

## Universal World Profile (UWP)

Name	Location	Starport Quality		Planet Size		Atmosphere Type		Hydrographic %	Population	Government	Law Level	Tech Level	Bases	Trade Codes	Travel Zone
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### UWP Key

	Starport	Planet Size		Atmosphere Type			Hydro. %	Pop.	Government		Law Level (cumulative)	
		Size	Gravity	Atmosphere	Pressure	Protection			Type	Contraband	Banned Weapons	Banned Armour
0 (X)	None	≤1000 km	0 (no)	None	0.00	Vacc suit	0 to 5%	10 <sup>0</sup>	None	None	None	None
1	—	1600 km	0.05 (lo)	Trace	0.05	Vacc suit	6 to 15%	10 <sup>1</sup>	Company / Corporation	Weapons, drugs, travellers	Poison gas, explosives, undetectable weapons, WMDs	Battle dress
2	—	3200 km	0.15 (lo)	V. Thin, Tainted	0.2	Respirator, filter	16 to 25%	10 <sup>2</sup>	Participating Democracy	Drugs	Portable energy and laser weapons	Combat armour
3	—	4800 km	0.25 (lo)	V. Thin	0.2	Respirator	26 to 35%	10 <sup>3</sup>	Self-perpetuating Oligarchy	Technology, weapons, travellers	Military weapons	Flak
4	—	6400 km	0.35 (lo)	Thin, Tainted	0.6	Filter	36 to 45%	10 <sup>4</sup>	Representative Democracy	Drugs, weapons	Light assault weapons and SMGs	Cloth
5	—	8000 km	0.45 (lo)	Thin	0.6	—	46 to 55%	10 <sup>5</sup>	Feudal Technocracy	Technology, weapons, computers	Personal concealable weapons	Mesh
6	—	9600 km	0.7 (lo)	Standard	1.0	—	56 to 65%	10 <sup>6</sup>	Captive Government	Weapons, technology, travellers	All firearms except shotguns and stunners	—
7	—	11 200 km	0.9	Std., Tainted	1.0	Filter	66 to 75%	10 <sup>7</sup>	Balkanisation	Varies	Shotguns	—
8	—	12 800 km	1.0	Dense	2.0	—	76 to 85%	10 <sup>8</sup>	Civil Service Bureaucracy	Drugs, weapons	All bladed weapons, stunners	All visible armour
9	—	14 400 km	1.25	Dense, Tainted	2.0	Filter	86 to 95%	10 <sup>9</sup>	Impersonal Bureaucracy	Technology, weapons, drugs, travellers	All	All
10 (A)	Excellent	16 000 km	1.4 (hi)	Exotic	Varies	Air supply	96 to 100%	10 <sup>10</sup>	Charismatic Dictator	None	—	—
11 (B)	Good	—	—	Corrosive	Varies	Vacc suit	—	10 <sup>11</sup>	Non-Charismatic Leader	Weapons, technology, computers	—	—
12 (C)	Routine	—	—	Insidious	Varies	Vacc suit	—	10 <sup>12</sup>	Charismatic Oligarchy	Weapons	—	—
13 (D)	Poor	—	—	V. Dense	2.5+	—	—	10 <sup>13</sup>	Religious Dictatorship	Varies	—	—
14 (E)	Frontier	—	—	Low	≤0.5	—	—	10 <sup>14</sup>	Religious Autocracy	Varies	—	—
15 (F)	—	—	—	Unusual (Varies)	Varies	Varies	—	10 <sup>15</sup>	Totalitarian Oligarchy	Varies	—	—

### Starport Quality

Class	Quality	Berthing Cost	Fuel	Facilities
A	Excellent	1D × Cr1000	Refined (Cr500/ton)	Shipyard (all), repair
B	Good	1D × Cr500	Refined (Cr500/ton)	Shipyard (spacecraft), repair
C	Routine	1D × Cr100	Unrefined (Cr100/ton)	Shipyard (small craft), repair
D	Poor	1D × Cr10	Unrefined (Cr100/ton)	Limited repair
E	Frontier	Free	—	—
X	None	—	—	—

### Trade Codes

**Agricultural (Ag):** Dedicated to farming and food production.

**Asteroid (As):** Usually mining colonies, can also be orbital factories or colonies.

**Barren (Ba):** Uncolonised and empty.

**Desert (De):** Dry and barely habitable.

**Fluid Oceans (FI):** Non-water surface liquid, incompatible with Earth-derived life.

**Garden (Ga):** Earth-like.

**High Population (Hi):** A population in the billions.

**High Tech (Ht):** Among the most advanced in Charted Space.

**Ice-Capped (Ic):** Cold and dry, most surface liquid frozen in polar ice caps.

**Industrial (In):** Dominated by factories and cities.

**Low Population (Lo):** A population of a few thousand or less.

**Low Tech (Lt):** Pre-industrial and cannot produce advanced goods.

**Non-Agricultural (Na):** Too dry or barren to support the population through conventional food production.

**Non-Industrial (NI):** Too low in population to maintain an extensive industrial base.

**Poor (Po):** Lacking resources, viable land, or sufficient population to be anything other than marginal colonies.

**Rich (Ri):** An economic powerhouse with a stable government and viable biosphere.

**Vacuum (Va):** No atmosphere.

**Water World (Wa):** Almost entirely water-ocean.

### Travel Zone

Travel Zones are designated by the Third Imperium, and are from a human perspective.

**Amber:** Deemed risky. Not off-limits, but Travellers should be on their guard.

**Red:** Off-limits, with the interdiction enforced by the Imperial Navy or fixed defence (*e.g.* minefields).