



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				
	4	Mechanization 1900 AD				
Low Tech	5	1930 AD			Electronics	
	6	Nuclear Age 1950 AD				
	7	1975 AD			Programmer	
Mid tech	8	2000 AD		[OverClock Rates]	Photonics	
	9	2020 AD	Maneuver-1 Jump-1 possible	PP-2 OC= 20	Fluidics	
	10	2100 AD		PP-3 OC= 40	Gravitics	
High Tech	11	Imperial Average Circa Year Zero	Jump-2	PP-4 OC= 60	Magnetics	
	12		Jump-3	PP-5 OC= 90		
	13	Imperial Maximum Circa 550	Jump-4	PP-6 OC= 100	Biologics	
VhighTech	14		Jump-5	PP-7 OC= 110		
	15	Imperial Maximum Circa 1107	Jump-6	PP-8 OC=120		
	16	Darrian Maximum		PP-9 OC=130		
Xhigh Tech	17		[Jump- 7]	OC=140		
	18			OC=150		
	19		[Jump- 8]	OC=160		
Uhigh Tech	20			OC=170		
	21		[Jump -9]	OC=180		

Overclock Rates are historical.

