

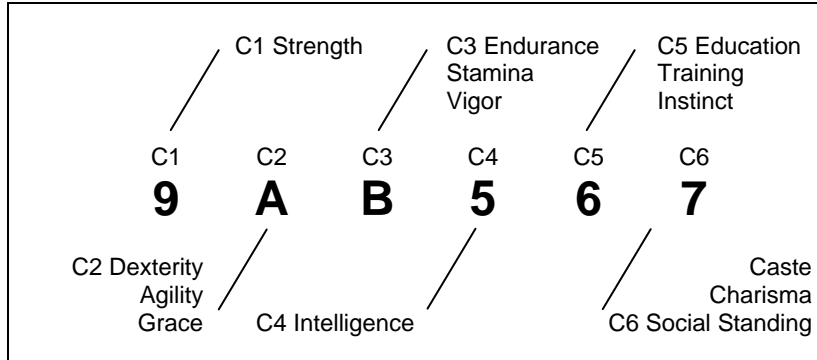


Characteristics

Sophonts, like standard human **Traveller** characters, have six distinct characteristics: three physical, two mental, and one social. The specific characteristics are determined by this system.

Sophont-06 Characteristics

THE UPP



The Universal Personality Profile (UPP) records the six characteristics as single digits using the hex code (the Ehex code if values exceed F).

CHARACTERISTICS

Possible personal characteristics include:

Char	Characteristic	H*	Description	GP Letter
C1	Str	Strength	H physical power and ability.	S
C2	Dex	Dexterity	H body and eye-hand coordination.	D
C2	Agi	Agility	A overall body coordination.	A
C2	Gra	Grace	A overall body-limb coordination.	G
C3	End	Endurance	H physical resistance to fatigue.	E
C3	Sta	Stamina	A long-term ability to pursue a task.	S
C3	Vig	Vigor	A short-term ability to resist fatigue.	V
C4	Int	Intelligence	H natural ability to think and reason.	I
C5	Edu	Education	H achievement level of schooling	E
C5	Tra	Training	A based on cultural heritage	T
C5	Ins	Instinct	A based on genetic heritage.	I
C6	Soc	Social Standing	H position in large group hierarchy.	S
C6	Cha	Charisma	A position in small group hierarchy.	C
C6	Cas	Caste	A position in genetic group hierarchy.	K

H= Human characteristic (may be present in non-humans). If all characteristics are H, the species may be (but is not necessarily) Human.

A= Analog (non-human) characteristic.

All races have Strength and Intelligence. A race may have Dexterity or one of its analogs: Grace or Agility. A race may have Endurance or one of its analogs: Stamina or Vigor.

A race may have Education or one of its analogs: Training or Instinct.

A race may have Social Standing or one of its analogs: Charisma or Caste.

In many cases, a characteristic can be used as its analog (usually with a penalty), but other restrictions may also apply.

Genetic Profile GP. The six initial letters of the characteristics for a species comprise the Genetic Profile. The letters in the GP have meaning dependent on position (for example, S in position 1 indicates Strength, and in position 3 indicates Stamina). Because two characteristics in position 6 have the initial letter C, use K for Caste. For example, Human is SDEIES (Strength, Dexterity, Endurance, Intelligence, Education, Social Standing).

Non-Biological Elements. It is possible for other characteristics to be present in artificial beings (and not of importance here).

THE CHARACTERISTICS

C1	Strength		
C2	Agility	Dexterity	Grace
C3	Vigor	Endurance	Stamina
C4		Intelligence	
C5	Training	Education	Instinct
C6	Charisma	Social Standing	Caste

SOPHONT CHARACTERISTICS

Flux	C1	C2	C3	C4	C5	C6
-5	Str	Agi	Sta	Int	Ins	Cas
-4	Str	Agi	Sta	Int	Ins	Cha
-3	Str	Agi	Sta	Int	Ins	Soc
-2	Str	Agi	Sta	Int	Ins	Soc
-1	Str	Dex	End	Int	Edu	Soc
0	Str	Dex	End	Int	Edu	Soc
+1	Str	Dex	End	Int	Edu	Soc
+2	Str	Gra	Vig	Int	Tra	Soc
+3	Str	Gra	Vig	Int	Tra	Soc
+4	Str	Gra	Vig	Int	Tra	Cas
+5	Str	Gra	Vig	Int	Tra	Cha

For characteristics C1 through C6, roll Flux to determine each specific characteristic.

If species is Flyer, DM -2. Flyers are more likely to have Agi, Sta, and Ins

If species is Swimmer or Diver, DM +2.

Swimmers and Divers are more likely to have Gra, Vig, and Tra.

CHARACTERISTIC VALUES

Flux	Physical			Mental		Social
	C1	C2	C3	C4	C5	C6
		Agi	Sta		Ins	Cas
		Gra	Vig		Tra	Cha
-5	1D	1D	1D	1D	1D	1D
-4	1D	1D	1D	1D	1D	1D
-3	2D	2D	2D	2D	2D	2D
-2	2D	2D	2D	2D	2D	2D
-1	2D	2D	2D	2D	2D	2D
0	2D	2D	2D	2D	2D	2D
+1	2D	2D	2D	2D	2D	2D
+2	3D	3D	3D	3D	2D	2D
+3	3D	3D	3D	3D	2D	2D
+4	4D*	4D*	4D*	3D	2D	2D
+5	5D*	5D*	5D*	4D*	2D	2D
+6	6D*	6D*	6D*	4D*	2D	2D

Roll separately on the proper column for each characteristic. Rolls above the entries on the table use the highest entry; rolls below the entries on the table use the lowest entry.

Physical: Roll Flux, DM+ Environ Flux.

C3: If Chaser, +2. If Pouncer, -2.

C5 (Edu/Tra): Always 2D for sophonts.

C6 (Cas): See the Caste tables.

* IF the value is 4D 5D 6D roll 4D= 12 + 2D, 5D= 12 + 3D, or 6D= 12 + 4D.