

<b>Technology</b>	
+4	On the verge of collapse
+3	Slipstream mastery
+2	Slipstream use
+1	Exploiting the system
0	Exploring the system
-1	Atomic power
-2	Industrialization
-3	Metallurgy
-4	Stone age

<b>Environment</b>	
+4	Many garden worlds
+3	Some garden worlds
+2	One garden and several survivable worlds
+1	One garden and several hostile environments
0	One garden world (and perhaps additional barren worlds)
-1	Survivable world
-2	Hostile environment (gravity but dangerous atmosphere)
-3	Barren world (gravity, no atmosphere)
-4	No habitable worlds at all

<b>Resources</b>	
+4	All you could want
+3	Multiple exports
+2	One significant export
+1	Rich
0	Sustainable
-1	Almost viable
-2	Needs imports
-3	Multiple dependencies
-4	No resources

