Native Environment

The details of a sophont's evolutionary environment shape its morphology, locomotion, and the ecological niche it occupies.

Sophont-05
Environment

NATIVE TERRAIN

Mountain Steep dominating region. **- 5**

Desert Dry region with sparse vegetation. **- 4**

Exotic Strange or abnormal region. **- 3**

Rough Wood. High density vegetation region. **- 2**

Rough Uneven or broken surface region. **- 1**

Clear Flat expansive unbroken region. **0**

Forest Flat with high vegetation. **+1**

Wetlands Water dominated marsh region. **+2**

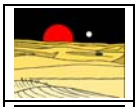
Wetland Wood Water dominated swamp region. **+3**

Ocean Interface of sea and atmosphere. **+4**

Ocean Depths Subsurface ocean regions. **+5**

Preserve this Roll as Environ DM.

TWILIGHT ZONE / LOCKED



Baked Lands Hot Region **- 5**

Twilight Zone Temperate Region **- 0**

Frozen Lands Cold Region **+1**
May include ice-covered

Substitute these Native Terrain names if the Homeworld is Twilight Zone or Locked.

NATIVE EVOLUTIONARY ORIGINS

A natively-evolved sophont has, as its origins, the following elements:

Native Terrain. A specific type of terrain in which the sophont had its earliest origins. Native Terrain in turn influences Locomotion.

Locomotion. The essential self-powered, patterned motion of limbs (or other anatomical parts) system of movement used by the sophont.

NATIVE TERRAIN AND LOCOMOTION

Flux	Native Terrain	Roll 1D 1	2	3	4	5	6
- 5	Mountain	Walker	Walker	Walker	Walker	Walker	Flyer
- 4	Desert	Walker	Walker	Walker	Walker	Walker	Flyer
- 3	Exotic	Amphib	Walker	Walker	Walker	Flyphib	Flyer
- 2	Rough Wood	Amphib	Walker	Walker	Walker	Walker	Flyer
- 1	Rough	Amphib	Walker	Walker	Walker	Walker	Flyer
0	Clear	Walker	Walker	Walker	Walker	Walker	Walker
+1	Forest	Walker	Walker	Walker	Walker	Walker	Walker
+2	Wetland	Amphib	Aquatic	Walker	Walker	Walker	Flyer
+3	Wetland Wood	Amphib	Walker	Walker	Walker	Walker	Flyphib
+4	Ocean	Flyphib	Swim	Swim	Swim	Diver	Diver
+5	Ocean Depth	Diver	Diver	Diver	Diver	Diver	Diver

If Atm 8+, DM - 2. If Size 5-, DM – 1. If Hyd 6+, DM +1. If Hyd 9+, DM +1
Greater than highest entry, use +5; less than minimum entry, use - 5.

SOPHONT MORPHOLOGY

Type	Walks	Dives	Swims	Flies	Other	Breathes
Walker	Walks	-	-	-	-	Air- <Atm>
Amphibian	Walks	-	Swims	-	-	Air- <Atm> and Water
Aquatic	Walks	-	Swims	Flies	-	Air - <Atm>
Diver	-	Dives	Swims	-	-	Water
Flyer	Walks	-	-	Flies	-	Air- <Atm>
Flyphib	-	Dives		Flies	-	Air- <Atm> and Water
Swimmer	-	-	Swims	-	-	Air- <Atm>
Static	-	-	-	-	Immobile	Air- <Atm>
Drifter	-	-	-	-	Drifts	Water

Walks. Moves (walks, jumps, crawls) on land. **Swims.** Moves in water at or near surface. **Dives.** Moves in water, in the depths. **Flies.** Moves in atmosphere. **Breathes.** Insert Homeworld Atmosphere after Air. Static and Drifter apply only if Producer.

ECOLOGICAL NICHE

Flux	Niche	Herbi-	Omni-	Carni-	Scavenger	Producer
- 6	Producer	Grazer	Hunter	Pouncer	Carrion-Eater	Collector
- 5	Producer	Grazer	Hunter	Pouncer	Carrion-Eater	Collector
- 4	Herbivore	Grazer	Hunter	Pouncer	Carrion-Eater	Collector
- 3	Herbivore	Intermittent	Hunter	Pouncer	Hijacker	Collector
- 2	Omnivore	Intermit	Hunter	Pouncer	Hijacker	Collector
- 1	Omnivore	Intermit	Gatherer	Pouncer	Hijacker	Collector
0	Omnivore	Intermit	H / G	Chaser	Intimidator	Basker
+1	Omnivore	Grazer	Gatherer	Chaser	Intimidator	Basker
+2	Omnivore	Grazer	Gatherer	Chaser	Intimidator	Basker
+3	Carnivore	Grazer	Gatherer	Chaser	Intimidator	Basker
+4	Carnivore	Grazer	Gatherer	Trapper	Intimidator	Basker
+5	Scavenger	Grazer	Gatherer	Siren	Reducer	Basker
+6	Scavenger	Filter	Eater	Killer	Reducer	Basker

Roll Flux for Niche; then Flux in the appropriate column.
Apply Environment Roll to appropriate columns (but not Basic Class).