

World Factors

Habitable Worlds (Climate Types)

Tropical Rainforests (Jungles) (Hot Humid Constant)
Tropical Steppes / Grassland / Prairies / Savannas (Hot Semi-Arid Seasonal)
Tropical Deserts (Dunes) (Hot Arid Constant)
Tropical Wetlands (Swamplands / Marsh) (Hot Semi-Humid Seasonal)
Tropical Maritime (Sandy Beaches / Rocky Shorelines /
 Kelp Forest / Coral Reefs) (Hot Humid Constant) *
Sub-Tropical Chaparrals / Scrublands (Warm Semi-Arid Seasonal)
Sub-Tropical Wetlands (Swamplands / Marsh) (Warm Humid Seasonal)
Sub-Tropical Deserts (Warm Semi-Arid Seasonal)
Temperate Continental Forests (Warm Semi-Humid Seasonal)
Temperate Maritime (Warm Humid Seasonal) *
Temperate Steppes / Grassland / Prairies / Savannas (Warm Semi-Humid Seasonal)
Sub-Polar Chaparrals / Scrublands (Cool Semi-Arid Seasonal)
Sub-Polar Deserts (Cool Semi-Arid Seasonal)
Sub-Polar Alpine (Cool Semi-Humid Constant)
 (Mesas (200- to 1000-feet) / Plateaus (1000- to 10,000-feet) /
 Mountains (Greater than 10,000-feet))
Polar Deserts (Barren Cold Arid Constant)
Polar Highland Forests (Cold Semi-Humid Constant)
Polar Maritime (Cold Humid Constant) *
Polar Coastal Tundra (Cold Semi-Humid Seasonal)
Polar Icecaps (Barren Cold Semi-Arid Constant)

* Sea Level to 200-feet (Continental Shelf) / 200- to 1000-feet (Meso Slope) /
(Abyssal Plain) Below 1000-feet)

Space Habitats

Orbital Naval Starbases or Deep Space Starports
Orbital Commercial Starports (Regina Up-Port)
Orbital Mega Cities (Babylon Five)
Commercial Starships (Cruise Ships / Generation Ships)
Private Luxury Jump-Yachts
Naval Starships (Battlestar Galactica)
Commercial Oceanic Vessels (Supertankers / Cargo Ships)
Residential Oceanic Vessels (Cruise Ships / Freedom Ship)
Asteroid Colonies (Penal / Mining / Trade / Research /
 Military / Industrial / Political / Religious / Archaeological)
Planetary Colonies (Penal / Mining / Trade / Research /
 Military / Industrial / Political / Religious / Archaeological)
Rigid Social Cass System
Nomadic Tribes or Clans

Unique Habitats

Archology (Vertical Mega Cities)
Ecumenopolis (Global Cities)
Quarantined (Medical Isolation / Military Blockade)
Total Devastation (Previous or on-going Global War)
Actively Terraformed
Vacuum or Toxic Atmosphere (Domed or Underground Cities)
 (Nitrogen / Ammonia / Methane / Carbon Dioxide / Chlorine / Fluorine /
 Sulfur / Inert Gases / High Oxygen / Low Pressure / High Pressure /

Radioactive)
Government Restrictions (Imperial Research Station / Weapons Test Range /
Archaeological Dig Site / Penal Colony)
Privately Owned (Game Reserve / Research / Corporate)
Neutral / Sanctuary (Criminal Haven / Free Trade Zone)
Geologically Unstable (Earthquakes / Volcanoes / Tidal Waves)
Meteorologically Unstable (Monsoons / Blizzards / Hurricanes / Thunderstorms)
Lunar Colony
Subterranean Cities
Ocean Submerged Cities (Stargate Atlantis)
Ocean Floating Cities (Stargate Atlantis)
Double or Triple Suns
Rural / Suburban / Urban
Actively Cratered
Electrically Unstable (Excessive Lighting / Static Zones / Temporal Zones)

Alien Worlds

Sword Worlds
Darrian Confederation
Aslan Hierate
Vargr Extents
Solomani Sphere
Zhodani Consulate
Two Thousand Worlds (K'Kree)

Temperature: Hot (<131°) / Warm (130°-66°) / Cool (65°-33°) / Cold (32°>)

Humidity: Humid (Heavy Rain or Snow) / Semi-Humid (Moderate Rain or Snow) / Semi-Arid
(Limited Rain or Snow) / Arid (Little or No Rain or Snow)

Climate (Latitudinal) Zones: Polar (Arctic) / Sub-Polar / Temperate / Sub-Tropical / Tropical (Equatorial)

Seasons: Constant (Rarely or Never Changes) / Bi-Seasonal (2 Uniquely Different Seasons) / Seasonal (4
Separate & Defined Seasons)

Precipitation Events: Fog / Snow / Rain (Light Drizzle to Torrential Monsoon)

Major Weather Events: Thunderstorms / Tornadoes / Hurricanes / Flooding / Snow Blizzards

Major Geological Events: Earthquakes / Tidal Waves / Volcanic Eruptions / Landslides

Population Zones: Wilderness (No Population) / Rural (Isolated Farms & Ranches) / Sub-Rural (Road
Accessible Farms & Ranches) / Sub-Urban (Residential Neighborhoods) / Urban (Intercity Commercial)

Elevations: Abyssal Cliffs (-5,000> meters)
Oceanic Plains (-500 to -4,999 meters)
Continental Shelf (-100 to -500 meters)
(Appearance of Coral Reefs & Kelp Forests)
Coastal Plate (0 to -100 meters)
(Appearance of Islands, Mangroves & Wetlands)
Shoreline (Sea Level (0))
(Sandy Beaches & Rocky Shores)

Continental Plains (100 to 500 meters)
(Woodlands, Scrublands, Chaparrals, Steppes, Savannas, Grasslands)
Mountains (<500 meters)
(Mountains, Mesas & Plateaus)

Environments: Habitable / Hostile

Other Ideas: Nomadic Tribes / Clans
Xenophobic Society
Psionic Society
Genetically Engineered (Eugenic) Society
Penal Society
Religious Commune
Cass Society

Type of Governments

Single Planetary Government
Multiple Nation-States
Multiple City-States
Multiple Tribes

No-Party State
Single-Party State (One Political Party Holds All Power)
Multi-Party State (Many Political Parties Bit For Power)

Current Conditions

At Peace
At War (Major Conflict)
At Civil War (Active Insurgency)

Dominant Economic Systems

Capitalism (Mercantilism / Colonialism) — Individuals own the land and other means of production and for profit through a free market system. It is a competitive exercise.

Socialism (Welfare State) — State collective or cooperative owns the land and means of productions and any wealth produced by a mixed market system is redistributed by the state to those with lesser wealth or greater need. It is a cooperative effort.

Feudalism — Land and the means of productions is owned by the monarchy but is leased and operated by an elite noble class who supports the monarchy with personal loyalty and military strength. Wealth is stored at the top with little trickling down to the lowest class. At the extreme, it is a brutal police state sponsoring death squads and torture.

Eco-Anarchism — Land and the means of productions are restricted. The emphasis is on the protection of the global environment. All wealth is local and shared by the local group.

Natural Resources = Raw Materials (Industrial Ores (Iron/Tin/Copper/Aluminum/Zinc/Lead/Uranium), Uncut Precious Gems (Diamonds/Rubies/Emeralds), Raw Precious Metals (Gold/Silver/Platinum), Unprocessed Timber, Raw Crude Oil, Raw Coal, Domesticated Animals (Hogs/Cattle/Poultry), Raw Dairy, Raw Grains (Wheat/Oats/Corn/Soybean), Medicinal Crops, Seafood (Fish/Shellfish), Rubber, Quarry Stone (Marble/Granite), Animal Hides, Fibers (Silk/Cotton/Wool), Raw Gases/Chemicals (Helium/Oxygen/Sulfuric Acid))

Processed Resources = Refined Unfinished Materials (Lumber, Paper, Bouillon, Cut Gems, Gasoline, Natural Gas, Meatpacking, Gains, Fruits, Raw Textiles, Tires, Cooking Oils, Cement, Steel/Industrial Metals, Industrial Gases/Chemicals, Glass, Semi-conductors)

Manufactured Goods (Construction/Manufacturing/Energy Production) = Finished Consumer Goods (Automobiles, Watercraft, Aircraft, Housing, Consumer Electronics, Clothing, Household Products, Processed Foods, Published Books, Medicines, Costume Jewelry, Computers)

Luxury Goods = Highly Crafted High-End Consumer Products (Luxury Automobiles/Aircraft/Yachts, Fine Art, Custom Jewelry, Custom-built Homes, Designer Label Clothing/Furs, Expensive Foods/Drinks, Personalized Products)

Technological Services = Financial (Credit/Lending), Marketing/Advertising, Medical/Hospitals, Leisure (Hotels/Restaurants), Transportation (Airlines/Bus Lines/Railroad), Entertainment/Media/Telecommunications, Real Estate, Education, Research/Engineering, Religion (Churches), Consulting, Government (Fire/Police/Sanitation/Social Services/Military Service/Postal Services), Cultural/Artistic, Security/Information Brokering, Beauty/Sexual

Cargo Sources:

Merchants Guild / Licensed Trading Houses / Private Brokers / Freight Companies / Manufactures / Government Surplus / Bank & Government Actions (Bankruptcies & Repossessions)

Political Systems:

Autocracy / Dictatorship / Despotism
Communism
Conservatism
Fascism
Imperialism
Pluralism
Socialism
Theocracy
Anarchism / Nihilism
Liberalism (Classical)
Libertarianism
Capitalism
The Republic
Monarchy
Militarism
Legalism
Nepotism
Pacifism
Plutocracy
Racism
Totalitarianism

Campaigns Based On Movies/Television Shows:

Stargate SG1 or Atlantis
StarTrek
Babylon Five
Battlestar Galactica
Serenity / FireFly
Minority Report
Bladerunner
Starship Troopers
The Island
AI
I Robot
Outland

Tech Levels vs. Societal Types

TL-1-2	Pre-Agricultural (Hunter-Gather Society)
TL-3-4	Agricultural / Pre-Industrial (Farming-Ranching Society)
	Industrial / Pre-Technological (Service-Manufacturing Society)
TL-5-6	Low Industrial
TL-7-8	Mid Industrial
TL-9-10	High Industrial
	Technological (Information Society)
TL-11-12	Low Stellar
TL-13-14	Mid Stellar
TL-15+	High Stellar

Government
Political-Economic System
Population / Density (Per Square Mile)
Law Level
Tech Level
GPP (Annual Income)
Taxation (%)
Travel Status
Prison Population (%) / Crime Rate (%)
Information Access / Computerization
Police Efficiency
Police Powers (Surveillance / Warrants / Corruption / Abuses)
Socioeconomic Scale (Wealthy / Middle Class / Poor)
Wealth Distribution (%)
Current Leadership (Covert / Open / Corrupt / Altruistic / Egocentric)

TL vs. Trade (Higher TL means higher Trade)
Population vs. Law Level (Larger Pop raises Law Level)
GPP vs. Trade (Higher GPP denotes more trade)
Starport vs. TL (Higher TL raises Starport Type)
Starport vs. Trade (Higher Trade raises Starport Type)
Government vs. Law Level (Higher Gov denotes higher Law Level)

Traffic Classification
Available Natural Resources

Luminosity Class
Spectral Type
Companion Star(s)
Orbital Separation
Bases
Gas Giants
Asteroid Field(s)
Biosphere
Terraforming
Life Expectancy
Native Races
Market Regulation
Poverty Rate
Literacy Rate
Climate Zone (Polar / Temperate / Tropical)
Population Diversity Index (Extremely Diverse/High Tensions vs. Pluralistic Society vs. Homogeneous/Low Tensions)

Judicial Process

Rule of Law vs. Rule of Man
Due Process
Miranda Ruling
Trial by Jury
Speedy Trial
Freedom from Self Incrimination
No Cruel or Unusual Punishment
Right to Attorney
Freedom from Illegal Search & Seizures
Right to Confront Accuser
No Double Jeopardy
Equal Protection
Right to Bail
Right to Judicial Review
Labor Rights

Religion vs. State

Total Freedom for all Religions / Separation Clause
Religion Limited to Private Sector
Public Religious Practices Outlawed / Underground Practice
State Sponsored Religion / Religious Fealty Required for Public Benefits
Religion Banded / Practice Suppressed / Leaders Imprisoned

Economic Systems

Capitalism (Mercantilism / Colonialism)
Means of Production Owned by Individuals
Socialism / Liberalism (Welfare State)
Means of Production Owned by State
Feudalism
Means of Production Owned by Elite