



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.

