



The March of Technology-4

Technological Levels define the point in the technology continuum where specific objects can commonly be produced.

TL

Energy, Society,
Environ, Comm

	Era	Space Travel	Power Plants	Technologies	Armor
Vlow Tech	0	Primitive. Stone Age.	Stargazing		
	1	Bronze Age 3500 BC			
	1.3	Iron Age 1300 BC			
	1.6	Middle Ages 600 AD			
	2	The Age of Sail 1500 AD	Navigation		
	3	Industrial Revolution 1700 AD			
	3.3	1800			
	3.6	1850			
	Low Tech	4	Mechanization 1900 AD		
5		1930 AD		Electronics	
6		Nuclear Age 1950 AD			
Mid tech	7	1975 AD		Programmer	
	8	2000 AD		[OverClock Rates]	Photonics
High Tech	9	2020 AD	Maneuver-1 Jump-1 possible	PP-2 OC= 20	Fluidics
	10	2100 AD		PP-3 OC= 40	Gravitics
	11	Imperial Average Circa Year Zero	Jump-2	PP-4 OC= 60	Magnetics
	12		Jump-3	PP-5 OC= 90	
VhighTech	13	Imperial Maximum Circa 550	Jump-4	PP-6 OC= 100	Biologics
	14		Jump-5	PP-7 OC= 110	
Xhigh Tech	15	Imperial Maximum Circa 1107	Jump-6	PP-8 OC=120	
	16	Darrian Maximum		PP-9 OC=130	
	17		[Jump- 7]	OC=140	
Uhigh Tech	18			OC=150	
	19		[Jump- 8]	OC=160	
	20			OC=170	
	21		[Jump -9]	OC=180	

Overclock Rates are historical.

