

CULTURAL PROFILE		1. Date of Preparation																																										
2. World/Government Name Karkhar 86757A5-A																																												
PROGRESSIVENESS Attitude <input checked="" type="checkbox"/> Radical <input type="checkbox"/> Progressive <input type="checkbox"/> Conservative <input type="checkbox"/> Reactionary Action <input type="checkbox"/> Enterprising <input checked="" type="checkbox"/> Advancing <input type="checkbox"/> Indifferent <input type="checkbox"/> Stagnant		EXPORTS 1 Natural Resources <input type="checkbox"/> Agricultural <input type="checkbox"/> Ores <input type="checkbox"/> Radioactives <input type="checkbox"/> Gems & Crystals <input type="checkbox"/> Petrochemicals Processed Resources <input type="checkbox"/> Agricultural <input type="checkbox"/> Alloys <input type="checkbox"/> Agropducts Manufactured Resources <input type="checkbox"/> Weapons <input type="checkbox"/> Mechanical Parts <input type="checkbox"/> Heavy Equipment <input type="checkbox"/> Electronics <input type="checkbox"/> Gravitics																																										
AGGRESSIVENESS Attitude <input type="checkbox"/> Expansionistic <input type="checkbox"/> Competetive <input checked="" type="checkbox"/> Unaggressive <input type="checkbox"/> Passive Action <input type="checkbox"/> Militant <input checked="" type="checkbox"/> Neutral <input type="checkbox"/> Peaceable <input type="checkbox"/> Conciliatory																																												
EXTENSIVENESS Global <input type="checkbox"/> Monolithic <input type="checkbox"/> Harmonious <input checked="" type="checkbox"/> Discordant <input type="checkbox"/> Fragmented Interstellar <input type="checkbox"/> Xenophilic <input checked="" type="checkbox"/> Friendly <input type="checkbox"/> Aloof <input type="checkbox"/> Xenophobic																																												
TECHNOLOGY PROFILE <table border="0"> <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>7</td> <td>A</td> <td>9</td> <td>9</td> <td>9</td> <td>9</td> <td>A</td> <td>A</td> <td>A</td> <td>B</td> <td>9</td> <td>A</td> <td>B</td> </tr> <tr> <td colspan="2">Common</td> <td colspan="4">Quality of Life</td> <td colspan="4">Transportation</td> <td colspan="2">Military</td> <td colspan="2"></td> </tr> </table> <p style="text-align: center;">Achievement Tech Levels</p>			High	Low	Energy	Computers/Robotics	Communications	Medical	Environment	Land	Water	Air	Space	Personal Military	Heavy Military	Novelty	A	7	A	9	9	9	9	A	A	A	B	9	A	B	Common		Quality of Life				Transportation				Military			
High	Low	Energy	Computers/Robotics	Communications	Medical	Environment	Land	Water	Air	Space	Personal Military	Heavy Military	Novelty																															
A	7	A	9	9	9	9	A	A	A	B	9	A	B																															
Common		Quality of Life				Transportation				Military																																		
Notes on Technology:																																												

3. Government Code and Description A - Charismatic Dictator		
GOVERNMENT DIVISION OF AUTHORITY		
<input type="checkbox"/> Executive <input type="checkbox"/> Legislative <input checked="" type="checkbox"/> Judicial	<input checked="" type="checkbox"/> Executive <input checked="" 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 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
DETAILED LAW LEVELS (optional)		UNIFORMITY OF LAW
Overall: 5 Weapons: 5 Trade: 6 Criminal Law: 8 Civil Law: 8 Pers. Freedom: 4		<input checked="" type="checkbox"/> Undivided <input type="checkbox"/> Territorial <input type="checkbox"/> Personal
RELIGIOUS PROFILE (optional)		Notes on Religion:
God View: <input type="checkbox"/> Spiritual Aim: <input type="checkbox"/> Devotion Req.: <input type="checkbox"/> Organization: <input type="checkbox"/> Lit. Formality: <input type="checkbox"/> Mission. Fervor: <input type="checkbox"/> Nbr. Adherents: <input type="checkbox"/>		N/A
Notes on Culture:		
- Communist - Colonized by Southern Persians (Iranian) - Unusual attitudes towards young people		
Trade Codes A		

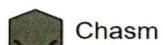
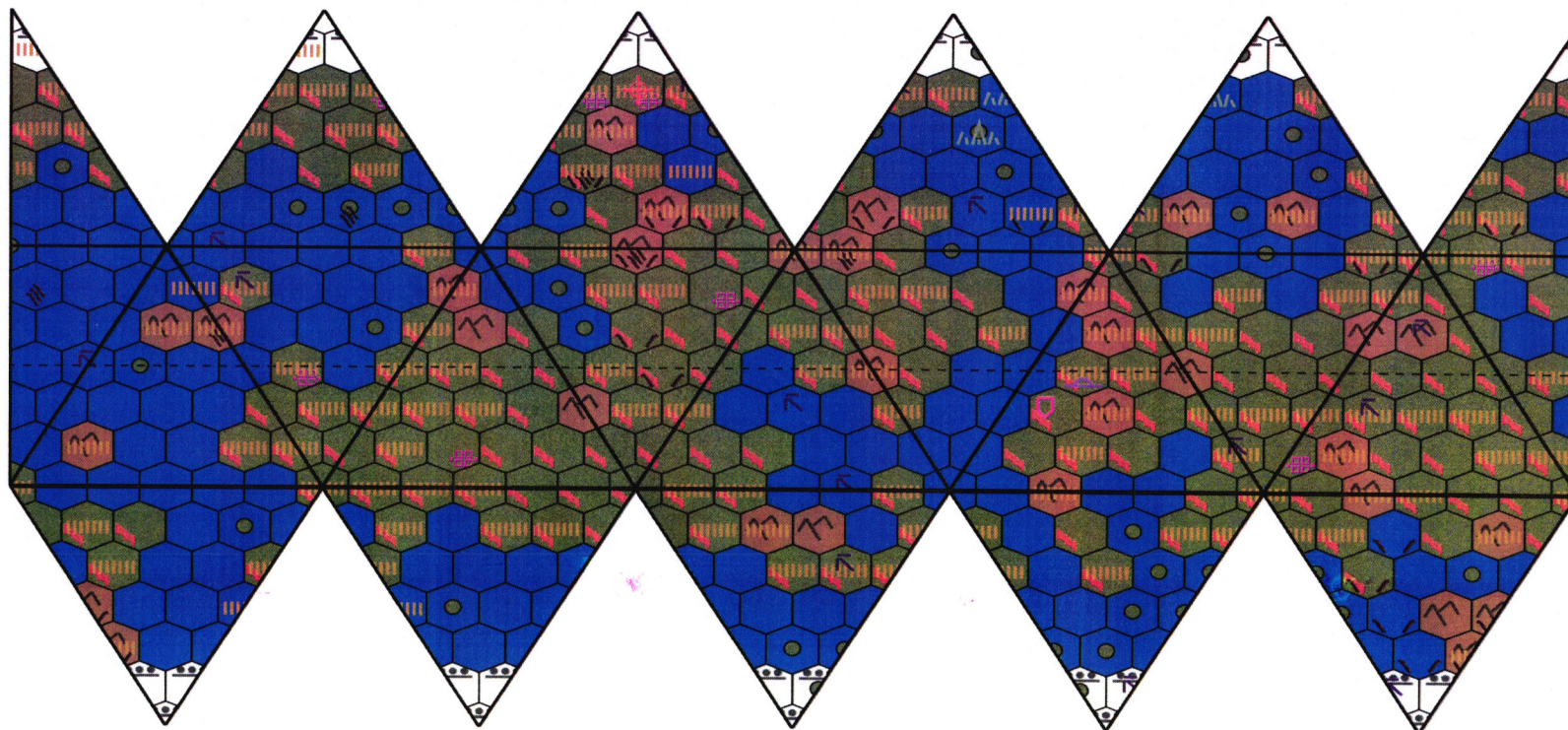
World Name		Karkhar		UWP		B6757A5-A		Star Name			
Star System		Single		Star Types		K4V		System Planets		6	
Year Surveyed				_ _ _ _ 1 _ _ _ _							
Planet Density	HC	MC	RB	IB	Seismic Activity #	3	No. of Major Volcanoes	1			
Tidally Locked	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>				Temperature		0 °C				
Day/Night Length	13H/D/W				Terraformed		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>				
Atmosphere Primary Gases and Density		standard, Low Tainted (oxygen) _1_1_									
Atmosphere Appearance											
Hydrosphere %		53 %									
Hydrosphere Appearance											

#	Planet	HZ	Sat.
1	A	X	
2	T Karkhar	X	1
3	D		
4	T		1
5	T		0
6	A		
7			
8			
9			
10			
11			
12			

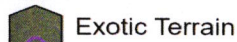
Satellites	Name	Colony	UWP	Density Type
1		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	X0000000-0	IB
2		Y <input type="checkbox"/> N <input type="checkbox"/>	_ _ _ _ _ - _	
3		Y <input type="checkbox"/> N <input type="checkbox"/>	_ _ _ _ _ - _	

Pre-Stage Age

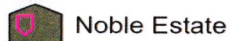
Major Race		Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	Native Life		Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	Radical Lifeforms		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>
Native Lifeform Complexity			Sapient, Primitive			Native Jump Drive		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>
Non-Native Life		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	Modern Introduction			Y <input type="checkbox"/> N <input type="checkbox"/> N/A <input checked="" type="checkbox"/>		
Non-Sophont Terran Lifeforms		Y <input type="checkbox"/> N <input checked="" 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"/>



Chasm



Exotic Terrain



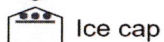
Noble Estate



Rural



City



Ice cap



Ocean



Starport



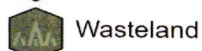
Clear



Island



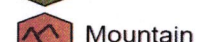
Precipice



Wasteland



Crop Land



Mountain



Resource



Scale

- 1 (64) Famous Spacecraft Manufacturer ★
- 2 (46) Bed & Breakfast (50 yrs, Traditional) ★ ★ ★
- 3 (27) Historic Lab (25 yrs, Ideology Group) ★

Karkhar

UWP: B6757A5-A • **Starport:** B • **Government:** Balkanisation • **Law Level:** Moderate (but invasive in civil domains) • **Tech Level:** A

Stellar Primary: K-class

Overview:

Karkhar is a mid-sized, agriculturally rich planet distinguished by its tainted atmosphere, low oxygen levels, and temperate climate. The K-class primary bathes the world in an eternal twilight of oranges and deep reds, often diffused by the frequent, heavy mists that roll across the vast, cultivated plains and cling to the ancient, craggy mountain ranges. The world lies on a complex political fault line, with governance splintered among numerous semi-autonomous polities under a "Federated Communitarian" framework. These polities, though theoretically united by a loose communist ideology, coordinate effectively out of necessity for planetary defense and trade, but retain fiercely strong regional identities and often contradictory systems of control.

Governance and Law:

While the general law level is moderate, criminal and civil regulation is borderline invasive—particularly concerning interpersonal conduct, financial behavior, and environmental impact. Enforcement tends toward systemic rather than authoritarian, relying on social feedback systems, automated oversight, and high levels of civic engagement. Despite the bureaucratic nature, individual regions maintain localized codes, some radically progressive and others rigidly conservative.

Culture:

Karkhar's population descends primarily from southern Pashto settlers, who arrived centuries ago seeking a new frontier for communal living. Their cultural motifs reflect a fascinating blend of traditional Iranian and Afghan (Pashtun) ideals – strong emphasis on family, honor (Pashtunwali principles are subtly woven into communal law), hospitality, and storytelling – fused with a radically modernist, almost utopian, collectivist ethos born of adapting to a harsh alien world. The planet is renowned throughout the Federation for its "unusual attitude toward young people," who are granted disproportionate agency and authority starting in their early teens, particularly in governance, innovation, and risky exploration sectors. This stems from a core belief that fresh perspectives and unburdened minds are essential for collective advancement in a challenging environment. Education is highly decentralized; formal schooling is minimal, and apprenticeship systems, often lasting decades under multiple masters (the "Four-Pillar Apprenticeship"), are the absolute norm. Harmony and collective advancement are paramount social values, with individual ambition often channeled into contributions to the

greater good. Public debates are highly formalized, emphasizing logical progression and consensus-building rather than adversarial rhetoric.

Climate and Ecology:

Karkhar's average temperatures range between 3–5°C globally, resulting in a cool, Earth-like biosphere dominated by vast, undulating plains of hardy, purple-hued "mist-grass" and ancient, gnarled "rime-trees" that thrive in the low-oxygen air. The landscape is characterized by frequent, heavy fogs and a pervasive dampness from glacial runoff flowing from the planet's ice-capped poles. Native life is abundant and diverse, often featuring unique respiratory adaptations. This includes the elusive "Aether-Weavers," a species of bioluminescent, semi-intelligent avians whose complex, migratory patterns are believed to hold proto-sapient communication. Debates within Federation xenolinguistics circles about their classification are ongoing. Terran species typically struggle to adapt to the low oxygen and unique atmospheric composition, requiring expensive oxygen supplementation and biologically sealed habitats, especially within the more densely populated urban centers.

Unique to Karkhar's ecology is the omnipresent, microscopic parasitic fauna, colloquially known as "breath-motes." While an inconvenience to Terrans – causing mild respiratory irritation and a temporary, flu-like malaise that the human immune system typically defeats within a few cycles – these motes are astonishingly vital to Karkhar's indigenous ecosystem. They possess a peculiar symbiotic relationship with most native fauna, acting as a crucial vector for nutrient transfer or even triggering reproductive cycles. Without the "breath-motes," much of Karkhar's native animal life simply couldn't reproduce. This makes their eradication impossible without collapsing the entire Karkharan food web. For Terrans, filter masks and regular atmospheric cleansing routines are highly recommended, though many long-term residents develop an acquired, if slightly uncomfortable, tolerance.

Attractions and Sites of Interest:

Karkhar offers a unique blend of industrial significance, ecological curiosity, and local charm:

- **The Ashdar Heavy Drives Foundry** (*Specialty Ship Part Manufacturer*): A colossal, multi-layered complex carved into the side of the towering "Ashdar Peaks," perpetually wreathed in the Karkharan mists and the faint glow of plasma welders. This is not a full shipbuilder, but rather the Federation's preeminent manufacturer of "Cold-Start" Fusion Drives and Sub-Luminar Manifold Systems. These highly specialized components are engineered to perform optimally in extreme cold, low-oxygen, and high-pressure environments, making them indispensable for deep-space resource retrieval, terraforming projects on hostile worlds, and military applications where rapid, high-thrust maneuvers in dense atmospheres are required. Their unique design principles and proprietary alloys are a closely guarded Karkharan secret. Tours offer a glimpse into the

intricate process of forging these critical starship components in a low-oxygen environment, where the air itself is part of the manufacturing challenge. Visitors are required to wear atmospheric assist masks, even within the sealed galleries.

- **The Karkharan Xenobotanical Archive** (*Historic Laboratory*): A relic nestled deep within a sprawling, overgrown industrial complex, this now-derelict facility was originally dedicated to early colonial efforts to bio-engineer Terran agricultural species for Karkhar's unique atmosphere and soil composition. While successful in some respects (leading to the prevalence of "mist-grass" and "rime-trees"), its deeper archives hold controversial records of failed adaptation experiments, including attempts to accelerate the growth of native flora for industrial purposes, and early, rudimentary studies into the "breath-mote" symbiotic relationship. Whispers persist that some of these early experiments resulted in unpredictable, highly localized ecological disturbances, which were swiftly covered up by the pioneering communes.
- **The Rime-Tree Guesthouse** (*Bed & Breakfast*): Tucked away deep within the high mist forests of the "Qandahar Slopes," this rustic but exquisitely crafted cultural outpost is a favorite among off-world scholars, artists, and diplomats seeking a genuine Karkharan experience. Constructed from local rime-wood and integrated seamlessly into the forest canopy, it offers traditional low-oxygen tea ceremonies, communal storytelling circles around crackling geothermal vents, and opportunities to learn traditional Karkharan craft forms like "Mist-Weaving" – the creation of intricate, durable textiles from the fiber of the mist-grass. The food served here is always locally sourced, featuring a surprising array of fungi and adapted Terran root vegetables.