

CULTURAL PROFILE		1. Date of Preparation																																																				
2. World/Government Name <i>Agidda A974979A</i>																																																						
PROGRESSIVENESS <table border="0"> <tr> <td>Attitude</td> <td>Action</td> </tr> <tr> <td><input type="checkbox"/> Radical</td> <td><input type="checkbox"/> Enterprising</td> </tr> <tr> <td><input checked="" type="checkbox"/> Progressive</td> <td><input checked="" type="checkbox"/> Advancing</td> </tr> <tr> <td><input type="checkbox"/> Conservative</td> <td><input type="checkbox"/> Indifferent</td> </tr> <tr> <td><input type="checkbox"/> Reactionary</td> <td><input type="checkbox"/> Stagnant</td> </tr> </table>		Attitude	Action	<input type="checkbox"/> Radical	<input type="checkbox"/> Enterprising	<input checked="" type="checkbox"/> Progressive	<input checked="" type="checkbox"/> Advancing	<input type="checkbox"/> Conservative	<input type="checkbox"/> Indifferent	<input type="checkbox"/> Reactionary	<input type="checkbox"/> Stagnant	EXPORTS <i>Natural Resources</i> <input type="checkbox"/> Agricultural <input type="checkbox"/> Ores <input type="checkbox"/> Radioactives <input type="checkbox"/> Gems & Crystals <input type="checkbox"/> Petrochemicals <i>Processed Resources</i> <input type="checkbox"/> Agricultural <input checked="" type="checkbox"/> Alloys <input checked="" type="checkbox"/> Agroproducts <i>Manufactured Resources</i> <input type="checkbox"/> Weapons <input type="checkbox"/> Mechanical Parts <input type="checkbox"/> Heavy Equipment <input type="checkbox"/> Electronics <input type="checkbox"/> Gravitics																																										
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3. Government Code and Description <i>7 Balkanized</i>																				
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<small>Notes on Religion:</small> <i>NA</i>																				
<small>Notes on Culture:</small> <p>-Middle Aged people won't eat red foods</p> <p>-Colonized by Terran Federation</p> <p>-Major nations enslave natives for industrial production</p> <p>Trade Codes I</p>																				

The Agidda system (1824 Solomani Rim)

TRAVELLER⁵

Science Fiction Adventure
in the Far Future

Systems you have saved in the past:

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1620022454

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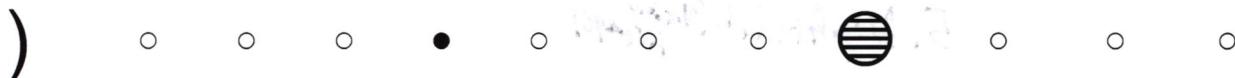
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Click on any details button next to a planet to generate more details at random. The details will appear in a new edit box overlaying the web page.

The Agidda System (1824 Solomani Rim)

Primary	0	1	2	3	4	5	6	7	8	9	10
	0.22 AU	0.38 AU	0.7 AU	1 AU	1.72 AU	3.04 AU	6 AU	13 AU	24 AU	47 AU	92 AU



An unnamed star	Storm world	Worldlet	Big world	Agidda	Worldlet	Ice world	Ice world	Large Gas Giant	Big world	Rad world	Ice world
G3 V	Y795000-7	Y000112-7	YKFA664-8	A974979-A	Y000240-6	Y522021-4	Y437002-7	Size: S	YEFA26A-9	YA8A000-0	Y623000-6
								Ring system	Rad world	Ring system	Ice world
								Y320000-0	Y320000-0	Worldlet	Y636015-2
								Y322003-8	Rad world	F000635-6	Ice world
								Y437026-6	Y963000-0	Big world	Y312004-5
								Y252013-5	HEFA788-6		

Orbit	Decimal Orbit	Orbital Distance	Name	Content Type	UWP	TCs and Remarks	Albedo	Greenhouse multiplier	Average Temperature			
Primary				Star	G3 V	Radii (Sol): 0.958 Mass (Sol): 0.98 Luminosity (Sol): 0.886						
0	▲▼ 0.1	▲▼ 0.22 AU		Storm world	Y795000-7	Di Tz	Map	0.3	1.15	350°C		
1	▲▼ 0.9	▲▼ 0.38 AU		Worldlet	Y000112-7	As Lo	Details	0.25	1	168°C		
2	▲▼ 2	▲▼ 0.7 AU		Big world	YKFA664-8	Oc Ni Ho Mi	Map	0.8	1	-186°C		
3	▲▼ 3	▲▼ 1 AU	Agidda	Hospitable	A974979-A	Hi In	Map	0.25	1.1	26°C		
4	▲▼ 4.1	▲▼ 1.72 AU		Worldlet	Y000240-6	As Lo Co Mi	Details	0.3	1	-79°C		
5	▲▼ 5.1	▲▼ 3.04 AU		Ice world	Y522021-4	He Po Fr	Map	0.23	1	-113°C		
		ay	8195 km			Ring System						
		gee	65560 km			Ice world	Y322003-8	He Po Fr Sa Lk	Map	0.25	1	-117°C
		ell	409750 km			Ice world	Y437026-6	Fr Sa Lk	Map	0.4	1	-148°C
		dub	4917000 km			Ice world	Y252013-5	Po Fr Sa	Map	0.23	1.05	-105°C
6	▲▼ 6.2	▲▼ 6 AU		Ice world	Y437002-7	Fr	Map	0.45	1	-192°C		
7	▲▼ 7.3	▲▼ 13 AU		Large Gas Giant	Size: S							
		dee	508084 km			Rad world	Y320000-0	De He Ba Po Sa Lk	Map	0.26	1	-199°C
		ee	635105 km			Rad world	Y963000-0	Ba Fr Sa Lk	Map	0.19	1.1	-183°C
		gee	1016168 km			Big world	HEFA788-6	Oc Sa Lk	Map	0.6	1	-233°C
8	8.2	24 AU		Big world	YEFA26A-	Oc Lo Mi	Map	0.4	1	-229°C		

			ay	23058 km	9						
			gee	184464 km	Ring System	F000635- 6	As Ni Na Mi Sa Lk	Details	0.28	1	-220°C
9		9.2		47 AU	Worldlet	YA8A000- 0	Oc Ba	Map	Details	0.5	1.15
			eff	101322 km	Ice world	Y636015- 2	Fr Sa Lk	Map	Details	0.37	1
10		10.2		92 AU	Ice world	Y623000- 6	Di Po Fr	Map	Details	0.26	1
			jay	284400 km	Ice world	Y312004- 5	Ic Fr Sa Lk	Map	Details	0.28	1
											-246°C

Landmarks

1. Historic Spaceport from unknown group (100 yrs)
2. Protected River
3. Protected Forest
4. Geyser (200+ million)
5. Nightclub (Notably Average)

Nightclub Name: The Event Horizon

A sleek, high-energy nightclub on Agidda, known for its deep bass music, holographic dancers, and an eclectic mix of locals, off-worlders, and corporate types looking to escape reality for a night.

Weak Intoxicants (Beers & Ales)

Driftwood Lager – A smooth, easy-drinking ale popular among casual drinkers.

Nebula Brew – A light, slightly sweet beer infused with off-world hops.

Iron Tide Stout – A dark, malty ale with a mild metallic bite.

Golden Rift – A crisp, refreshing beer brewed in Agidda's cooler regions.

Average Intoxicants (Wines & Mid-Strength Drinks)

Solaris Red – A bold, dry wine favored by those with refined tastes.

Deep Void White – A smooth, pale wine with hints of citrus and spice.

Velvet Dusk – A rich, smoky brandy with a slow burn.

Eclipse Port – A sweet, dark dessert wine with a dangerously high alcohol content.

Strong Intoxicants (Most Mixed Drinks)

Jumpdrive Jolt – A neon-blue vodka mix with a mild stimulant kick.

Gravity Well – A layered whiskey cocktail with a slow-release burn.

Voidwalker Martini – A martini infused with a bitter off-world herb that numbs the tongue.

Fusion Bomb – A dangerously green drink mixing absinthe with synthetic citrus.

Powerful Intoxicants (Strongest Mixed Drinks)

Singularity Shot – A thick black liquid that seems to distort vision for a few seconds.

The Black Hole – A swirling, layered cocktail with microgravity bubbles that burst on the tongue.

Event Horizon Special – The club's signature drink, a fiery deep-red mix of rare liquors that requires a waiver.

StarKiller – A lethal mix of hyper-fermented brandy, military-grade ethanol, and a trace of stimulant serum—banned in some systems.

Agidda Major Nations:

1. Solotai Union

A high-tech, militaristic federation of city-states that rose to power by mastering advanced robotics and AI. Their economy thrives on defense contracts, manufacturing, and high-tech exports. Solotai is known for its authoritarian governance, where military and technological leadership is paramount. They also have strict policies on genetic modification and AI development.

2. Ummu Republic

This democratic, resource-rich nation is one of Agidda's largest agricultural producers. The Ummu Republic is built on a thriving system of cooperatives and trade unions, but tensions arise over land use and environmental policies. It has recently come under pressure from its neighbors as it deals with climate change, leading to conflicts over water resources and crop failures.

3. Ekari Dominion

A proud, isolationist empire that values tradition, religion, and heritage above all else. The Ekari people are known for their strong maritime culture and extensive trading networks that stretch across Agidda's seas and rivers. Despite their isolationist tendencies, the Dominion has a highly respected military and naval force.

4. Vioran Confederacy

A loose coalition of semi-independent states like the USA under the Articles of Confederation, each with its own government and focus. The Vioran Confederacy is a diverse region with a rich cultural heritage. The states are united by a shared interest in preserving their autonomy while maintaining some semblance of unity for trade and defense purposes. The Confederacy is wealthy, with a highly developed trade network, but plagued by political fragmentation.

5. Zuralka Kingdom

An ancient monarchy with a rich history of conquest and cultural assimilation. The Zuralka Kingdom is known for its opulent

palaces, advanced agricultural techniques, and strategic position in the northern mountains. Their military prowess is unmatched in the region, and their monarch holds significant power, though they are slowly ceding influence to a rising merchant class.

6. Felithian Collective

The Felithians are an alliance of technocratic elites and worker co-ops, fiercely committed to advancing their society through science and innovation. Their nation is one of the wealthiest in Agidda, but it faces unrest from the lower classes, who feel they are being exploited by the ruling technocrats. The Collective is highly industrialized and is known for breakthroughs in energy and robotics.

7. Rashvi Nomads

This nomadic confederation of tribes lives in the vast desert regions of Agidda. They are excellent traders and warriors, with a culture deeply rooted in respect for nature and the land. Though often seen as a minor player by the other nations, the Rashvi are a critical ally to anyone seeking control over Agidda's scarce natural resources.

8. Nasshar Coalition

A technocratic federation where politicians and engineers hold equal sway, and science is deeply intertwined with governance. Nasshar is one of Agidda's leading innovators in bioengineering and environmental sustainability. Its cities are built with green technology and eco-friendly designs. However, their cutting-edge advancements have made them a target of espionage and subversive attacks.

9. Falaran Imperium

A militaristic nation with a vast, aristocratic ruling class that controls most of Agidda's mineral wealth. The Imperium prides itself on its adherence to ancient codes of honor, and their military is a key part of their identity. With a strong belief in expansionism, the Falaran Imperium has ongoing tensions with neighboring

nations over borders and resource-rich territories.

10. Iskera Dominion

A highly organized, authoritarian state led by a council of technocrats and military leaders. The Iskerans excel in cybernetics and biological enhancement technologies, which they use both to enhance their soldiers and provide medical solutions. Their people are known for being highly disciplined and efficient, but the society is also notorious for its strict surveillance and suppression of dissent.

11. Maelor Tribal Union

A group of loosely organized tribes that have banded together for mutual protection and trade. The Maelor are known for their resilience and connection to the land, practicing a combination of nomadic and semi-permanent lifestyles. They remain largely neutral in political conflicts, but their mastery of Agidda's wilderness and medicinal plants makes them valuable allies.

12. Volaris Corporation

This corporate-run nation is essentially a conglomerate that controls much of Agidda's economy, especially its manufacturing and resource extraction industries. The Volaris Corporation prioritizes profit above all else, leading to accusations of exploitation and environmental degradation. Despite this, their sheer wealth and political power make them an influential player in Agidda's geopolitics.

Other Planets:

- Rowan's World:** 1. Rowan's Beast: Hideous creature with a squat & robust torso with a tough armored plating. It has 8 thick legs that end with flexible single appendages. Its face is flat almost featureless that can open into two flat mandibles. It has two black orb-like eyes. There are short stiff tendrils off the side of its neck. Herbivorous
2. **Skystriders:** Large, insect-like creatures with four legs and two dragonfly-like wings. They glide through strong winds,

using their legs to cling to surfaces. Solitary predators, they dive from the sky to capture prey.

3. **Thunder Turtles:** Slow-moving reptiles with thick, durable shells and a horned head. Their shells are resistant to the harsh winds and electrical storms. They feed on low-lying vegetation, often hiding in the ground during severe weather.



Rowan's Beast

YALAXIS CULT (Agidda System)

A fringe religious group discovered inhabiting a sealed dome on a lifeless moon in the Agidda system. The so-called “Yalaxis Cult” followed obscure techno-mystical doctrines centered on an unidentified pre-settlement installation of uncertain origin.

The cult resisted initial contact attempts and became hostile during follow-up investigations. A violent incident resulted in the destruction of the dome habitat and loss of life among cult members. Surviving records suggest the group viewed the installation as a divine instrument of transformation.

Agidda has since been quarantined under Order 3912-A pending full environmental and cultural hazard review.

Status:

Cult disbanded.

World

Agidda

System

Agidda (1824 Solomani Rim)

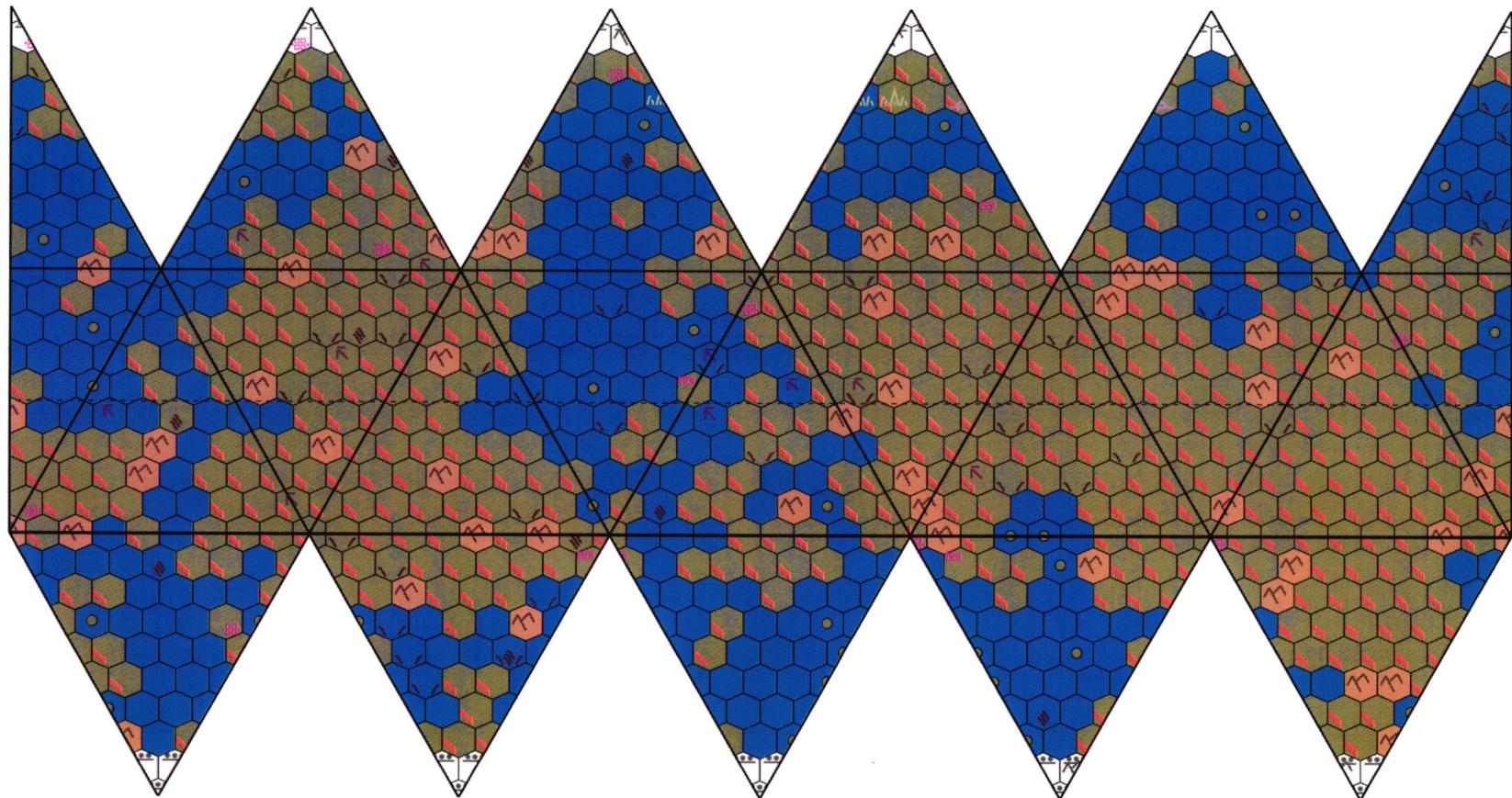
UWP

A974979-A

Trade Classifications and Remarks

Hi In

26°



Arcology

Mountain

Wasteland

Chasm

Ocean

Scale

City

Precipice

Clear

Resource

Exotic Terrain

Rural

Ice cap

Starport