

Cultural Profile			Date					
World Name	Agidda			UWP A974979-A				
Attitude	Action	Exports			2			
Progressive	Advancing	Natural Resources			1 2 3 4			
Aggressiveness		Processed Resources						
Attitude	Action	1 Alloys 2 Agroproducts 3 4 5						
Competitive	Militant	3 4 5						
Extensiveness			Manufactured Resources					
Global	Interstellar	1 2 3 4 5						
Fragmented	Friendly	1 2 3 4 5						
Technology Profile								
A	High	B	Environmental	B	Personal Military			
5	Low		-----	B	Heavy Military			
	-----	A	Land		-----			
A	Energy	A	Water	C	Novelty			
7	Computer/Robots	A	Air		-----			
7	Communications	B	Space		-----			
7	Medical		-----		-----			
Notes								

Government Profile			World Name	Agidda			
Government Code and Description	7		Balkanized				
Government Division of Authority							
Branch		Representative Branch	Branch				
Leadership		Leadership	Leadership				
Detailed Law Levels			Uniformity of Law				
9 5 5 C E 5 B	Overall	Personal	Notes on Religion				
	-----		God View				
	Weapons		Spiritual Aim				
	Trade		Devotion Req.				
	Criminal Law		Organization				
	Civil Law		Litur.				
	Pers. Freedom		Formality				
Religious Profile							
God View	Mission Fervour	Mission Fervour					
Spiritual Aim	-----						
Devotion Req.	Nbr. Adherents						
Organization	-----						
Litur. Formality	-----		Nbr. Adherents				
Notes							
Cultural Oddity							
* Middle Aged people won't eat red			* Major nations virtually enslave n				
*			*				
*			*				
Colonial Culture							
* Terran Federation							
Trade Codes	I						

World Profile		UWP A974979-A		Star Name					
Star System		Single		Star Types	G3 V	Nbr. Of System Planets	10		
Planet Density		2	Seismic Activity #		Orbit #	Planet	HZ		
Molten Boc	Planet Density		No. of Major Volcanoes		1	Terrestrial Planet			
					2	Terrestrial Planet			
26C	Avg. Temp.	No	Tidally Locked		3	Terrestrial Planet	X		
					4	Agidda	X		
13	Day Length	No	Terraformed		5	Terrestrial Planet	4		
					6	Terrestrial Planet			
Atmosphere Primary Gases and Density				7	Large Gas Giant		3		
Standard Tainted				8	Terrestrial Planet				
Major Gases				10	Terrestrial Planet				
	Blue			11					
% of Surface Hydrosphere				12					
44 %			13						
Hydrosphere Appearance	Blue				14				
					15				
Satellites	Name			Colony	UWP	Density Type			
1									
2									
3									
Alien Biology									
Major Race		Yes	Native Life	Yes	Radical Life Forms	No			
Native Lifeform Complexity		Complex	Native Jump Drive	No	Non-Native Life	Yes			
Modern Introduction of Life		Yes	Non-Sophont Terran Life	No	Other Non-Native Species	No			
Ancient Site	No	Site Size	NA						

Points of Interest & Organizations Profile		Date				
World Name Agidda						
Attractions				#	5	
#	Name	Type			Stars	
1		Historic Spaceport from Unknown Group, 1C				
2		Protected River			**	
3		Protected Forest				
4		Geyser 200+million years			**	
5		Nightclub, Notably Average			*	
6						
Organizations					#	
#	Name	Scope	Nature	Visibility	Use of Force	Threat/Stronghold
1						
2						
3						
4						
Notes						
*						
*						

## Nightclub Name: The Event Horizon

A sleek, high-energy nightclub on Agidda, known for its deep bass music, holographic dancers, and an eclectic mix of locals, off-worlders, and corporate types looking to escape reality for a night.

- Weak Intoxicants (Beers & Ales)
  - Driftwood Lager – A smooth, easy-drinking ale popular among casual drinkers.
  - Nebula Brew – A light, slightly sweet beer infused with off-world hops.
  - Iron Tide Stout – A dark, malty ale with a mild metallic bite.
  - Golden Rift – A crisp, refreshing beer brewed in Agidda's cooler regions.
- Average Intoxicants (Wines & Mid-Strength Drinks)
  - Solaris Red – A bold, dry wine favored by those with refined tastes.
  - Deep Void White – A smooth, pale wine with hints of citrus and spice.
  - Velvet Dusk – A rich, smoky brandy with a slow burn.
  - Eclipse Port – A sweet, dark dessert wine with a dangerously high alcohol content.
- Strong Intoxicants (Most Mixed Drinks)
  - Jumpdrive Jolt – A neon-blue vodka mix with a mild stimulant kick.
  - Gravity Well – A layered whiskey cocktail with a slow-release burn.
  - Voidwalker Martini – A martini infused with a bitter off-world herb that numbs the tongue.
  - Fusion Bomb – A dangerously green drink mixing absinthe with synthetic citrus.
- Powerful Intoxicants (Strongest Mixed Drinks)
  - Singularity Shot – A thick black liquid that seems to distort vision for a few seconds.
  - The Black Hole – A swirling, layered cocktail with microgravity bubbles that burst on the tongue.
  - Event Horizon Special – The club's signature drink, a fiery deep-red mix of rare liquors that requires a waiver.
  - StarKiller – A lethal mix of hyper-fermented brandy, military-grade ethanol, and a trace of stimulant serum—banned in some systems.

## **Agidda Major Nations:**

### **1. Solotai Union**

A high-tech, militaristic federation of city-states that rose to power by mastering advanced robotics and AI. Their economy thrives on defense contracts, manufacturing, and high-tech exports. Solotai is known for its authoritarian governance, where military and technological leadership is paramount. They also have strict policies on genetic modification and AI development.

### **2. Ummu Republic**

This democratic, resource-rich nation is one of Agidda's largest agricultural producers. The Ummu Republic is built on a thriving system of cooperatives and trade unions, but tensions arise over land use and environmental policies. It has recently come under pressure from its neighbors as it deals with climate change, leading to conflicts over water resources and crop failures.

### **3. Ekari Dominion**

A proud, isolationist empire that values tradition, religion, and heritage above all else. The Ekari people are known for their strong maritime culture and extensive trading networks that stretch across Agidda's seas and rivers. Despite their isolationist tendencies, the Dominion has a highly respected military and naval force.

### **4. Vioran Confederacy**

A loose coalition of semi-independent states like the USA under the Articles of Confederation, each with its own government and focus. The Vioran Confederacy is a diverse region with a rich cultural heritage. The states are united by a shared interest in preserving their autonomy while maintaining some semblance of unity for trade and defense purposes. The Confederacy is wealthy,

with a highly developed trade network, but plagued by political fragmentation.

### **5. Zuralka Kingdom**

An ancient monarchy with a rich history of conquest and cultural assimilation. The Zuralka Kingdom is known for its opulent palaces, advanced agricultural techniques, and strategic position in the northern mountains. Their military prowess is unmatched in the region, and their monarch holds significant power, though they are slowly ceding influence to a rising merchant class.

### **6. Felithian Collective**

The Felithians are an alliance of technocratic elites and worker co-ops, fiercely committed to advancing their society through science and innovation. Their nation is one of the wealthiest in Agidda, but it faces unrest from the lower classes, who feel they are being exploited by the ruling technocrats. The Collective is highly industrialized and is known for breakthroughs in energy and robotics.

### **7. Rashvi Nomads**

This nomadic confederation of tribes lives in the vast desert regions of Agidda. They are excellent traders and warriors, with a culture deeply rooted in respect for nature and the land. Though often seen as a minor player by the other nations, the Rashvi are a critical ally to anyone seeking control over Agidda's scarce natural resources.

### **8. Nasshar Coalition**

A technocratic federation where politicians and engineers hold equal sway, and science is deeply intertwined with governance. Nasshar is one of Agidda's leading innovators in bioengineering and environmental sustainability. Its cities are built with green technology and eco-friendly designs. However, their cutting edge advancements have made them a

target of espionage and subversive attacks.

#### **9. Falaran Imperium**

A militaristic nation with a vast, aristocratic ruling class that controls most of Agidda's mineral wealth. The Imperium prides itself on its adherence to ancient codes of honor, and their military is a key part of their identity. With a strong belief in expansionism, the Falaran Imperium has ongoing tensions with neighboring nations over borders and resource-rich territories.

#### **10. Iskera Dominion**

A highly organized, authoritarian state led by a council of technocrats and military leaders. The Iskerans excel in cybernetics and biological enhancement technologies, which they use both to enhance their soldiers and provide medical solutions. Their people are known for being highly disciplined and efficient, but the society is also notorious for its strict surveillance and suppression of dissent.

#### **11. Maelor Tribal Union**

A group of loosely organized tribes that have banded together for mutual protection and trade. The Maelor are known for their resilience and connection to the land, practicing a combination of nomadic and semi-permanent lifestyles. They remain largely neutral in political conflicts, but their mastery of Agidda's wilderness and medicinal plants makes them valuable allies.

#### **12. Volaris Corporation**

This corporate-run nation is essentially a conglomerate that controls much of Agidda's economy, especially its manufacturing and resource extraction industries. The Volaris Corporation prioritizes profit above all else, leading to accusations of exploitation and environmental degradation. Despite this,

their sheer wealth and political power make them an influential player in Agidda's geopolitics.

#### **Other Planets:**

##### **Rowan's World:**

1. Rowan's Beast: Hideous creature with a squat & robust torso with a tough armored plating. It has 8 thick legs that end with flexible single appendages. Its face is flat almost featureless that can open into two flat mandibles. It has two black orb-like eyes. There are short stiff tendrils off the side of its neck. Herbivorous

2. Skystriders: Large, insect-like creatures with four legs and two dragonfly-like wings. They glide through strong winds, using their legs to cling to surfaces. Solitary predators, they dive from the sky to capture prey.

3. Thunder Turtles: Slow-moving reptiles with thick, durable shells and a horned head. Their shells are resistant to the harsh winds and electrical storms. They feed on low-lying vegetation, often hiding in the ground during severe weather.

#### **Yalaxis(moon)**

##### **YALAXIS CULT (Agidda System)**

A fringe religious group discovered inhabiting a sealed dome on a lifeless moon in the Agidda system. The so-called "Yalaxis Cult" followed obscure techno-mystical doctrines centered on an unidentified pre-settlement installation of uncertain origin.