The UWP

Create and understand the elements of the Universal World Profile using these tables.

C

StSAHPGL-T

S SIZE

Digit	Diameter	
0	Asteroid Belt	
1	1,000 miles	1,600 km
2	2,000 miles	3,200 km
3	3.000 miles	4,800 km
4	4,000 miles	6,400 km
5	5,000 miles	8,000 km
6	6,000 miles	9,600 km
7	7,000 miles	12,200 km
8	8,000 miles	13,800 km
9	9,000 miles	14,400 km
A	10,000 miles	16,000 km
B	11,000 miles	17,600 km
C	12,000 miles	19,200 km
D	13,000 miles	20,800 km
E	14,000 miles	22,400 km
F	15,000 miles	24,000 km

Siz= 2D -2. If =10, reroll 1D + 9.

A ATMOSPHERE

Digit	Description	Effects
0	Vacuum	S3
1	Trace	S3
2	VThin, Tainted	P1 S2
3	VThin	S2
4	Thin, Tainted	P1 S1
5	Thin	S1
6	Standard	
7	Standard, Tainted	P1
8	Dense	
9	Dense, Tainted	P1
A	Exotic	P1
B	Corrosive	C1 P1
C	Insidious	C2 P1
D	Dense High	varies
E	Ellipsoid	varies
F	Thin Low	varies

Atm= Flux + Size. If Siz0, Atm =0.

H HYDROGRAPHICS

Digit	Description
0	Desert World.
1	10% water.
2	20% water.
3	30% water.
4	40% water.
5	50% water.
6	60% water.
7	70% water.
8	80% water.
9	90% water.
A	Water World.

Hyd= Flux+ Size. Max= A. If Siz =0-1, Hyd =0; If Atm =0-1, A+, Hyd DM - 4.

P POPULATION

Digit	Description
0	unpopulated
1	tens
2	hundreds
3	thousands
4	ten thousands
5	hundred thousands
6	millions
7	ten millions
8	hundred millions
9	billions
A	ten billions
B	hundred billions
C	trillions
D	ten trillions
E	hundred trillions
F	quadrillions

Pop= 2D -2. If = 10, reroll 9 + 1D.

G GOVERNMENT

Digit Description

0 **No Government Structure.** Family bonds predominate.
1 **Company/ Corporation.** Rule by a managerial elite.
2 **Participating Democracy.** Rule by popular vote.
3 **Self-Perpetuating Oligarchy.** Rule by a restricted minority with little or no input from the masses.
4 **Representative Democracy.** Government by proxy.
5 **Feudal Technocracy.** Governmental relationships based on mutually beneficial technical activities.
6 **Captive Government / Colony.** Rule by a leadership answerable to an outside group.
7 **Balkanization**. Rival governments compete for control.
8 **Civil Service Bureaucracy.** Rule by agencies employing individuals selected by merit.
9 **Impersonal Bureaucracy.** Rule by impersonal agencies.
A **Charismatic Dictatorship.** Government by a single leader enjoying the confidence of the citizens.
B **Non-Charismatic Dictatorship.** Government by the successor to a charismatic dictator.
C **Charismatic Oligarchy.** Government by a select group, organization, or class enjoying the overwhelming confidence of the citizenry.
D **Religious Dictatorship.** With little or no regard for the needs of the citizenry.
E **Religious Autocracy.** Government by a single religious leader having absolute power over the citizenry.
F **Totalitarian Oligarchy.** Government by an all-powerful minority which maintains absolute control through widespread coercion and oppression.

Gov= Flux + Pop. Gov greater than F = F.

L LAW LEVEL

Digit Description

0 **No Law.** No prohibitions.
1 **Low Law.** Prohibition of WMD, Psi weapons.
2 **Low Law**. Prohibition of "Portable" Weapons.
3 **Low Law.** Prohibition of Acid, Fire, Gas weapons.
4 **Moderate Law.** Laser, Fusion, Plasma weapons prohibited.
5 **Moderate Law.** Prohibition of Shock, EMP, Rad, Freeze, Mag, Grav weapons.
6 **Moderate Law.** Prohibition of MachineGuns.
7 **Moderate Law**. Prohibition of Pistols.
8 **High Law.** Open display of weapons prohibited.
9 **High Law.** Weapons outside the home prohibited.
A **Extreme Law.** Weapon possession prohibited.
B **Extreme Law.** Regional passports required.
C **Extreme Law.** Unrestricted invasion of privacy.
D **Extreme Law.** Paramilitary law enforcement.
E **Extreme Law.** Full-fledged police state.
F **Extreme Law.** Daily life rigidly controlled.
G **Extreme Law.** Disproportionate punishments.
H **Extreme Law.** Legalized oppressive practices.
J **Extreme Law.** Routinely oppressive and restrictive.

Law= Flux + Gov. Law Level greater than J = J.

TECH LEVEL= 1D +
Starport A= +6. B= +4. C= +2. X= -4. F=+1
Siz 0 1= +2. Siz 2 3 4= +1.
Atm 0 1 2 3 = +1. Atm A B C D E F = +1.
Hyd 9 = +1. Hyd A= +2.
Pop 1 2 3 4 5 = +1. Pop 9 = +2. Pop A= +4.
Gov 0 5 = +1. Gov D = -2.
The Technology Chapter defines Tech Levels.