



The Trade Classifications

The key to trade is the broad array of trade classifications which distill the details of the Universal World Profile into easily understood two-letter codes. Understanding the trade classifications gives insight into the details of worlds.

The Trade Classifications are two-letter codes (with format: Capital-lower) which identify an important or unusual detail of the world. For example, Ba is the trade classification for Barren: a world with no population.

SEVEN TYPES OF TC

Trade Classifications fall into seven distinct categories: Planetary, Population, Economic, Climate, Secondary, Political, and Special.

As De He Fl Ic Oc Ga Va Wa

Planetary trade classifications are based on the UWP elements SAH and generally relate to physical aspects of the world.

Di Ba Lo Ni Ph Hi

Population trade classifications are based on the UWP Population and provide an insight into the current local population.

Pa Ag Na Pi In Po Pr Ri

Economic trade classifications are based on the UWP elements AHP and generally relate to economic aspects of the world.

Fr Tr Tu Tz

Climate trade classifications are based on the UWP elements SAH and take into account the world's relation to the Habitable Zone of the system.

Fa Mi

Secondary trade classifications are based on the UWP elements SAH and take into account the world's relation to the Habitable Zone of the system.

Cp Cs Cx Cy Pe Re

Political trade classifications detail aspects of interstellar government.

Fo Pz Da An Ab

Special trade classifications detail unusual world details.

USING TRADE CLASSIFICATIONS

Trade Classifications have several uses:

Trade. Some (but not all) Trade Classifications are used to evaluate the purchase cost and the selling price of trade goods.

Homeworld and Birthworld Skills. The trade classification for a world determine the skills a character receives during character generation because of his birthworld or homeworld.

Land Grant Income. The trade classifications for a world cumulatively determine the income which a Land Grant produces for its holder.

HOW MANY TCs FOR A WORLD?

When evaluating a world, generate all possible trade classifications.

Planetary, Population, and Economic Trade Classifications are dictated by the UWP elements; there is no random or discretionary choice involved.

Climate and Secondary Trade Classifications are dependent on the orbit of the world. They are imposed only if the entire star system is generated.

Political and Special Trade Classifications are discretionary. They are imposed by the referee based on his discretion or the situation.

In practice, most worlds have between one and three Trade Classifications. A world may have as many as five or six or more TCs. It is possible for a world to have no Trade Classifications.

TRADE CLASSIFICATION LIST

Code Trade Classification

Ab	Data Repository
Ag	Agricultural
An	Ancient Site
As	Asteroid
Ba	Barren
Cp	Subsector Capital
Cs	Sector Capital
Cx	Capital
Cy	Colony
Da	Danger (Amber Zone)
De	Desert
Di	Dieback (000-T)
Fa	Farming
Fl	Fluid
Fo	Forbidden (Red Zone)
Fr	Frozen
Ga	Garden World
He	Hellworld
Hi	High Population
Ic	Ice-Capped
In	Industrial
Lo	Low Population
Mi	Mining
Na	Non-agricultural
Ni	Non-industrial
Oc	Ocean World
Pa	Pre-Agricultural
Pe	Penal Colony
Ph	Pre-High
Pi	Pre-Industrial
Po	Poor
Pr	Pre-Rich
Pz	Puzzle (Amber Zone)
Re	Reserve
Ri	Rich
Sa	Satellite
Tr	Tropic
Tu	Tundra
Tz	Twilight Zone
Va	Vacuum
Wa	Water World

TRADE CLASSIFICATIONS

The Trade Classifications Table indicates the required world UPP characteristics for each classification. Examine a world for all possible trade classifications.

Ab Ag An As Ba Cp Cs Cx Cy Da De Di Fa Fl Fo Fr Ga He Hi Ic In Lo

Ab Data Repository

The world has a centralized collection point for information and data. Governments, educational institutions, entertainment companies, corporations, and other organizations for parsecs in every direction deposit records of their transactions and output in this collection point.

The TC use refers to AAB, the Imperial designation for data repositories.

Ag Agricultural

The world has the proper climate and conditions which promote extensive farming and ranching. It is a producer of relatively inexpensive foodstuffs. It also is a source of unusual, exotic, or strange delicacies.

An Ancient Site

The world (or conceivably the star system) includes one or more locations identified as the ruins of the long-dead race called the Ancients. Ancient Sites are exploited for the Artifact remains of this long dead technological civilization.

AS Asteroid Belt

The world is an asteroid belt which is the primary world or mainworld in the system. It is a producer of raw materials and semi-finished goods, especially ores, metals, and minerals.

Ba Barren World

The world has no population, government, or law level. It has never been developed; it has no local infrastructure beyond the starport (if that).

A Barren world UWP has a zero Tech Level.

Cp Subsector Capital

The world is the political center of a group of tens or dozens of star systems (typically a subsector).

CS Sector Capital

The world is the political center of a group of hundreds of star systems (typically a sector).

CX Imperial Capital

The world is the overall political center of an interstellar government controlling thousands of star systems.

Cy Colony

The world is a colony of another world (or of an organization).

The inhabitants of this world are called Colonists.

Da Dangerous

Some aspect of the world (conditions, customs, laws, life forms, climate, economics, or other) is not well understood or easily understood by typical visitors, and it presents a danger. The world is an Amber Zone.

De Desert World

The world has no open or standing water. This lack of water significantly reduces the level of agricultural development.

Di Die-Back

The world was once extensively settled and developed, but at some time in the last thousand years its inhabiting sophonts died out leaving behind the remnants of their civilization

A Die-Back world UWP has a non-zero Tech Level.

Fa Farming

The world has the proper climate and conditions which promote extensive farming and ranching. In addition, it is not a Mainworld and is in the Habitable Zone.

Farming is a rare substitute term for Agricultural.

Fl Fluid Oceans

The world's oceans are not composed of water. Non-water oceans may be valuable sources of raw materials for industry.

Fo Forbidden

Some aspect of the world (conditions, customs, laws, life forms, climate, economics, or other) presents an active threat to the health and well-being of individuals. The world is a Red Zone.

Fr Frozen

The world lies substantially beyond the Habitable Zone of the system (HZ+2 or greater) and environmental temperatures are well below the freezing point of many gases.

Ga Garden World

The world is hospitable to most sophonts. Its size, atmosphere, and hydrographic make it an extremely attractive world. A Garden World has a safe environment which does not require protective equipment for humans and sophonts which share the human environment.

He Hellworld

The world is inhospitable to most sophonts. Its size, atmosphere, and hydrographic make it an extremely unattractive world.

Hi High Population

The world's population is one billion or more (Pop = 9 or A). High population worlds, because of the economy of scale for production, produce quality inexpensive trade goods.

Ic Ice-Capped

The world's water is locked in ice-caps.

In Industrial

The world has a strong manufacturing infrastructure and is a producer of many types of goods.

Lk Locked

The world is a satellite (in orbits Ay through Em) which is locked to the planet it orbits. A Locked satellite does not have a Twilight Zone; its day length equals the time it takes to orbit its planet.

Lo Low Population

The world has a non-zero-population less than 10,000. Low Population fluctuates wildly and may change significantly on a yearly (or less) basis.

Locals are Transients: merchants, corporate employees, military, security, or research personnel.

Mi Na Ni Oc Pa Pe Ph Pi Po Pr Pz Re Ri Tr Tu Tz Va Wa

Mi Mining

The world is the site of extensive mining and mineral resource exploitation. It is not a Mainworld and is located in a star system with an Industrial Mainworld.

Na Non-Agricultural

The world is unable to produce enough food agriculturally to feed its population; synthetic food production generally provides basic food needs.

Ni Non-Industrial

The world has a non-zero population, but it is in the relatively low range of more than 10,000 and less than one million.

Non-Industrial population can fluctuate, although not as wildly as on Low Population worlds. Generally the Non-Industrial trade classification remains constant and reflects the expected level of population.

The inhabitants of a Non-Industrial world are Settlers: individuals who maintain a permanent settlement which does not yet meet the criteria of Colony.

Oc Ocean World

The world surface is covered with very deep seas. There is no (= less than 1%) land above the ocean surface.

Pa Pre-Agricultural

The world is a candidate for the Agricultural trade classification; its population is just outside the requirement for Agricultural.

Pe Penal Colony

The world is a dumping ground for individuals who do not (cannot / will not) conform to acceptable standards of behavior.

Ph Pre-High

The world is a candidate for elevation to the High Population trade classification; its population level is just below the requirements for High.

Pi Pre-Industrial

The world is a candidate for the Industrial trade classification; its population is just below the requirements for Industrial.

Po Poor

The world has poor grade living conditions: a scarcity of water and a relatively sparse atmosphere.

Pr Pre-Rich

The world is a candidate for the Rich trade classification; its population is just outside the requirements for Rich.

Pu Puzzle

Some aspect of the world (conditions, customs, laws, life forms, climate, economics, or other) is not well understood or easily understood by typical visitors. The world is an Amber Zone.

Re Reserve

The world has been set aside by the highest levels of government to preserve some aspect of its indigenous life forms, to delay development of its resources, to frustrate investigation of some aspect of the world, or to prevent exploitation of the world by outside organizations.

Ri Rich

The world has an untainted atmosphere which is comfortable and attractive for most sophonts, and has a population suitable as a workforce.

Sa Satellite

The world is the satellite of a planet (or gas giant) in the system.

Tr Tropic

The world is relatively warmer than normal (although it is considered habitable). Its orbit is at the inner (warmer) edge of the Habitable Zone. The world has a Hot climate (at the upper limits of human temperature endurance).

Tu Tundra

The world is relatively colder than normal (although it is considered habitable). Its orbit is at the outer (colder) edge of the Habitable Zone. The world has a Cold climate (at the lower limits of human temperature endurance).

TW Twilight Zone

The world is tidally locked with a Temperate band at the Twilight Zone, plus a Hot region (hemisphere) facing the Primary and a Cold region (hemisphere) away from the Primary.

Va Vacuum World

The world has no atmosphere.

Wa Water World

The world surface is covered with water; there is very little land (= less than 10%) above the water surface.

Terminology

Asteroid Belt. A series of small fragments orbiting a star and which is considered a mainworld.

Belt. An asteroid belt or a planetoid belt.

Habitable Zone. The orbit (or orbits) around a star which allow produce local world temperatures and conditions conducive to human (or similar sophont) habitation.

Mainworld. The principal or primary or most important world in a star system. The Mainworld may be a planet or a satellite or an asteroid belt.

Planet. A world orbiting a star.

Planetoid Belt. A series of small fragments orbiting a star. A planetoid belt which is a mainworld is called an asteroid belt.

Satellite. A world orbiting a planet.

World. A planet or a satellite.