Sophont Creation

The Sophont Creation Process creates a Sophont Creation Card SCC which is then used as the basis for basic character generation of the Sophont.

The steps and the charts involved are detailed here.

Sophont-01
Checklist

01. Introduction and Checklist. This introduction is an overview and checklist of the **Traveller** Sophont Creation Process.

02. The Sophont Creation Card records the information needed to generate a **Traveller** character from the created race.

  A. Prepare a blank SCC.

03. Blank Fillform.

  A. Prepare a blank Fillform.

04. Basics. The process selects or creates a plausible homeworld.

  A. Create a Homestar.
   1. Flux for Spectral Type (Sp).
   2. Roll for Spectral Decimal 0-9.
   3. Flux for Spectral Size.
  B. Determine Habitable Zone.
  C. Create Homeworld.
   1. Flux for World or Satellite.
   2. Actual Orbit (HZ Var).
   3. If Satellite, for Satellite Orbit.
   4. Determine Homeworld SAHPG.
   5. Note Climate.
   6. Name Homeworld.
  D. Name the Sophonts.
  E. Determine Native Status.

05. Environment. The process determines the evolutionary environment for the Sophonts and states their ecological niche.

  A. Native Terrain /Locomotion.
   1. Flux for Native Terrain. Record as Environ Roll.
   2. 1D for Locomotion Column and select from the Native Terrain row.
  B. Ecological Niche.
   1. Flux for Basic Class.
   2. Flux in the specific Basic Class column.

06. Characteristics. Determine the six personal characteristics for the race.

  A. Sophont Characteristics. Flux on columns C1-C2-C3-C4-C5-C6 for characteristic names.

  B. Characteristic Values. Flux on columns C1-C2-C3-C4-C5-C6 for Dice for each Characteristic.

07. Caste. If the race has C6= Caste as its social characteristic, then the process determines the details of the racial caste structure. Skip if the race does not have Caste.

  A. Caste Structure Types. 1D for Caste Type.
  B. Caste Table Creation. Start with Entry 2 on the SCS, roll on the appropriate column for the Caste Entry.
   1. Automatic: Entry 7 = Common.
   2. Automatic: Entry 12 = Unique.
  C. If Skilled Caste, 1D and 1D for each Entry on the Caste Skills Table (Chart 11).
  D. Caste Shift.
  E. Caste Assignment.
  F. Caste Based Differences.

08. Gender. Determine the gender structure of the race.

  A. Gender Components.
   1. Flux for Gender Structure.
   2. For each Entry 2 to 12 on the Gender Generation Table, Flux for specific Gender.
  B. Gender Assignment.
  C. Gender Shift.
  D. Gender Based Differences.

09. Life Stages and Aging. Determine the stages of life through which race members pass: from infancy to retirement. This determines the lifespan and the effects of aging.

  A. Enter ½ for Life Stage 0.
  B. Life Stage Duration. For each Life Stage 1 to 9, determine its duration.

10. The Senses. Races may have the same senses as humans, or they may be different. The process determines which senses the race has and how the senses function.

  A. For each sense, Flux for each possible Sense to determine if present.

  B. For each Sense present, Flux on the appropriate columns to create the Sense String.
  C. Generate the Racial Scent.
  D. Identify the primary Language.

11. Sophont Body Structure. The process determines the basic physical structure (symmetry, number of limb groups, location of the brain case, and location of the senses) of the race. These details may or may not be of any use in most play. Many are for background.

  A. Body Structure.
   1. Flux for Symmetry.
   2. Flux for Head and Torso.
   3. Locomotion Type,
    a. Flux for Front Limbs.
    b. Flux for Rear Limbs.
  B. Body Features.
   1. Flux for Skeleton.
   2. Flux for Fluids.
   3. Flux for Skin
   4. Flux for Weapon.
   5. Flux for Manipulators.

12. Sophont Special Abilities.
  A. Special Ability
   1. Possible Special Ability Type.
   2. Flux for Special Ability Row.
   3. Adjustments as necessary.
  B. Voices.
   1. Flux for Voice if Hearing
   2. Flux for Pvoice if Perception.

13. Manipulators.

14. Uniques. The creation may implement
   1. Metamorphosis.
   2. Symbionts.
   3. Hibernation.
   4. World Condition Effects.

15. Sophont Size. The process allows a calculation of the height and weight and relative size of a member of the race.

  16. Example Sophont Description.
  17. Example NIL Sophonts.