



Castes

For those species which have Caste, it rigidly assigns social and economic roles within the community unit. The differentiation of caste roles between species which have Caste varies widely.
The Caste Tables are skipped if the race does not have Caste.

Sophont-07 Castes

THE CASTE GENERATION TABLE

The Caste Generation Table on the Sophont Creation Card is unique to the race being described; it determines castes of the race, and in what proportion they occur.

Determine the Caste Structure.

Roll Flux on Caste Table Creation and place that result in entry 2 on the Sophont Creation Card. Continue until all entries 2-12 have been made. Some castes may be duplicated; others may not be present depending on the die roll.

CASTE TABLE CREATION

	Flux	Body	Economic	Family	Military	Social	Special
	-5	Healer	Innovator	Healer	Medic	Artist	DeMinimus
=Gender	-4	=Gender	=Gender	=Gender	=Gender	=Gender	Useless
	-3	Antibody	Guard	Defender	Aide	Enforcer	Advisor -
	-2	Sensor	Researcher	Caregiver	Scout	Drone	Instructor
	-1	Memory	Artisan	Caregiver	Specialist	Artist	Shaman
Common	0	Muscle	Laborer	Breadwinner	Soldier	Unit	Expendable
	+1	Muscle	Craftsman	Breadwinner	Technician	Unit	Defective
	+2	Muscle	Clerk	Breadwinner	Warrior	Unit	Valuable
	+3	Voice	Manager	Uncle	Leader	Patron	Advisor+
=Special	+4	=Special	=Special	=Special	=Special	=Special	Sport
	+5	Claw	Entrepreneur	Leader	Staff	Entertainer	Vice-Leader
=Unique	X	Brain	Director	Archon	General	Ruler	

=Gender (Flux - 4). Caste is the Gender with the same roll on the parallel Gender Determination Table on the Sophont Creation Card.

=Common (Flux 0). Automatically insert the Common Caste at Entry 7 on the table.

=Special (Flux +4). Re-roll on the Special column.

=Unique Caste (Entry 12). The Unique Caste is automatically inserted at Entry 12.

Skilled Caste Type. Each individual member of the Skilled Caste rolls on the Skilled Caste table during Character Generation and receives that Skill with level equal to C5.

Caste Digits: The specific Caste Characteristic digit for the UPP is the highest die roll on the Caste Table which creates this Caste.

CASTE STRUCTURE TYPES

1D Caste Structure

- Body.** Caste roles recapitulate roles within the body.
 - Economic.** Caste roles are economic functions.
 - Family.** Caste roles are functions within the family unit.
 - Military.** Caste roles establish military organization.
 - Social.** Caste roles are elements of a social hierarchy.
 - Skilled.** Caste roles dictate unique skills for each member.
- Caste Structures are metaphors for social or economic structures.
Casteless. An individual who has not (or not yet) been assigned Caste is Casteless.

THE SKILLED CASTE

The Specific Skill.

The individual receives a Skill or Knowledge randomly from the Skill List. Caste Skill is ultimately equal to C5 (Edu, Tra, or Ins).

The Caste name for an individual is the skill held. For example, Author, Pilot, or Gunner. As in the other Castes, Flux -4 = Gender; Flux +4 = Special. Entry 12 = Leader.

The skill distribution for the Skilled Caste varies by clan, region, or group. Different groups within the species can have different Skilled Caste tables.

CASTE-BASED DIFFERENCES

Flux	C1	C2	C3	C4	C5
-5	-5	-5	-5	-5	-5
-4	-4	-4	-4	-4	-4
-3	-3	-3	-3	-3	-3
-2	-2	-2	-2	-2	-2
-1	--	--	--	--	--
0	--	--	--	--	--
+1	--	--	--	--	--
+2	+2	+2	+2	+2	+2
+3	+3	+3	+3	+3	+3
+4	+4	+4	+4	+4	+4
+5	+5	+5	+5	+5	+5

Common is the baseline Caste; differences are from this value. C5 is Ins (but not Edu or Tra).

Roll for each Caste Type other than Common; roll once within each Caste Type for each Characteristic.

Caste-Based Differences are imposed at Caste Assignment.

CASTE SHIFT

1D	Shift
1	No shift
2	No shift
3	No shift
4	No shift
5	Mid-Life Shift
6	Rotation

Caste may change in the course of a lifetime.

Mid-Life Shift. Assign (reroll on the table) a new Caste at the start of Life Stage 6.

Rotation. Advance Caste at the start of each Life Stage.

Caste 12 promotes to Caste 2.

If Caste Shifts, Caste-Based Differences also shift. Existing Caste skills remain; and a available new Caste skills are acquired one per year.

CASTE ASSIGNMENT

1D	Assignment	Life Stage
1	Random (Assigned At Birth)	0
2	Random (Assigned At Adolescence)	2
3	Random (Assigned By Heredity)	0
4	Random (Assigned By The Community)	0
5	Selected (Family Choice)	2
6	Selected (Personal Choice)	2

Random. Use the Caste Table on the Sophont Creation Card for a character being generated.

Selected. The player chooses Caste.

Before Assignment. An individual is Casteless (without Caste) until it is assigned.

Inherited Caste is subject to special rules.

ASSIGNMENT IN THE SKILLED CASTE

Within the Skilled Caste, a member receives one level of the Caste Skill or Knowledge each year, beginning when Caste is assigned, until the level equals Edu, Tra, or Ins. The levels received are in addition to any other skills received.