

Interstellar Biohazard Levels Index

The Interstellar Biohazard Level Index (IBLI) is a measure of the danger posed by biological entities, both in scale and severity. Developed by Professor Charles Holt, Xenobiologist, in 2410. By 2420, It was adopted by most corporations, as well as the main powers of the Spur, and is now considered the norm when measuring the severity of Biohazards across the Orion Spur.

The IBLI is a Logarithmic scale. Thus, each level is not twice, but ten times larger than the previous ones. These levels are found by calculating the base size and energy of a biohazard once it is found, the rate at which it expands, and its immediate danger (as in how harmful/deadly it is to the people around it.) To this is subtracted the limits of its environment (a room, a ship, a planet, and so on), how hard it is for the hazard to pass through these limits if it even can, as well as how resilient to the hazard the potential victims can prove (for instance, slimes prove more dangerous to a Human population than a Skrell one.)

Contrary to non-Biohazard threats, like a solar flare or an asteroid, Biohazards have the ability to develop and grow if left unattended, and the threat they pose is often based on projections, were these not to be dealt with quickly enough. This is where the true danger lies, thus a low-scale Biohazard can still prove just as dangerous as a higher-level one if not dealt with for too long. While some seemingly powerful threats can be initially impressive, they may be hampered by a lack of potential in their ability to expand, and vice-versa. For instance, a Lii'dra invasion force is counted as level 9 Biohazard (Stellar-Level Threat) and not a level 10 (Interstellar-Level Threat), for while it is initially powerful, this invasion force lacks the ability to expand in scale and energy, and replace eventual losses fast enough to reach this scale.

The ten levels are as follows:

Magnitude	Description	Examples
Less than 1	Lifeless Environment. This not only denotes the absence of life but also the absence of any kind of environment compatible with most forms of life, reducing the chances of a Biohazard even appearing on its own to <i>near-0</i> .	- Vacuum
1	Life-Compatible Environment. This denotes the absence of life, but not the inability of the local environment to bear it. It is counted as a Biohazard level, as low and inconsequential as it may be, for its ability to bear life has a small chance of bearing biohazardous forms of life	- Life-compatible Atmosphere
2	Ambient-Life. This does not denote the presence of an actual Biohazard, though the presence of life makes it much more likely for a Biohazard to appear than on level 1, where life has yet to develop.	- Life-bearing worlds

3-4	<p>Common Biohazards. These Biohazards are common (and in truth, normal) in any life-bearing world. Some can prove much more dangerous than others, hence why this category encompasses two levels. These may also prove much more dangerous in different environments, for instance, a common benign disease in one population has the potential to be quite deadly in a totally alien one. Level 3 is often found on worlds where the local climate makes it generally harder for life to develop, examples being Adhomai or Modern Moroz. Level 4 is instead found on worlds brimming with life, such as Earth, or Pre-Contact War Moghes.</p>	<ul style="list-style-type: none"> - Common diseases - Toxins from biological sources
5	<p>Threats. From this level, the IBLI becomes truly relevant. These Biohazards are not overwhelmingly dangerous in their own right, but if left unchecked for too long, can cause disastrous damage to populations and materials alike. From this level on, Biohazards can no longer be ignored.</p>	<ul style="list-style-type: none"> - “Wallrot” fungi - Virulent/lethal diseases - Some recorded anomalies
6	<p>Major Threats. Level 6 Biohazards are recorded regularly across the entire spur but are generally not a source of worries for people on a local, planetary scale, and who live far from the possible source of some of these Biohazards (A xenobiological laboratory for instance.)</p>	<ul style="list-style-type: none"> - Uncontained slimes (among a non-Skrellian population) - Highly-virulent/lethal epidemic diseases
7	<p>Critical Threats. Level 7 Biohazards, just like level 6 Biohazards, can be common depending on the location. Biohazard-rich areas thus often require professionals like trained engineers, scientists and the like to deal with these as swiftly as possible, for Critical Threats can not only prove incredibly deadly if left unattended, but exponentially harder to deal with as well if allowed to grow for too long.</p>	<ul style="list-style-type: none"> - Blobs - Shipbound vine sprouts - K’ois outbreak
8	<p>Planetary Threats. Level 8 Biohazards, also called “Bio-extinction events” in some circles, are apocalyptic events that can destroy all or almost all forms of life in an inhabited world.</p>	<ul style="list-style-type: none"> - Chemical weapons of mass Destructions - Black k’ois
9	<p>Stellar Threats. Level 9 Biohazards are extremely rare but have been recorded on multiple occasions. These can compromise an entire solar system if not dealt with immediately, and if left unchecked for too long, have the potential to expand to other stars as well.</p>	<ul style="list-style-type: none"> - Lii’dra invasion force - (Hostile) Cetus diona form

	No non-sentient Biohazard has ever been recorded on this level and the level of intelligence of these entities plays a large role in the immediate danger they pose.	
10	<p>Interstellar Threats. No level 10 Biohazard has ever been recorded, the scale still exists purely for theory's sake. A level 10 Biohazard would have the power to destroy or take over entire worlds, and its ability to expand would make it night unstoppable considering modern technological levels.</p> <p>The only way to stop a level 10 Biohazard would be immediate response and the use of overwhelming means.</p> <p>What makes them most dangerous, however, is that due to their sheer scale, it's quite possible that level 10 Biohazards would achieve some kind of singularity, depending on their level of intelligence.</p>	- Titan diona form (theorized)

There is also an 11th Biohazard level in some circles. A level 11 Biohazard would be a **Galactic Threat**, able to encompass an entire Galaxy the size of the Milky Way if not dealt with immediately. The entire Spur would not be able to deal with a level 11 Biohazard if it were to appear, but thankfully most scientists assume that it never will. Indeed, not only would a level 11 Biohazard require impossible amounts of initial mass and energy, but the expansion rate to fit within this category would be literally physics-breaking. Not only that, but a Biohazard of this scale, one that can cover up and outgrow an entire Galaxy, should be visible all the way from the Milky Way. Yet, none have ever witnessed anything of this sort in known history.

The IBLI has been adopted by all companies within the SCC and is used as a scale for its alerts. Its workers are expected to have at least a rough idea of the level of threat each level describes; especially those that are most often in contact with Biohazards such as scientists and medical workers.