Guide to Planets

> ⚠️ **WIP:** This article is a work in progress and is not yet approved for usage in the RP.

This is a guide to help people better understand how to create planets, but also, what they can add to a planet to 'flavor' it up a bit and seperate it from the norm. This guide was originally started out as something for the kingdom_of_neshaten faction by it's FM, but a request by the site's administrator changed that.

Creation Process

When creating a planet, it is good to remember that you need to have a balance in what goes into the planet and also the system that planet is attached to. If you are going to make a planet for an already established system, but a system that presently doesn't have any information on it, then make sure to ask the settings manager first.

The first thing to look at is this site: Star System Generator, a note - even though this links to a star system generator, that generator also generates the planets and all of the information that you would need.

Once you have a system, you can work on the planets. Naturally, you can alter some of the information to your need. For example, maybe you want the last planet in the system to be habitable? You can do that, just add a few small pieces of information and you've got it.

Now, that isn't the only thing about planets that you can do with it. A planet, while the generator does give you some neat things (like wreaked starships and such) you can put a lot more on a planet. It is impossible to assume that every planet in the universe would be just like our Earth, or like the planets in our local star system, if you've seen Venus then you know that a planet can have a situation much different from our own.

What this means is that you can add other things to a planet, the list below is what has been compiled thus far on what can be on a planet and what each one of the headers means.

Planetary Classifications

A classification is a type of anomaly that a planet might have, this can range from being a perfect pearl world where the climate is great for habitation, or could be one that makes habitation very difficult or even makes combat on that world likewise rather hard.

There are multiple different anomalies that a planet can have, and they are not just limited to the following list, but if you as a player and a creator have any suggestions - send them to kyle and he'll add them.

Hollow Planet

A hollow planet is a planet that has a network of tunnels that run throughout the outer, and even potentially the inner, crust of a planet. Although these tunnels can't be explained in how they were created, there can be speculation that it was either done naturally, a creature had done it, or even some long dead race. Whatever is the case though, these tunnels can be large enough for cities to be built inside and even for starships to pass through.

Eden World

An Eden World is essentially a planet that has all of the right stats to be a world that is great for colonization.

Electromagnetic Storms

An anomaly that can be found on some worlds, EM Storms are storms that mess around with electronic devices and can bring down starships if they don't have the proper shielding for their electronics, even regular shield systems aren't effective in combating an EM Storm.

EM Storms also make sensor scanning of a planet very difficult to do.

Font

A font is a planet that is constantly shifting in terms of it's land masses, this results in constant earthquakes each and every day of that planets life. This makes habitation excessively difficult.