

CULTURAL PROFILE		1. Date of Preparation																																										
2. World/Government Name <i>Mirabilis</i>		<i>A553858-B</i>																																										
<b>PROGRESSIVENESS</b> Attitude <input type="checkbox"/> Radical <input checked="" type="checkbox"/> Progressive <input type="checkbox"/> Conservative <input type="checkbox"/> Reactionary Action <input checked="" type="checkbox"/> Enterprising <input type="checkbox"/> Advancing <input type="checkbox"/> Indifferent <input type="checkbox"/> Stagnant		<b>EXPORTS</b> <i>2</i> 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 checked="" type="checkbox"/> Monolithic <input type="checkbox"/> Harmonious <input type="checkbox"/> Discordant <input type="checkbox"/> Fragmented Interstellar <input type="checkbox"/> Xenophilic <input type="checkbox"/> Friendly <input checked="" 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>B</td> <td>B</td> <td>A</td> <td>9</td> <td>9</td> <td>9</td> <td>B</td> <td>A</td> <td>A</td> <td>A</td> <td>C</td> <td>B</td> <td>A</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 align="center">Achievement Tech Levels</p>			High	Low	Energy	Computers/Robotics	Communications	Medical	Environment	Land	Water	Air	Space	Personal Military	Heavy Military	Novelty	B	B	A	9	9	9	B	A	A	A	C	B	A	C	Common		Quality of Life				Transportation				Military			
High	Low	Energy	Computers/Robotics	Communications	Medical	Environment	Land	Water	Air	Space	Personal Military	Heavy Military	Novelty																															
B	B	A	9	9	9	B	A	A	A	C	B	A	C																															
Common		Quality of Life				Transportation				Military																																		
Notes on Technology																																												

IS Form 22

Cultural Profile Form

5-Feudal Technocracy																
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 checked="" type="checkbox"/> Judicial	<input type="checkbox"/> Executive <input type="checkbox"/> Legislative <input type="checkbox"/> Judicial														
<input checked="" 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>8</td> <td>9</td> <td>6</td> <td>6</td> <td>4</td> <td>6</td> </tr> </table>		Overall	Weapons	Trade	Criminal Law	Civil Law	Pers. Freedom	8	9	6	6	4	6	<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											
8	9	6	6	4	6											
<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>- Colonized by Chittagonians</i> <i>- Low class are Vegetarian</i>		<i>India</i>														
Trade Codes <i>P,</i>																

IS Form 22 (Reverse) Cultural Profile Form

World Name		Mirabilis		UWP		A553858-B		Star Name			
Star System		Trinary		Star Types		G6V/K4IV/M6IV		System Planets		6	
Year Surveyed				____/____/____							
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		0 °C						
Day/Night Length	62 H/D/W		Terraformed		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>						
Atmosphere Primary Gases and Density		Thin (—) _/_/_									
Atmosphere Appearance											
Hydrosphere %		31 %									
Hydrosphere Appearance											

#	Planet	HZ	Sat.
1	T		1
2	T		3
3	T		0
4	T Mirabilis	X	1
5	A	X	
6	SG		16
7			
8			
9			
10			
11			
12			

Satellites	Name	Colony	UWP	Density Type
1		Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	C0007AA-A	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 checked="" type="checkbox"/> N <input type="checkbox"/>	Radical Lifeforms	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>
Native Lifeform Complexity	Multicellular		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

Mirabilis

U

A553958-B

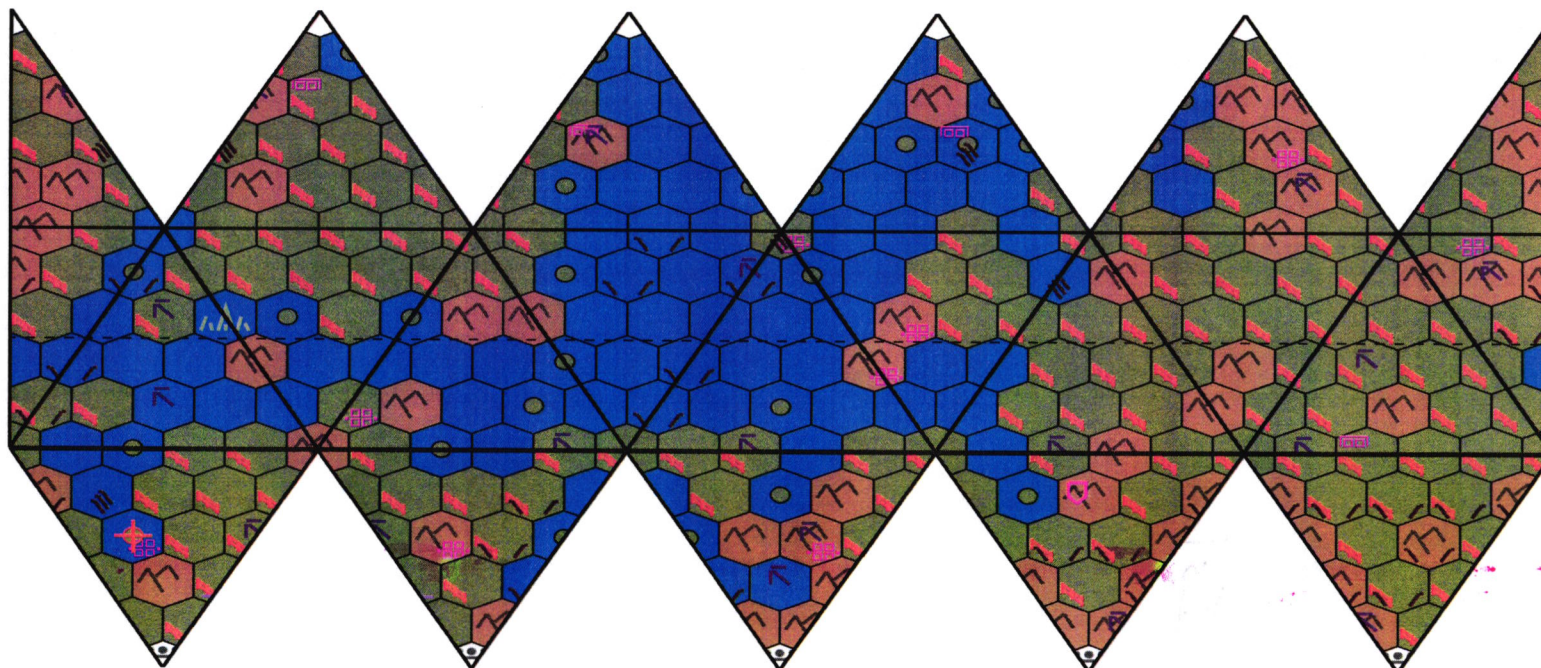
Trade Classifications and Remarks

Hi Po

System

The Mirabilis system (1332 Solomani Rim)

00c



Arcology

Exotic Terrain

Noble Estate

Rural

Chasm

Ice cap

Ocean

Starport

City

Island

Precipice

Wasteland

Clear

Mountain

Resource

Scale

## Landmarks

① 56 Local Tour of Technology ★★

② 36 Offices of Transportation Services —

③ 41 Open Pit Mine ★★★

④ 35 Birthplace of Islamic Teacher —

## Mirabilis (A867410-B)

**Star System:** Trinary (Alva–Berin–Jeth)

**Atmosphere:** Thin (breathable without aid)

**Temperature:** Average 0°C with extreme thermal swings

**Hydrographics:** 40% (mostly glacial seas and saline coastal shallows)

**Population:** ~400 million

**Government:** Feudal Technocracy

**Law Level:** High but equitable

**Technology Level:** B (Advanced, but not cutting-edge)

---

### Overview

Mirabilis is a cold, isolated world orbiting within the unpredictable light of a trinary star system. The sky often swirls with auroras and pale daylight, but beneath its poetic atmosphere lies a harsh, unforgiving surface. While the planet's thin air is breathable, it is cold and dry, with wide and sudden temperature shifts that challenge the unprepared.

Life native to Mirabilis is primitive and slow-growing. Hardy algal biofilms and coastal protolichens dominate the biosphere, accompanied by a few simple multicellular organisms in subsurface lakes and rocky tide zones. These lifeforms exhibit no biochemical interaction with humans, making Mirabilis biologically inert but ecologically fragile.

---

### Government and Society

Mirabilis is organized as a **Feudal Technocracy**, a unique blend of hereditary title and technical meritocracy. Power is distributed among several noble houses and technical guilds, each of which governs a territory or sector of industry. Titles are passed down through family lines, but require periodic renewal through formal examinations, project audits, or service records. A noble who cannot maintain their certifications risks legal challenges to their status.

The government maintains a **strict but fair legal system**. Surveillance is extensive but not invasive, mostly focused on environmental compliance, transportation licensing, and biosecurity. Justice is handled efficiently through technical courts and overseen by robed assessors drawn from certified legal-engineering colleges.

Despite its high population, Mirabilis remains **relatively poor** in material terms. Much of its economy is focused on energy production, glacial mining, biotechnical research, and scientific

consultancy to offworld clients. Personal wealth is often measured not in currency but in published work, patented inventions, or holdings in rare-earth trusts.

---

### **Environmental Protocol and Biosecurity**

The native ecosystem, while limited, is treated with reverence and extreme caution. Any accidental importation of invasive species is treated as an environmental crime—subject to heavy fines, forced labor sentences, or exile. Cargo inspections are rigorous, and travelers are subject to mandatory decontamination upon arrival and departure.

Visitors quickly learn that bringing an unauthorized pet—or even untreated soil—is grounds for legal intervention. Noble houses often wear environmental seals or badges displaying their compliance scores as a matter of prestige.

---

### **Cultural and Architectural Features**

- **Architecture:** Most settlements are semi-subterranean, with modular domes and insulated tunnelways. Buildings feature extensive climate buffering and use filtered natural light.
- **Dress:** Formal wear includes heat-layered robes, coded breath masks, and emblematic filtration jewelry. Color schemes tend toward neutral tones with metallic accents.
- **Holidays:** Civic calendars operate on a 900-day trinary orbital cycle, with multiple "new years" and seasonal festivals tied to rare solar alignments.
- **Art and Symbolism:** Minimalist and technical; circuit designs, snow fractals, and starpath charts are common in murals and clothing.
- **Religion:** Sparse and abstract. Most faith systems blend technotheism with ancestor reverence and ecological philosophy.
- **Education:** Almost universally required. Technocratic exams determine life paths and social mobility. Nobles must pass elevated trials to retain privileges.

### **Law, Honor, and Social Order on Mirabilis**

Mirabilis operates under a **high Civil Law level**, reflecting its dual commitment to **technocratic rigor and feudal honor traditions**. Legal enforcement is strict but not arbitrary—designed to uphold social order, environmental integrity, and personal responsibility. While violent crime is rare, **matters of reputation, duty, and public decorum** are deeply codified and subject to legal scrutiny.

The legal framework is one of the most intricate in the sector, blending **technocratic bureaucracy with a rigid culture of honor**. Individuals—particularly nobles and licensed professionals—are held accountable not only for their actions but for their **public conduct, oaths, and interpersonal obligations**. This system is enforced through a complex network of **Guild Councils, House Arbitrators, and Civic Tribunals**.

### Honor as Law

On Mirabilis, **honor is not an abstract virtue—it is a legally defined status**. Every citizen has a **Civic Integrity Index**, a publicly accessible rating derived from one's record of legal compliance, formal conduct, professional performance, and oathkeeping. This index influences access to jobs, housing, licenses, and even social invitations.

#### Key legal and cultural elements include:

- **Registered Oaths:** Significant personal and professional promises must be filed at a certified *Oath Node*. Breach of such oaths is treated akin to fraud or perjury.
- **Formal Apologies:** Offenses to honor must be addressed through **structured apology rituals**, certified by a mediator. Improper apologies can trigger legal escalation.
- **Sanctioned Duels:** Personal combat is permitted but heavily regulated—**non-lethal, pre-approved, and overseen by a Tribunal Arbiter**. Unauthorized violence is a major criminal offense.
- **House and Guild Oversight:** Each noble house or guild has internal mechanisms to **censure or expel members** for dishonor, poor conduct, or negligence. External courts will defer to these bodies when appropriate.
- **Legal Literacy Requirement:** All citizens are required to undergo **civic law education**. Exams are required to represent oneself in disputes, especially those involving honor, inheritance, or contract interpretation.

The result is a society where **honor is maintained not through vengeance but via legal ritual and reputational accountability**. Disputes are handled with forms, filings, oaths, and public ceremonies—often more performative than punitive.

### Dress and Symbolism

The people of Mirabilis display their legal and social standing through **distinctive, layered garments** rooted in environmental necessity and cultural symbolism. With thin air and fluctuating temperatures, clothing serves both form and function.

**Typical attire includes:**

- **Layered Cloaks and Robes** in earth tones or mineral hues, treated for thermal control and light atmospheric insulation.
- **House or Guild Sigils** worn on the left breast or high collar, indicating legal affiliations and noble lineage.
- **Civic Bands**—slim metallic or fabric armbands coded by color and iconography—display a citizen's Civic Integrity Index tier (bronze, silver, gold, platinum).
- **Veils or Faceguards** for formal occasions, symbolizing discretion and the containment of unregulated emotion.
- **Inscribed Sashes or Tabs** listing one's registered oaths or certifications, worn during ceremonies or official meetings.

Fashion here is neither vain nor flamboyant—it is a **statement of honor, legality, and restraint**, reflecting Mirabilis' belief that **appearance is a form of testimony**.

## Whisperglass

**Type:** Controlled Biogenic Material

**Origin:** Harvested from deep glacial lichen pools on Mirabilis

**Status:** **Class-1 Prohibited Substance** under planetary and interstellar law

**Penalty for Possession:** Minimum 20 years indentured labor; potential exile for nobles

---

**Description:**

*Whisperglass* is a rare, crystalline substance grown from slow-reactive interactions between the native **coastal protolichens** and **trace heavy metals** in subglacial melt caverns beneath Mirabilis' southern pole. When properly refined and cut, Whisperglass appears as a translucent sheet of silver-laced glass, warm to the touch and faintly resonant when held.

Its surface exhibits **mimetic microstructural patterns** that respond subtly to neurological stimuli—particularly **short-term memory fragments and abstract emotional states**. When touched by a sapient being, it displays semi-coherent visuals: flashes of dreams, forgotten



thoughts, or emotionally resonant images from the user's psyche. Some interpret these as hallucinations, others as reflections of the subconscious.

In rare cases, repeated exposure has led to **neural feedback loops**, obsession, and **severe dissociative fugue states**. Among Mirabilis' nobles, it was once used during oath ceremonies as a symbolic display of inner intention—until several scandals linked it to political manipulation and cognitive imprinting.

---

#### Why It's Illegal:

- **Biological Risk:** The protolichen extract used in Whisperglass is one of the only native compounds with unpredictable neurological interactions—though non-toxic, it **induces foreign mnemonic recall pathways** that are poorly understood.
- 

#### Black Market:

Whisperglass is now a highly prized and dangerous contraband item among thrill-seekers, rogue philosophers, and **noble collectors seeking forbidden introspection**. Single fragments can fetch over **100,000 credits per shard**, with entire “slates” selling for millions on the black market. It is said that a complete pane can “record the soul,” though this is likely romanticized mysticism.

---

#### Whisperglass Addiction Effects Table

*(Roll 1D6 when addiction thresholds are passed—GM's discretion based on frequency, dosage, and mental state.)*

Roll	Effect	Description
1	Cognitive Fade	Your brain struggles to form new memories. –1 INT. You must pass an EDU or INT check (8+) after each significant event to retain the information.
2	Emotive Looping	You get caught in emotional recursion—reliving joy, regret, or sorrow without external cause. –2 to all Social skill checks (except Deception) until treated.
3	Nightmare	You have reoccurring nightmares of your past or maybe hallucinations. 50% chance per sleep cycle to suffer disturbed rest. –1 END and –1 to initiative after restless nights.

Roll Effect	Description
4 <b>Sensory Bleed</b>	You can't distinguish memory from perception. In tense or dangerous situations, roll INT 8+ or suffer a –2 DM to awareness or ranged combat actions for 1D3 rounds.
5 <b>Dependency Spike</b>	You require a dose every 1D6 days or suffer a mental crash. While crashing, you are irritable, unfocused, and take –2 DMs to all INT or EDU-based checks.
6 <b>False Clarity</b>	You believe you've uncovered hidden truths. Gain +1 Persuade, but suffer –2 DM to all Reality-based skill checks (Recon, Sensors, Admin, etc.) due to hallucinated certainty.

---

### Recovery Options

- **Medical Detox:** Requires TL10+ care, Cr5,000, and 2D6 weeks of treatment (with a weekly END or SOC roll to reduce time).
- **Psycho-Recalibration:** At TL12+, a neurocleanse and guided memory therapy can erase long-term effects but may carry 1D6 weeks of lost memories as a trade-off.
- **Relapse Risk:** Even after detox, exposure to Whisperglass (or similar stimuli) forces a 10+ Willpower check to avoid re-use.