

CULTURAL PROFILE		1. Date of Preparation																																										
2. World/Government Name <i>Scandia</i> <i>8658969A</i>																																												
<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 2</b> Natural Resources <input type="checkbox"/> Agricultural <input type="checkbox"/> Ores <input type="checkbox"/> Radioactives <input type="checkbox"/> Gems & Crystals <input type="checkbox"/> Petrochemicals Processed Resources <input type="checkbox"/> Agricultural <input type="checkbox"/> Alloys <input 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 type="checkbox"/> Militant <input checked="" type="checkbox"/> Neutral <input type="checkbox"/> Peaceable <input type="checkbox"/> Conciliatory																																												
<b>EXTENSIVENESS</b> Global <input type="checkbox"/> Monolithic <input type="checkbox"/> Harmonious <input type="checkbox"/> Discordant <input checked="" 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>4</td> <td>A</td> <td>B</td> <td>B</td> <td>B</td> <td>9</td> <td>8</td> <td>8</td> <td>A</td> <td>C</td> <td>B</td> <td>8</td> <td>C</td> </tr> <tr> <td colspan="2">Common</td> <td colspan="4">Quality of Life</td> <td colspan="3">Transportation</td> <td colspan="2">Military</td> <td colspan="3"></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	4	A	B	B	B	9	8	8	A	C	B	8	C	Common		Quality of Life				Transportation			Military				
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Common		Quality of Life				Transportation			Military																																			
Notes on Technology:																																												

IS Form 22

Cultural Profile Form

3. Government Code and Description <i>6 - Captive Government</i>																
GOVERNMENT DIVISION OF AUTHORITY																
<input type="checkbox"/> Executive <input type="checkbox"/> Legislative <input type="checkbox"/> Judicial	<input checked="" type="checkbox"/> Executive <input checked="" type="checkbox"/> Legislative <input checked="" type="checkbox"/> Judicial	<input type="checkbox"/> Executive <input type="checkbox"/> Legislative <input type="checkbox"/> Judicial														
<input type="checkbox"/> Ruler <input type="checkbox"/> Elite Council <input type="checkbox"/> Several Councils <input type="checkbox"/> Demos	<input checked="" type="checkbox"/> Ruler <input type="checkbox"/> Elite Council <input type="checkbox"/> Several Councils <input type="checkbox"/> Demos	<input type="checkbox"/> Ruler <input type="checkbox"/> Elite Council <input 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>9</td> <td>8</td> <td>8</td> <td>C</td> <td>A</td> <td>7</td> </tr> </table>		Overall	Weapons	Trade	Criminal Law	Civil Law	Pers. Freedom	9	8	8	C	A	7	<b>UNIFORMITY OF LAW</b> <input checked="" type="checkbox"/> Undivided <input type="checkbox"/> Territorial <input type="checkbox"/> Personal		
Overall	Weapons	Trade	Criminal Law	Civil Law	Pers. Freedom											
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<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: <i>N/A</i>
God View	Spiritual Aim	Devotion Req.	Organization	Lit. Formality	Mission. Fervor	Nbr. Adherents										
Notes on Culture: <i>Unusual responsibilities for Men</i> <i>Colonized by Terran Federation</i>  <i>Trade Codes</i> <i>None</i>																

IS Form 22 (Reverse) Cultural Profile Form

World Name		Scandia		UWP		6658969-A		Star Name			
Star System		Single		Star Types		G3 V		System Planets		10	
Year Surveyed				___ 1 ___							
Planet Density	HC	MC	RB	IB	Seismic Activity #	6	No. of Major Volcanoes	2			
Tidally Locked	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>				Temperature		15 °C				
Day/Night Length	0 9 (H) D / W				Terraformed		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>				
Atmosphere Primary Gases and Density		Thin ( ) _ / _ / _									
Atmosphere Appearance											
Hydrosphere %		84 %									
Hydrosphere Appearance											

#	Planet	HZ	Sat.
1	T		1
2	A		
3	T Scandia	X	1
4	T	X	0
5	D		
6	SG	<del>12</del>	12
7	LG		7
8	0 6 orbiting bodies		6
9	LG		16
10	SG		10
11			
12			

Satellites	Name	Colony	UWP	Density Type
1		Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	D366451-A	MC
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 checked="" type="checkbox"/> N <input type="checkbox"/>	Radical Lifeforms	Y <input checked="" type="checkbox"/> N <input type="checkbox"/>
Native Lifeform Complexity	Multicellular			Native Jump Drive	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>
Non-Native Life	Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	Modern Introduction		Y <input checked="" type="checkbox"/> N <input type="checkbox"/> N/A <input type="checkbox"/>	
Non-Sophont Terran Lifeforms	Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	Other Non-Native Species	Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	Ancient Site	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>

# Landmarks

- 1 (32) Protected Forest (30 million yrs)
- 2 (32) Protected Forest (500K yrs)
- 3 (33) Protected Prairie (500K yrs)
- 4 (62) Zoo



World

Scandia

UWP

A658969-E

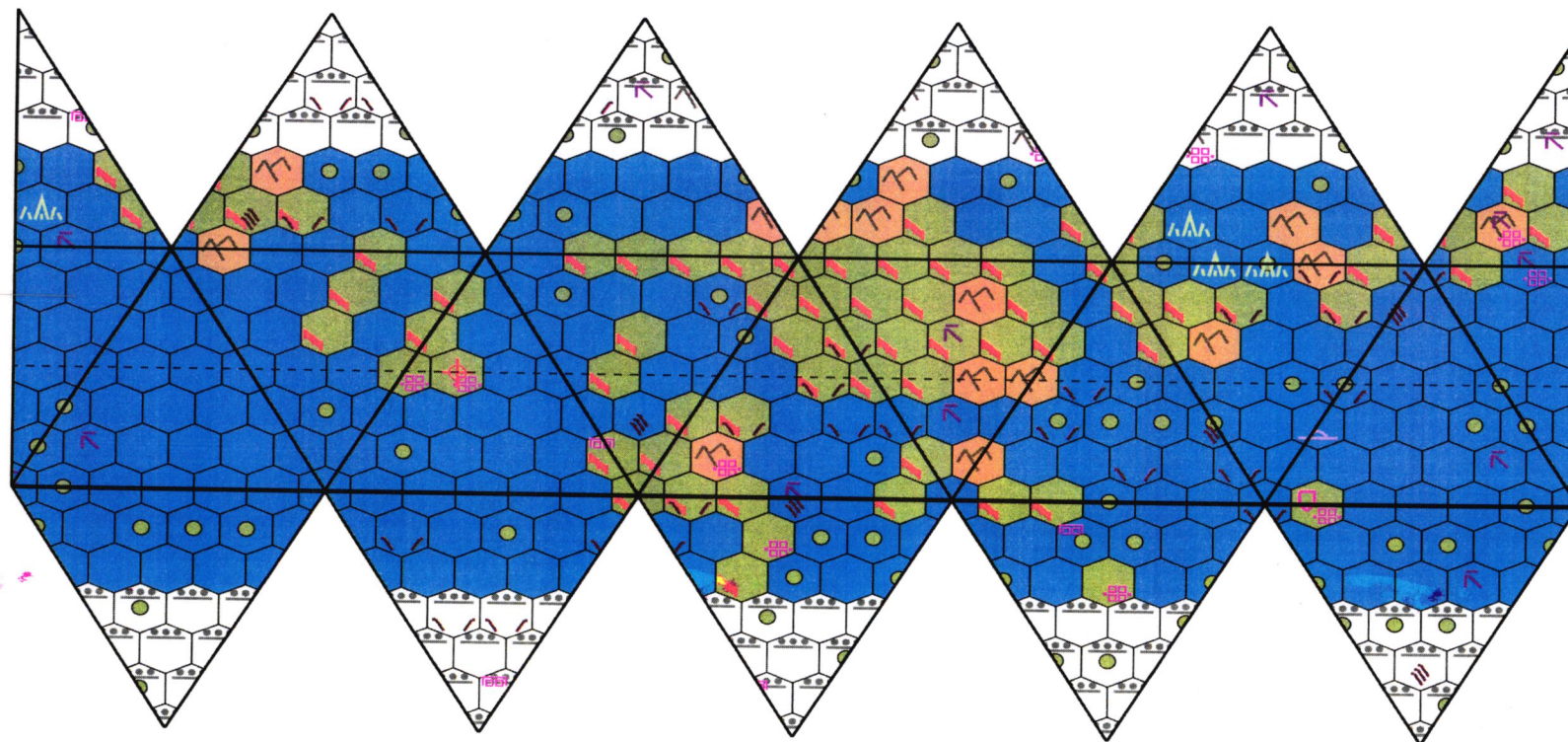
Trade Classifications and Remarks

Hi

System

The Scandia System (2628 Solomani Rim)

15°C



Arcology

Exotic Terrain

Noble Estate

Rural

Chasm

Ice cap

Ocean

Starport

City

Island

Precipice

Wasteland

Clear

Mountain

Resource

Scale