

CULTURAL PROFILE		1. Date of Preparation	
2. World/Government Name Albrecht		3. Identification Code and Designation C742647-9	
PROGRESSIVENESS Attitude <input type="checkbox"/> Radical <input type="checkbox"/> Progressive <input checked="" type="checkbox"/> Conservative <input type="checkbox"/> Reactionary Action <input type="checkbox"/> Enterprising <input type="checkbox"/> Advancing <input checked="" type="checkbox"/> Indifferent <input type="checkbox"/> Stagnant		EXPORTS Natural Resources <input type="checkbox"/> Agricultural <input checked="" type="checkbox"/> Ores <input checked="" type="checkbox"/> Radioactives <input checked="" type="checkbox"/> Gems & Crystals <input type="checkbox"/> Petrochemicals Processed Resources <input type="checkbox"/> Agricultural <input checked="" 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	
AGGRESSIVENESS Attitude <input type="checkbox"/> Expansionistic <input checked="" type="checkbox"/> Competitive <input type="checkbox"/> Unaggressive <input type="checkbox"/> Passive Action <input type="checkbox"/> Militant <input type="checkbox"/> Neutral <input checked="" type="checkbox"/> Peaceable <input type="checkbox"/> Conciliatory			
EXTENSIVENESS Global <input type="checkbox"/> Monolithic <input checked="" type="checkbox"/> Harmonious <input type="checkbox"/> Discordant <input type="checkbox"/> Fragmented Interstellar <input type="checkbox"/> Xenophilic <input type="checkbox"/> Friendly <input type="checkbox"/> Aloof <input checked="" type="checkbox"/> Xenophobic			
TECHNOLOGY PROFILE High Low Common Energy Computers/Robotics Communications Medical Environment Land Water Air Space Personal Military Heavy Military Novelty Quality of Life Transportation Military Achievement Tech Levels			
Notes on Technology			

IS Form 22

Cultural Profile Form

4-Representative Democracy	
GOVERNMENT DIVISION OF AUTHORITY <input type="checkbox"/> Executive <input checked="" type="checkbox"/> Legislative <input type="checkbox"/> Judicial <input type="checkbox"/> Ruler <input type="checkbox"/> Elite Council <input checked="" type="checkbox"/> Several Councils <input type="checkbox"/> Demos	
<input checked="" type="checkbox"/> Executive <input type="checkbox"/> Legislative <input checked="" type="checkbox"/> Judicial <input type="checkbox"/> Ruler <input type="checkbox"/> Elite Council <input checked="" type="checkbox"/> Several Councils <input type="checkbox"/> Demos	
<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	
DETAILED LAW LEVELS (optional) Overall Weapons Trade Criminal Law Civil Law Pers. Freedom 7-6A369	
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 9B8963-5	
Notes on Religion	
Notes on Culture - Colonized by Terran Federation - "Normal"	
Trade Codes NI,P,	

IS Form 22 (Reverse) Cultural Profile Form

World Name Albrecht		UWP C742647-9		Star Name	
Star System Trinary		Star Types K1III/K2IV/M5V		System Planets 6	
Year Surveyed _____ / _____					
Planet Density	HC	MC	RB	IB	Seismic Activity #
			<input checked="" type="checkbox"/>		NA
Tidally Locked		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>		Temperature -20 °C	
Day/Night Length		0-30 D/W		Terraformed Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	
Atmosphere Primary Gases and Density		Thin, Tainted (Gas Mix) -1-1-			
Atmosphere Appearance					
Hydrosphere %		21 %			
Hydrosphere Appearance					

#	Planet	HZ	Sat.
1	D	<input checked="" type="checkbox"/>	
2	D	<input checked="" type="checkbox"/>	
3	T Albrecht		1
4	SG		15
5	LG		6
6	LG		10
7			
8			
9			
10			
11			
12			

Satellites	Name	Colony	UWP	Density Type
1		Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	C346588-9	RB
2		Y <input type="checkbox"/> N <input type="checkbox"/>	-----	
3		Y <input type="checkbox"/> N <input type="checkbox"/>	-----	

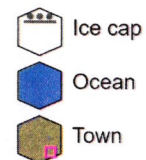
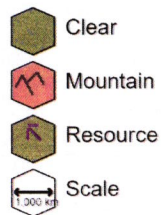
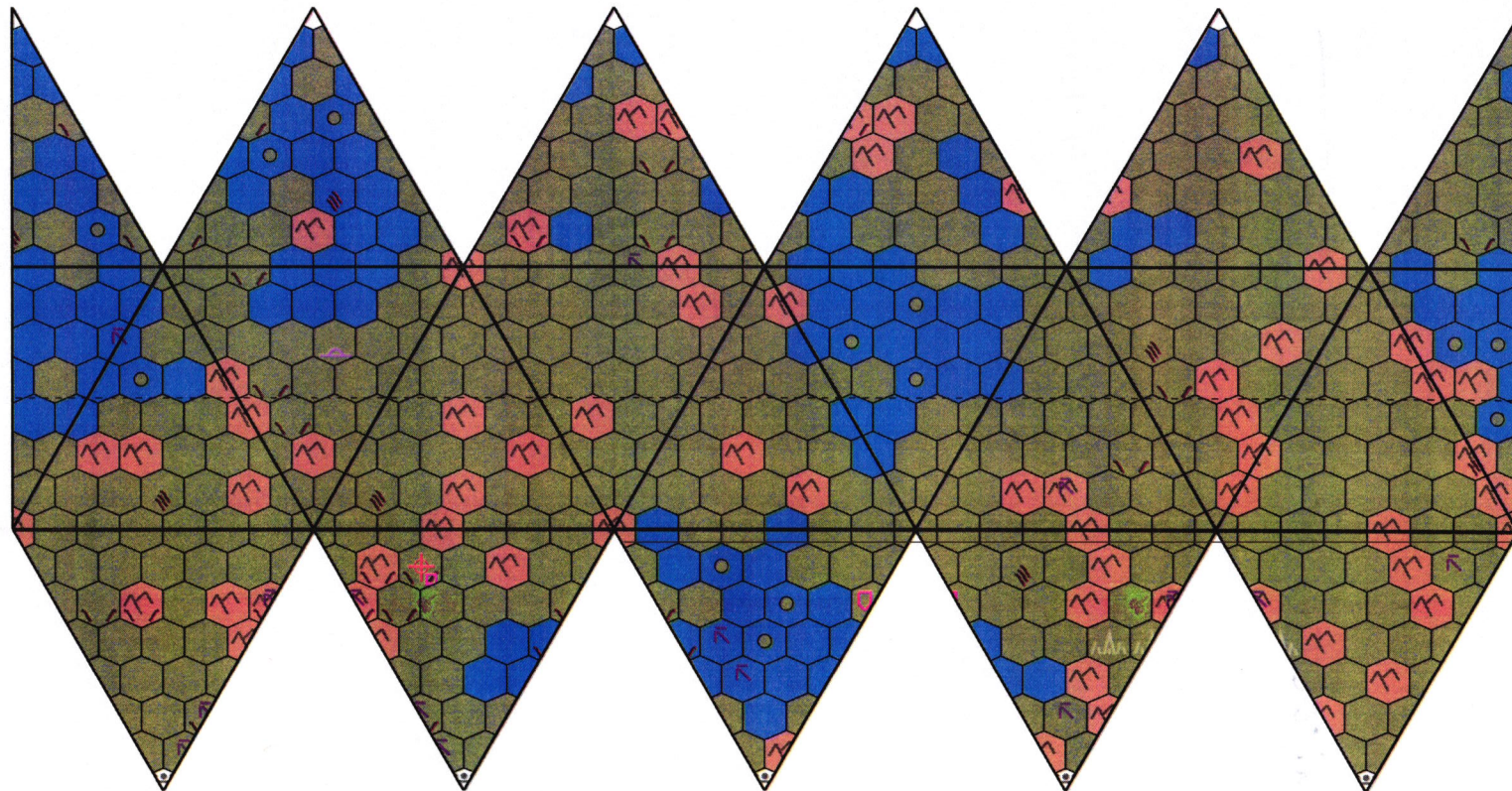
Major Race	Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	Native Life	Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	Radical Lifeforms	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>
Native Lifeform Complexity	Multicellular		Native Jump Drive	Y <input 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
Albrecht

UWP
C742647-9 He Ni Po

System
The Albrecht System (2000 Solomani Rim)

-20°C



Landmarks

1 (11) Mountain (50+ million yrs)



2 (56) Seacraft Cruise (Culinary)



Albrecht

You're in the startown, there's only a low port available on a dusty lifeless planet. Seems like there was only multicellular life barely evolving when humans arrived and they didn't import animals with them. The trinary star system gives off a lot of light considering it's two K class stars and an M class star, slightly brighter than Earth would be. Walking away from the starport, it's a small facility, only capable of housing maybe 2 dozen spacecrafts. This place seems to be flyover country. Looking out and ignoring the hum of your oxygen supply, you squint your eyes as they sting with dust. You see a city, not huge by any means, but maybe half a million people. Mostly spread out in squat angular buildings, probably designed that way so the dust storms roll over them, and there's a mass of congestion of wheeled vehicles. Occasionally you even see some people riding horses, though even the horses have to have respirators here. Seems like an odd choice. Must be a reason. Before you can look more or explore, you are lead to a tent where you are sprayed down, disinfected, made it to change into local garments and any soft clothing returned to your ship in biohazard bags as they are publicly paraded through the streets. It's a humiliating experience and the crew is unhappy with it. They then isolate you all for interviews. But first you have to sign a paper saying that you give them the right to inspect your ship inside and out. The interior part is a bit much compared to normal.

The wilderness of Albrecht is a dry and sandy desert. The planet has so little surface water, the interior in some place hasn't seen rain for centuries.