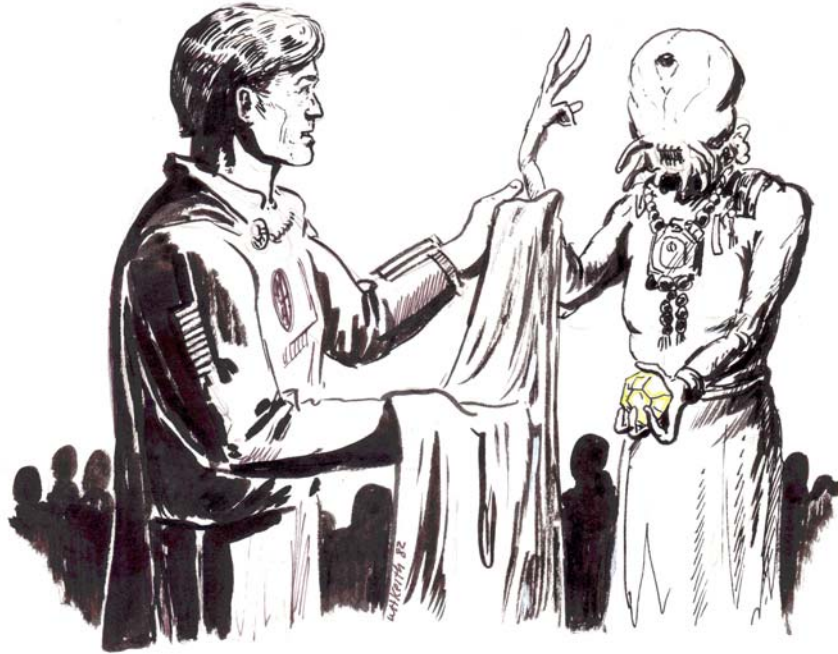




The Traders' Guild

Laws of Trade



1

The First Law of Trade:

Buy Low, Sell High

2

The Second Law of Trade

Don't Ship Air

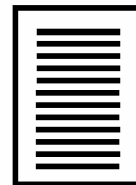
3

The Third Law of Trade

Reward Does Not Come Without Risk

Valuable Benefits for Traders' Guild Members:

The Trade Route Data Pool
Discounted Life Insurance Program
Up-To-Date World Reports
TAS Accommodations Discount



Trade and Commerce Between The Stars

Interstellar trade is the transport of commercial goods from one world to another in the pursuit of profit. Successful traders obey the ancient First Law of Trade:

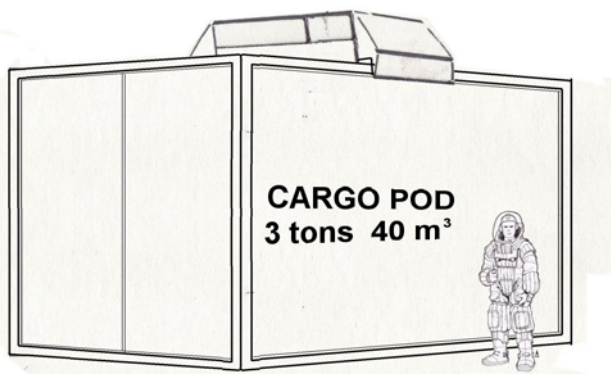
Buy Low And Sell High

Merchants who follow it make money, grow rich, and become successful; those who don't go bankrupt.

The **Traveller** Trade and Commerce system details a consistent process for encountering and pricing trade goods, and for determining the market for goods on a variety of worlds.

THE VOCABULARY OF INTERSTELLAR TRADE

Several terms and concepts are used on the trade and commerce flowcharts.



CARGO POD

Lot. A lot is a single shipment of goods. A lot is identified by its displacement in tons (one ton equals 13.5 cubic meters). Each lot is a distinct shipment and may not be subdivided. A ship captain may accept or reject specific lots based on their best fit within the ship's cargo hold. A lot can be freight, cargo or mail.

Freight. Freight is a lot owned by someone who either wishes to retain ownership of it or has contracted to sell the goods to someone and is shipping them to the buyer. An individual who is shipping his personal effects to a new home is shipping freight. A company that has sold an air/raft to a customer and is now shipping it to that customer is shipping freight.

The standard price for shipping freight is Cr1,000 per ton. The payment covers shipment in the cargo hold from the current location to the starship's next port of call.

Mail. A lot of communications information being shipped under special contract for a postal or express service. Governments operate postal services; private companies operate express services.

Mail is always of incidental size (never major or minor sized lots). To be allowed to carry mail, the ship must be armed

and the crew must include a gunner. Each mail lot always consists of at least one ton. Each ton of mail is shipped at a premium rate of Cr15,000.

Cargo. Cargo consists of goods purchased by a speculator or merchant and carried on the speculation that they can be sold at the destination for a profit. A merchant who buys laser rangefinders on an industrial world and ships them to another world in hopes of selling them for a profit is shipping cargo. A merchant who has empty cargo hold space and fills it with locally purchased goods rather than ship empty space is shipping cargo.

A speculator may buy goods and ship them; he considers the lot cargo, while the ship carrying the goods considers it freight. A starship captain may find insufficient freight available on a world and may become a speculator and buy cargo in order to fill unused freight space. The first law of cargo trade is an ancient one: buy low and sell high. Those who follow it make money, grow rich and become successful. Those who don't, go bankrupt.

Merchant. A merchant is an individual or company that operates a cargo-carrying starship. Merchants may also be speculators.

Speculator. A speculator is an individual or company that buys goods in the expectation that they can be sold at a profit later (and usually on another world). A speculator does not necessarily operate a cargo-carrying starship; a speculator may ship its cargo as freight and pay standard freight rates in order to transport the goods to a profitable market.

Source World. A source world is the world where goods originate. The UWP of the Source World is required before goods can be purchased and it is necessary in order to determine the costs of the goods when engaging in speculative trade.

Market World. A market world is the world where goods are to be shipped; it is the market or destination for trade goods. The UWP of the Market World is required before the goods can be sold and it is necessary in order to determine the selling price of the goods when engaging in speculative trade.

Cost. Cost is the amount paid for a cargo at its Source World.

Price. Price is the amount a cargo is expected to sell for at its market world. It is possible to compute the base price of

goods before arriving at a world simply by analyzing the market world's UWP. Careful merchants do this to predict the relative appeal of goods at various accessible worlds.

Price is an expected price; selling price is the actual price determined at the moment of sale.

Selling Price. Selling price is the amount a cargo actually sells for at its market world using the Actual Value Table. Selling price for goods varies as the actual market place conditions fluctuate and it is determined at the moment of sale using the Actual Value Table.

Delivery. A lot is delivered when it is off-loaded at a location comparable to the location where it was loaded. Goods taken in orbit at the Source World are delivered when off-loaded in orbit at the Destination World. Goods loaded on the surface at the Source World are delivered when offloaded on the surface at the Destination World.

This custom applies to both cargo and passengers.

Surface delivery for cargo taken on in orbit calls for a 10% surcharge.

THE CARGO ID

The Cargo ID is a basic identification of the economic nature (but not the precise identity) of trade goods in commerce. It is based on the Trade Classifications and the Tech Levels of the worlds involved.

TL		Trade Classes	Cost
8	-	Na Ni Po	Cr3800

Identifying Cargos. A cargo is identified by stating its source world's Tech Level, Trade Classifications, and Cost. Tech Level is derived directly from the source world UWP. All trade classifications possible are determined and then listed together (the determination of trade classifications is covered below). Cost is determined using the cost system.

For example, a cargo from Regina in the Spinward Marches could be identified as: A Ri Cr7000.

A cargo from Zivije in the Spinward Marches is identified as: B Hi FI Cr8100.

A cargo from Chronor (a Zhodani world in the Spinward Marches) is identified as: C Na Ni Ic Cr8200 Zh.

Lower cost cargos are always preferable because they allow more potential profit.

Further Identifying Cargos. Using the Cargo ID, match one of the Trade Classifications to the Random Trade Goods Charts and roll 1D. The result is the basic type of trade goods. Again roll 1D and determine the specific trade goods. Finally, match one other Trade Classification to the Trade Goods Detail List to further add detail to the goods.

For example, a goods from Zivije have a Cargo ID = B Hi FI Cr8100. The only Trade Classification that matches the Random Trade Goods Table is FI, which appears on Random Trade Goods 2. Roll 1D (=3 = Pharma). Roll 1D again (=5 = Antibiotics). Finally, the other Trade Classification for the Cargo is Hi, which is on the Trade Goods Detail List (Hi = Processed).

The goods from Zivije are Processed Antibiotics.

SPECIAL RULES

The following special rules also apply to trade activity.

Estimating Sale Price. Trader skill allows the partial prediction of the results of the Actual Value Table throws. Use of Trader skill allows one die on the Actual Value Table

(the table uses two dice) to be thrown early; knowing one of the dice results beforehand allows a more accurate prediction of the sale price of goods. For example, the two dice throw can range from 2 to 12 and indicates actual values between 40 percent and 170 percent of base price. If one die is thrown early and it is a 6, then the character knows that the final actual value must range between 7 and 12 (or between 100 percent and 170 percent).

Accelerated Delivery: In standard practice, local merchants are allowed four days to deliver goods to a waiting ship. It is possible to accelerate delivery of goods by paying a premium of 10% of base cost per day of advanced delivery.

Required Execution: Once goods are offered for sale and the Actual Value Table is consulted, the goods must be sold at the price indicated. A sale may be stopped at any point before the dice are rolled on the Actual Value Table.

This invites a strategy for cautious merchant players (with Trader skill): roll the dice on the Actual Value Table individually. If the first die is exceptionally low, the deal can be abandoned.

PLAYER SKILLS

The skills of the characters involved in transactions can influence trade situations.

Steward. Steward is a Mod on the roll for available High Passengers.

Admin: Admin is a Mod on the roll for available Mid Passengers.

Streetwise. Streetwise is a Mod on the roll for available Low Passengers.

Broker: Broker is about negotiating the best deal between a buyer and a seller. In its simplest form, the Broker transaction entails very little work while earning a commission. The value of the broker is the knowledge and expertise he provides when problems or exceptions arise.

Broker is a DM (equals half Broker Skill, rounded up) on the Actual Value Table (to a maximum of Mod of +4). Brokers receive 5% of the final sale price per DM.

Liaison: Liaison allows consultation and bargaining with local freight handlers in order to receive a larger allotment of freight. Liaison is a Mod for available Freight.

Trader: Trader provides an understanding of market processes and is used in Estimating Sales Price.

TYPES OF INTERSTELLAR TRADE GOODS

Interstellar trade goods may be of any type, but some are more probable than others. Ordinary materials (such as cast iron ingots) are probably not prime interstellar trade goods.

The Broad Classifications: Interstellar Trade Goods fall into 14 types.

Raws. One of the basic trade goods in interstellar trade is raw materials. The exploration of space is driven in part by a search for essential raw or basic materials in the hopes that they can be found and made available at competitive prices, even after the cost of their transportation over interstellar distances.

Rares. Many trade goods are in demand because of their rarity or relative scarcity.

Consumables. Consumables are food and drink, and may also include aromatics. Consumable **foods** are fashionable gourmet goods (caviar), common flavorings (spices), or staples (basic life-sustaining food) necessary on worlds where it cannot be produced economically. Consumable **drinks** are flavored waters, alcoholic beverages, milks,

nectars, syrups, decoctions such as teas, or exotic wines. Consumable aromatics are smell sources or food enhancers.

Data. Data is Information which can be consumed, reproduced, or processed on the Market World. It includes: Books, tapes, software, creative works, wafers, and scientific data.

Pharma. Pharmaceuticals and Medicine for the treatment of all manner of illness or disability is a prime candidate for interstellar trade. Some medicines may be produced in excess quantity and made available for export in order to help bring down the costs of overall production. Some medicines are best processed or manufactured close to the source of raw materials; the finished product is then exported to other worlds.

Novelties. New products never before seen (or sometimes just never before marketed) are powerful commodities in the marketplace.

Imbalances. When the cost of producing a trade item is very low, then it can be shipped between the stars and sold at a market for less than it costs to produce locally. Worlds with low labor costs often produce goods that can be sold interstellar at a profit.

Valuta. Sometimes shipments between worlds consist of money itself. Interstellar trade eventually produces an inequity in the balance of payments for specific worlds, and to bring the economy back into equilibrium, a physical exchange of money is required.

Samples. Newly discovered, created, or manufactured items may be transported to other worlds for analysis or evaluation.

Uniques. Some products are unique: they cannot be easily synthesized or reproduced. an exotic wood that adds interest as a decoration or flavor as when burned for cooking; an herb which provides a special flavoring; an iridescent feather which becomes fashionable for a limited time; a pebble that makes gentle noises when heated.

Manufactureds. Worlds with established factories export their products to worlds which cannot produce them.

Scrap/Waste. The trash of some worlds can become the valued treasure on others.

Entertainments. Creative works and diversions are always in demand.

Red Tape. Because there are interstellar governments, the products of their bureaucracy must be distributed through its area of authority. Red tape shipments include originals or reproducible masters of regulations, files of information about citizenry and companies, and reports.

Much of the red tape shipped between worlds is not sold; it is transported as cargo to archives or to other offices of the bureaucracy. But some of the information can be purchased and then shipped to other worlds where it can be sold to businesses or organizations which can use it. For example, tax records might indicate likely customers for specific goods; reports might provide clues (after analysis) for prediction of future

THE TRADE GOODS CHARTS

This section is not intended to be comprehensive: interstellar trade necessarily encompasses thousands and thousands of distinct trade goods. Nevertheless, the random trade goods creation system can produce 36 different goods per basic trade classification, and thousands of distinct trade goods before it consistently repeats.

The following are 259 examples of probable trade goods.

Types	Bulk Copper	Emotion Lighting	Lek Emitters	Repulsant
Raws	Bulk Dusts	Encapulants	Livestock	Respirators
Rares	Bulk Ephemerals	Envirosuits	Luminescents	Restoratives
Consumables	Bulk Fats	Ephemerals	Mag Emitters	Robots
Data	Bulk Fibers	Excretions	Magnetics	Secretions
Pharma	Bulk Foodstuffs	Exotic Aromatics	Mandates	Seedstock
Novelties	Bulk Gases	Exotic Crystals	Masterpieces	Self-Defender
Imbalances	Bulk Herbs	Exotic Fauna	Meat Delicacies	Self-Solving Puzzles
Valuta	Bulk Ices	Exotic Flora	Mechanicals	ShimmerCloth
Samples	Bulk Iron	Exotic Fluids	Meson Barriers	Silanes
Uniques	Bulk Metals	Exotic Sauces	Metals	Silver
Manufactureds	Bulk Minerals	Expert Systems	Minerals	Skin Tones
Scrap/Waste	Bulk Nitrates	Famous Wafers	Money Cards	Slow Drug
Entertainments	Bulk Nutrients	Fast Drug	Monumental Art	Sludges
	Bulk Organics	Fauna	Motile Plants	Software
	Bulk Oxygen	Fermented Fluids	Museum Items	Soothants
	Bulk Particulates	Filter Mask	Music	Sophont Cuisine
Examples	Bulk Pelts	Fine Aromatics	Musical Instruments	Sophont Hats
Accountings	Bulk Petros	Fine Art	Navigators	Soundmakers
Adhesives	Bulk Pharma	Fine Carpets	Nectars	Sparx
Aged Meats	Bulk Precipitates	Fine Dusts	Noisemakers	Spices
Allotropes	Bulk Protein	Fine Furs	Non-Fossil Carcasses	Stimulants
Alloys	Bulk Spices	Fission Suppressant	Nostrums	Strange Crystals
Anagathics	Bulk Synthetics	Flavored Air	Novel Flavorings	Strange Seeds
ANIFX Blocker	Bulk Textiles	Flavored Drinks	Nutraceuticals	Synchronizations
ANIFX Dyes	Bulk Woods	Flavored Waters	Obsoletes	Tactiles
ANIFX Emitters	Candies	Flavorings	Ores	Textiles
Antibiotics	Carbons	Flill	Organic Gems	Thorium
Antidotes	Catalysts	Flora	Organic Polymers	Tisanes
Antifungals	Chelates	Flowers	Osmancies	Unusual Dusts
Anti-Matter	Coinage	Fluidic Timepieces	Painkillers	Unusual Fluids
Antique Art	Cold Light Blocks	Fluidics	Palliatives	Unusual Ices
Antiques	Cold Sleep Pills	Foodstuffs	Panacea	Unusual Minerals
Antiseptics	Cold Welders	Fossils	Parts	Unusual Rocks
Antitoxins	Collectible Books	Fruit Delicacies	Pattern Creators	Upgrades
Antivirals	Collectibles	Gallium	Pelts	Uranium
Archeologicals	Combat Drug	Gemstones	Percept Blockers	Used Goods
Armor	Combination	Germanes	Pheromones	Vacc Gems
Aromatics	Contemplatives	Gold	Photonics	Vacc Suit Patches
Art	Corrosives	Gravitics	Pigments	Vacc Suit Scents
Artifacts	Counter-prions	Group Symbols	Platinum	Variable Tattoos
Attractants	Crafted Devices	Hats	Plutonium	VHDUS Blocker
Aware Blockers	Cryo Alloys	Health Foods	Polymer Sheets	VHDUS Dyes
Awareness Pinger	Cryogems	Heat Pumps	Polymers	VHDUS Emitters
Backups	Currency	Holo Sculpture	Pseudo Hormones	Vision Suppressant
Biologics	Databases	Holo-Companions	Radioactive Ores	Wafers
Branded Clothes	Decoctions	Hummingbird	Radioactives	Warm Leather
Branded Devices	Decorations	Improvements	Radium	Weapons
Branded Drinks	Delicacies	Incenses	Rare Minerals	Wines
Branded Foods	Disposables	Incomprehensibles	Raw Sensings	Writings
Branded Oxygen	Dominants	Insidiants	Reactive Plants	
Branded Tools	Drinkable Lymphs	Insulants	Reactive Woods	
Branded Vacc Suits	Dupe Masterpieces	Iridium Sponge	Reclamation Suits	
Bulk Abrasives	Echostones	Isotopes	Recordings	
Bulk Carbon	Educationals	Jewelery	Regulations	
Bulk Carbs	Edutainments	Juices	Reparables	
	Electronics	Lanthanum	Replicating Clays	

Accountings. Data reconciling expenditures by government and business.

Adhesives. Bonding agents.

Aged Meats. Meats enhanced in flavor and texture by traditional methods.

Allotropes. Specific unusual forms of chemical elements useful for industry.

Alloys. Metallic mixtures created to create or enhance the characteristics of metals.

Anagathics. Pharma capable of extending lifespan.

ANIFX Blocker. Transparent or translucent flexible sheets which are opaque to wavelengths ANIFX.

ANIFX Dyes. Textile dyes with colors in the wavelengths ANIFX.

ANIFX Emitters. Objects which glow (or regularly or intermittently pulse) in the wavelengths ANIFX.

Antibiotics. Pharma capable of targeting and killing microbes.

Antidotes. Pharma which counteract poisons (inorganic poisons) within organisms.

Antifungals. Pharma capable of targeting and killing fungi.

Anti-Matter. Non-trivial amounts of anti-matter (in magnetic or gravitic containment vessels).

Antique Art. Works of fine art more than 100 years old.

Antiques. Crafted objects more than 100 years old.

Antiseptics. Pharma which kill microbes on the skin and outer surfaces of sophonts and fauna.

Antitoxins. Pharma which neutralize specific poisons (typically organic toxins) within organisms.

Antivirals. Pharma which treat virus infections.

Archeologicals. Detritus of sophont cultures or civilizations excavated for its insights into its creators. Some archeologicals are devices whose uses may or may not be apparent.

Armor. Personal protective devices and apparel.

Aromatics. Substances which emit attractive or beneficial scents or smells

Art. Sophont produced visual objects or images illustrating abstract thought or emotion. Typically, paintings, drawings, or sculpture.

Artifacts. Objects produced by the high-tech civilization of the Ancients (distinct from archeologicals)..

Attractants. Substances (typically pheromones) which create a compulsion to move closer to the attractant source.

Aware Blockers. Objects which are opaque to Awareness.

Awareness Pinger. Device which emits a recurrent signal which can be sensed by Awareness.

Backups. Computer media files capturing a totality of data processing activity. Backups are added to the available resources of computer systems which are not directly connected to the original generator (usually because of distance).

Biologics. Organic materials useful in industry.

Branded Clothes. Fashionable apparel characterized by a brand name which serves as a guarantee of quality.

Branded Devices. Fashionable personal devices characterized by a brand name which serves as a guarantee of quality.

Branded Drinks. Fashionable beverages characterized by a brand name which serves as a guarantee of quality.

Branded Foods. Fashionable foodstuffs characterized by a brand name which serves as a guarantee of quality. Brand names may imply social or group membership perceptions.

Branded Oxygen. Fashionable breathing gases characterized by a brand name which serves as a guarantee of quality.

Branded Tools. Fashionable equipment for specific skill sets and characterized by a brand name which serves as a guarantee of quality.

Branded Vacc Suits. Fashionable environmental suits characterized by a brand name which serves as a guarantee of quality.

Bulk Abrasives. Simple granulated compounds with uses as cutting, finishing, or polishing.

Bulk Carbon. Carbon (pure, or in compounds) suitable for use in industry.

Bulk Carbs. Carbohydrate nutrients suitable for the creation of synthetic foods.

Bulk Copper. Pure or alloyed copper metal suitable for use in industry.

Bulk Dusts. Homogeneous mineral materials of extremely small diameter.

Bulk Ephemerals. Captured or acquired materials with useful qualities. Ephemeral materials include natural compounds which degrade easily or quickly, and foods which lose their freshness quickly.

Bulk Fats. Edible nutrient fats and oils suitable for the creation of synthetic foods.

Bulk Fibers. Animal or plant component fibers suitable for the creation of textiles.

Bulk Foodstuffs. Edibles.

Bulk Gases. Captured atmospheric, environmental, geothermal, or volcanic gases with uses in industry.

Bulk Herbs. Plant structures and components suitable for medicinal purposes.

Bulk Ices. Low temperature solids which are liquids or gases at habitable sophont temperatures, and suitable for industry.

Bulk Iron. Pure or alloyed iron metal suitable for use in industry.

Bulk Metals. Smelted metallic elements of reasonable purity and suitable for use in industry.

Bulk Minerals. Simple compounds produced by natural geologic processes.

Bulk Nitrates. Nitrogen compounds (natural excretions or droppings from animals, or synthetic processed compounds) suitable for use in agriculture or industry.

Bulk Nutrients. Animal or plant mixed nutrients (fats, proteins, carbs) suitable for the creation of synthetic foods.

Bulk Organics. Animal or plant components with mixed uses.

Bulk Oxygen. Breathing gases for typical sophonts, typically in large compressed gas containers.

Bulk Particulates. Useful minerals particles characterized by very small diameters and consistent chemical properties.

Bulk Pelts. Animal skins suitable for the production of furs, leathers, or other coverings.

Bulk Petros. Native hydrocarbon fossil fuels and other petrochemicals. Low technology levels may use Petros for fuel; they are more universally used as lubricants and feedstocks for the creation of plastics.

Bulk Pharma. Animal or plant components suitable for refinement into or reduction to pharmaceuticals.

Bulk Precipitates. Chemicals in powered or granular form as a consequence of some natural or artificial process on the world.

Bulk Protein. Animal or plant protein nutrients suitable for the creation of synthetic foods.

Bulk Spices. Plant structures and components suitable for culinary purposes.

Bulk Synthetics. Artificially produced materials mimicking (or improving upon) the characteristics of one or more other materials.

Bulk Textiles. Cloth and fabric suitable for further use in industry.

Bulk Woods. Plant structures suitable as large scale or small scale construction materials.

Candies. Snacks, treats and delicacies usually (but not always) appealing to the sweet sensors of the taste sense.

Carbons. Processed Carbon (pure, or in compounds) suitable for use in industry.

Catalysts. Specific elements, compounds, or organics which improve the efficiency of industrial processes.

Chelates. Pharma which bind to and remove heavy metals from an organism.

Coinage. Metal or plastic tangibles or manipulables used as money.

Cold Light Blocks. Individualized rectangular units which glow brightly and without accompanying heat. The blocks constantly recharge based on magnetic, gravitic, or photonic principles.

Cold Sleep Pills. Pharma which produces suspended animation in animals and sophonts.

Cold Welders. Simple wands which fuse specific polymers using enzyme reactions.

Collectible Books. Random titled bound books of various levels of rarity.

Collectibles. Objects of limited availability and in demand across a broad spectrum of interested individuals.

Combat Drug. Pharma capable of increasing personal C1 and C3 and typically used by soldiers in battle.

Combination. Breathing devices which compress Very Thin (Atm 2-3) or Thin (Atm 4-5) to Standard (Atm 6). Combination incorporates a filter component which allows use in tainted conditions.

Contemplatives. Simple textured totems reputed to provide comfort, inspiration, or self-assurance to sophonts.

Corrosives. Substances (gases, fluids) capable of penetrating traditional or normal sealed barriers. Corrosives are components of corrosive atmospheres (Atm B).

Counter-prions. Pharma which (as a food additive) actively counteract prions.

Crafted Devices. Small items of equipment which have been carefully created for quality and reliability.

Cryo Alloys. Metallic alloys which achieve their characteristics through cold tempering.

Cryogems. Gemstones encountered in very low temperature environments (although they are stable at habitable temperatures).

Currency. Paper money or certificates of value.

Databases. Collections of information suitable for support of government or commerce.

Decoctions. Plant-based beverages produced by mashing followed by boiling.

Decorations. Attractive or pleasing objects suitable for enhancing buildings, rooms, or walls.

Delicacies. Rare or unusual foods prepared according to local cultural recipes. Delicacies may have market value for their rarity, their taste, or for their traditional cultural value.

Disposables. Useful objects intended for single or limited use before being discarded.

Dominants. Substances (scents, pheromones) which reduce the will to resist in individuals.

Drinkable Lymphs. Animal-based beverages produced from lymph fluids harvested from world-specific fauna.

Dupe Masterpieces. Mass market reproductions of craftsman produced priceless masterpieces.

Echostones. Mineralogical objects which repeat sounds from the environment. The most prized of echostones repeat with a significant delay (minutes or hours), and artful arrangements of echostones can fill a room with music or background sounds.

Educationals. Software-based materials produced (by government or industry) to increase knowledge or awareness of specific subject matter, often with a specific viewpoint or with a propagandistic flavor.

Edutainments. Software-based materials with demographically targeted entertainment value produced (by government or industry) to increase knowledge or awareness of specific subject matter, often with a specific viewpoint or with a propagandistic flavor.

Electronics. Electronic materials useful in industry.

Emotion Lighting. Illumination systems controlled by sensors which respond in individual or group emotions.

Encapulants. Fluids which naturally flow around objects they encounter, and which form coatings as they dry or cure.

Envirosuits. Environmental or protective suits.

Ephemerals. Objects of value which degrade without special efforts or conditions to preserve their characteristics or freshness.

Excretions. Useful substances produced as waste products from organisms.

Exotic Aromatics. Scent emitting substances with strange, unusual, or esoteric characteristics.

Exotic Crystals. Organic or mineralogical crystals with strange, unusual, or esoteric characteristics.

Exotic Fauna. Animals with strange, unusual, or esoteric characteristics.

Exotic Flora. Plants with strange, unusual, or esoteric characteristics.

Exotic Fluids. Liquids (and some gases) with strange, unusual, or esoteric characteristics.

Exotic Sauces. Culinary liquids with strange, unusual, or esoteric characteristics.

Expert Systems. Software systems with a strong skill set related to a specific subject.

Famous Wafers. Classic or well-known recorded personality entertainments.

Fast Drug. Pharma capable of decreasing the metabolism (making the universe appear to move more quickly).

Fauna. Animals.

Fermented Fluids. Organic fluids which have been processed to induce an alcoholic content.

Filter Mask. A breathing device which allows breathing (if otherwise possible) in Tainted atmosphere (Atm 2,4,7,9).

Fine Aromatics. High quality scent sources.

Fine Art. High quality objects created by artists.

Fine Carpets. High quality floor coverings.

Fine Dusts. High quality homogeneous mineral materials of extremely small diameter.

Fine Furs. High quality animal pelts.

Fission Suppressant. Device capable of suppressing nuclear fission within a small radius (50 meters).

Flavored Air. Breathing gases supplemented with additives which appeal to smell and taste. Some flavored airs mask taints; others are more palatable versions of intrinsic taints.

Flavored Drinks. Beverages whose primary characteristic is flavor (as opposed to nourishment). Many flavors are mildly addictive.

Flavored Waters. Water supplemented with flavors.

Flavorings. Additives which provide interesting, attractive, or unusual taste and smell sensations.

Flill. Organic gems characterized by beautiful lek and mag emissions. Flill are prized by sophonts with awareness.

Flora. Plant life.

Flowers. Attractive plant components.

Fluidic Timepieces. Chronometrical devices based on fluidic principles.

Fluidics. Fluidic materials useful in industry.

Foodstuffs. Assorted plant and animal products suitable for consumption and nutrition.

Fossils. Geologically preserved remains of flora and fauna

Fruit Delicacies. Edible fruits enhanced with a variety of culinary treatments to create attractive (or unusual) flavors and textures.

Gallium. Elemental gallium in certified purity levels and suitable for use as money.

Gemstones. Attractive examples of precious or semi-precious stones.

Germanes. Germanium based compound useful in industry.

Gold. Metallic gold in certified purity levels and suitable for use as money.

Gravitics. Gravitic materials useful in industry.

Group Symbols. Items of clothing worn to show a connection to a group. Occasionally, group symbols become fashionable for non-members (athletic jerseys for non-athletes; naval pilot jackets for ordinary citizens).

Hats. Head coverings.

Health Foods. Foodstuffs with real or imagined health promoting components.

Heat Pumps. Personal equipment capable of drawing heat from the environment.

Holo Sculpture. Large scale three dimensional images intended for outdoor display.

Holo-Companions. Holographic projections controlled by software and programmed to interactively accompany an individual. Dogs (vacc-suited or not) as companions to vacc-suited surface traveler.

Humming sand. Granular minerals which vibrate (creating sounds) in response to light, heat, or other stimulus.

Improvements. New feature additions to common devices.

Incenses. Organic substances which, when burned, produce aromas.

Incomprehensibles. Objects for which there is no readily apparent use

(they do have a use; it is not readily apparent).

Insidiants. Substances (gases, fluids) capable of penetrating traditional or normal sealed barriers. Insidiants are components of insidious atmospheres (Atm C).

Insulants. Substances which inhibit thermal equilibrium.

Iridium Sponge. Elemental iridium exposed to vacuum and gases to create an internal sponge texture. Iridium is principal component of positronic brains.

Isotopes. Elements refined to a high level of purity as to isotopic content.

Jewelry. Decorative personal accessories crafted from precious metals and gems or gemstones.

Juices. Vegetable or fruit liquids.

Lanthanum. Elemental lanthanum. This material is crucial to the construction of jump drives.

Lek Emitters. Devices which emit (glow, pulse) in the Lek wavelength.

Livestock. Live animals suitable for herd or flock creation, or less frequently, for slaughter.

Luminescents. Panels which reactively emit a variety of wavelengths in response to external conditions.

Mag Emitters. Devices which emit (glow, pulse) in the Mag wavelength.

Magnetics. Interesting or useful devices employing the principles of magnetics.

Mandates. Administrative or judicial orders for distribution to a wide variety of individuals, businesses, functionaries, and organizations.

Masterpieces. Works created by craftsmen.

Meat Delicacies. Edible meats enhanced with a variety of culinary treatments to create attractive (or unusual) flavors and textures.

Mechanicals. Individual component parts for machines.

Meson Barriers. Thin sheets capable of reducing the transit of mesons.

Metals. Elemental or alloyed metals suitable for technological uses.

Minerals. Natural resources materials useful when incorporated into manufactured products, and (or) capable of being reduced or refined into its component compounds or elements.

Money Cards. Machine readable incremental certificates of value. Pre-loaded debit cards.

Monumental Art. Large scale (larger than life size) sculpture created to impose concepts, personalities, or ideologies on the public or citizenry.

Motile Plants. Flora capable of changing location.

Museum Items. The wide array of items suitable for display and exemplifying the history, art, technologies, or personalities of a location, region, people, or other activity.

Music. Recordings of musical performances.

Musical Instruments. Devices capable of producing music when used by individuals with Music skill.

Navigators. Portable devices which show current location (and perhaps other data).

Nectars. Nutrient rich liquid produced by plants.

Noisemakers. Natural objects which create loud or jarring sounds in response to heat, touch, or other stimulus.

Non-Fossil Carcasses. Pre-historic preserved (frozen, dessicated, mummified) carcasses of animals or sophonts. Pre-historic, in the case of each world, is before initial settlement of the world.

Nostrums. Pharma of unproven efficacy. Nostrums are often branded and aggressively marketed.

Novel Flavorings. Natural or synthetic food additives

Nutraceuticals. Foodstuffs and nutrients with Pharma capabilities.

Obsoletes. Devices which have been supplanted or replaced by newer, better, or more technologically advanced devices which accomplish the same purposes.

Ores. Mineralogical materials with a high content in desirable components and suitable for their extraction.

Organic Gems. Small valuable objects of organic origin, often highly prized for their appearance. Includes jet, pearl, ivory, bone, amber, sparx, and flill.

Organic Polymers. Large molecules with useful characteristics produced through life processes.

Osmancies. Recordings of performances involving smells.

Painkillers. Pharma which reduce or eliminate pain.

Palliatives. Pharma which reduce or eliminate symptoms.

Panacea. Pharma which cure disease or malady. Technically, the term panacea indicates a cure for all diseases and maladies. In use, a

Parts. Component replacement parts for common devices.

Pattern Creators. Automated devices which place patterns and decorations on walls, floors, and

ceilings. Pattern creators are a form of interior decoration; some are constantly laying down new patterns; others are instructed to change the patterns daily, or monthly.

Pelts. The skins or outer coverings of animals.

Percept Blockers. Fabric sheets which are opaque to the perception sense.

Pheromones. Chemicals which trigger natural behavioral responses in animals.

Photonics. Photonic materials useful in industry.

Pigments. Coloring agents.

Platinum. Metallic platinum in certified purity levels and suitable for use as money.

Plutonium. Radioactive elemental metal useful in industry.

Polymer Sheets. Plastic sheets.

Polymers. Plastics.

Pseudo Hormones. Artificial or synthetic hormones which carry encoded chemical instructions to living cells or organs. Pseudo hormones carry chemical instructions which are not carried by natural hormones.

Radioactive Ores. Minerals with significant radioactive metal content.

Radioactives. Radioactive materials useful in industry.

Radium. Radioactive elemental metal useful in industry.

Rare Minerals. Scarce or rarely occurring simple compounds produced by natural geologic processes.

Raw Sensings. Digital data acquired through the normal course of operations by large scale computer operations.

Reactive Plants. Plants which exhibit some response (movement, color change, scent release, collapse, flower release) to a stimulus.

Reactive Woods. Woods which exhibit some response (color change, iridescence, scent release) to a stimulus.

Reclamation Suits. Personal environmental suits which recapture (reclaim) water vapor exhaled or perspired by the user. Reclamation suits are common in water-poor environments (Desert worlds).

Recordings. Records of performances, including concerts, plays, and readings.

Regulations. Software, printed materials, and other items which convey the implementations of laws by bureaucratic organizations.

Reparables. Inoperative devices capable of being repaired, restored, or

refurbished to usable or near new condition.

Replicating Clays. Novelty soil materials which spontaneously combine and replicate in patterns and colors.

Repulsant. Substances (scents, pheromones) which repel or create a sense of aversion in individuals.

Respirators. Breathing devices which compress Very Thin (Atm 3) or Thin (Atm 5) to Standard (Atm 6).

Restoratives. Pharma capable of reversing specific organic effects, or restoring organic components to a previous state. Some restoratives have cosmetic effects; others reverse organic damage from disease or accident; still others halt or reverse aging.

Robots. Mechanical artificial sophonts.

Secretions. Useful substances produced by organisms for specific purposes; industrial or commercial uses of the substance may differ from the original organic purpose..

Seedstock. Propagation materials for plants suitable for crop production, or for hybridization.

Self-Defender. Personal handgun with features which enhance its uses in defense and reduce its uses in offense.

Self-Solving Puzzles. Intricate devices which use mechanical, electronic, or other principles to move components from one state to another.

ShimmerCloth. Textiles produced in colorful patterns. Shimmercloth colors are active rather than passive or reflective; some patterns change in long cycles.

Silanes. Silicon based compound useful in industry.

Silver. Metallic silver in certified purity levels and suitable for use as money.

Skin Tones. Temporary cosmetic fashionable skin colorants.

Slow Drug. Pharma capable of increasing the metabolism (making the universe appear to move more slowly).

Sludges. Industrial waste materials.

Software. Computer applications.

Soothants. Pharma (or devices, or objects) which reduce anxiety.

Sophont Cuisine. Various foodstuffs prepared according to a specific sophont cultural traditions and recipes.

Sophont Hats. Interesting head coverings from local sophont cultures.

Soundmakers. Natural objects which create unusual or interesting sounds in response to heat, touch, or other stimulus.

Sparx. Organic gems characterized by a piezo process which delivers a

mild electric tingle. Sparx are prized by sophonts with touch as a primary sense.

Spices. Food flavorings and additives.

Stimulants. Pharma which temporarily increase physical characteristics.

Strange Crystals. Mineralogical or organic crystals suitable for decoration or jewelry.

Strange Seeds. Flora reproduction vectors with unusual characteristics and suitable for decoration or for industrial application.

Synchronizations. Data files and applications which make local data bases interactively merge the content of distinct data bases.

Tactiles. Natural objects which respond to touch by emitting heat or light, changing shape, or vibrating.

Textiles. Cloth or fabric suitable for creation of garments.

Thorium. Radioactive elemental metal useful in industry.

Tisanes. Plant-based beverages produced by dissolving essential plant elements in water or oil.

Unusual Dusts. Fine particle collections with unusual characteristics suitable for industry.

Unusual Fluids. Chemical fluids with unusual characteristics suitable for industry.

Unusual Ices. Low temperature compounds and combinations with unusual characteristics suitable for industry.

Unusual Minerals. Natural geological substances with unusual characteristics suitable for industry.

Unusual Rocks. Unrefined and undifferentiated minerals with unusual characteristics suitable for industry.

Upgrades. Software improvements.

Uranium. Radioactive elemental metal useful in industry.

Used Goods. Objects which have been previously purchased and used for some reasonable period of time. They show cosmetic wear and may be missing user documentation.

Vacc Gems. Small valuable objects (usually mineralogical) highly prized for their unusual qualities. Vacc gems are formed through the long term action of vacuum (and other effects: radiation, stellar wind, magnetic fields) on minerals or crystals.

Vacc Suit Patches. Adhesive repair units for vacc suits.

Vacc Suit Scents. Aromatic additives which remove, disguise, overlay, or transform existing smells within vacc suits.

Variable Tattoos. Body or skin markings which slowly change (randomly, or in cycles) over time.

VHDUS Blocker. Transparent or translucent flexible sheets which are opaque to wavelengths VHDUS.

VHDUS Dyes. Textile dyes with colors in the wavelengths VHDUS.

VHDUS Emitters. Objects which glow (or regularly or intermittently pulse) in the wavelengths VHDUS.

Vision Suppressant. Pheromone which temporarily shuts down the vision sense.

Wafers. Recorded personalities labeled by donor sophont and general donor skillset..

Warm Leather. Luxury materials composed of prepared animal skins which channel heat to the exterior surfaces.

Weapons. Small arms intended for personal, security, or military use.

Wines. Alcoholic beverages.

Writings. Printed published texts.

Imbalance Items

Imbalance Items are in oversupply on the source world; often they are imports no longer in demand (and thus available for shipment elsewhere).

For Trade Goods identified as Imbalances (in the Random Trade Goods Table), use the Trade Classifications shown and re-roll on the Random Trade Goods Table to identify the goods. If these goods are sold on a market world with this Trade Classification, increase their Price +Cr1,000.



Trade Classifications

Using the Universal World Profile UWP for the character's homeworld, determine all possible Trade Classifications that apply. A character receives the homeworld skill associated with each Trade Classification.

Trade Classifications

Group	Code	S _{iz}	A _{tm}	H _{yd}	P _{op}	G _{ov}	L _{aw}	Definition	--	Skill
Planetary	As	0	0	0	--	--	--	Asteroid	--	Zero-G
	De	--	23456789	0	--	--	--	Desert	--	Survival
	Fl	--	ABC	123456789A	--	--	--	Fluid	--	Hostile Environ
	Ga	678	568	567	--	--	--	Garden World	--	Trader
	He	3459ABC	2479ABC	012	--	--	--	Hellworld	--	Hostile Environ
	Ic	--	01	123456789A	--	--	--	Ice-Capped	--	Vacc Suit
	Oc	ABC	--	A	--	--	--	Ocean World	--	Hi-G
	Va	--	0	--	--	--	--	Vacuum	--	Vacc Suit
	Wa	56789	--	A	--	--	--	Water World	--	Seafarer
Population	Di	--	--	--	0	0	0	Dieback (000-T)	T>0	---
	Ba	--	--	--	0	0	0	Barren	T=0	---
	Lo	--	--	--	123	--	--	Low Population	--	Flyer
	Ni	--	--	--	456	--	--	Non-industrial	--	Driver
	Ph	--	--	--	8	--	--	Pre-High	--	---
	Hi	--	--	--	9ABC	--	--	High Population	--	Streetwise
Economic	Pa	--	456789	45678	48	--	--	Pre-Agricultural	--	Trader
	Ag	--	456789	45678	567	--	--	Agricultural	--	Animals
	Na	--	0123	0123	6789ABC	--	--	Non-agricultural	--	Survey
	Pi	--	012479	--	78	--	--	Pre-Industrial	--	JOT
	In	--	012479	--	9ABC	--	--	Industrial	--	One Trade
	Po	--	2345	0123	--	--	--	Poor	--	Steward
	Pr	--	68	--	59	--	--	Pre-Rich	--	Craftsman
	Ri	--	68	--	678	--	--	Rich	--	One Art
Climate	Fr	23456789	--	123456789A	--	--	--	Frozen	HZ +2 or outer	Hostile Env
	Tr	6789	456789	34567	--	--	--	Tropic	HZ -1	Survival
	Tu	6789	456789	34567	--	--	--	Tundra	HZ +1	Survival
	Tz	--	--	--	--	--	--	Twilight Zone	Orbit 0-1	Driver
Secondary	Fa	--	456789	45678	23456	--	--	Farming	Not MW. HZ	Animals
	Mi	--	--	--	23456	--	--	Mining	Not MW. MW=In	Survey
Political	Cp	--	--	--	--	--	--	Subsector Capital	Imperial	Admin
	Cs	--	--	--	--	--	--	Sector Capital	Imperial	Bureaucracy
	Cx	--	--	--	--	--	--	Capital	Imperial	Language
	Cy	--	--	--	56789A	6	0123	Colony	--	Driver
	Pe	--	--	--	34567	6	6789	Penal Colony	Imperial	Fighting
	Re	--	--	--	1234	6	45	Reserve	Imperial	Flyer
Special	Fo	--	--	--	--	--	--	Forbidden (Red Zone)	--	---
	Pz	--	--	--	789ABC	--	--	Puzzle (Amber Zone)	--	---
	Da	--	--	--	0123456	--	--	Danger (Amber Zone)	--	---
	Ab	--	--	--	--	--	--	Data Repository	--	One Knowledge
	An	--	--	--	--	--	--	Ancient Site	--	Xenology

Adjustments: Ba requires Starport E or X. Cp, Cs, Cx require Starport A.

Ab	One Knowledge	Cx	Language	Ic	Vacc Suit	Pe	Fighting	Tu	Survival
Ag	Animals	De	Survival	In	One Trade	Pi	JOT	Tz	Driver
An	Xenology	Di	no skill	Lo	Flyer	Po	Steward	Ux	Xenology
As	Zero-G	Fa	Animals	Mi	Survey	Pr	Craftsman	Va	Vacc Suit
Ba	no skill	Fl	Hostile Env	Na	Survey	Pw	Trader	Wa	Seafarer
Co	Driver	Fr	Hostile Env	Ni	Driver	Re	Flyer		
Cp	Admin	He	Hostile Env	Oc	Hi-G	Ri	One Art		
Cs	Bureaucracy	Hi	Streetwise	Pa	Trader	Tr	Survival		

Homeworld Skills: For each TC shown for a homeworld, the character receives the indicated skill.



Trade and Commerce

Carrying freight between worlds is the basis of interstellar commerce.

Trade-1

CHECKLIST

- Find Passengers and Freight.
 - Roll for all 3 passenger types.
 - Roll for all 3 types of cargoes.
- Buying Trade Goods.
 - Find Sourceworld Trade Data.
 - Trade Classifications.
 - Starport Type.
 - Tech Level.
 - Find Cost of Goods.
 - Trade Price Modifiers
 - Tech Level Modifiers
 - Starport Type Modifier.
 - Accelerated Delivery.
- Purchase Goods.
- Selling Trade Goods
 - Find Market World Trade Data.
 - Trade Classifications.
 - Starport Type.
 - Tech Level.
 - Find Price For Goods.
 - Trade Price Modifiers
 - Tech Level Modifiers
 - Starport Type Modifier.
- Sell Goods.

MERCHANT SHIP REVENUES

Item	Income
High Passage	Cr10,000
Middle Passage	8,000
Low Passage	1,000
Freight (per ton)	1,000
Mail (if fitted to carry Mail)	15,000

These tables reflect available levels of goods and passengers appropriate for Player Characters. They do not reflect overall economic demand.

PASSENGERS

Roll once for each type on the day the ship leaves port.

High= Flux + Pop at Cr10,000
Mod = + Steward

Mid = Flux + Pop at Cr 8,000
Mod= + Admin

Low = Flux + Pop at Cr 1,000
Mod= + Streetwise

FREIGHT

Roll once for each type each day until the ship has enough freight and cargo.

Daily:

Freight = (Flux + Pop) x (total TCs +1)
Mod= +Liaison

Total TCs from this list (as used on next page):

Ag As Ba De Fl Hi Ic In Lo
Na Ni Po Ri Va Wa

Cargo = up to 100 tons available (of all types; daily).

Each day, accepted freight is loaded into the hold and payment credited.

The ship leaves when the Captain decides it is ready.

MAIL SHIPMENTS

There are often shipments of mail waiting to be carried to another world. A ship can inquire at the starport about availability.

Each mail shipment is one ton. Payment is a Voucher for Cr15,000 redeemable at any A Starport.

The Destination World must be at least Importance-2 lower than the current world.

BROKERS

Broker	Starport	Mod	Comm
Broker-7+	A	+4	20%
Broker-6	AB	+3	15%
Broker-5	AB	+3	15%
Broker-4	ABC	+2	10%
Broker-3	ABC	+2	10%
Broker-2	ABCD	+1	5%
Broker-1	ABCD	+1	5%

Brokers influence the Cargo Actual Value Table, but must be paid their commission for the transaction.

LONG TERM MAIL CONTRACTS

Mail and Private Express contracts can be negotiated on a Long-Term (one Year) basis.

Contracts are awarded to the lowest bidder. A ship specifies a route (between two worlds with an **Importance** difference of at least 2) bids; if the bid is lower than the Lowest Bid on the Table, the ship wins the contract.

	10 Round Trips	5 Round Trips
2D	Lowest Bid	Lowest Bid
2	Cr8,000	Cr4,000
3	Cr10,000	Cr6,000
4	Cr12,000	Cr8,000
5	Cr13,000	Cr10,000
6	Cr14,000	Cr13,000
7	Cr15,000	Cr15,000
8	Cr16,000	Cr18,000
9	Cr18,000	Cr22,000
10	Cr20,000	Cr24,000
11	Cr22,000	Cr28,000
12	Cr24,000	Cr30,000

Bid is per Jump.

10 Round Trips in a calendar year.

5 Round Trips in a calendar year allows negotiating a similar contract for another route in the same year.

	Trade and Commerce Carrying freight between worlds is the basis of interstellar commerce.	Trade-2
---	---	--

IDENTIFYING A CARGO							Cost
TL		Tc1	Tc2	Tc3	Tc4	Tc5	
8	-	De	Hi	In	Na	Po	Cr3,800

Starport. The Starport of the Sourceworld.
TL. The TL of the Sourceworld.

TC1 2 3 4 5. The Trade classifications of the Sourceworld.
Cost. The computed cost of the goods. The cost per ton.

BUYING GOODS

Determine Sourceworld Tech Level
 Base Cost = Cr3,000

Trade Class Effects

Code	Source		
Ag	Agricultural	-1,000	
As	Asteroid Belt	-1,000	
Ba	Barren World	+1,000	
De	Desert World	+1,000	
Fl	Fluid Oceans	+1,000	
Hi	High Population	-1,000	
Ic	Ice Capped		(all applicable)
In	Industrial	-1,000	
Lo	Low Population	+1,000	
Na	Non-Agricultural		
Ni	Non-Industrial	+1,000	
Po	Poor World	-1,000	
Ri	Rich World	+1,000	
Va	Vacuum World	+1,000	
Wa	Water World		

Tech Level Effect = Plus TL x Cr100
 Total Cost

SELLING GOODS

Determine Marketworld Tech Level
 Base Price = Cr5,000

Trade Class Effects =

Source	Market									
Ag	>	Ag	As	De		Hi	In	Ri	Va	+1,000 per
As	>		As				In	Ri	Va	+1,000 per
Ba	>						In			+1,000 per
De	>			De						+1,000 per
Fl	>				Fl		In			+1,000 per
Hi	>					Hi				+1,000 per
Ic	>									
In	>	Ag	As	De	Fl	Hi	In	Ri	Va	+1,000 per
Lo	>									
Na	>		As	De					Va	+1,000 per
Ni	>									
Po	>	Ag				Hi	In	Ri		-1,000 per
Ri	>	Ag		De		Hi	In	Ri		+1,000 per
Va	>		As	In					Va	+1,000 per
Wa	>									

Tech Level Effect = Plus 10% x Source TL - Market TL
 Total Price

ACTUAL VALUE

Flux	Value
-5	40%
-4	50%
-3	70%
-2	80%
-1	90%
0	100%
+1	110%
+2	120%
+3	130%
+4	150%
+5	170%
+6	200%
+7	300%
+8	400%

Less than -5 is -5.
 More than +8 is +8.
 DM + Broker/2
 (to maximum +4).

For example,

A Free Trader has bought for speculation a cargo on Efate to sell on Alell. The cargo ID from Efate is D Hi In Cr 2,300 (=Cr3,000 - 1,000 - 1,000 plus TL Effect = 13 x 100 = 1,300 = Cr2,300).

He carries it to Alell B46789C-A Ri. It is priced at (Cr5,000 + [In> Ri] = +1,000 = 6,000) plus TL Effect (=13 - 10 = 3 x 10% x 6,000 = +1,800) = Cr7,800. These goods have a Price of Cr7,800.

The trader offers them on the market using the Actual Value Table and rolls 0 = 100%. The goods sell for Cr7,800 and a profit of Cr5,500 per ton.

The Free Trader buys cargo on Alell for sale on Uakye. The cargo ID from Alell is A Ri Cr2,300 (=Cr3,000 + 1,000 plus TL Effect = 10 x 100 = 1,000 = Cr5,000).

He carries it to Uakye B439598-D Ni. It is priced at (Cr5,000) plus TL Effect (=10 - 13 = -3 x 10% x 6,000 = -1,800) = Cr4,200. These goods have a Price of Cr4,200.

The trader offers them on the market using the Actual Value Table. He rolls the first die (= +1) and sees that the best value he can get for the goods is 100%. So he cancels the transaction and moves on to the next world.

He carries it to Efate A646930-D Hi In. They are priced at (Cr5,000 + [Ri>Hi, Ri>In = +2,000 = 7,000) plus TL Effect (=10 - 13 = -3 x 10% x 7,000 = -2,100) = Cr4,900. These goods have a Price of Cr4,900.

The trader offers them on the market using the Actual Value Table. This time he finds a Broker-4 to help him. He rolls on the Actual Value Table = +3 - 1 + 2 = +4. The Selling price is 150% of the Price = Cr7,350 (minus 20% commission = 1,470 =) Cr5,880. He makes a profit of Cr880 per ton.



Trade and Commerce

Carrying freight between worlds is the basis of interstellar commerce.

Trade-3

Directly create the Trade Classifications for a world without creating the UWP (if the situation will not otherwise use the UWP). The UWP can be laboriously created later if necessary.

Pick one of the two tables and roll 4D for the row followed by 1D for the column. The result is the Trade Classifications for the world.

WORLD TRADE CLASSIFICATIONS 1

4D	1	2	3	4	5	6
4	De Ba	De He Po	Fl Oc Di	Hi Ic In Va	De He Ba	De He Hi In Na Po
5	He Ba	De Hi In	As Va Ba	He Na Po Pi	De Hi Pr	De He Hi In Po
6	He Di	He Po Ba	Fl He Ba	De Na Po Pi	Ic Va Di	De He Na Ni Po
7	De Pi	Fl Oc Ph	De Po Di	He Na Ni Po	De He Hi	He Hi In Na Po
8	Fl Ba	Fl Hi Oc	De Ri Ph	De He Po Ba	Na Va Ph Pi	De Hi In Na Po
9	Di	De He Lo	Fl Wa Ph	De He Po Di	Hi In Na Va	Hi Ic In Na Va
10	Ag	Oc Ph Pi	Fl Hi Wa	Ic Na Ph Pi	Fl He Ni	As Hi In Na Va
11	Ri	Wa Ph	Na Pi	He Ni	Hi Po	Ni Oc
12	In	Fl Ni	Ni Pa	Hi In	Ic Va	Fl Lo
13	Ni	Ga	Va	Po	De Lo	Ri
14	(blank)	(blank)	(blank)	(blank)	(blank)	(blank)
15	Lo	Ph	Wa	Pi	Ic	Fl
16	In	Lo Wa	Ni Va	Ag Pi	De Po	Lo Va
17	Po	Hi Pr	Na Ni	Pa Ph	Po Ph	Ri Wa
18	Na	Hi In Oc	Po Ph Pi	Hi Ic In Na	Ag Ni Ri Ga	As Na Va Ph Pi
19	Ba	De Po Ph	Hi In Po	Ri Ga Pa Ph	As Na Ni Va	Ic Na Va Ph Pi
20	Lo Oc	De Ni Ri	De Ni Pr	De Na Ni Po	De Po Ba	De Na Po Ph Pi
21	Fl Di	De Hi Po	Oc Ri Ph	Ic Na Va Pi	De He Ph	He Na Po Ph Pi
22	Oc Ba	He Po Di	Fl He Di	Ag Ni Ga Pr	Hi Oc Pr	De He Na Po Pi
23	Oc Di	De He Pi	As Va Di	As Na Va Pi	Ic Va Ba	De He Po Ph Pi
24	De Di	De Ph Pi	Fl Oc Ba	Ic Na Ni Va	De He Di	De He Na Po Ph Pi

WORLD TRADE CLASSIFICATIONS 2

4D	1	2	3	4	5	6
4	De Ph	Ni Oc Pr	Ri Pa Ph	Oc Pi	Fl Oc	De He Ph Pi
5	Oc Ph	Na Po Pi	De Lo Po	As Va	Wa Di	De He Po Pi
6	Ic Ba	Ni Oc Ri	Ni Ri Wa	Hi In Na	Po Pi	Na Po Ph Pi
7	Ic Di	Fl Lo Wa	Hi Wa Pr	Na Ni Po	Oc Ri	Hi In Na Po
8	Po Ba	De Po Pi	Fl Ni Oc	Ag Ri Ga	Ic Lo Va	De Hi In Po
9	Po Di	He Ph Pi	Ic Na Pi	Ic Na Ni	Ag Ni Pr	De Hi Na Po
10	Ga Ba	He Hi In	Fl He Lo	Ri Wa Ph	As Ni Va	Ic Va Ph Pi
11	Ga Di	Fl He Ph	Na Ph Pi	Fl He Ni	De Ni Po	Ri Ph
12	Na Po	Ic Lo	Fl Ph	Ic Pi	Fl He	Ic Ni
13	He Pi	Ag Ri	Ni Ri	Ni Wa	Ag Ga	Ag
14	(blank)	(blank)	(blank)	(blank)	(blank)	(blank)
15	Ba	Di	De	He	Oc	Hi
16	Lo Po	Fl Hi	Wa Pi	De Ni	He Lo	Ni Po
17	Lo Ga	Ag Ni	Ph Pi	Hi Wa	Hi Ga	Ni Pr
18	Fl Wa	Hi Ic In	He Lo Po	Fl He Hi	Ag Ni Ri	He Hi In Po
19	Va Ba	Fl Lo Oc	Ag Ni Ga	Hi Ga Pr	Pa Ph Pi	He Po Ph Pi
20	Va Di	Fl Ni Wa	Ni Ga Pa	De Na Po	Ic Ni Va	De Na Po Ph
21	De Hi	Na Po Ph	Ni Wa Pr	De He Ni	As Lo Va	De Po Ph Pi
22	De He	He Po Pi	Na Va Pi	Ga Pa Ph	Na Ni Va	De He Ni Po
23	De Ri	Ic Va Pi	Wa Ph Pi	Ic Ph Pi	He Ni Po	De He Lo Po
24	Hi Oc	Hi Na Po	Hi In Wa	He Po	Wa Ba	De He Hi In

For example, Scout Eleri Dinsha discovers a new world.

To determine quickly what that world is, he decides to roll on Table 2. He rolls 4D for the row (= 4+3+5+1 = row 13) and 1D for the column (= 3 = column 3). He has discovered a Ni Ri Non-Industrial Rich world.

USING THESE CHARTS

These World Trade Classification Charts allow the random creation of TCs without the generation of complete world details or UWPs.

Trade in Uncharted Territory

For a trading ship travelling in unknown territory, these tables create potential Market Worlds.

Without fully creating UWPs, the Referee can present several possible worlds and allow the trader to make decisions about profitability.

Trading Maps. Any reasonable trader makes inquiries about what lies ahead. Those inquiries can produce trading maps (often sketched on the back of a napkin) showing a series of worlds and their TCs.

Character Homeworlds

Character homeworlds and birthworlds depend on TCs for the skills they confer. These charts create the essential TCs without fully detailing UWPs.

Destinations

Patrons and information sources often describe worlds based on their TCs.

Destination worlds can be defined using these charts.

Discoveries

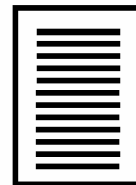
A Scout Discovery can be quickly defined using these charts.

Land Grants

Noble Land Grants can be defined using these charts.

REVERSE WORLD CREATION

Worlds can be created based on their known TCs. The process of elimination determines which world details are available based on the TCs. Other details are selected or created.



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.



Random Trade Goods

Most Trade Goods can be created using this chart based on the Trade Classifications of the world.

Random Trade Goods 1

TRADE GOODS DETAIL

As	[]
Ba	Gathered
De	Mineral
Di	Artifact
Fl	Unusual
Ga	Premium
Hi	Processed*
Ic	Cryo
Lo	[]
Ni	Unprocessed
Po	Obscure
Ri	Quality
Va	Exotic **

* Omit for Industrial
** Omit for Asteroid

Ag-1

1	Raws
1	Bulk Protein
2	Bulk Carbs
3	Bulk Fats
4	Bulk Pharma
5	Livestock
6	Seedstock
2	Rares
1	Fine Furs
2	Meat Delicacies
3	Fruit Delicacies
4	Candies
5	Textiles
6	Exotic Sauces
3	Consumables
1	Flavored Waters
2	Wines
3	Juices
4	Nectars
5	Decoctions
6	Drinkable Lymphs
4	Pharma
1	Health Foods
2	Nutraceuticals
3	Fast Drug
4	Painkillers
5	Antiseptic
6	Antibiotics
5	Novelties
1	Incenses
2	Iridescent
3	Reflectives
4	Pigments
5	Noisemakers
6	Soundmakers
6	Imbalances
1	He
2	Hi
3	In
4	Na
5	Ri
6	Va
	Wa

Ag-2

1	Raws
1	Bulk Woods
2	Bulk Pelts
3	Bulk Herbs
4	Bulk Spices
5	Bulk Nitrates
6	Foodstuffs
2	Rares
1	Spices
2	Organic Gems
3	Flavorings
4	Aged Meats
5	Fermented Fluids
6	Fine Aromatics
3	Consumables
1	Flowers
2	Aromatics
3	Pheromones
4	Secretions
5	Adhesives
6	Novel Flavorings
4	Pharma
1	Antifungal
2	Antiviral
3	Panacea
4	Pseudo Hormones
5	Anagathics
6	Slow Drug
5	Novelties
1	Strange Seeds
2	Motile Plants
3	Reactive Plants
4	Reactive Woods
5	IR Emitters
6	Lek Emitters
6	Imbalances
1	De He Hi
2	Fl Hi
3	Fl Hi In
4	Na Ni
5	De Po
6	Ni Va
	Oc

As

1	Raws
1	Bulk Nitrates
2	Bulk Carbon
3	Bulk Iron
4	Bulk Copper
5	Radioactive Ores
6	Bulk Ices
2	Rares
1	Gemstones
2	Alloys
3	Iridium Sponge
4	Lanthanum
5	Isotopes
6	Anti-Matter
3	Valuta
1	Platinum
2	Gold
3	Gallium
4	Silver
5	Thorium
6	Radium
4	Samples
1	Ores
2	Ices
3	Carbons
4	Metals
5	Radioactives
6	Silicates
5	Novelties
1	Unusual Rocks
2	Fused Metals
3	Strange Crystals
4	Fine Dusts
5	Magnetics
6	Light-Sensitives
6	Imbalances
1	Hi In
2	Na Ni
3	He
4	Va
5	Po
6	Ri
	Wa



Random Trade Goods

Most Trade Goods can be created using this chart based on the Trade Classifications of the world.

Random Trade Goods 3

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Po	Obscure
Ri	Quality
Va	Exotic **

* Omit for Industrial

** Omit for Asteroid

Na

1

Raws

1	Bulk Abrasives
2	Bulk Gases
3	Bulk Minerals
4	Bulk Precipitates
5	Exotic Fauna
6	Exotic Flora

2

Rares

1	Hummingbird
2	Masterpieces
3	Fine Carpets
4	Isotopes
5	Pelts
6	Seedstocks

3

Novelties

1	Branded Tools
2	Drinkable Lymphs
3	Dupe Masterpieces
4	Pattern Creators
5	Pigments
6	Warm Leather

4

Samples

1	Archeologicals
2	Fauna
3	Flora
4	Minerals
5	Ephemerals
6	Polymers

5

Uniques

1	Masterpieces
2	Unusual Rocks
3	Artifacts
4	Fine Art
5	Replicating Clays
6	ANIFX Emitter

6

Imbalances

1	Ag
2	Ri
3	In
4	Ni
5	De
6	Ga

In

1

Manufactureds

1	Electronics
2	Photonics
3	Magnetics
4	Fluidics
5	Polymeric
6	Gravitics

2

Manufactureds

1	Biologics
2	Mechanicals
3	Textiles
4	Weapons
5	Armor
6	Robots

3

Scrap / Waste

1	Obsoletes
2	Used Goods
3	Reparables
4	Radioactives
5	Metals
6	Sludges

4

Pharma

1	Nostrums
2	Restoratives
3	Palliatives
4	Suppressants
5	Antibiotics
6	Antiseptics

5

Data

1	Software
2	Databases
3	Expert Systems
4	Upgrades
5	Backups
6	Raw Sensings

6

Consumables

1	Disposables
2	Branded Drinks
3	Branded Foods
4	Branded Clothes
5	Parts
6	Improvements

Po

1

Raws

1	Bulk Nutrients
2	Bulk Fibers
3	Bulk Organics
4	Bulk Minerals
5	Bulk Textiles
6	Exotic Flora

2

Rares

1	Gemstones
2	Antiques
3	Collectibles
4	Allotropes
5	Spices
6	Seedstocks

3

Novelties

1	Strange Crystals
2	Strange Seeds
3	Dupe Masterpieces
4	Emotion Lighting
5	Silanes
6	Flora

4

Uniques

1	Masterpieces
2	Incomprehensibles
3	Antiques
4	Exotic Flora
5	Fossils
6	VHDUS Emitter

5

Entertainments

1	Art
2	Recordings
3	Writings
4	Tactiles
5	Osmancies
6	Wafers

6

Imbalances

1	In
2	Ri
3	Fl
4	Ic
5	Ni
6	He



Random Trade Goods

Most Trade Goods can be created using this chart based on the Trade Classifications of the world.

Random Trade Goods 4

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Ic	Cryo
Lo	[]
Ni	Unprocessed
Po	Obscure
Ri	Quality
Va	Exotic **

* Omit for Industrial

** Omit for Asteroid

Ri

1

Raws

1	Bulk Foodstuffs
2	Bulk Protein
3	Bulk Carbs
4	Bulk Fats
5	Exotic Flora
6	Exotic Fauna

2

Rares

1	Delicacies
2	Spices
3	Tisanes
4	Nectars
5	Pelts
6	Seedstock

3

Consumables

1	Branded Foods
2	Branded Drinks
3	Branded Clothes
4	Flavored Drinks
5	Flowers
6	Music

4

Novelties

1	Echostones
2	Self-Defenders
3	Attractants
4	Sophont Cuisine
5	Sophont Hats
6	Variable Tattoos

5

Uniques

1	Antique Art
2	Masterpieces
3	Artifacts
4	Incomprehensibles
5	Meson Barriers
6	Famous Wafers

6

Entertainments

1	Art
2	Recordings
3	Writings
4	Tactiles
5	Osmancies
6	Wafers

Va

1

Raws

1	Bulk Dusts
2	Bulk Minerals
3	Bulk Metals
4	Radioactive Ores
5	Bulk Particulates
6	Ephemerals

2

Rares

1	Vacc Gems
2	Unusual Dusts
3	Insulants
4	Crafted Devices
5	Rare Minerals
6	Catalysts

3

Consumables

1	Branded Oxygen
2	Vacc Suit Scents
3	Vacc Suit Patches
4	Branded Tools
5	Holo-Companions
6	Flavored Air

4

Novelties

1	Branded Vacc Suits
2	Awareness Pinger
3	Strange Seeds
4	Musical Instruments
5	Unusual Minerals
6	Exotic Crystals

5

Samples

1	Archeologicals
2	Fauna
3	Flora
4	Minerals
5	Ephemerals
6	Polymers

6

Scrap / Waste

1	Obsoletes
2	Used Goods
3	Reparables
4	Radioactives
5	Metals
6	Sludges

Cp

1

Valuta

1	Coinage
2	Currency
3	Money Cards
4	Gold
5	Silver
6	Platinum

2

Rares

1	Monumental Art
2	Holo Sculpture
3	Collectible Books
4	Jewelry
5	Museum Items
6	Wines

3

Consumables

1	Branded Clothes
2	Branded Devices
3	Flavored Drinks
4	Flavorings
5	Decorations
6	Group Symbols

4

Novelties

1	Incenses
2	Contemplatives
3	Cold Welders
4	Polymer Sheets
5	Hats
6	Skin Tones

5

Data

1	Software
2	Expert Systems
3	Databases
4	Upgrades
5	Backups
6	Raw Sensings

6

Red Tape

1	Regulations
2	Synchronizations
3	Expert Systems
4	Educationals
5	Mandates
6	Accountings