

Cultural Profile		Date 314/3001				
World Name	Krypton	UWP A9A49BC-A				
Progressiveness		Exports 1				
Attitude	Action	Natural Resources				
Reactionary	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				
Monolithic	Xenophobic					
Technology Profile						
10	High	11	Environmental	10	Personal Military	
10	Low		-----	12	Heavy Military	
	-----	12	Land		-----	
10	Energy	12	Water		Novelty	
9	Computer/Robots	12	Air		-----	
11	Communications	10	Space		-----	
9	Medical		-----		-----	
Notes						

Government Profile				World Name	Krypton			
Government Code and Description	B		Non-Cha. Dictator					
Government Division of Authority								
Branch		Representative Branch		Branch				
Legislative		Executive & Judicial						
Leadership		Leadership		Leadership				
Several Councils		Ruler						
	Detailed Law Levels			Uniformity of Law				
	C	Overall						
	B	Weapons		Territorial				
	A	Trade		Notes on Religion				
	7	Criminal Law		God View	#VALUE! #VALUE!			
	F	Civil Law		Spiritual Aim	#VALUE!			
	8	Pers. Freedom		Devotion Req.	#VALUE!			
	Religious Profile							
#VALUE!	God View	#VALUE!	Mission Fervour	Organization	#VALUE!			
#VALUE!	Spiritual Aim		-----	Litur.	#VALUE!			
#VALUE!	Devotion Req.	#VALUE!	Nbr. Adherents	Formality	#VALUE!			
#VALUE!	Organization		-----	Mission	#VALUE!			
#VALUE!	Litur. Formality		-----	Fervour	-----			
					Nbr. Adherents #VALUE!			
Notes								
Cultural Oddity								
* Women eat men's leftovers			*					
*			*					
*			*					
Colonial Culture								
* Terran Federation								

World Profile		UWP A9A49BC-A		Star Name					
Star System					Nbr. Of System Planets	4			
Binary		Star Types	M3V; K6IV						
Planet Density		0	Seismic Activity #	Orbit #	Planet	HZ			
Heavy Core	Planet Density		No. of Major Volcanoes		1 Terrestrial Planet	X 1			
	0			2 Terrestrial Planet	2				
-20C	Avg. Temp.		Tidally Locked	3	Gas Giant	13			
				4	Gas Giant	16			
15 Hours	Day Length	No	Terraformed	5		NA			
				6		NA			
Armosphere Primary Gases and Density				7		NA			
				8		NA			
Exotic		Thin, Irritant		9		NA			
Major Gases				10		NA			
Atmosphere				11		NA			
	Sickly green (Chlorine)			12		NA			
% of Surface Hydrosphere				13		NA			
	42 %			14		NA			
Hydrosphere Appearance				15		NA			
	Turquoise								
Satellites	Name		Colony	UWP	Density Type				
1			Yes	D002A00-9	Ice Body				
2			Yes	D101510-8	Rocky Body				
3			Yes	D105622-5	Ice 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	No	Site Size	NA						

Points of Interest & Organizations Profile		Date	314/3001																																																																																		
<p style="text-align: center;">Krypton</p> <table border="1"> <thead> <tr> <th colspan="2">Attractions</th> <th>#</th> <th>6</th> </tr> <tr> <th>#</th> <th>Name</th> <th>Type</th> <th>Stars</th> </tr> </thead> <tbody> <tr> <td>1</td> <td></td> <td>Local Speciality-- Notably Average</td> <td>★</td> </tr> <tr> <td>2</td> <td></td> <td>Glaciers-- 50+ Million Years</td> <td>★★★★★</td> </tr> <tr> <td>3</td> <td></td> <td>Nightclub & (Venue/Casino)-- Modern Twist</td> <td>★</td> </tr> <tr> <td>4</td> <td></td> <td>Glaciers-- 300,000 Years</td> <td>★★★★</td> </tr> <tr> <td>5</td> <td></td> <td>Nightclub & (Venue/Casino)-- Modern Twist</td> <td>▪</td> </tr> <tr> <td>6</td> <td></td> <td>Glaciers-- 300,000 Years</td> <td>★</td> </tr> <tr> <th colspan="3">Organizations</th> <th>#</th> <th colspan="2">1</th> </tr> <tr> <th>#</th> <th>Name</th> <th>Scope</th> <th>Nature</th> <th>Visibility</th> <th>Use of Force</th> <th>Threat/Stronghold</th> </tr> <tr> <td>1</td> <td></td> <td>1 Jump</td> <td>Inclusive</td> <td>Open</td> <td>Standard</td> <td>Helpful Stronghold</td> </tr> <tr> <td>2</td> <td></td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA NA</td> </tr> <tr> <td>3</td> <td></td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA NA</td> </tr> <tr> <td>4</td> <td></td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA</td> <td>NA NA</td> </tr> <tr> <td colspan="2">Notes</td> <td colspan="5"> <p>* The Whispering Woods: A dense forest where the trees themselves seem to whisper secrets to those who listen closely. Some say the woods are alive with ancient magic, while others attribute the phenomenon to the wind rustling through the leaves.</p> <p>*</p> </td> </tr> </tbody> </table>						Attractions		#	6	#	Name	Type	Stars	1		Local Speciality-- Notably Average	★	2		Glaciers-- 50+ Million Years	★★★★★	3		Nightclub & (Venue/Casino)-- Modern Twist	★	4		Glaciers-- 300,000 Years	★★★★	5		Nightclub & (Venue/Casino)-- Modern Twist	▪	6		Glaciers-- 300,000 Years	★	Organizations			#	1		#	Name	Scope	Nature	Visibility	Use of Force	Threat/Stronghold	1		1 Jump	Inclusive	Open	Standard	Helpful Stronghold	2		NA	NA	NA	NA	NA NA	3		NA	NA	NA	NA	NA NA	4		NA	NA	NA	NA	NA NA	Notes		<p>* The Whispering Woods: A dense forest where the trees themselves seem to whisper secrets to those who listen closely. Some say the woods are alive with ancient magic, while others attribute the phenomenon to the wind rustling through the leaves.</p> <p>*</p>				
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KRYPTON

Designated: Survey World, Terraform Relict-Class

Average Temperature: -20°C | Atmosphere: Oxygen-Ammonia Mix | UWP: A9A49BC-A |

Overview

Krypton is a high-gravity, cold terrestrial world with a uniquely stratified climate and a deeply layered history of terraforming, collapse, and cultural rebirth. Once host to an ancient alien project of unknown scope, the planet retains fragments of that ambition—oxygen-rich equatorial zones, abandoned terraformer infrastructure, and a thriving, if cautious, biosphere. Home to the Kryptonians—engineered or adapted humans—the planet presents a study in survival against entropy, and the triumph of stoic governance over charismatic chaos.

Climate and Atmospheric Structure

Krypton's climate is driven by the interplay of three distinct and semi-independent atmospheric systems. These form bands of alternating habitability and danger across latitudes and seasons:

1. Water-Based Equatorial Weather Cycle

Localized to the equator, where daytime temperatures sporadically exceed 0°C, this system is fed by hypersaline liquid water. Rainfall, salt fogs, and dense low clouds occasionally form, though high salinity suppresses widespread evaporation. The result is a sluggish but stable ground-locked hydrological pattern, thermally driven and seasonally active.

2. Ammonia-Based Atmospheric Cycle

More dynamic is the global ammonia cycle, enabled by ammonia's low boiling point (-33°C). Volatile near the equator, ammonia vapor rises into the mid-atmosphere and is carried poleward, condensing into frost, sleet, or noxious fogs as it cools. This ongoing process creates persistent toxic weather events, especially at mid and high latitudes.

3. Seasonal Ammonia Transport System

Driven by axial tilt and solar input, ammonia behaves monsoonally—evaporating en masse during summer and snowing out during polar winters. These seasonal shifts produce violent interhemispheric storms, laden with caustic ammonia sleet and frigid wind shears. These storms, while predictable, shape Kryptonian infrastructure, migration, and ritual life.

Habitability and Survival Conditions

While space suits are not required for surface survival, Krypton presents significant environmental hazards:

- **Ammonia Toxicity:** Inhalation of ambient ammonia vapors, particularly above 300 ppm, is dangerous and often fatal (>1000 ppm). Kryptonians exhibit a quadrupled tolerance threshold, likely due to ancient bioengineering. Visitors must use sealed respirators or rebreathers, often combined with activated carbon or acid-neutralizing filters.
 - **Chemical Burns:** Ammonia fogs and rain irritate eyes and mucous membranes and corrode unprotected skin. Full-face protection and minimal chemical-resistant clothing are advised.
 - **Thermal Exposure:** With mean temperatures near -20°C , thermal layering and active insulation are essential for unmodified humans. Locals use cured hides and biofiber textiles from native flora and fauna.
-

Planetary Formation and Terraforming Legacy

Astrochemical models suggest Krypton formed in the colder outer regions of its system, rich in reducing compounds such as methane, ammonia, and hydrogen. Free oxygen, being chemically reactive, would not persist in its primitive atmosphere without external influence.

The planet's partially oxygenated atmosphere is thus widely considered the result of terraforming. Ancient alien intervention—possibly by the Ancients—introduced liquid water (perhaps by cometary seeding) and oxygen-producing organisms, or deployed massive

atmospheric processors. However, this effort appears incomplete: oxygen prevails only in certain bands, while ammonia cycles remain dominant elsewhere.

Kryptonian civilization maintains and, in many cases, reverse-engineers these systems, preserving fragments of their world's artificial past.

Biosphere and Ecology

Krypton's biosphere is a mosaic of adapted Earth-derived life, engineered species, and residual ammonia-based extremophiles isolated to the deep polar zones. Agriculture favors warm-brine crops and cold-tolerant herd animals derived from goats, yaks, or lab-grown analogs.

Biotechnological industries make limited use of native extremophiles for industrial solvents and metabolic substrates.

Kryptonian Culture and History

Timeline Highlights

Time	Development
500,000 YA	Ancients terraform Krypton; kill native bacteria. Seed mutated Earth life & engineered humans (Kryptonians).
300,000 YA	Ancients vanish. Terraforming machines break down or go dormant. Major die-offs follow.
280,000–20,000 YA	Stone Age. Adaptation to gravity, ammonia exposure, and severe cold. Cave dwellings, brine-bubble fishing, and fire in chemically sealed hearths.
20,000 YA	Agriculture emerges—domestication of warm-brine plants, cold-resistant herd animals (mutated from primarily goats & yaks).
8,000 YA	Renaissance. Invention of glassware, early chemistry, large-scale architecture, and cold-resistant masonry.
8,000–3,000 YA	Dark Age of high art and frozen philosophy—technological stagnation but cultural flourishing. Ritualized city-states form.
3,000 YA	Discovery of terraformer ruins. Scientific curiosity reemerges and technological progress begins again
2,500 YA	TL 4 achieved after 85-year war unifies planet. World government forms.

Time	Development
2,400–1,000 YA	Tech improves gradually. TL 5–9 reached. Cities expand up and deep. Grav architecture blossoms. Climate partially tamed.
1,000 YA	TL 10 achieved. Sleeper ships launched ~400 years ago.
Present	Sleeper ships expected to reach nearby stars within 60 years. Cultural anxiety about interstellar future sets in.

Gravitic Aestheticism

The prevailing Kryptonian worldview is known as *Gravitic Aestheticism*: the idea that resistance to the natural hostility of the world—cold, mass, decay—is both beautiful and moral.

Architecture, ritual, and philosophy are expressions of defiance against nature’s indifference.

Architecture embodies this ethos: massive spires of heavy concrete rise like crystal shards driven into the ground, each sprouting spiral towers that taper to needle-like points. These complexes are gathered on wide bases, forming clustered geometries of brutalist mass and crystalline light. Domes of lattice-like crystal shells arch overhead, protecting courtyards and civic halls from the ammonia-laden air. Every building is both a fortress against decay and a monument to endurance.

An aspect of their aesthetic is their vehicles. Walkers are their main mode of transportation as they have approached higher level of the technology. Flight was difficult on their planet and walkers have an easier time navigating obstacles compared to wheeled vehicles. These vehicles usually look to be 9 legged spider like vehicles.

Ritual and Spiritual Life

Kryptonian rituals serve both symbolic and practical functions:

- **The Ascension Rite:** A gravity-defying coming-of-age trial. Youths climb a grav-spire without assistance, asserting mastery over their world’s most fundamental force.
- **The Vigil of Salt:** Meditative fasts held before chemical frost altars. The crystal formations, shaped by atmosphere and humidity, are believed to reflect the observer’s soul.

Religion is less a faith and more an encoding of cultural survival wisdom—respect for order, nature’s danger, and the lessons of the Ancients.

Governance and the Rule of Code

Krypton's government is a non-charismatic technocracy often referred to simply as *The Code*. The system arose as a uniquely Kryptonian response to an era of chaos. The Kryptonians are stoic realists. Their worldview is shaped by survival under relentless planetary pressure—cold, gravity, chemical hostility. Over thousands of years, this bred a deep respect for order, predictability, and functional hierarchy. Even since the earliest of recorded history, the ideal Kryptonian ruler is not an inspiring speaker but a competent, unflinching steward.

“The planet does not negotiate. Neither should those who govern.”

Because of this, charisma is viewed with suspicion. A manipulative indulgence or weakness. True leadership is silent endurance, effective logistics, and visible outcomes.

Emergence of the Imperator

At the war’s close, a logistics general (later styled *Imperator One*) stabilized the planet not through rhetoric but through action and luck first calming of planetary climate systems, distributing food, and restoring order. Leadership became institutionalized as a functional, apolitical office.

The Imperator is not elected, but appointed by a technocratic board based on performance metrics. The current leader, *Imperator Twenty three*, is seldom seen, communicates through monotone bulletins, and is evaluated every five years.

The Code and the Social Contract

Kryptonian society is organized around *the Code*—a living corpus of laws, procedures, and expectations that governs every aspect of behavior. It is not merely law, but culture itself: a shared script dictating movement, speech, and demeanor. Stoicism is expected, and emotional expression is regarded as weakness. Most conversations are monotone and formulaic, patterned after sanctioned exchanges embedded within the Code. To follow the Code is not considered obedience, but identity.

From childhood, Kryptonians are trained to walk in uniform fashion. Groups march as though they were military units, turning in unison and advancing with mechanical precision. Private individuality is tolerated in thought, but never in outward conduct. The result is a public life of eerie uniformity, a society that moves as one body. Defiance of the Code is not openly discussed, for it is unthinkable. Punishments for transgression—banishment, servitude, or death—exist, but are rarely needed. The Code is so deeply ingrained that Kryptonians rarely conceive of disobedience at all.

This strict order is accepted not as oppression, but as insulation from planetary hostility. On a world of ammonia storms, crushing gravity, and lethal cold, survival is possible only through discipline and collective action. Nearly all behavior is codified, and nearly all infrastructure—storm shielding, grav trains, ammonia monitoring—is centralized and under constant supervision. Surveillance is omnipresent, but Kryptonians view it as necessary maintenance, no more invasive than weatherproofing.

“You obey the Code, not the man. The Code is older than any of us.”

Universal service in the Defense and Infrastructure Corps (DIC) is a rite of citizenship. The DIC ensures that the vast machinery of survival continues to function, from food distribution to environmental shielding. To serve is not seen as duty, but as participation in the shared survival of the species.

Ten Major Breaches of the Code

1. **Breaking Formation**

Failing to walk in step, turn in unison, or keep proper spacing in public movement. Considered a visible breakdown of unity.

2. **Unauthorized Speech**

Speaking outside of sanctioned formulas (e.g., informal greetings, jokes, or spontaneous questions). All speech has an approved pattern.

3. **Display of Emotion**

Laughing, crying, shouting, or otherwise displaying emotions publicly. Monotone restraint is the only acceptable demeanor.

4. **Improvised Gesture**

Moving one’s body in a way not codified—gesturing with hands, shrugging, or pointing without authorization.

5. **Improper Attire**

Appearing in public without the full protective uniform, even in safe conditions. Uniformity of silhouette is essential to identity.

6. **Unauthorized Assembly**

Meeting in groups not sanctioned by the Code or without a declared, registered purpose.

7. **Independent Ritual**

Performing personal rites, prayers, or celebrations outside of the Code’s standardized ceremonies.

8. **Private Resource Use**

Drawing on food, heat, or energy reserves outside of assigned quotas or schedules. Survival is communal, and selfish consumption is treasonous.

9. **Deviation from Monotone**

Using inflection, cadence, or tonal variation in speech—anything that draws attention to the individual rather than the Code.

10. Defiance in Service

Refusing or even hesitating in one's assigned duty within the Defense and Infrastructure Corps. Service is the spine of survival.

Punishments Under the Code

1. Correction (*First Breach — Minor*)

- Immediate verbal rebuke or physical strike (slap with a baton, shock prod, etc.).
- The offender is required to restate the relevant passage of the Code *in monotone* before resuming. If formally punished then the offender endures a year of formalized discipline: daily recitations of the Code, public shaming rituals, and limited freedoms.
- Public, formulaic, and instantaneous.

2. Reduction (*Second Breach — Repeated or Moderate*)

- Immediate ration and privilege loss: reduced food, warmth, and work assignment.
- The offender is visibly marked (armband, collar-light, or scarification) as "reduced."
- Expected to endure silently and continue duties — *suffering as obedience*.

3. Exile to Labor (*Third Breach — Serious*)

- The offender is removed from normal society and assigned to perilous labor (storm shielding, ammonia channel clearing, toxic reclamation) for a period of 1 year.
- Survival is possible, but harsh and uncertain — a living death sentence where only absolute endurance redeems.
- Those who survive may be "restored" as living examples of the Code's mercy.

4. Erasure (*Fourth Breach — Ultimate*)

- Reserved for defiance of the Code itself or refusal to endure punishment.
- The offender is stripped of identity: name, records, and memory of them are purged. They are cast into the storm unprotected, never to be spoken of again.
- For Kryptonians, this is annihilation — worse than death, worse than exile.

Breaches are reduced yearly on the first of a new year.

Appearance

Kryptonians are humanoid in form but cultivate a public image that renders them alien in the eyes of outsiders. Outdoors, every citizen wears the same sophisticated protective ensemble, designed not only to withstand ammonia storms but also to erase individual distinction. Flowing cloaks and mantles of storm-shedding fabric hang from their frames, while sculpted masks and respirators with faintly glowing vents cover their faces. Mirrored visors conceal the eyes entirely, reflecting only storm clouds and the movement of others. Gloves and boots of smooth synthetic material complete the effect, transforming their silhouettes into spectral figures, faceless and ceremonial. In groups, they resemble columns of living statues moving through hostile weather.

There are no individual flourishes of style: a Kryptonian outside the home is indistinguishable from another, a deliberate expression of unity before the world and the Code. Even their gait is regulated; children are taught to walk in the same measured rhythm, and groups march in unison, turning as if on parade. Outsiders often describe them as unsettling, as though the entire society were a single organism.



The Kryptonians (*Homo Kryptonensis*)

Species Profile

- **Species Type:** Engineered Human
- **Ecological Type:** Omnivore, Hunter
- **Reproduction:** Two sexes, live-bearing
- **Size:** Medium
- **Locomotion:** Bilateral symmetry, 4 limbs
- **Engineered Traits:** Adapted to heavy gravity, cold climate, and ammonia exposure

- **Intelligence:** 2d6

- **Education:** 2d6-1

- **Social Standing:** 2d6 (-2 in Terran Society)

Lifecycle

- **Starting Age:** 22
- **Aging Begins:** +20 years (DM+1 to aging effects and losses are increased by 1)
- **Average Lifespan:** ~58 years

Height

- Males: $140\text{cm} + 2d6 \times 5$ (avg. 5'7")
- Females: $130\text{cm} + 2d6 \times 5$ (avg. 5'2")

Weight

- Males: $80\text{kg} + 2d6 \times 5$ (avg. 242kg)
- Females: $70\text{kg} + 2d6 \times 5$ (avg. 220kg)

Environmental Adaptations

- **Cold Endurance:** Reduces damage from cold exposure.
- **Heavy Gravity Adaptation:** No acclimatization needed.
- **Ammonia Tolerance:** Resistant to ammonia exposure. (Specific tainted atmosphere)

Senses

- **Vision:** Low-light adapted
- **Other senses:** Human average

Physical Characteristics

- **Vision:** Low-light adapted
- **Strength:** 2d6+2
- **Dexterity:** 2d6-2
- **Endurance:** 2d6+2