

Sophont Creation Card

The <u>character</u> is the individual through which the <u>player</u> in **Traveller** performs all activity. Most characters are human, and the basic character generation procedures in **Traveller** are for humans.



Race Name	SOPHONT CREATION CARD Race Name LongName						t	
Homeworld	UWP and	Trade Classificatio	rade Classifications					
Native Status	I	Environ Flux		Overview		Life Expectancy	v	
Niche and Subniche	Genders	X	Symmetry	×	0	y		
Native Environment and Lo	ative Environment and Locomotion			Head	X	1		
Breathes	×	Racial Scent	×	Torso	X	2		
Characteristics (GP) SGEIIS	Senses	I HTP		Limbgroup 1	X	3 Chargen Starts	-	
C1 Str 🗵	Energy	Vision String	X	Limbgroup 2	X	4		
C2 Dex Agi Gra 🛛	Vibration	Hearing String	X	Limbgroup 3	×	5 Physical Aging		
C3 End Sta Vig 🛛	Volatiles	Smell String	×	Limbgroup 4	×	6		
C4 Int	Contact	Touch String	X	Tail	X	7		
C5 Edu Tra Ins 🛛	Fields	Aware String	×	Skeleton	×	8		
C6 Soc Cha Cas 🛛	Auras	Percep String	X	Skin 🗵 Body Fluids	X	9 Mental Aging		

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G1 1FE	C1	C2	00	0.1	05	1FE	K02	C1	00	00	C4	1
GTIFE	61	62	63	C4	65	1FE 2	K02	Ci	C2	C3	C4	
G2 2MA			1			2MA	K03				-	ľ
						3			_			ļ.,
G3 3NB						3NB	K04					
G4						4	K05		1			-
						5						
G5							K06					
G6						6	K07 Common					-
						7						ļ
Caste Assignment:			K08					Ī				
Caste Shift				8	K09					Ļ		
Caste Shint						9						l
Gender Assignmen	nt				X	Ī	K10					ľ
					_	10						
Gender Shift				×	11	K11						
Caste-Gender Rel	Caste-Gender Relation			K12 Unique					T			
					12							

