Welcome to the *Deck of Many Worlds*! You can use this deck of 100 world cards to quickly and easily create millions of possible worlds by following a short set of instructions. After you make your first world, you likely won’t need to reference these instructions much, leaving you free to fill entire galaxies with worlds of your own creation.

On the opposite side of this card, you’ll see how multiple cards combine to create a single world, while the next instruction card names each element on the world cards. The rest of these instructions walk you through using those elements to create truly unique worlds—and show you how to use this deck to inspire your creation of systems, settlements, and characters!

As you proceed, remember: this is your galaxy, so you can always change any minor or major detail of the worlds you create as you see fit. Change gravity or the resident species at a whim; add or remove entire continents; tweak story prompts—do anything you want!
This is what your randomly generated worlds will look like, though most of yours will likely have more alien species. Keep this card handy as you learn how to create your own worlds!
Art, Type, and Description: These give you ideas for a world’s primary physical features.

Physical Traits: These are the world’s gravity (Starfinder Core Rulebook 401), atmosphere (Core Rulebook 395), and common biomes. If you like, you can use the biomes with rules for environmental grafts (Starfinder Alien Archive 2 138) to create your own creatures. You can also use biomes along with environmental rules (Core Rulebook 396) or to find creatures suitable for the world using the Creatures by Environment appendixes in Alien Archive 2 and Alien Archive 3.

Attribute Bar: The same six attributes appear in a different order on each card. Each attribute is explained on a corresponding instruction card.
Sapient: This is the illustration, name, and citation of a sapient species.

Card Number: Cards are numbered from 001 to 100.

Threat: This is the illustration, name, and citation of a threat species.

Attribute Key: This is combined with the Attribute Bar on the front of a different card to generate a unique set of attributes for every pair of cards.

Star Fields: The brightest stars in a given Star Field represent a number from 1 to 6; you can use these as a random-number generator (to decide how many creatures live on a world, for instance).

Hook: This story seed adds an interesting twist to a world’s attributes and physical traits.
DECK OF MANY WORLDS

CREATING A WORLD

Follow the steps below to generate one of millions of possible worlds, referencing the layout shown on the Sample World instruction card as you go.

• Shuffle the world cards and then cut the deck. Place the new top card on the table, front side up (the side with the illustration of a world).

• Draw the next card and place it below the first, back side up, so that the Attribute Key (the bar with arrows and lines) of the bottom card lines up with the Attribute Bar (the bar with six named attributes) of the top card. This combination tells you a lot about the world; see the individual attribute instruction cards for more information.

• Draw the next card and place it below the second, back side up, so that only the Hook and Star Fields are showing. These two Hooks are powerful storytelling tools, especially when used in tandem with the world’s other elements. See the Hooks card for tips on making good use of these.

(Flip this card over to continue.)
• Populate your world with aliens. Use the number of bright stars in the left Star Field to draw that number of cards, placing them underneath the world so that only the leftmost alien (the Sapient) of each card is showing. The first species is the most populous, followed by the next, and so on. Then do the same for Threats, using the number in the right Star Field and placing the drawn cards under the right side of the world. Alternatively, you can simply draw two of each species. See the Aliens instruction card for more about how to use each of these species.

• As a final, optional step, you can decide that the world has one or more moons. If so, draw a card and use the number in the left Star Field to determine how many moons it has. For each moon, draw two cards and follow the first two steps of the process for creating a world. You can then decide whether to draw new Sapients or Threats for the moon, use those of the world it orbits, or both. The accord attribute tells you how well the moon gets along with its world; this works the same way as with a settlement (see the Creating a Settlement card).
Each world you build will have two Hooks (though you can use just one or add more); these help you create dynamic worlds worth exploring. Hooks sometimes refer to elements explained elsewhere, such as Sapients and Threats. Terms such as “periodically” provide flexibility; you can decide whether that means daily, yearly, or according to a deity’s divine whim.

Occasionally, Hooks might seem contradictory with one another or with some other element of the world; reconciling these contradictions is fertile ground for creativity. For example, why is the mortal avatar of a deity living on a world with low religion? Perhaps she’s hiding from a stronger deity—or attempting to sow the seeds of a global faith to grow her power.

**Note:** Many Hooks are worded such that they can follow “The world has been...” or “The world is...” or even sometimes “The world will be...” Using a different leading phrase can radically change the nature of the Hook. You can also change those worded in the present tense to be things that did happen, are happening, or will happen to create wildly different narratives.
This deck includes 200 different alien species with which to populate your worlds, split into two general categories: Sapients and Threats. Each alien also includes a citation for a Starfinder product in which you can learn more about them (this information is also available for free online at sfrd.info).

**Sapients:** The alien on the left side of the back of each world card is a sapient species, meaning they can think and reason. They are likely to have developed civilizations and interact meaningfully with other sapient creatures. In Hooks, “Sapient” refers to this species, while “sapients” refers to sapients generally. As a bonus, players of the Starfinder RPG can choose any of these sapient species when creating a character (see the Creating a Player Character card)!

**Threats:** The alien on the right side of the back of each world card is a threat species—generally a nonsapient creature that serves as a direct or indirect threat to the world’s inhabitants or visitors. Note that Sapients (as individuals or groups) can also serve as Threats. Threats might be menaces in great numbers, life-forms that threaten a vital ecosystem, or dangerous lone actors.
The accord attribute is an abstraction of the world’s levels of cohesion or conflict, both internally and with regard to its system (or the galaxy). For example, a lawful evil world with low accord might be the bane of its system, while one with high accord might have an organized world government and serve an important role in its system, as some kind of necessary evil.

The world is likely internally peaceful, with an organized single or shared government, though this might be thanks to a utopian republic—or an oppressive tyrant.

Several divisions (ethnographic, geopolitical, ideological, territorial, or so on) exist among the world’s inhabitants, with varying levels of cooperation and discord among factions.

Societies on this world are discordant, disorganized, or both. Sapient species, nations, or smaller factions might be locked in a political (possibly even violent) struggle for supremacy.
The world’s residents may devote their lives to faith, eschew religion entirely, or have a mix of both religious and secular traditions.

Worship of one or more deities is likely widespread and an integral part of residents’ daily life, and religious institutions likely wield great political power.

Religious organizations have moderate amounts of influence, often in specific societal niches.

While worshipers of various deities likely exist, organized religion has little noticeable influence on this world. Worship of one or more (or even all) deities may be unusual or even outlawed.

**Note:** You can use a 20-sided die along with the Starfinder Core Deities table (*Core Rulebook* 482) to randomly select a deity, or you can choose a deity whose alignment matches that of the world.
MAGIC

The world’s residents may be deeply in tune with mystical energies, completely devoid of them, or somewhere in between.

Extremely powerful mystics, technomancers, and/or witchwarpers might rule this world, or they might simply be very common. Species might commonly have innate magical abilities, making lower-level magic very common. The world might have access to magical portals or starships, or even mystical means of faster-than-light space travel.

The world is no stranger to magic, but it does not play a huge role in everyday life. Lack of magical ability might be common, but it might also take a significant display of magic to draw any attention.

Magic might be extremely uncommon, outlawed, or met with great suspicion, or it might not function at all on the world. A visitor casting a spell in front of residents might cause serious repercussions.
The world might be a stunning showcase of the galaxy’s most advanced technology, a technophobe’s paradise, or an average modern world.

The world likely has access to starships capable of Drift travel (Core Rulebook 290), which can reach destinations at faster-than-light speeds. It also likely has a compatible equivalent to the Universal Polymer Base (Core Rulebook 233), a multifunctional modular technology that can be used to create virtually any item, as well as a globally accessible infosphere.

The world may or may not have access to starships capable of interplanetary travel. It likely has equipment, materials, and technology equivalent to modern-day Earth.

The world’s technology is rudimentary, likely limited to simple machines, stone or metal tools, and generally unrefined materials made from available natural resources.
The two alignment attributes, law/chaos and good/evil, employ the alignment system presented on page 24 of the *Core Rulebook*. Together, these can help you shape a world’s character, societal organization, and general feel, though of course there will likely be characters with a wide variety of alignments present on any given world.

There are nine possible alignments; find the world’s alignment by combining the two alignment attributes as described below.

**Lawful Good:** Compassionate, honorable, and enemies of injustice, espousing discipline, rules, and structure.

**Neutral Good:** Working toward the greater good and helping others without enforcing a strict ideology.

**Chaotic Good:** Well-intentioned and unpredictable in the pursuit of doing what is right, even if it means breaking rules.
Lawful Neutral: Following a strict legal code or system and upholding authority (even if sometimes harmful) over anarchy.

Neutral: Aloof and indifferent, with a slight preference toward good over evil but no commitment either way.

Chaotic Neutral: Driven by whim and unconstrained—but not generally hurtful—self-interest, without promoting anarchy, or anything in particular.

Lawful Evil: Focused on loyalty, order, and tradition over freedom, dignity, and life, and view hierarchies and social contracts as means to (selfish) ends regardless of the harm done.

Neutral Evil: Obsessed with amoral self-interest and utterly devoid of empathy or remorse, even harming others for fun.

Chaotic Evil: Joyful in the pursuit of brutal and unrestrained conflict, destruction, greed, and hatred.
Many science fiction stories take place in one or more solar systems full of diverse, interconnected planets, such as the primary setting of the Starfinder Roleplaying Game, the Pact Worlds. To create your own such system, first draw a random world card. Add up the stars from both Star Fields on the back of the card; that’s how many worlds are in this system (anywhere from 2 to 12, most often 5 to 9). Then draw that many cards at random from the deck.

For each card drawn, you can then follow the instructions for creating a world. As always, you can also hand-select the worlds or Hooks you find most interesting or skip any that don’t fit your vision.

**Note:** If you want to create a more coherent system, you can decide that one or more alien species (whether Sapient, Threat, or both) are present on multiple worlds, via interplanetary expansion (peaceful or otherwise). You can also use any elements of one world for multiple worlds in a system. For example, maybe every world in a system is tidally locked, leans toward a chaotic good alignment, has high magic and low technology, or is at war with invaders from another plane.
A settlement is anywhere sapient creatures gather to live, from a mountain village to an undersea trench city to a bustling metropolis.

To create a settlement on a world you’ve generated, draw a new world card at random. Use the new card’s Attribute Key with the world’s Attribute Bar, using any differences from the world’s attributes to generate interesting conflicts. For example, what does a high-magic settlement look like on a low-magic world?

**Accord:** Compare the settlement’s accord attribute to the world’s Hooks. High accord means the settlement is especially affected by or connected to the first Hook—whether positively or negatively. Low accord means the same thing but for the second Hook. Neutral accord means the settlement is either ambivalent or internally divided. Accord is also used this way when generating a player or nonplayer character (see the respective cards).

**Note:** Page 405 of the *Core Rulebook* provides further guidance on fleshing out settlements, including types of governments and settlement qualities.
CREATING A NONPLAYER CHARACTER

You can use this deck to populate alien worlds and settlements with interesting nonplayer characters (NPCs) for use in the Starfinder Roleplaying Game. First, draw a random world card. This provides you with a sapient species for your NPC, as well as an Attribute Key. Combine the key with any Attribute Bar (including that of an existing world) and use the results to prompt ideas for the NPC as suggested below.

**Accord:** This is how the NPC relates to any relevant Hooks or to the players’ goals; this works the same way as with a settlement (see the Creating a Settlement card).

**Alignment:** This functions as described on the Alignment card, and you can also use the NPC’s alignment to determine their starting attitude (Core Rulebook 139) toward other creatures; they’re friendly toward others of the same alignment, with a worsening attitude the more their alignments diverge.

**Magic, Religion, Technology:** This gives you a sense of the NPC’s connection to (or proficiency with) magic, religion, and technology, as well as related organizations.
You can use the *Deck of Many Worlds* to inspire a player character for use in the Starfinder Roleplaying Game. First, use the deck normally to create a home world for your character. Choose one of the world’s sapient species to use for your character’s race. Alternatively, you can draw another card and use its sapient species. Then combine the character card’s Attribute Key with the home world card’s Attribute Bar and use the results to prompt ideas for your character as suggested below.

**Accord:** This is how well your character gets along on your home world, and it tells you how they relate to their world’s Hooks; this works the same way as with a settlement (see the Creating a Settlement card).

**Alignment:** This functions as described on the Alignment card—though good or neutral alignments are often best for starfarers who travel with others.

**Magic, Religion, and Tech:** Use these to choose a class. For example, high magic and high technology might mean your character might be a technomancer—or a soldier with the arcane assailant fighting style.
OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions:
   (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
   (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
   (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
   (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
   (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
   (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;
   (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
   (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License:
   This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance:
   By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration:
   In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute:
   If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright:
   You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity:
   You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a
challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.
System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Starfinder Deck of Many Worlds © 2019, Paizo Inc.; Author: Joe Pasini.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, plots, storylines, trade dress, the historical period called the Gap, the terms kishalee, sivv, skyfire, Dreamer (the official Open Game Content term for which is “dreaming barathu”), and the Drift (the official Open Game Content term for which is “hyperspace”). (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous open game content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

© 2019, Paizo Inc. Paizo, the Paizo golem logo, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; Starfinder Roleplaying Game is a trademark of Paizo Inc.