

Cultural Profile		Date	31/3000	
World Name	Junction		UWP	B975868-A
Progressiveness		Exports	2	
Attitude	Action	Natural Resources	None	
Conservative	Indifferent	1		
		2		
		3		
		4		
Aggressiveness		Processed Resources	None	
Attitude	Action	1		
Competitive	Neutral	2		
		3		
		4		
		5		
Extensiveness		Manufactured Resources	2	
Global	Interstellar	1	Electronics	
Discordant	Xenophobic	2	Electronics	
		3		
		4		
		5		
Technology Profile				
10	High	11	Environmental	9 Personal Military
9	Low	-----	-----	11 Heavy Military
-----	-----	10	Land	-----
10	Energy	10	Water	Novelty
10	Computer/Robots	10	Air	-----
12	Communications	10	Space	-----
8	Medical	-----	-----	-----
Notes				
Controlled by Terra				

Government Profile			World Name	Junction		
Government Code and Description	6	Captive Government				
Government Division of Authority						
Branch		Representative Branch		Branch		
Legislative Leadership		Executive Leadership		Judicial Leadership		
Ruler		Several Councils		Ruler		
Detailed Law Levels			Uniformity of Law			
8	Overall		Undivided			

	A	Weapons				
	4	Trade				
	D	Criminal Law				
	6	Civil Law				
	7	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						
* Unusual giftgiving customs for Certain Age Group			*			
*			*			
*			*			
Colonial Culture						
* Terran Federation						
Trade Codes						

World Profile		UWP B975868-A		Star Name					
Star System				Nbr. Of System Planets	10				
Binary		Star Types	GIANT K2III; A2IV						
Planet Density		7	Seismic Activity #	Orbit #	Planet	HZ			
Heavy Core	Planet Density	2	No. of Major Volcanoes	1	-----	NA			
				2	-----	NA			
-70C	Avg. Temp.	No	Tidally Locked	3	Terrestrial Planet	0			
				4	Terrestrial Planet	1			
6 Hours	Day Length	No	Terraformed	5	Terrestrial Planet	1			
				6	Gas Giant	14			
Armosphere Primary Gases and Density				7	Gas Giant	12			
				8	Dust Ring	NA			
Standard, Tainted		Sulfur Compounds		9	Terrestrial Planet	1			
Major Gases				10	Gas Giant	12			
Atmosphere Appearance				11		NA			
	Pale red (clouds)			12		NA			
% of Surface Hydrosphere				13		NA			
	55 %			14		NA			
Hydrosphere Appearance				15		NA			
	Deep Blue								
Satellites	Name		Colony	UWP	Density Type				
1			Yes	D210902-7	Rocky Body				
2			Yes	D200313-8	Rocky Body				
3			Yes	D003600-9	Rocky Body				
Alien Biology									
Major Race			Native Life	None	Radical Life Forms	No			
Native Lifeform Complexity		None	Native Jump Drive	NA	Non-Native Life	No			
Modern Introduction of Life			Non-Sophont Terran Life		Other Non-Native Species				
Ancient Site	Yes	Site Size	Small						

Points of Interest & Organizations Profile		Date	31/3000						
World Name		Junction							
Attractions			#	5					
#	Name	Type		Stars					
1		Colosseum-- Seldomly to the Death		▪					
2		Historic Factory-- 50 Years Influential Citizen		★					
3		Wilderness-- 300,000 Years		★					
4		Memorial-- 150 Years Past Government/Occupant Group		★★					
5		Historic Experiment Site-- 200 Years Current Government/Occupant		▪					
6		None--							
Organizations				#	1				
#	Name	Scope	Nature	Visibility	Use of Force	Threat/Stronghold			
1	Rebel	Planetary	Traditionalists/ Progressives	Open	Passive	Potentially			
						Stronghold			
2		NA	NA	NA	NA	NA			
						NA			
3		NA	NA	NA	NA	NA			
						NA			
4		NA	NA	NA	NA	NA			
						NA			
Notes		* Iceberg barges. Native humanoids carve out the inside of the icebergs, creating boats, settlements and sometimes even entire cities. The ice insulates them from the freezing temperatures outside, similar to an igloo, and the structures can be propelled and steered by large sails attached to the sides, with a rudder at the back.							
*									

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.