** | Vefut II |
| 11 | Arretza | **31** | Gori | **51** | Lirta IV | **71** | Quall | **91** | Vega |
| 12 | Atlas | **32** | Gral | **52** | Lisis | **72** | Quann | **92** | Velnor |
| 13 | Ba’kal | **33** | Gypso | **53** | Lodor | **73** | Qucen’n | **93** | Vorhal |
| 14 | Bellerophon | **34** | Harus | **54** | Lor | **74** | Quinarra | **94** | Wellon |
| 15 | Belni | **35** | Haven | **55** | Luthen VI | **75** | Rarron | **95** | Whitefall |
| 16 | Bereg | **36** | Hercant | **56** | Mallice | **76** | Resculon | **96** | Wren Terra |
| 17 | Bethi | **37** | Highgate | **57** | Mecatol | **77** | Sakulag | **97** | Xxehan |
| 18 | Beylix | **38** | Hope’s End | **58** | Meer | **78** | Sanctuary | **98** | Zaviri |
| 19 | Bogrineth | **39** | Horizon | **59** | Mehar Xull | **79** | Santo | **99** | Zephyr |
| 20 | Cabbomia | **40** | Jiri | **60** | Mellon | **80** | Saudor | **100** | Zohbat |

**GENERATE ATMOSPHERE (Every Star an Opportunity)**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| ATMOSPHERE KEY | |  | |  | |  |
| None/Thin | Atmosphere is benign but too thin to be breathable. Oxygen supplies must be worn. | | **Marginal** | | The atmosphere is breathable though long term exposure is not recommended.  After **3** missions, off-worlders must roll **1D6** after each mission. On a **1**, they fall sick and must miss the following battle. | |
| Toxic | Breathing apparatus must be worn at all times. Buildings are usually sealed and have integrated air supplies.  Any figure that takes a weapons hit during a battle must roll **1D6** after the mission. On a **1** they fall sick and must miss the following battle. | | **Breathable** | | No special equipment or precautions needed. | |
| Corrosive | This planet’s atmosphere is deadly to humans. It can damage exposed skin, materials, plastics, and metals over time.  After every battle, roll **1D4**. On a roll of **1**, randomly select a character. That character has a random piece of gear break and will need to be repaired. | | **Ideal** | | The atmosphere is beneficial to organic life forms. Each campaign turn a character rests, roll **1D6**. On a **1** or **6**, they can reduce recovery times by an additional turn. | |

**STEP 5: GENERATE STARS (OPTIONAL) (Ironsworn: Starforged – pg. 141)**

If you’d like to know the nature of the primary stars these settlements and planets orbit, roll once on the STELLAR OBJECT table below for each settlement.

|  |  |  |  |
| --- | --- | --- | --- |
| STELLAR OBJECT | |  |  |
| 1 – 15 |  | **76 – 80** |  |
| 16 – 30 |  | **81 – 85** |  |
| 31 – 45 |  | **86 – 90** |  |
| 46 – 50 |  | **91 – 98** |  |
| 51 – 60 |  | **99** |  |
| 61 – 70 |  | **100** |  |
| 71 - 75 |  |  |  |

**STEP 6: INTRODUCE A SECTOR TROUBLE (Ironsworn: Starforged – pg. 116)**

You’ve heard rumors of a sector-wide peril, conflict, or mystery. You may roll on the table below to introduce a trouble appropriate to your setting and characters. Note the trouble in your Sector journal.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| SECTOR TROUBLE | |  | |  |
| 1 – 5 |  | **51 – 55** |  | |
| 6 – 10 |  | **56 – 60** |  | |
| 11 – 15 |  | **61 – 65** |  | |
| 16 – 20 |  | **66 – 70** |  | |
| 21 – 25 |  | **71 – 75** |  | |
| 26 – 30 |  | **76 – 80** |  | |
| 31 – 35 |  | **81 – 85** |  | |
| 36 – 40 |  | **86 – 90** |  | |
| 41 – 45 |  | **91 – 95** |  | |
| 46 - 50 |  | **96 – 100** |  | |

**STEP 7: NAME THE STARTING SECTOR (Ironsworn: Starforged – pg. 140)**

Finally, give your sector a name. If you’re not sure, roll on the SECTOR NAME table below. Write the name in you Sector journal.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| SECTOR NAME | | |  |  | | | ROLL PREFIX & SUFFIX | |
| Roll | **Prefix** | **Suffix** | | | **Roll** | **Prefix** | | **Suffix** |
| 1 – 2 |  |  | | | **51 – 52** |  | |  |
| 3 – 4 |  |  | | | **53 – 54** |  | |  |
| 5 – 6 |  |  | | | **55 – 56** |  | |  |
| 7 – 8 |  |  | | | **57 – 58** |  | |  |
| 9 – 10 |  |  | | | **59 – 60** |  | |  |
| 11 – 12 |  |  | | | **61 – 62** |  | |  |
| 13 – 14 |  |  | | | **63 – 64** |  | |  |
| 15 – 16 |  |  | | | **65 – 66** |  | |  |
| 17 – 18 |  |  | | | **67 – 68** |  | |  |
| 19 – 20 |  |  | | | **69 – 70** |  | |  |
| 21 – 22 |  |  | | | **71 – 72** |  | |  |
| 23 – 24 |  |  | | | **73 – 74** |  | |  |
| 25 – 26 |  |  | | | **75 – 76** |  | |  |
| 27 – 28 |  |  | | | **77 – 78** |  | |  |
| 29 – 30 |  |  | | | **79 – 80** |  | |  |
| 31 – 32 |  |  | | | **81 – 82** |  | |  |
| 33 – 34 |  |  | | | **83 – 84** |  | |  |
| 35 – 36 |  |  | | | **85 – 86** |  | |  |
| 37 – 38 |  |  | | | **87 – 88** |  | |  |
| 39 – 40 |  |  | | | **89 – 90** |  | |  |
| 41 – 42 |  |  | | | **91 – 92** |  | |  |
| 43 – 44 |  |  | | | **93 – 94** |  | |  |
| 45 – 46 |  |  | | | **95 – 96** |  | |  |
| 47 – 48 |  |  | | | **97 – 98** |  | |  |
| 49 – 50 |  |  | | | **99 – 100** |  | |  |

**STEP 8: ZOOM IN ON A SETTLEMENT (Ironsworn: Starforged – pgs. 160-164)**

It will be helpful to have some additional details for one of the settlements in your starting sector. Choose one of the settlements in your starting sector, whichever is interesting to you. First **check for licensing requirements**, then roll on the tables on the next pages:

* First Look; roll twice
* Settlement Trouble
* World Traits; roll twice

If the settlement is planetside or in orbit, you can also expand your understanding of that planet. Go to the appropriate planet type, and roll on the corresponding tables:

* Atmosphere
* Observed from Space; roll twice
* Planetside feature; roll twice
* Life

If the planet is a Vital World, also roll on the Diversity and Biomes tables.

|  |  |  |  |
| --- | --- | --- | --- |
| FIRST LOOK | |  | ROLL 2 TIMES |
| 1 – 3 |  | **54 – 56** |  |
| 4 – 9 |  | **57 – 61** |  |
| 10 – 15 |  | **62 – 66** |  |
| 16 – 21 |  | **67 – 72** |  |
| 22 – 26 |  | **73 – 76** |  |
| 27 – 31 |  | **77 – 80** |  |
| 32 – 35 |  | **81 – 83** |  |
| 36 – 40 |  | **84 – 87** |  |
| 41 – 43 |  | **88 – 90** |  |
| 44 – 49 |  | **91 – 100** |  |
| 50 – 53 |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| SETTLEMENT TROUBLE | |  |  |
| 1 – 3 |  | **50 – 51** |  |
| 4 – 7 |  | **52 – 54** |  |
| 8 – 9 |  | **55 – 57** |  |
| 10 – 13 |  | **58 – 59** |  |
| 14 – 15 |  | **60 – 61** |  |
| 16 – 19 |  | **62 – 64** |  |
| 20 – 23 |  | **65 – 66** |  |
| 24 – 27 |  | **67 – 68** |  |
| 28 – 31 |  | **69 – 70** |  |
| 32 – 33 |  | **71 – 73** |  |
| 34 – 37 |  | **74 – 76** |  |
| 38 – 41 |  | **77 – 78** |  |
| 42 – 44 |  | **79 – 80** |  |
| 45 – 47 |  | **81 – 90** |  |
| 48 -49 |  | **91 – 100** |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| ACTION TABLE | | | | | | | | | |
| 1 |  | **21** |  | **41** |  | **61** |  | **81** |  |
| 2 |  | **22** |  | **42** |  | **62** |  | **82** |  |
| 3 |  | **23** |  | **43** |  | **63** |  | **83** |  |
| 4 |  | **24** |  | **44** |  | **64** |  | **84** |  |
| 5 |  | **25** |  | **45** |  | **65** |  | **85** |  |
| 6 |  | **26** |  | **46** |  | **66** |  | **86** |  |
| 7 |  | **27** |  | **47** |  | **67** |  | **87** |  |
| 8 |  | **28** |  | **48** |  | **68** |  | **88** |  |
| 9 |  | **29** |  | **49** |  | **69** |  | **89** |  |
| 10 |  | **30** |  | **50** |  | **70** |  | **90** |  |
| 11 |  | **31** |  | **51** |  | **71** |  | **91** |  |
| 12 |  | **32** |  | **52** |  | **72** |  | **92** |  |
| 13 |  | **33** |  | **53** |  | **73** |  | **93** |  |
| 14 |  | **34** |  | **54** |  | **74** |  | **94** |  |
| 15 |  | **35** |  | **55** |  | **75** |  | **95** |  |
| 16 |  | **36** |  | **56** |  | **76** |  | **96** |  |
| 17 |  | **37** |  | **57** |  | **77** |  | **97** |  |
| 18 |  | **38** |  | **58** |  | **78** |  | **98** |  |
| 19 |  | **39** |  | **59** |  | **79** |  | **99** |  |
| 20 |  | **40** |  | **60** |  | **80** |  | **100** |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| THEME TABLE | | | | | | | | | |
| 1 |  | **21** |  | **41** |  | **61** |  | **81** |  |
| 2 |  | **22** |  | **42** |  | **62** |  | **82** |  |
| 3 |  | **23** |  | **43** |  | **63** |  | **83** |  |
| 4 |  | **24** |  | **44** |  | **64** |  | **84** |  |
| 5 |  | **25** |  | **45** |  | **65** |  | **85** |  |
| 6 |  | **26** |  | **46** |  | **66** |  | **86** |  |
| 7 |  | **27** |  | **47** |  | **67** |  | **87** |  |
| 8 |  | **28** |  | **48** |  | **68** |  | **88** |  |
| 9 |  | **29** |  | **49** |  | **69** |  | **89** |  |
| 10 |  | **30** |  | **50** |  | **70** |  | **90** |  |
| 11 |  | **31** |  | **51** |  | **71** |  | **91** |  |
| 12 |  | **32** |  | **52** |  | **72** |  | **92** |  |
| 13 |  | **33** |  | **53** |  | **73** |  | **93** |  |
| 14 |  | **34** |  | **54** |  | **74** |  | **94** |  |
| 15 |  | **35** |  | **55** |  | **75** |  | **95** |  |
| 16 |  | **36** |  | **56** |  | **76** |  | **96** |  |
| 17 |  | **37** |  | **57** |  | **77** |  | **97** |  |
| 18 |  | **38** |  | **58** |  | **78** |  | **98** |  |
| 19 |  | **39** |  | **59** |  | **79** |  | **99** |  |
| 20 |  | **40** |  | **60** |  | **80** |  | **100** |  |

|  |  |  |
| --- | --- | --- |
| WORLD TRAITS | | ROLL 2 TIMES |
| (5PFH – pgs. 73-75) | |  |
| Roll | **Trait** | **Description** |
| 1 – 3 |  |  |
| 4 – 6 |  |  |
| 7 – 8 |  |  |
| 9 – 10 |  |  |
| 11 – 12 |  |  |
| 13 – 14 |  |  |
| 15 – 16 |  |  |
| 17 – 18 |  |  |
| 19 – 20 |  |  |
| 21 – 22 |  |  |
| 23 – 24 |  |  |
| 25 – 26 |  |  |
| 27 – 29 |  |  |
| 30 – 32 |  |  |
| 33 – 34 |  |  |
| 35 – 36 |  |  |
| 37 – 38 |  |  |
| 39 – 41 |  |  |
| 42 – 43 |  |  |
| 44 – 46 |  |  |
| 48 – 48 |  |  |
| 49 – 51 |  |  |
| 52 – 53 |  |  |
| 54 – 55 |  |  |
| 56 – 57 |  |  |
| 58 – 59 |  |  |
| 60 – 62 |  |  |
| 63 – 64 |  |  |
| 65 – 67 |  |  |
| 68 – 69 |  |  |
| 70 – 72 |  |  |
| 73 – 74 |  |  |
| 75 – 76 |  |  |
| 77 – 79 |  |  |
| 80 – 81 |  |  |
| 82 – 84 |  |  |
| 85 – 86 |  |  |
| 87 – 89 |  |  |
| 90 – 91 |  |  |
| 92 – 93 |  |  |
| 94 – 96 |  |  |
| 97 – 100 |  |  |