

CULTURAL PROFILE

1. Date of Preparation

2. World Government Name

Durim

B5888A7-B

PROGRESSIVENESS

Attitude	Action
<input type="checkbox"/> Radical	<input type="checkbox"/> Enterprising
<input checked="" type="checkbox"/> Progressive	<input type="checkbox"/> Advancing
<input type="checkbox"/> Conservative	<input type="checkbox"/> Indifferent
<input type="checkbox"/> Reactionary	<input checked="" type="checkbox"/> Stagnant

EXPORTS

Natural Resources
<input checked="" type="checkbox"/> Agricultural
<input type="checkbox"/> Ores
<input type="checkbox"/> Radioactives
<input type="checkbox"/> Gems & Crystals
<input type="checkbox"/> Petrochemicals

2

Processed Resources

<input checked="" 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

EXTENSIVENESS

Global	Interstellar
<input type="checkbox"/> Monolithic	<input type="checkbox"/> Xenophilic
<input type="checkbox"/> Harmonious	<input checked="" type="checkbox"/> Friendly
<input checked="" type="checkbox"/> Discordant	<input type="checkbox"/> Aloof
<input type="checkbox"/> Fragmented	<input type="checkbox"/> Xenophobic

TECHNOLOGY PROFILE

High	Low	Energy	Computers/Robotics	Communications	Medical	Environment	Land	Water	Air	Space	Personal Military	Heavy Military	Novelty
<input type="checkbox"/> B9	-	<input type="checkbox"/> BBB	<input checked="" type="checkbox"/> BB	-	<input type="checkbox"/> BBB	-	<input type="checkbox"/> B	<input type="checkbox"/> B	<input type="checkbox"/> C	-	<input type="checkbox"/> CB	-	<input type="checkbox"/> C
Common	Quality of Life						Transportation				Military		
Achievement Tech Levels													

Notes on Technology

IS Form 22

Cultural Profile Form

A - Charismatic Dictator

GOVERNMENT DIVISION OF AUTHORITY

<input type="checkbox"/> Executive	<input checked="" type="checkbox"/> Executive	<input type="checkbox"/> Executive
<input type="checkbox"/> Legislative	<input checked="" type="checkbox"/> Legislative	<input type="checkbox"/> Legislative
<input type="checkbox"/> Judicial	<input checked="" type="checkbox"/> Judicial	<input type="checkbox"/> Judicial
<input type="checkbox"/> Ruler	<input checked="" type="checkbox"/> Ruler	<input type="checkbox"/> Ruler
<input type="checkbox"/> Elite Council	<input type="checkbox"/> Elite Council	<input type="checkbox"/> Elite Council
<input type="checkbox"/> Several Councils	<input type="checkbox"/> Several Councils	<input type="checkbox"/> Several Councils
<input type="checkbox"/> Demos	<input type="checkbox"/> Demos	<input type="checkbox"/> Demos

DETAILED LAW LEVELS (optional)

Overall
7 - 868B7

UNIFORMITY OF LAW

<input checked="" type="checkbox"/> Undivided
<input type="checkbox"/> Territorial
<input type="checkbox"/> Personal

RELIGIOUS PROFILE (optional)

God View	Spiritual Aim	Devotion Req.	Organization	Lit. Formality	Mission, Fervor	Nbr. Adherents
						-

Notes on Religion

NA

- Colonized by Teman Federation

- Eat only at home, low social class

Trade Codes

A,

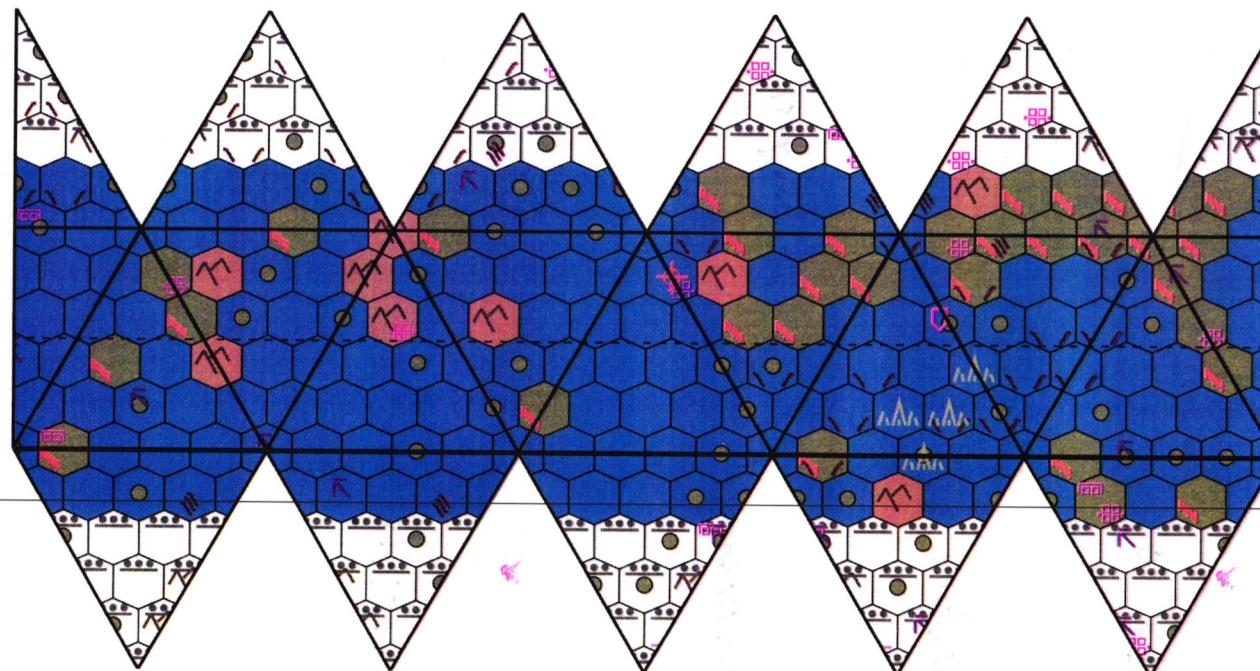
IS Form 22 (Reverse) Cultural Profile Form

World Name	Durim	UWP	B5888A7-B	Star Name	
Star System	single	Star Types	K3V	System Planets	12
Year Surveyed			1		
Planet Density	HC <input checked="" type="checkbox"/>	MC <input type="checkbox"/>	RB <input type="checkbox"/>	IB <input type="checkbox"/>	Seismic Activity # 6
					No. of Major Volcanoes 2
Tidally Locked	Y <input type="checkbox"/>	N <input checked="" type="checkbox"/>	Temperature -70 °C		
Day/Night Length	05 H/D	W	Terraformed Y <input type="checkbox"/> N <input checked="" type="checkbox"/>		
Atmosphere Primary Gases and Density	Dense ()			/ /	
Atmosphere Appearance					
Hydrosphere %	80			%	
Hydrosphere Appearance					
Satellites			Name	Colony	UWP
1				Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	E000596-B RB
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	<i>Me</i>			Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	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"/>

System

The Durium System (0825 Solomani Rim)

-70°C



Arcology

Exotic Terrain

Noble Estate

Rural

Chasm

Ice cap

Ocean

Starport

City

Island

Precipice

Wasteland

Clear

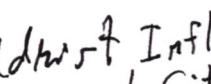
Mountain

Resource

Scale

1,000 km

Landmarks

- 1 ⑫ Massive Plant (1 million yrs) 
- 2 ⑯ Historic Miracle Site (50 yrs, Buddhist, Influential, Citizen) 
- 3 ⑬ Modern Office of Farms 
- 4 ⑯ Historic Observatory (Influential, Citizen, 275 yrs) 
- 5 ⑯ Protected Environment (100+ million yrs) 
- 6 ⑯ Shopping District: (clothes) 

Duriim Planetary Profile

View While Entering from Highport

The Duriim Megalopolis isn't a city. It's *the* city. A single, continent-sized urban mass as a massive stain on the planet's equator, expanding in rings and layers and vertigo-inducing stacks. Tower clusters the size of small nations rise through atmospheric haze, then descend like roots through mist down into the dark ocean far below. Buildings shimmer with solar-mirrored skin, forested walkways, and blinking lights—some of it clearly old, scarred with centuries of patchwork, while newer layers gleam like glass and chrome bones grafted onto a titan.

The shuttle sweeps lower, cutting through cloud and vapour. Underneath, the ocean isn't blue—it's black and flecked with the green glow of structural support pylons and submerged towers. Some buildings rise directly from the depths with visible tidal lines many stories up, armored against pressure and weather. Bridges arc like veins between them, glinting with hover-traffic.

Massive airships hang like whales between towers. Trains and cargo sleds crisscross the mid-levels on magnetic rails. Even the sky has traffic: swarms of shuttles and drones dart in tightly managed corridors like schools of fish, somehow avoiding disaster through a miracle of constant computation.

And everywhere—**everywhere**—there are signs of life. Neon markets perched on upper decks. Acres of vertical gardens climbing high-rises. Rooftop parks the size of starship yards. Tiny lights flicker from windows buried deep in the city's guts, each one a life, a home, a breath taken on this cold, overpopulated marvel.

The shuttle banks hard and begins its descent vector. A nearby woman lets out a surprised squeak as gravity shifts. Below, the highport retracts its spindly docking arms and the receiving pad—bigger than a standard port *city*—yawns open like a welcoming mouth.

"Welcome to Duriim," comes the announcement, bored and automatic. **"Please remain seated until the shuttle is secured. Planetary temperature is -5°C. Welcome to the garden of the galaxy."**

Durim Tourism Adverts



"Welcome to Duriim, jewel of the outer rim!"

[Cut to soaring drone footage of endless fields, wheat, algae tubes, something purple and humming with automated harvesters.]

“Home to over twenty-five billion proud citizens, Duriim is the Federation’s lifeline: feeding twelve systems with our unmatched agricultural output!”

[A smiling child bites into an absurdly oversized fruit, laughing. The fruit drips juice like a melon-burst.]

“With 80% of the surface covered by nutrient-rich ocean, and buildings reaching all the way to the ocean floor, the Duriim Megalopolis is one of the largest continuous urban structure in known space!”

[A transition to time-lapse footage: a megafreighter docking, cargo unloading in seamless rows, thousands of people and vehicles moving like ants.]

“Explore world-famous landmarks: The AgProducts Spire—a miracle of genetic and architectural design! The Garden Island Nature Preserve! The Historic Observatory of Nehru-Rana! And don’t forget the sacred site of the Enlightenment Tree, where the faithful say time stood still.”

[Camera zooms in on a silver-robed monk seated beneath the tree's massive roots as fruit the size of grav-scooters dangle above.]

“Whether you’re here to trade, explore, or seek enlightenment, Duriim welcomes you. All classes. All creeds. All species—under the law, we thrive.”

[A quick legal disclaimer runs in small print at the bottom: “*Public dining restrictions apply by class code. Weapon restrictions enforced. Local laws in full effect.*”]

“Duriim: Where Tomorrow Grows.”

[The screen fades to a glowing cityscape. A little jingle plays. It’s the kind of tune you’ll never get out of your head.]

World Summary:

Duriim is a cold, oceanic world heated not by its distant sun, but by a dense atmosphere and constant tectonic unrest beneath its seabeds. Though geologically unstable, these forces keep the planet warm enough to host massive, genetically engineered crop systems that span across megafarms on floating superstructures and seafloor platforms. The world produces bulk

nutrition for over a dozen systems, making it a keystone in the Federation's agricultural supply chain.

Despite its designation as a B-class starport, **Duriim's spaceport rivals the activity and scale of Dingir or even Paulo on Terra**. With a dedicated highport, sprawling orbital docks, and a vast downport city built into the ocean itself, it accommodates everything from fast couriers to megafreighters over 3000 tons. **More than a million people live full-time within the starport infrastructure.**

Duriim Megalopolis:

Nearly **24 billion people** live in the colossal Duriim Megalopolis — a planet-spanning city built into and beneath the ocean surface. Towering arcologies extend down to the seabed, stabilized by seismic dampeners and pressurized substructures. The city serves as both habitation and processing center for the planet's agricultural bounty.

Despite its incredible density and scale, Duriim remains relatively **affordable** to live on due to the abundance of food and the high degree of infrastructure automation. The city itself is about **318,261 mi²** or the size of modern day Namibia and has a population density comparable to New York which with its size means way more gardening, way more greenhouses, way more public space, and way larger homes.

Culture & Society:

- **Social Stratification** is pronounced, though not legally enforced. Low social classes are **culturally discouraged from eating in public**, and informal class taboos regulate everything from transit lanes to dining habits. Visitors of middle-class standing (like starship crews) are generally accepted and given wide berth — though **obvious breaches of etiquette can provoke hostility**.
 - **Law Enforcement** is consistent and applied evenly, though weapon laws are stricter than usual — expect **mandatory check-ins for sidearms**, and **no heavy weapons permitted planetside** without government licensing.
 - Duriim was originally settled by a diverse mixture of cultures from across the Federation, and **ethnic and linguistic enclaves persist**, contributing to both the richness and fragmentation of local society. This has led to **internal divisions**, though open conflict is rare.
-

Economy & Trade:

- **Agricultural Exports:** Massive-scale production of bioengineered grains, fruits, protein-plants, and sea-grown crops. Most output is raw or semi-processed food product sent to urban systems with limited arable land.
 - **Trade Hub:** Despite bureaucratic tedium, Duriim has **relatively relaxed trade restrictions**, making it an attractive secondary port for speculative traders. Customs inspections are efficient but **mostly digital**.
-

Points of Interest:

- **The Ironbough** – A massive fruit tree of unknown original design, enhanced over centuries with cybernetic support and hydrostatic roots. Its fruits are beachball-sized and drop into harvesting nets or splash zones with ceremonial importance. Roughly 450-500ft tall.
 - **The Forest of Origins** – A protected island ecosystem, entirely imported from Earth. Features rewilded temperate forests and fauna like deer, wolves, and chipmunks. A rare chance for urban dwellers to see Earth-like nature firsthand.
 - **Duriim AgProducts Spire** – A massive spiraling shape rising off of the shores about 100 miles away from the starport. It is gorgeous. Draping and perennially blooming flowers and vines coat the place like a dress. The planets are so large they must have been genetically modified for this purpose. The whole thing evokes a beautiful woman adorned not in jewels or riches, but the beauty of nature. Made the more beautiful because none of the buildings around it are comparable in size.
 - **Zhu-Hammadi Observatory** – An aging, orbital-aligned scientific platform once used to study nearby pulsars. While considered obscure by modern standards, it remains a pilgrimage site for astro-historians and fans of fringe science.
 - **Bodhi Plaza** – Site of a **rumored Buddhist miracle**, where a meditating monk was allegedly unharmed during an earthquake that caused collapse of the temple. Locals maintain a shrine in the plaza and pilgrims regularly visit. The tree he was sitting under during the earthquake is called the **Enlightenment Tree**.
 - **Selene's Hollow** – The moon colony in orbit is **self-governing**, home to thousands. It serves mostly scientific, orbital traffic control, and political roles separate from Duriim's planet-side administration.
-

Notable Features:

- **Space Traffic:** Exceptionally high. Expect stacked orbital queues and dense transorbital routes. Vessel coordination is crucial. Local shuttle services are **fast, cheap, and mandatory** for most surface landings unless registered with port control.
- **Climate:** Cold, overcast, and stormy. Surface temperatures vary from subzero to temperate near geothermal zones. The atmosphere is **breathable but heavy**, with a humid quality and frequent precipitation.
- **Native Life:** None. All current flora and fauna are **genetically created or imported**, making the biosphere strictly artificial. Strict protocols govern cross-contamination and crop purity.