# The Extensions
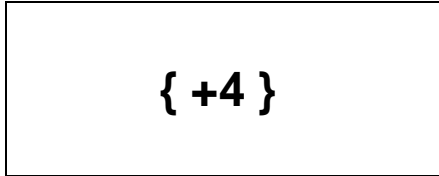
Create the Importance Extension, Economic Extension, and Cultural Extension for the system.

## Ix THE IMPORTANCE EXTENSION

{ +4 }

The **Importance Extension** is contained between {braces}.

The **Importance Extension (Ix)** ranks worlds within a region. It governs the locations of capitals and trade routes.

**IMPORTANCE EXTENSION=**

| Characteristic | Value |
|---|---|
| Starport Type A or B | +1 |
| Starport D or worse. | - 1 |
| TL A or more | +1 |
| TL 7 or less | - 1 |
| per Ag Hi In Pi Ri Pr Pa | +1 |

**Important= +4.**
**Unimportant= 0 or less.**

**Trade Routes.** Important Worlds are linked by established Trade Routes of J-4 or less.

**Capitals**. Important worlds are more likely to be Capitals of subsectors and sectors.

## Ex THE ECONOMIC EXTENSION

Resources        Infrastructure

**(RLIB)**

Labor        Barriers
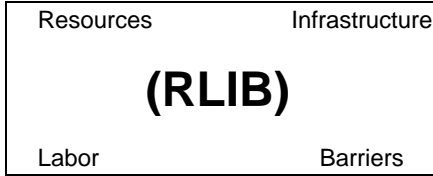
The **Economic Extension** is contained between (parentheses)].

The **Economic Extension (Ex)** is the strength of a world economy and provides basic insights into the economy's structure and capabilities.

**ECONOMIC EXTENSION=**

| Characteristic | Value |
|---|---|
| Resources= | 2D + GG + Belts |
| Labor= | Pop |
| Infrastructure= | 2D + Importance |
| If Ba, Di, Lo, then | = 0. If Ni, then 1D. |
| Barriers= | 2D -2 |

**Resources** of a world are any materials available for processing and exploitation. They include natural resources, minerals, ores, metals, energy sources, biological assets, and any other materials of limited availability and suitable for production as goods suitable for sale.

**Labor** for a world is the workforce available for the processing and exploitation of Resources.

**Infrastructure** for a world is the established technical structures that support the population, and especially support exploitation of resources. Infrastructure includes roads, power grids, communications systems, and factories.

**Barriers** are existing inefficiencies in the economy. Barriers include legal impediments to efficiency, tax rates, customs which promote absenteeism or inhibit rewards for merit, and social structures which mismatch ability and job.

## RU

**Resource Units = R * L * I * (5 - B)**
If any value = 0, use 1 instead (to avoid multiplication by zero).

## Cx THE CULTURAL EXTENSION

Homogeneity        Strangeness

**[HASS]**

Acceptance        Symbols
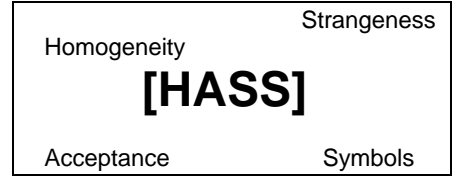
The **Cultural Extension** is contained between [brackets].

The **Cultural Extension (Cx)** is a broad insight into the expected social behaviors of the citizens of the world.

**CULTURAL EXTENSION=**

| Characteristic | Value |
|---|---|
| Homogeneity | =Pop + Flux. |
| | Less than 0 = 1 |
| Acceptance | = Pop + Importance |
| Strangeness | 5 + Flux |
| Symbols | TL + Flux |

**Homogeneity** is a measure of the degree to which members of society hold common beliefs. Members of very homogeneous cultures are in strong agreement on the fundamentals of society (usually basic rights, religion, and methods of interaction). Members of non-homogeneous cultures hold many different beliefs on the fundamentals of society.

**Acceptance** is the degree of xenophobia or xenophilia in the culture. High Acceptance is evidenced by friendliness to outsiders and offworlders; Low Acceptance is characterized by fear or rejection of outsiders.

**Strangeness** is the degree of difference for the norms of interstellar society.

High Strangeness is evidenced by unusual or outwardly incomprehensible actions, statements, or responses in the course daily activity. Low Strangeness reflects activities close to interstellar norms.

**Symbols** used by the culture may range from the concrete (idols; totems; statuary) to the abstract (symbolized belief systems; group affiliations).

**Importance Extension** and the **Economic Extension** apply to the entire system; **Cultural Extension** applies generally to the entire system, although individual worlds may have their own Cultural Extensions.