

Cultural Profile				Date 314/3001			
World Name		Alizarin			UWP D566984-A		
Progressiveness				Exports 1			
Attitude		Action		Natural Resources			
Progressive		Advancing		1 2 3 4			
Aggressiveness				Processed Resources			
Attitude		Action		1 2 3 4			
Unaggressive		Peaceable					
Extensiveness				Manufactured Resources			
Global		Interstellar		1 2 3 4			
Discordant		Aloof					
Technology Profile							
10	High	4	Environmental	10	Personal Military		
9	Low		-----	11	Heavy Military		
	-----	10	Land		-----		
9	Energy	10	Water		Novelty		
11	Computer/Robots	10	Air		-----		
11	Communications	10	Space		-----		
11	Medical		-----		-----		
Notes							

Government Profile				World Name		Alizarin	
Government Code and Description		8		Civil Serv. Bureau.			
Government Division of Authority							
Branch		Representative Branch			Branch		
Legislative		Executive			Judicial		
Leadership		Leadership			Leadership		
Several Councils		Several Councils			Several Councils		
		Detailed Law Levels			Uniformity of Law		
		4 Overall					

		1 Weapons			Territorial		
		7 Trade			Notes on Religion		
		8 Criminal Law					
		8 Civil Law					
		4 Pers. Freedom					
Religious Profile							
#VALUE!	God View	#VALUE!	Mission Fervour				
#VALUE!	Spiritual Aim		-----				
#VALUE!	Devotion Req.	#VALUE!	Nbr. Adherents				
#VALUE!	Organization		-----				
#VALUE!	Litur. Formality		-----				
Notes							
Cultural Oddity							
* Medical Figures Have extravagant quarters *							
* *							
* *							
Colonial Culture							
* Terran Federation							

World Profile		UWP D566984-A		Star Name			
Star System				Nbr. Of System Planets			
Single		Star Types		M3V		4	
Planet Density		Seismic Activity					
		#		Orbit #		Planet	
Molten Core		4		1		Terrestrial Planet	
Planet Density		1		2		Dust Ring	
OC		Avg. Temp.		3		Terrestrial Planet	
		Tidally Locked		4		Gas Giant	
0 Hours		Day Length		5		NA	
No		Terraformed		6		NA	
Atmosphere Primary Gases and Density				7		NA	
Standard				8		NA	
--				9		NA	
Major Gases				10		NA	
Atmosphere		Earth-like		11		NA	
Appearance				12		NA	
% of Surface		64 %		13		NA	
Hydrosphere				14		NA	
Hydrosphere		Deep Blue		15		NA	
Appearance							
Satellites		Name		Colony		UWP	
				Yes		D330711-C	
1				Yes		D001300-D	
2				No		NA	
3				NA		NA	
Alien Biology							
Major Race		Native Life		Yes		Radical Life Forms	
				No			
Native Lifeform Complexity		Single-cell		Native Jump Drive		Non-Native Life	
				NA		No	
Modern Introduction of Life		Non-Sophont Terran Life				Other Non-Native Species	
Ancient Site		No		Site Size		NA	

Points of Interest & Organizations Profile				Date			314/3001	
World Name				Alizarin				
Attractions						#	8	
#	Name	Type				Stars		
1		#N/A				✂️💀📺✌️		
2		None--						
3		None--						
4		None--						
5		None--						
6		None--						
Organizations						#	4	
#	Name	Scope	Nature	Visibility	Use of Force	Threat/Stronghold		
1		Sub-Sector	Reasoned	Open	Aggressive	Potentially		
						Stronghold		
2		Continental	Slavers	Open	Aggressive	Helpful		
						Stronghold		
3		Regional	Anarchists	Obscure	Standard	Neutral		
						Outpost		
4		Planetary	Traditionalists	Open	Aggressive	Shoot on Sight		
						Outpost		
Notes		<p>* Vampire creatures. Several dog-sized creatures are drinking the blood of a huge hairy creature bigger than a mammoth, which is lying on its side. The smaller ones have specialised tubular tooth-like parts that they stick straight into the larger creature's flesh and suck away. This is in fact a mother suckling her pups in the way this species has evolved to do. They go through life cycles such that the adults</p> <p>*</p>						

Alizarin

Alizarin is a newly settled frontier world on the edge of the Terran Federation, colonized in two major waves between 2990 and 2998. Discovered late in the third millennium, the planet was quickly judged viable for large-scale habitation, with environmental conditions favorable to human life despite its tidally locked orbit. The habitable twilight band between the scorched dayside and frozen nightside supports dense settlement and rapid growth.

Colonization began in 2990 with the arrival of the first exploratory settlers. A second, far larger wave followed in 2998, carried out under Federation colonization protocols. To rapidly stabilize the new society, the Federation seeded several billion clones onto the frontier. These clones were created with randomized genetic backgrounds—ensuring no direct relations between individuals—and were introduced at randomized ages between sixteen and fifty-five, giving the colony an artificial but demographically balanced population. The result is a society youthful in spirit, socially unrooted, and intensely frontier-minded.

Alizarin has developed a reputation as a wild west–style society. Nearly the entire populace is heavily armed, with laws permitting possession and open carry of weapons of nearly any type. This freedom is counterbalanced by a harsh and unforgiving legal system governing nearly every other aspect of life. While citizens may keep their weapons, transgressions in trade, property, or civic order are met with severe punishments, ensuring that violence remains checked not by disarmament but by deterrence.

The government is structured as a Civil Service Bureaucracy, divided into three principal branches that further subdivide into specialized councils. These include the Council of Trade, Council of Military, Council of Science, Council of Law Enforcement, and others, each handling a specific portfolio of responsibilities. Above them, the Council of Government provides coordination, under the leadership of Councilor-General Amara Venkatoran, who has become the most prominent figure in Alizarin’s young political life.

The Federation’s interest in Alizarin is signaled by the quiet but deliberate presence of Interplanetary Intelligence (II). One such agent, Selene Dacosta, is formally attached to the Council of Law Enforcement as an advisor. In practice, she is an embedded operative, her true role known only to the colony’s senior leadership. Her position allows her to shape law enforcement policy while monitoring the colony for signs of instability or subversive activity.

Alizarin’s architecture is striking and distinctive, defined by a fusion of Byzantine forms, Russian ecclesiastical stylings, and Soviet Brutalism. Towers crowned with onion domes rise above massive concrete government complexes, their interiors decorated with mosaics extolling civic duty, colonization, and human perseverance. The blend of medieval grandeur and modern

severity reflects both the settlers' desire for permanence and the practical needs of rapid frontier construction.

Initially believed to be sterile, Alizarin was later discovered to host a form of native microbial life in its water sources. These organisms, similar in function to terrestrial viruses, are harmless to most but can cause a serious, though rarely fatal, illness in approximately one in five hundred humans. Quarantine and treatment protocols are now standard in all ports and settlements, but the presence of the so-called *Alizarin Plague* has added another layer of challenge to life on the colony.

The colony is projected to support billions and continues to grow rapidly. Its twilight-zone geography naturally divides habitable territory from uninhabitable extremes, concentrating settlement into fortified bands of city and agricultural development. Within these, daily life is harsh but stable, shaped by bureaucracy, heavy armament, and a frontier sense of independence.