

<b>CULTURAL PROFILE</b>		1. Date of Preparation
2. World/Government Name <i>Edazum</i>		
<i>D56A962-A</i>		
<b>PROGRESSIVENESS</b>		<b>EXPORTS</b>
Attitude	Action	Natural Resources
<input type="checkbox"/> Radical	<input type="checkbox"/> Enterprising	<input type="checkbox"/> Agricultural
<input type="checkbox"/> Progressive	<input type="checkbox"/> Advancing	<input type="checkbox"/> Ores
<input checked="" type="checkbox"/> Conservative	<input type="checkbox"/> Indifferent	<input type="checkbox"/> Radioactives
<input type="checkbox"/> Reactionary	<input checked="" type="checkbox"/> Stagnant	<input type="checkbox"/> Gems & Crystals
		<input type="checkbox"/> Petrochemicals
<b>AGGRESSIVENESS</b>		Processed Resources
Attitude	Action	<input checked="" type="checkbox"/> Agricultural
<input type="checkbox"/> Expansionistic	<input type="checkbox"/> Militant	<input type="checkbox"/> Alloys
<input type="checkbox"/> Competitive	<input checked="" type="checkbox"/> Neutral	<input checked="" type="checkbox"/> Agroproducts
<input checked="" type="checkbox"/> Unaggressive	<input type="checkbox"/> Peaceable	
<input type="checkbox"/> Passive	<input type="checkbox"/> Conciliatory	
<b>EXTENSIVENESS</b>		Manufactured Resources
Global	Interstellar	<input checked="" type="checkbox"/> Weapons
<input type="checkbox"/> Monolithic	<input type="checkbox"/> Xenophilic	<input type="checkbox"/> Mechanical Parts
<input type="checkbox"/> Harmonious	<input type="checkbox"/> Friendly	<input type="checkbox"/> Heavy Equipment
<input type="checkbox"/> Discordant	<input checked="" type="checkbox"/> Aloof	<input type="checkbox"/> Electronics
<input checked="" type="checkbox"/> Fragmented	<input type="checkbox"/> Xenophobic	<input type="checkbox"/> Gravitics
<b>TECHNOLOGY PROFILE</b>		
High	Energy	Computers/Robotics
Low	Communications	Medical
	Environment	Environment
A6	- 9 9 9 9 8	- 4 4 9 B - A4 - B
Common	Quality of Life	Transportation
Achievement Tech Levels		
Notes on Technology:		

IS Form 22

Cultural Profile Form

*6 - Captive Government*

<b>GOVERNMENT DIVISION OF AUTHORITY</b>		
<input type="checkbox"/> Executive	<input checked="" type="checkbox"/> Executive	<input type="checkbox"/> Executive
<input checked="" type="checkbox"/> Legislative	<input type="checkbox"/> Legislative	<input type="checkbox"/> Legislative
<input type="checkbox"/> Judicial	<input type="checkbox"/> Judicial	<input checked="" type="checkbox"/> Judicial
<input type="checkbox"/> Ruler	<input type="checkbox"/> Ruler	<input type="checkbox"/> Ruler
<input checked="" type="checkbox"/> Elite Council	<input checked="" type="checkbox"/> Elite Council	<input type="checkbox"/> Elite Council
<input type="checkbox"/> Several Councils	<input type="checkbox"/> Several Councils	<input checked="" type="checkbox"/> Several Councils
<input type="checkbox"/> Demos	<input type="checkbox"/> Demos	<input type="checkbox"/> Demos
<b>DETAILED LAW LEVELS (optional)</b>		
Overall	Weapons	Criminal Law
	Trade	Civil Law
		Pers. Freedom
2 -	1 0 5 0 5	
<b>RELIGIOUS PROFILE (optional)</b>		
God View	Spiritual Aim	Devotion Req.
		Organization
		Lit. Formality
		Mission. Fervor
		Nbr. Adherents
Notes on Religion:		
<i>NA</i>		
Notes on Culture:		
<ul style="list-style-type: none"> <li>- Colonized by Terran Federation</li> <li>- Political figures have shaved heads</li> </ul>		
<ul style="list-style-type: none"> <li>Trade Codes</li> <li>W,</li> </ul>		

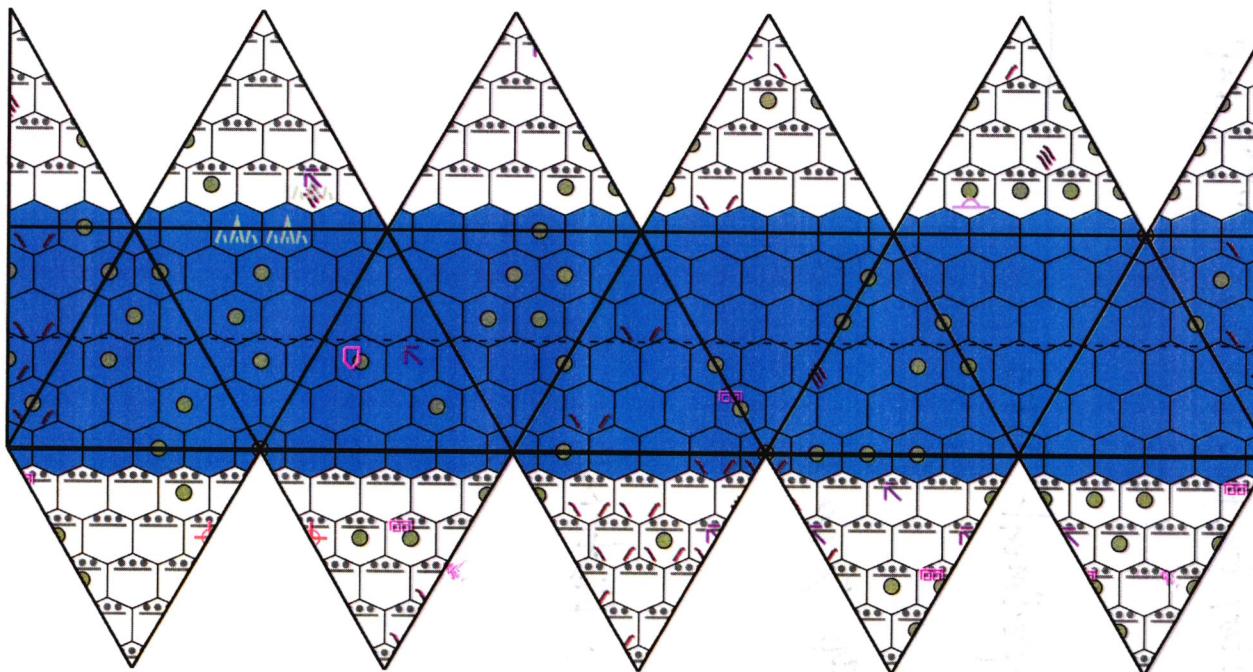
IS Form 22 (Reverse) Cultural Profile Form

World Name	Edaazun		UWP	D 56A 962-A	Star Name			
Star System	Single		Star Types	F3II	System Planets	6		
Year Surveyed			-----/-----					
Planet Density	HC	MC	RB	IB	Seismic Activity #	5	No. of Major Volcanoes	2
Tidally Locked	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>		Temperature		-20 °C			
Day/Night Length	8(H) D / W		Terraformed		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>			
Atmosphere Primary Gases and Density	Standard ) _/_/_							
Atmosphere Appearance	<i>(sketch)</i>							
Hydrosphere %	100 %							
Hydrosphere Appearance	<i>(sketch)</i>							
Satellites	Name				Colony	UWP		Density Type
1					Y <input type="checkbox"/> N <input type="checkbox"/>	-----/-		
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			single cell			Native Jump Drive	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	
Non-Native Life		Y <input checked="" type="checkbox"/> N <input type="checkbox"/>		Modern Introduction		Y <input checked="" type="checkbox"/> N <input type="checkbox"/> N/A <input type="checkbox"/>		
Non-Sophont Terran Lifeforms		Y <input checked="" type="checkbox"/> N <input 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"/>

System

## The Edaazun System (Solo ani Rim)

—202



Arcology



Island



Resource



Chasm



Noble Estate



Starport



Exotic Terrain



Ocean



Wasteland



Ice cap



Precipice



Scale

## Landmarks

- 1 (25) Historic Road (25 yrs) 
- 2 (35) Modern Church (Christian) 
- 3 (22) Historic Military Factory (50 yrs, Rival Political Group) 
- 4 (42) Modern Experiment Site 
- 5 (67) ~~Historical Park~~ Zoo 
- 6 (66) Consumer Goods District 

## **Edaazun**

**UWP:** D56A962-A • **Starport:** D • **Government:** Captive Government • **Law Level:** Varied (generally low) • **Tech Level:** A

**Stellar Primary:** F-class

### **Overview:**

Edaazun is a visually striking, though often melancholic, world. Its surface is a ceaseless, churning expanse of deep, cold ocean, with no true continental landmasses, only vast, shifting ice floes at the poles and sparse, rocky volcanic island chains that occasionally breach the frigid surface. Colonized by the Terran Federation primarily for its unique deep-sea mineral deposits and hydro-carbon reserves(though those proved to be far less extensive then advertised), the planet's limited habitable zones are precarious. They are clustered around sprawling, self-sustaining artificial floating habitats – resembling gargantuan, bioluminescent floating spheres – and the aforementioned rocky island outcroppings. These sparse islands are typically overrun by thick, semi-tropical overgrowth composed of hardy Terran plant species, specifically a fast-growing, phosphorescent kelp-forest analogue and a resilient, vine-like flora with deep, anchoring root systems, giving rise to a unique, often eerie, biome despite the planet's generally cool temperatures. The F-class primary casts a crisp, almost clinical light, intensifying the blues and greens of the oceanic landscape and creating stark contrasts against the often-drab grey of the metallic habitats.

### **Governance and Society:**

The world is ruled by a corporate-backed or client-state regime, operating under the loose auspices of a *Captive Government*. Law levels vary wildly by district, averaging well below the standard Federation median. Notably, heavy military equipment is almost entirely unregulated in some regions though the locals can only produce museum pieces, while criminal law and civil liberties enforcement rank comparatively higher though still low by many standards. Cultural fragmentation is pronounced, with deep-rooted divisions among numerous minority communities, ideological enclaves, and politically isolated factions.

### **Culture:**

Edaazun exhibits extreme cultural heterogeneity, a reflection of its diverse, often transient, population drawn from various Federation worlds seeking opportunity or escape. A striking cultural marker is the near-universal adoption by political figures (of all genders) of intricately patterned, ritualistically shaved-head aesthetics, often adorned with subtle bio-luminescent tattoos or embedded nanotech circuitry that shift color with mood. This isn't merely fashion; it's a symbolic marker of authority and an attempt to project unity amidst profound fragmentation. Despite its divided nature, the population is known for its resilience, adaptability, and fiercely decentralized economic activity, with a thriving black market for salvaged deep-sea tech and

bespoke orbital components. Philosophical and religious pluralism is widespread, often leading to vibrant public debates in the floating market squares, but also punctuated by tension and localized, often brief but intense, skirmishes over territorial rights or resource claims. Old Earth superstitions about the deep, mutated by the alien environment, are surprisingly common, particularly among the deep-sea divers and prospectors.

### **Climate and Ecology:**

Average global temperatures are classified as cold but not prohibitive to life, with equatorial zones reaching temperate levels akin to coastal Virginia, though with a distinct, heavy marine scent and a persistent, fine mist. Native life never developed beyond cellular complexity, likely due to the F-class star's higher UV output inhibiting early complex molecular formation. Most multicellular flora and fauna are Terran imports, some of which have overrun artificial biomes or formed new, surprisingly robust, island ecosystems. The most notable of these is the "Whisperweed," a fast-growing, algae that forms vast, pulsating carpets on the water's surface in calmer equatorial regions, attracting migratory a specially evolved offshoot of a Terran seagull. Low gravity (approximately 0.7 Earth G) and marine atmospheric pressure make Edaaazun marginally easier for adapted humans to operate, but constant saline exposure and ubiquitous fungal rot on surfaces are issues. The constant need to filter and desalinate water is also a major industrial undertaking.

### **Attractions and Sites of Interest:**

Visitors to Edaaazun may take interest in its unique blend of historical and modern sites:

- **Iron Wake: Historic Military Factory** – A colossal, rust-stained Leviathan of a facility, partially submerged and now a ghost of its former self. It's a remnant of early colonial conflict and experimentation, specifically the development of experimental hydro-kinetic weaponry for suppressing indigenous resistance on other worlds. Often considered worth a dedicated detour, with tours focusing on the echoes of its dark past.
- **ConTech Edaaazun Labs: Modern Research Site** – Oceanographic studies, deep-core drills, and coral adaptation labs operate here. Visitors can observe through reinforced viewing panels as genetically engineered coral "reefs" are coaxed into forming new, self-sustaining mini-biomes in the crushing depths. Rumors persist of experiments with native single-celled organisms, pushing the boundaries of Terran biology.
- **Flotsam Market: Consumer Goods District** – A floating commercial sprawl known for trade in modular tech and salvaged machinery. The air here is thick with the scent of recycled synthetics and exotic, alien-derived street foods. Bargaining is fierce, and security is a patchwork of private corporate patrols and the "Silent Watchers" – a self-regulated guild of heavily armed, anonymous trade enforcers.

- **Sanctuary of the Surging Tide: Zoo & Experiment Complex** – Specializes in genetically adapted species that can survive the oceanic biome.
- **Sanctuary of the Surging Tide: Historic Road & Modern Church** – Cultural fusion zones highlighting the hybridization of old-world rituals with maritime urbanism