UWP - Universal World Profile

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The UWP gives a compact description of the physical and cultural aspects of the main world of a star system, as well the starport facilities and available technology. The fields are respectively:

Code	Description
Starport	Type of starport facility on world.
Size	World diameter (in units of 1,600 kilometers).
Atmosphere	World atmosphere type.
Hydrographics	World surface covered with water (in tenths).
Population	Exponent of intelligent population.
Government	World government type.
Law Level	Degree of oppression by law.
Technological Level	Level of technological achievement.

Starport

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Starport indicates the best quality starport in the star system.

Code	Starport Description
A	Excellent Quality. Refined fuel available. Annual maintenance overhaul available. Shipyard capable of constructing starships and non-starships present. Naval base and/or scout base may be present. Traveller's Aid Society present.
B	Good Quality. Refined fuel available. Annual maintenance overhaul available. Shipyard capable of constructing non-starships present. Naval base and/or scout base may be present. Traveller's Aid Society present.
C	Routine Quality. Only unrefined fuel available. Reasonable repair facilities present. Scout base may be present.
D	Poor Quality. Only unrefined fuel available. No repair facilities present. Scout base may be present.
E	Frontier Installation. Essentially a marked spot of bedrock with no fuel, facilities, or bases present.
X	No Starport. No provision is made for any ship landings.

Spaceports

Worlds other than the Main World in a system may also be described by UWP codes. The port, if any, is referred to as a **spaceport**.

Code	Spaceport Description
F	Good Quality. Minor damage repairable. Unrefined fuel available.
G	Poor Quality. Superficial repairs possible. Unrefined fuel available.
H	Primitive Quality. No repairs or fuel available.
Y	None.

Size

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Size expresses the diameter of a world in approximately 1,600km units (or 1,000 mile units).

Size code 0 indicates that the main "world" of the system is an asteroid belt.

Size	Diameter (km)	Mass (Earth = 1)	Area (Earth = 1)	Gravity (G)	Esc. Vel (km/s)
1	1,600	0.0019	0.015	0.122	1.35
2	3,200	0.015	0.063	0.240	2.69
3	4,800	0.053	0.141	0.377	4.13
4	6,400	0.125	0.250	0.500	5.49
5	8,000	0.244	0.391	0.625	6.87
6	9,600	0.422	0.563	0.840	8.72
7	11,200	0.670	0.766	0.875	9.62
8	12,800	1.000	1.000	1.000	11.00
9	14,400	1.424	1.266	1.120	12.35
A	16,000	1.953	1.563	1.250	13.73

The above table assumes a density similar to Earth (5.5 grams per cubic centimeter).

Atmosphere

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Atmosphere type shows the general character of the atmosphere for a world on its surface.

Code	Description
0	No atmosphere. Requires vacc suit.
1	Trace. Requires vacc suit.
2	Very thin. Tainted. Requires combination respirator/filter.
3	Very thin. Requires respirator.
4	Thin. Tainted. Requires filter mask.
5	Thin. Breathable.
6	Standard. Breathable.
7	Standard. Tainted. Requires filter mask.
8	Dense. Breathable.
9	Dense. Tainted. Requires filter mask.
A	Exotic. Requires special protective equipment.
B	Corrosive. Requires protective suit.
C	Insidious. Requires protective suit.
D	Dense, high. Breathable above a minimum altitude.
E	Ellipsoid. Breathable at certain latitudes.
F	Thin, low. Breathable below certain altitudes.

Hydrographics

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Hydrographics shows the percentage of world surface covered by seas or oceans. If atmosphere type is A or above, fluid may be present in place of water.

Code	Description
0	No water. Desert World.
1	10% water.
2	20% water.
3	30% water.
4	40% water.
5	50% water.
6	60% water.
7	70% water. Equivalent to Terra or Vland.
8	80% water.
9	90% water.
A	100% water. Water World.

Population Exponent

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The population exponent gives an order-of-magnitude approximation of a world's population. Together with the population multiplier digit in the PBG field, the world population can be computed as:

$$\textbf{population} = \textbf{\textit{multiplier}} \times \textbf{10}^{\textbf{\textit{exponent}}}$$

Code	Description
0	Few or no inhabitants.
1	Tens of inhabitants.
2	Hundreds of inhabitants.
3	Thousands of inhabitants.
4	Tens of thousands of inhabitants.
5	Hundreds of thousands of inhabitants.
6	Millions of inhabitants.
7	Tens of millions of inhabitants.
8	Hundreds of millions of inhabitants.
9	Billions of inhabitants.
A	Tens of billions of inhabitants.

Government Type

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Government shows the basic governmental structure for a world.

> Codes G and above were defined in the **Classic Traveller** alien modules for sophont-specific govenment types. Other editions of **Traveller** may define other values for certain codes.

Code	Description	Allegiance
0	No Government Structure.	
1	Company/Corporation.	
2	Participating Democracy.	
3	Self-Perpetuating Oligarchy.	
4	Representative Democracy.	
5	Feudal Technocracy.	
6	Captive Government / Colony.	
7	Balkanization.	
8	Civil Service Bureaucracy.	
9	Impersonal Bureaucracy.	
A	Charismatic Dictator.	
B	Non-Charismatic Dictator.	
C	Charismatic Oligarchy.	
D	Religious Dictatorship.	
E	Religious Autocracy.	
F	Totalitarian Oligarchy.	
G	Small Station or Facility.	Aslan.
H	Split Clan Control.	Aslan.
J	Single On-world Clan Control.	Aslan.
K	Single Multi-world Clan Control.	Aslan.
L	Major Clan Control.	Aslan.
M	Vassal Clan Control.	Aslan.
N	Major Vassal Clan Control.	Aslan.
P	Small Station or Facility.	K'kree.
Q	Krurruna or Krumanak Rule for Off-world Steppelord.	K'kree.
R	Steppelord On-world Rule	K'kree.
S	Sept.	Hiver.
T	Unsupervised Anarchy.	Hiver.
U	Supervised Anarchy.	Hiver.
V		
W	Committee.	Hiver.
X	Droyne Hierarchy.	Droyne.
Y		
Z		

Law Level

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Law level indicates basic legal status and shows probability of harassment by local enforcers.

Code	Description
0	No prohibitions.
1	Body pistols, explosives, and poison gas prohibited.
2	Portable energy weapons prohibited.
3	Machine guns, automatic rifles prohibited.
4	Light assault weapons prohibited.
5	Personal concealable weapons prohibited.
6	All firearms except shotguns prohibited.
7	Shotguns prohibited.
8	Long bladed weapons controlled; open possession prohibited.
9	Possession of weapons outside the home prohibited.
A	Weapon possession prohibited.
B	Rigid control of civilian movement.
C	Unrestricted invasion of privacy.
D	Paramilitary law enforcement.
E	Full-fledged police state.
F	All facets of daily life regularly legislated and controlled.
G	Severe punishment for petty infractions.
H	Legalized oppressive practices.
J	Routinely oppressive and restrictive.
K	Excessively oppressive and restrictive.
L	Totally oppressive and restrictive.
S	Special/Variable situation.

Technological Level

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Technological level shows the degree of technological sophistication to be expected on a world.

Code	Description
0	Stone Age. Primitive.
1	Bronze, Iron. Bronze Age to Middle Ages.
2	Printing Press.
3	Basic Science.
4	Internal Combustion.
5	Mass Production.
6	Nuclear Power.
7	Miniaturized Electronics.
8	Quality Computers. Present Day.
9	Anti-Gravity. Near Future.
A	Interstellar community.
B	Lower Average Imperial.
C	Average Imperial.
D	Above Average Imperial.
E	Above Average Imperial.
F	Technical Imperial Maximum.