Yellow Sun Planets:

Magmus -- (CN)
Fire world
Lot of flowy lava
Geysers of Lava
An overworld that is really hard for most people to exist in. It's just a harsh land.
There is a subterranean section that is significantly more habitable, and intentionally so.
There has been a little terraforming--not a lot--to make more habitable areas.
Generally a land that's burning itself.
Geopolitically--in the senate. They tend to have delegates who aren't really happy with how things are going, but don't really have alternatives.
Stodgy about their monarchies. They can be firey in the senate. Not happy about other people imposing rule and order upon them, but they're okay with the monarchies keeping down the proletariat and so on.
There are frequent revolts, but generally the revolts have been put down, and those who are oppressed are mostly just surviving.
Gem and mining exports. Pretty strong trade between Magmus and Gonhirrim for that reason.
Obsidian mining, fossil fuels.
Overworld is basically the fiery races that can take the heat.
Underworld, some of the same.
Magmans, a good number of Dragonborn, Efreeti can take the heat.
Underworld is a burgeoning land with a good mix of everything. More Duergar that Dwarves, but probably beholden to the chaotic nature of the land.
Probably more Svirneblen than Gnomes, more Drow than Elves.
Kind of like Underdark, but not. But not so dark because of the whole flowing lava thing.

Felucia-- (CG)
Forest planet
We met the dinosaurs there
Large elvish population
Traditionalists, but not afraid of technology, so you'll see that blend (like Mmbaugh)
(Basically stolen from the Star Wars universe)
Humid, colorful, jungle. Full of vibrance. A very hopeful kind of atmosphere.
The libraries there would be full of people like Bruno's mom--sage, let me give you the meaning behind the things, not necessarily the things themselves, and let's do that while communing with nature.
Geopolitically, Bruno's Dad was ambassador. Keepers of the old ways, but comfortable with progress. Largely socialist or communist.
Often referred to as the third planet. (After Terran, Genussa, based on voice in the planet and a desire to make things happen on a scale between the suns.)

It’s got the wildlands, so there’s a large chunk intentionally left undeveloped, free to do what it does. Probably the biggest voice against the Whidmore Corporation’s terraforming enterprise, etc.
Trade in knowledge, wisdom of years gone by. A lot of scionic influence, helping people master their skills. Might even call it ‘magic’. They do have a big voice in the scionic people’s rights.
Totally against the census.
Lots of elf, but mixed. All of your woodland. Dryads, faeries, batfey, etc.

Terran (LG)
Centralized planet, probably most populated.
What you get when you mix Coruscant with Caprica. What you get when you mix metropolis on top of metropolis.
They *have* a parks initiative, but it’s like the city of Chicago spread across a whole planet.
This is the Whidmore Corp. playground for developing terraforming
Champion City--expect like Demolition Man above world
The Senate is here.
The seat is power.
No unrest is allowed. Basically police state. Like the Novacore of Xandar from Guardians of the Galaxy.
Super high-tech. Really into that. Progress.
Racially, predominantly human, but everything. Huge melting pot. Development does attract a good bit of Huan-ti and Hyangwanese.
Trade--all the time, everything. Trade in rules. Provide much of the police force of the world.
America in the fifties with technology.

Hyang Wan-- (N)
Water planet. Technology. Constantly raining.
Lots of Huan-ti and Hyangwanese. Locahaths, Kaminoans.
Trade in tech, secrets, weapons and defense.
Geopolitics are pretty standoffish. Don’t like to pick sides. Very neutral. If the planet had an alignment, it’d be true neutral.
Not a lot of unrest. Pretty well unpoliced. Wide swath of the super high tech and the super luddite, but the average crab farmer could have tech that could trap animals that could interdimensionally travel, so… We saw some unrest between the overreaches of technological experimentation, and the guerilla warfare of a sort of the railman, but those are the extremes of what you’ll see.

Gonhirrim-- (LN)
Gas planet with seven moons
Broadbeam -

Gliten	goddess of air and balance

Firebeard -

Tyrono'e	goddess of dreams and psyche

Blacklock -

Moronnoe:	god of wisdom and hearth

Durinfol - Erebôr Capital

Thiton	god of water and life

Ironfist -

Mazoë:	god of justice and courage

Stiffbeard -

Yafel	knowledge and temperance

Stonefoot. -

Glitonea	goddess of earth and law

No one lives on the planet as such, but the moons are inhabited.
Blue collar planetary system. Pittsburgh.
Predominantly Dwarven.
Craftspeople.
Gems.
In terms of ancient-modern, they'll err a little bit toward the old ways, in a sort of stubborn and stodgy way, but when tech helps the mining of the moons, they'll take advantage.
There's some controversy in delving into the gas giant itself.
So far attempts haven't gotten far. Too much of a storm all the time. Cloud.
Due to some atmospheric difficulties in some moons, some are uninhabited except like Hielo, where there are some natural creatures, but no people. But all of the moons of Gonhirrim are inhabited.
They have completely rejected terraforming. Whidmore can't get it. The Lords of Gonhirrim have it locked down.
They are very conservative. If it ain't broke, don't fix it, and if it is broke… eh, mend it slowly.
The Lords are leaders of three labor unions that are constantly in a struggle for power, but the reality is there isn't much of a struggle--it's pretty balanced.
"The eighth moon" is how they refer to the center of the gas giant.
Lots of mythology around that. That's where their creator/crafter god lived or lives. That's where their fallen go to rest. But they will come back to bring back the old ways, and will swarm the whole system one day to eliminate the outliers to bring order to the force, so to speak. But of course not all believe this.
Trade is pricey, but they make some really good stuff. Killer and a Ren Faire.

Hielo--
Not a planet.
Frozen, largely uninhabitable.

Red Sun Planets:

Mystra-- CG

Known for mystery, scionic happenings, place of mystics. Things might happen here that wouldn't elsewhere.
Sort of a pilgrimage site.
They were unaware of other planets until recently (through our actions)
The pink Dagobah
Very swampy
House Lukesea as ambassadors, but it'll be a couple years until they're up to speed politically.
The ancient Netherese are here.
Sort of weird ancient-technology relationship
The Lady Saharel (the Blue Lady) and the Tomb of Teresias are both there.
Races--ancient Netherese, humans, dwarves, etc.
Nuns and lavender whiskey

Genussa-- CN/CE

Gets its name from the German world "Genussa", which is one of the best ways to translate the embodiment of pleasure and grandiose feelings.
Vegas.
They don't like being governed. So politically, they don't think we need a confederation at all.
Sleazy drug-ridden metropolis.
This is where Atchi lost Bruno's ship in gambling
Where Sveedl Johannsen the magician is
This is where the Liberty or Death game show came from
Genussa is where Bode asked us to take him to the cemetery where he dug up a grave and got his locket back.
Trade--shady dealings. Whatever the trade is, it's definitely off the grid. But there's a lot of money.
This is where you would wire funds and have 'off-shore accounts'.
Genussa doesn't hold the ansible network hostage, but they're responsible for it. They control the hub for it. So without it, most of the planets are in the dark, since itself of information transferring instantly it would take someone actually travelling.
The Confederation wants to regulate, but they acknowledge that Genussa brought the ansible and leaves it to itself to a degree anyway

Genussa doesn't care for regulation at all. They would be the planet most likely to institute something like the purge, and live that way otherwise anyway.
Confed has attempted to trace the dragon's blood drug trade back to Genussa, but mostly it stalls somewhere in Didymus.
Races: little bit of everything. You'll find the highest concentration of Goblins and Goblinoids on Genussa.
We met the bugbear kingpin of the Manticore Green
Nega-Terran

Janus-- LN

One half's light, one half's dark, with a very little bit of overlap in the center
Izar's hometown
They don't want to have a whole lot to do with the Confederation or the other planets. They just want to stay alone. Even the Light and the Dark don't tend to interact much. They aren't really at odds or at war, but they're both into their own thing.
They do still all pay homage to the Netherese princes/leaders who keep things running for everyone. They engage in some trade with the outside world, but not a lot, and mostly on their own terms.
They do go to some government meetings, but with a tight lid on things. Secrets.
Primarily, they trade in knowledge, espionage. They produce some assassins.
If people are into trades, it would be around crafts
Probably the planet most interested in Mystra, though not necessarily happy about it coming into the wider verse, like they were a last, pure holdout. But there is some diversity of opinion here.
Netherese, Human, Drow
Has a similar feel as Mystra

Didymus-- Neutral-Unfortunate? Chaotic-Neutered?

Twin Planets. Used to be one, but was broken into two that kind of orbit each other.
Didymus and Didymus Prime
The Planet that used to be one planet--reigning theory (by like a 60% margin) is that some kind of meteorite hit this planet. Small planet to begin with, and somehow was hit evenly enough that a stasis could come about. But many minority opinions, even that there was never one planet, though that seems very unlikely.
Lots of sand.
Very few living waters, so life is gathered around them, and Beduin life elsewhere.
Doesn't have a lot to offer the rest of the Confederation, because they don't really have natural resources (or unnatural resources, for that matter)
Two seasons ago on Liberty or Death, they had a kind of Luchador who made his way to Genussa and slaughtered most of an orphanage because he was mad one day. But he won Liberty or Death, so that's basically the most notable thing that Didymus has done recently.

Thought of as the forgotten step-child of Genussa.
Alleged links of drug cartels. Nothing confirmed. People tend to go missing.

Both Suns:

Chromium--

Planet of the Dragons
Unheard from, and anyone who goes there doesn't come back
They have seats in the Senate, but no one ever comes
There was one instance where a delegate from Chromium appeared in the Senate in the early stages to assert that they don't want any part in this, then she turned into a Dragon and flew away.
It has a figure-eight orbit around the two suns. It has the opportunity

Two Suns:

The Yellow Refining fire, with the heat of purity
Red Wild fire, burns with the heat of passion
In most mythologies they're understood as being related, whether as sisters or as husband and wife.

The Pantheon - manifests slightly differently in various cultures, but overall themes are present and largely consistent. There are always the Nine and they are tightly related as a family unit. Relationships between the gods are often contentious but typically resolve throughout the narratives and that usually by common care for mortals and the realms of being. There tends not to be a consistent hierarchy, though folks treat patron deities of greater importance (Dwarven folk may honor and give deference to Glitonea while Elven cultures may esteem Tyronóë or Moronóë and elemental-based peoples often regard their corresponding deity as first among equals). Symbolism and stories vary, but under the banner of the following "expertises" or "specialities" of each member of the Pantheon.

Thiton -	God of Water and Life
Thiten -	Goddess of Death and Time
Gliten -	Goddess of Air and Balance
Gliton -	God of Fire and Chaos
Glitonea -	Goddess of Earth and Law
Mazoë -	God of Courage and Justice
Moronóë -	God of Wisdom and Hearth
Tyronóë -	Goddess of Dreams and Psyche
Yafel -	Knowledge and Cunning