

CULTURAL PROFILE		1. Date of Preparation																																											
2. Name/Government Name <b>Gustav</b>		3. Identification Code <b>C798534-A</b>																																											
<b>PROGRESSIVENESS</b> Attitude <input type="checkbox"/> Radical <input type="checkbox"/> Progressive <input checked="" type="checkbox"/> Conservative <input type="checkbox"/> Reactionary Action <input type="checkbox"/> Enterprising <input checked="" type="checkbox"/> Advancing <input type="checkbox"/> Indifferent <input type="checkbox"/> Stagnant		<b>EXPORTS</b> Natural Resources <input checked="" type="checkbox"/> Agricultural <input type="checkbox"/> Ores <input type="checkbox"/> Radioactives <input type="checkbox"/> Gems & Crystals <input type="checkbox"/> Petrochemicals Processed Resources <input checked="" type="checkbox"/> Agricultural <input type="checkbox"/> Alloys <input checked="" type="checkbox"/> Agroproducts Manufactured Resources <input type="checkbox"/> Weapons <input type="checkbox"/> Mechanical Parts <input type="checkbox"/> Heavy Equipment <input type="checkbox"/> Electronics <input type="checkbox"/> Gravitics																																											
<b>AGGRESSIVENESS</b> Attitude <input type="checkbox"/> Expansionistic <input type="checkbox"/> Competitive <input checked="" type="checkbox"/> Unaggressive <input type="checkbox"/> Passive Action <input checked="" type="checkbox"/> Militant <input type="checkbox"/> Neutral <input type="checkbox"/> Peaceable <input type="checkbox"/> Conciliatory																																													
<b>EXTENSIVENESS</b> Global <input type="checkbox"/> Monolithic <input type="checkbox"/> Harmonious <input checked="" type="checkbox"/> Discordant <input type="checkbox"/> Fragmented Interstellar <input type="checkbox"/> Xenophilic <input checked="" type="checkbox"/> Friendly <input type="checkbox"/> Aloof <input type="checkbox"/> Xenophobic																																													
<b>TECHNOLOGY PROFILE</b> <table border="0"> <tr> <td>High</td> <td>Low</td> <td>Energy</td> <td>Computers/Robotics</td> <td>Communications</td> <td>Medical</td> <td>Environment</td> <td>Land</td> <td>Water</td> <td>Air</td> <td>Space</td> <td>Personal Military</td> <td>Heavy Military</td> <td>Novelty</td> </tr> <tr> <td>A</td> <td>9</td> <td>A</td> <td>8</td> <td>8</td> <td>7</td> <td>B</td> <td>A</td> <td>A</td> <td>A</td> <td>9</td> <td>0</td> <td>8</td> <td>C</td> </tr> <tr> <td colspan="2">Common</td> <td colspan="4">Quality of Life</td> <td colspan="4">Transportation</td> <td colspan="2">Military</td> <td colspan="2"></td> </tr> </table> <p style="text-align: center;">Achievement Tech Levels</p>				High	Low	Energy	Computers/Robotics	Communications	Medical	Environment	Land	Water	Air	Space	Personal Military	Heavy Military	Novelty	A	9	A	8	8	7	B	A	A	A	9	0	8	C	Common		Quality of Life				Transportation				Military			
High	Low	Energy	Computers/Robotics	Communications	Medical	Environment	Land	Water	Air	Space	Personal Military	Heavy Military	Novelty																																
A	9	A	8	8	7	B	A	A	A	9	0	8	C																																
Common		Quality of Life				Transportation				Military																																			
Notes on Technology																																													

IS Form 22

Cultural Profile Form

3-Self-Perpetuating Oligarchy																
GOVERNMENT DIVISION OF AUTHORITY																
<input checked="" type="checkbox"/> Executive <input type="checkbox"/> Legislative <input type="checkbox"/> Judicial	<input type="checkbox"/> Executive <input checked="" type="checkbox"/> Legislative <input type="checkbox"/> Judicial	<input type="checkbox"/> Executive <input type="checkbox"/> Legislative <input checked="" type="checkbox"/> Judicial														
<input type="checkbox"/> Ruler <input checked="" type="checkbox"/> Elite Council <input type="checkbox"/> Several Councils <input type="checkbox"/> Demos	<input type="checkbox"/> Ruler <input checked="" type="checkbox"/> Elite Council <input type="checkbox"/> Several Councils <input type="checkbox"/> Demos	<input type="checkbox"/> Ruler <input type="checkbox"/> Elite Council <input checked="" type="checkbox"/> Several Councils <input type="checkbox"/> Demos														
<b>DETAILED LAW LEVELS (optional)</b> <table border="0"> <tr> <td>Overall</td> <td>Weapons</td> <td>Trade</td> <td>Criminal Law</td> <td>Civil Law</td> <td>Pers. Freedom</td> </tr> <tr> <td>4</td> <td>7</td> <td>8</td> <td>3</td> <td>2</td> <td>3</td> </tr> </table>		Overall	Weapons	Trade	Criminal Law	Civil Law	Pers. Freedom	4	7	8	3	2	3	<b>UNIFORMITY OF LAW</b> <input type="checkbox"/> Undivided <input checked="" type="checkbox"/> Territorial <input type="checkbox"/> Personal		
Overall	Weapons	Trade	Criminal Law	Civil Law	Pers. Freedom											
4	7	8	3	2	3											
<b>RELIGIOUS PROFILE (optional)</b> <table border="0"> <tr> <td>God View</td> <td>Spiritual Aim</td> <td>Devotion Req.</td> <td>Organization</td> <td>Lit. Formality</td> <td>Mission. Fervor</td> <td>Nbr. Adherents</td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </table>		God View	Spiritual Aim	Devotion Req.	Organization	Lit. Formality	Mission. Fervor	Nbr. Adherents								Notes on Religion <p style="font-size: 2em; text-align: center;">N/A</p>
God View	Spiritual Aim	Devotion Req.	Organization	Lit. Formality	Mission. Fervor	Nbr. Adherents										
Notes on Culture <p>— Colonized by Cherokee</p> <p>— Live in communal housing</p> <p>Trade Codes</p> <p>A, NI,</p>																

IS Form 22 (Reverse) Cultural Profile Form



World Name		Gustav			UWP		C798534-A			Star Name			
Star System		single			Star Types		G2IV			System Planets		9	
Year Surveyed					_ _ _ _ 1 _ _ _ _								
Planet Density	HC	MC	RB	IB	Seismic Activity #	4		No. of Major Volcanoes	1				
Tidally Locked	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>		Temperature		100 °C								
Day/Night Length	120 / D / W		Terraformed		Y <input checked="" type="checkbox"/> N <input checked="" type="checkbox"/>								
Atmosphere Primary Gases and Density		Dense, (Gas Mix) _ 1 _ 1 _											
Atmosphere Appearance													
Hydrosphere %		87 %											
Hydrosphere Appearance													

#	Planet	HZ	Sat.
1	T		1
2	T Gustav		1
3	A	X	
4	T	X	0
5	D		
6	T		1
7	SG		11
8	SG		11
9	SG		12
10			
11			
12			

Satellites	Name	Colony	UWP	Density Type
1		Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	D2207AE-8	IB
2		Y <input type="checkbox"/> N <input type="checkbox"/>	- - - - -	
3		Y <input type="checkbox"/> N <input type="checkbox"/>	- - - - -	

Major Race		Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	Native Life		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	Radical Lifeforms		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>
Native Lifeform Complexity			None.			Native Jump Drive		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>
Non-Native Life		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	Modern Introduction			Y <input type="checkbox"/> N <input type="checkbox"/> N/A <input checked="" type="checkbox"/>		
Non-Sophont Terran Lifeforms		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	Other Non-Native Species		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	Ancient Site		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>



World  
Gustav

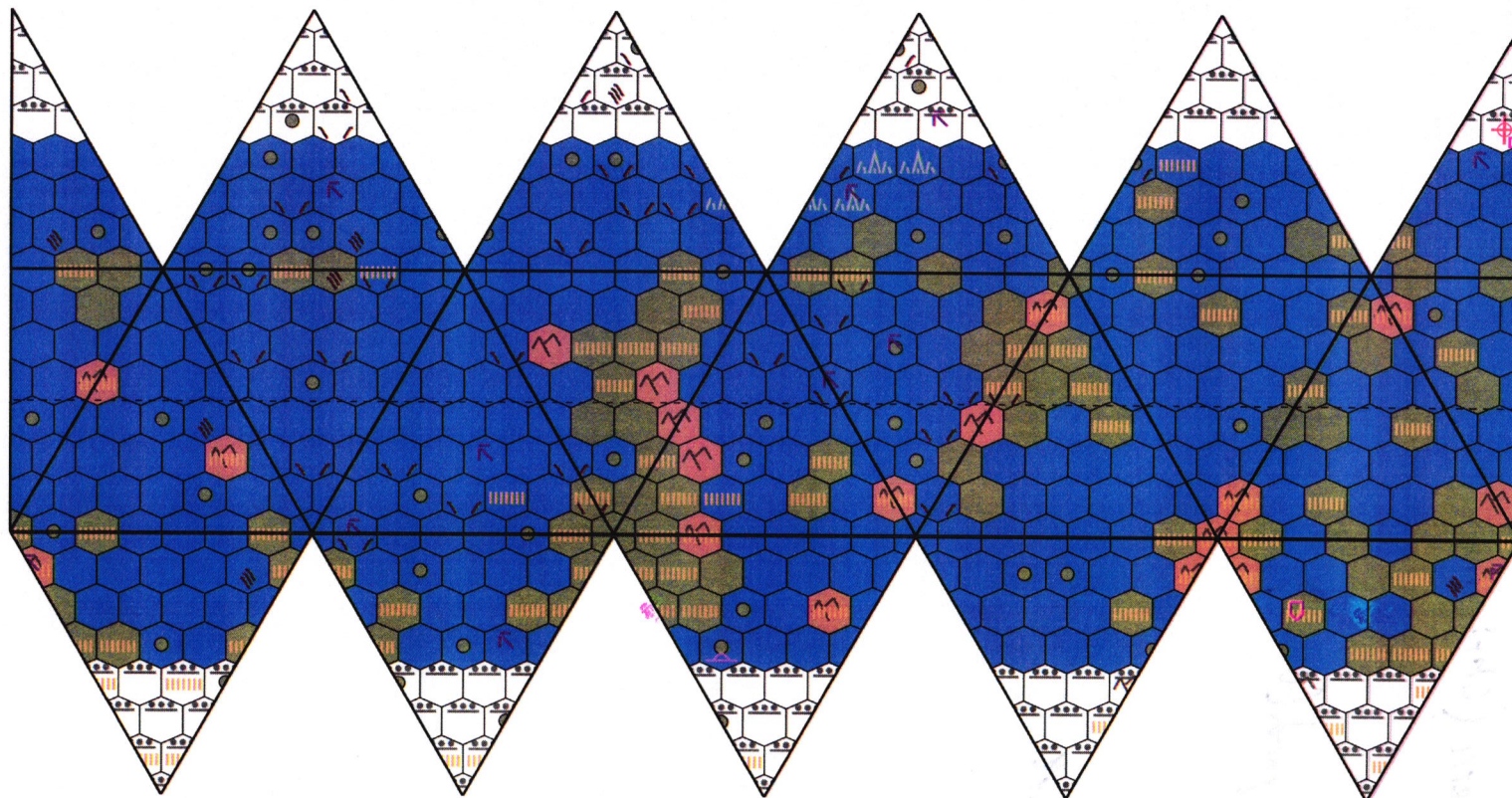
UWP  
C798534-A Ni Ag

ade Classifications and Remarks

System

The Gustav System (0424 Solomani Rim)

*should  
be desert  
100°C*



Chasm  
Ice cap  
Ocean  
Town

Clear  
Island  
Precipice  
Wasteland

Crop Land  
Mountain  
Resource  
Scale

Exotic Terrain  
Noble Estate  
Starport

## Landmarks

- 1 (13) Fault line (3+ Billion yrs) ★
  - 2 (35) Monastery Modern (Christian) ★
  - 3 (44) Modern shipyard (Ocean) ★★
  - 4 (56) Amusement Park
-