

CULTURAL PROFILE		1. Date of Preparation																																																
2. World/Government Name Junction 8699508 B975868A																																																		
PROGRESSIVENESS Attitude Action <input type="checkbox"/> Radical <input type="checkbox"/> Enterprising <input type="checkbox"/> Progressive <input type="checkbox"/> Advancing <input type="checkbox"/> Conservative <input type="checkbox"/> Indifferent <input checked="" type="checkbox"/> Reactionary <input checked="" type="checkbox"/> Stagnant		EXPORTS <i>Natural Resources</i> <input checked="" type="checkbox"/> Agricultural <input checked="" type="checkbox"/> Ores <input type="checkbox"/> Radioactives <input type="checkbox"/> Gems & Crystals <input type="checkbox"/> Petrochemicals <i>Processed Resources</i> <input type="checkbox"/> Agricultural <input checked="" type="checkbox"/> Alloys <input type="checkbox"/> Agroproducts <i>Manufactured Resources</i> <input type="checkbox"/> Weapons <input type="checkbox"/> Mechanical Parts <input type="checkbox"/> Heavy Equipment <input type="checkbox"/> Electronics <input type="checkbox"/> Gravitics																																																
AGGRESSIVENESS Attitude Action <input type="checkbox"/> Expansionistic <input type="checkbox"/> Militant <input type="checkbox"/> Competitive <input checked="" type="checkbox"/> Neutral <input checked="" type="checkbox"/> Unaggressive <input type="checkbox"/> Peaceable <input type="checkbox"/> Passive <input type="checkbox"/> Conciliatory																																																		
EXTENSIVENESS <i>Global</i> <input type="checkbox"/> Monolithic <input type="checkbox"/> Harmonious <input checked="" type="checkbox"/> Discordant <input type="checkbox"/> Fragmented <i>Interstellar</i> <input type="checkbox"/> Xenophilic <input type="checkbox"/> Friendly <input type="checkbox"/> Aloof <input checked="" type="checkbox"/> Xenophobic																																																		
TECHNOLOGY PROFILE <table border="1"> <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>8</td> <td>-</td> <td>9</td> <td>9</td> <td>A</td> <td>9</td> <td>A</td> <td>9</td> <td>8</td> <td>9</td> <td>8</td> <td>-</td> <td>9</td> <td>9</td> <td>-</td> <td>C</td> </tr> <tr> <td>Common</td> <td>Quality of Life</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>Transportation</td> <td></td> <td></td> <td></td> <td>Military</td> <td></td> <td></td> <td></td> <td></td> <td>Achievement Tech Levels</td> </tr> </table>			High	Low	Energy	Computers/Robotics	Communications	Medical	Environment	Land	Water	Air	Space	Personal Military	Heavy Military	Novelty	A	8	-	9	9	A	9	A	9	8	9	8	-	9	9	-	C	Common	Quality of Life						Transportation				Military					Achievement Tech Levels
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Notes on Technology:																																																		

IS Form 22

Cultural Profile Form

Sol Subsector

3. Government Code and Description		6 Colony - Terra														
GOVERNMENT DIVISION OF AUTHORITY																
<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"/> 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 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														
DETAILED LAW LEVELS (optional) <table border="1"> <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>-</td> <td>4</td> <td>8</td> <td>4</td> <td>8</td> <td>7</td> </tr> </table>		Overall	Weapons	Trade	Criminal Law	Civil Law	Pers. Freedom	8	-	4	8	4	8	7	UNIFORMITY OF LAW	
Overall	Weapons	Trade	Criminal Law	Civil Law	Pers. Freedom											
8	-	4	8	4	8	7										
		<input type="checkbox"/> Undivided <input checked="" type="checkbox"/> Territorial <input type="checkbox"/> Personal														
RELIGIOUS PROFILE (optional) <table border="1"> <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							-
God View	Spiritual Aim	Devotion Req.	Organization	Lit. Formality	Mission. Fervor	Nbr. Adherents										
						-										
Notes on Religion:																
NA																
<small>Notes on Culture:</small> <i>Only women eat meat and plants</i> <i>Colonized by Kazakhs</i>																
<small>Trade Codes</small> <i>A</i>																

IS Form 22 (Reverse) Cultural Profile Form

The Junction system (1929 Solomani Rim)

TRAVELLER⁵

Science Fiction Adventure
in the Far Future

Systems you have saved in the past:

Random number seed for maps and details

Include World Details in downloads

3874636855

Save **Update** **Load** **Delete** **Export**

Clear Seed **New Seed**

Import File:
Choose File

Download System as HTML

Download System as Plain Text

Download System as CSV

Click on any details button next to a planet to generate more details at random. The details will appear in a new edit box overlaying the web page.

The Junction System (1929 Solomani Rim)

Primary	0	1	2	3	4	5	6	7	8	9	10	11	14
	0.28 AU	0.38 AU	0.79 AU	1.3 AU	1.48 AU	2.2 AU	5.6 AU	12 AU	22 AU	43.5 AU	92 AU	146.5 AU	1350 AU



An unnamed star	Junction	Large Gas Giant	Large Gas Giant	Ice world	Ice world	Worldlet	Ice world	Worldlet	Worldlet	Rad world	Ice world	Ice world	Rad world
M6 V	B975868-A	Size: Q	Size: R	Y468005-3	Y898045-1	F340653-5	Y531031-3	F00066A-6	Y000103-8	Y242000-0	Y300000-8	Y8CA000-8	Y7B7000-0

○ Rad world Y875000-0
○ Big world H100641-5
○ Ice world Y140027-3
○ Ice world Y321010-6
○ Ring system
○ Ring system
○ Ring system
○ Big world F210754-A
○ Worldlet G0007A7-7
○ Ice world Y466000-8

Orbit	Decimal Orbit	Orbital Distance	Name	Content Type	UWP	TCs and Remarks	Albedo	Greenhouse multiplier	Average Temperature
Primary				Star	M6 V	Radii (Sol): 0.319 Mass (Sol): 0.302 Luminosity (Sol): 0.0085			
0	▲▼ 0.4	▲▼ 0.28 AU	Junction	Hospitable	B975868-A	Ph Pa Pi Co Tu Tz Map Details Pz	0.3	1.1	-108°C
1	▲▼ 0.9	▲▼ 0.38 AU		Large Gas Giant		Size: Q			
2	▲▼ 2.3	▲▼ 0.79 AU	c ee j ay e ll e x	Large Gas Giant		Size: R			
			363356 km 169050 km 281750 km 3944500 km	Rad world	Y875000-0	Ba Fr Sa Lk Map Details	0.26	1.1	-169°C
3	▲▼ 3.5	▲▼ 1.3 AU		Ice world	Y468005-3	Fr Map Details	0.3	1.1	-196°C
				Big world	Y100641-5	Va Ni Na Sa Lk Map Details	0.32	1	-205°C
				Ice world	Y140027-3	De Po Sa Lk Map Details	0.2	1.05	-189°C
				Ice world	Y321010-6	He Po Fr Sa Map Details	0.3	1	-203°C
4	▲▼ 3.8	▲▼ 1.48 AU		Ice world	Y898045-1	Fr Map Details	0.26	1.15	-194°C
5	▲▼ 4.5	▲▼ 2.2 AU		Worldlet	F340653-5	De He Ni Po Map Details	0.2	1.05	-209°C

6	6.1	5.6 AU		Ice world 3	Y531031- Po Fr	Map Details 0.24	1	-237°C
	ay	7392 km		Ring System				
	bee	14784 km		Ring System				
	cee	22176 km		Ring System				
	eff	44352 km		Big world A	F210754- Na Pi Sa Lk	Map Details 0.29	1	-239°C
	aitch	73920 km		Worldlet 7	G0007A7- As Na Pi Sa Lk	Details 0.32	1	-240°C
	jay	221760 km		Ice world 8	Y466000- Di Fr Sa Lk	Map Details 0.31	1.1	-237°C
7	7.2	12 AU		Worldlet 6	F00066A- As Ni Na	Details 0.23	1	-248°C
8	8.1	22 AU		Worldlet 8	Y000103- As Lo	Details 0.26	1	-255°C
9	9.1	43.5 AU		Rad world 0	Y242000- Ba Po Fr	Map Details 0.22	1.05	-259°C
	eff	17100 km		Ice world 7	Y000002- As Sa Lk	Details 0.23	1	-260°C
10	10.2	92 AU		Ice world 8	Y300000- Va Di	Map Details 0.3	1	-265°C
	yu	1986800 km		Ice world 5	Y000002- As Sa	Details 0.24	1	-264°C
11	10.9	146.5 AU		Ice world 8	Y8CA000- Fl Di Fr	Map Details 0.8	1.7	-270°C
14	14.1	1350 AU		Rad world 0	Y7B7000- Fl Ba Fr	Map Details 0.37	1.2	-271°C
	ay	11478 km		Ring System				
	cee	34434 km		Ring System				

Landmarks

1. "Tree"



2. Historic Arcade (Classic Games, 75 yrs ago) ★★

World

Junction

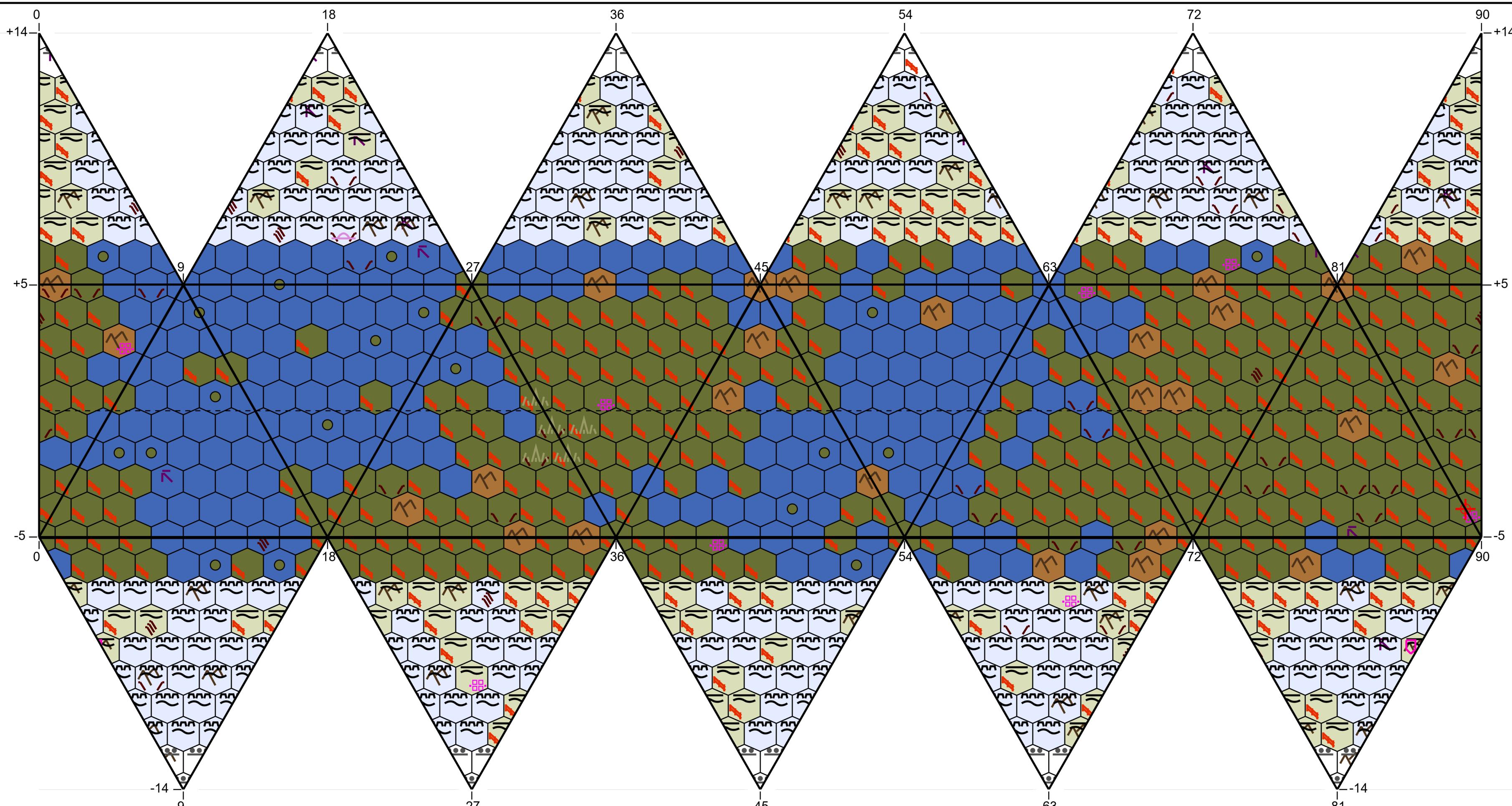
UWP

B975869-A

Trade Classifications and Remarks

Ph Pa Pi Co Tu Pz

System

The Junction System ()

Chasm



City



Clear



Exotic Terrain



Frozen Land



Ice Field



Island



Mountain



Noble Estate



Ocean



Resource



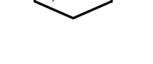
Rural



Starport



Wasteland



Scale

1,000 km

Junction

UWP: B975868-A • **Stellar Data:** Single M-class star

Diameter: ~14,400 km • **Atmosphere:** Tainted • **Hydrosphere:** 75%

Population: Several hundred million

Government: Civil Service Bureaucracy • **Law Level:** 8

Tech Level: A (early post-scarcity infrastructure)

Junction is a massive, industrialized world perpetually locked in slow cultural and political inertia. Colonized by Kazakh-descended settlers centuries ago, Junction retains a deeply conservative, hierarchical social structure with minimal social mobility and tightly enforced cultural norms. Progress is tolerated only when it reinforces tradition. Some offworld sociologists have described the culture as “engineered stagnancy.”

Among Junction’s stranger customs is its dietary taboo: meat consumption is strictly limited to women. Men are legally and culturally forbidden from partaking, resulting in complex gender roles and food rituals. Attempts by foreign corporations to challenge or subvert this system have failed.

The planet is divided between extensive agricultural lowlands—remarkable given the tainted atmosphere—and sprawling highland industrial zones dedicated to mineral extraction and ore refining. The dual economy supports both planetary self-sufficiency and export capacity. Despite the environmental wear, a hardy tree near the planet’s equator (simply known as “the Tree”) has stood untouched for centuries. Though unimpressive in appearance, its status as a local landmark is inexplicably revered; even locals are unsure of its original significance.

Junction’s population includes notable dissenting factions, ranging from quietly progressive youth movements to deeply disenfranchised undercastes. The government remains alert and reactive, with localized crackdowns common.

Most tourist activity centers around a surprising highlight:

- **The Forty-Four Arcade** – a vintage-style amusement arcade operating continuously for over 75 years. Featuring classic digital and electromechanical games, it holds cultural significance and attracts niche tourists, particularly from inner Federation worlds. Many consider it a worthy stopover—especially for spacer crews on layover or nostalgic veterans of earlier interstellar eras.