



Body Structure

The physical appearance of the race is determined by body symmetry, number of limb groups, location of the braincase and senses, armor status of the body, natural weaponry, and number of eyes and ears.

Sophont-11 Body Structure

BODY STRUCTURE		Head and Torso		Flyer		Walker		Aquatic Amphibian		Diver Swimmer		Flyphib		Tail
Flux	Symmetry			Front	Rear	Front	Rear	Front	Rear	Front	Rear	Front	Rear	
-5	Asymmetrical	HS	TB	WW	WW	AA	LL	AA	FF	AA	FF	FF	FF	P
-4	Asymmetrical	HS	TB	WW	WM	AA	LL	AA	LF	AA	LF	WW	FM	V
-3	Asymmetrical	HS	TB	WA	WL	AN	LN	AF	LL	AF	LL	WA	FL	T
-2	Bilateral	HBS	T	WA	WN	AN	LN	AF	LN	AF	LN	WA	FN	T
-1	Bilateral	HBS	T	WL	WN	LL	LN	AL	FN	AL	FN	WL	FF	N
0	Bilateral	HBS	T	WL	LN	LL	LN	AL	FN	AL	FN	WL	FN	N
+1	Bilateral	HBS	T	WL	LN	LL	LN	AL	LN	AL	LN	WL	FN	N
+2	Trilateral	HBS	T	WN	LN	LN	LN	AW	WL	FF	FF	WN	FN	N
+3	Trilateral	N	TBS	AN	LM	AL	LM	AF	WF	AF	FF	FN	FN	N
+4	Radial	N	TBS	AN	MM	AL	MM	AF	FM	AF	FM	FN	FM	M
+5	Radial	N	TBS	AA	NN	AN	NN	AN	MM	AN	MM	FF	NN	A

Symmetry. Indicates general structure of the body. Bilateral limbs are in pairs; Trilateral limb groups are triplets; Radial limb groups have 1D limbs per group. Asymmetrical has 1D limbs per group (roll for each limb group). DM -2 if Grace. +2 if Agility. +2 if Swimmer or Diver.

Head and Torso. One roll determines both Head and Torso. Note that the Brain is not necessarily located in the Head, but there is only one Brain.

Limb Group Structure. Using Environment Type (Flyer, Walker, Amphibian, Swimmer, Diver, Flyphibian) roll for Front limbs and Rear limbs. Front Limbs terminate in Manipulators; Rear Limbs do not have Manipulators.

Tails. Roll for the presence of a Tail. Manipulator is a prehensile tail. Proboscis is technically not a tail; it is a Trunk emanating from the Head (if no head, from the front of the Torso).

BODY STRUCTURE OVERVIEW

The Body Structure Overview presents in capsule form the details of the head, torso, limbs, and tail of the sophont in the format:

A-B-CD-EF-G

A= Head (with or without Brain and Senses), B= Torso (with or without Brain and Senses), CD= Front Limbs (with Manipulators), EF= Rear Limbs, and G= Tail / Proboscis.

Stance. A sophont is horizontal (and has Length rather than Height) if it has NO rear limb groups, or more Rear limb groups than Front limb groups. All others are Vertical and have Height (not Length).

HEAD, TORSO, AND LIMB CODES

Head And Torso

HS Head with Senses
HBS Head with Brain and Senses
N No Head
T Torso
TB Torso with Brain
TBS Torso with Brain and Senses

Limb Groups

A Arms
F Flippers
L Legs
M Multiple Leg Groups
N No Limbs
W Wings

Tail/Proboscis

A Antennae
M Manipulator
N No Tail
T Tail
V Vestigial Tail
P Proboscis

BODY FEATURES

Flux	Skeleton	Fluids	Skin	Weapon	Manipulators
-6	Fluid Interior Sacs	Foam	Feathery Pelt		Tentacles
-5	Fluid Interior Sacs	Foam	Feathery Pelt		Tentacles
-4	Fluid Interior Sacs	Lymph	Furry Pelt	Tusks	Tentacles
-3	Cartilage Interior	Hemolymph	Hairy Pelt	Fangs	Grippers
-2	Cartilage Interior	Ichor	Leather	Teeth	Grippers
-1	Bony Interior	Blood	Skin	-	Hands
0	Bony Interior	Blood	Skin	-	Hands
+1	Bony Interior	Blood	Skin	-	Hands
+2	Exoskeleton	Gore	Fine Scales	Claws	Paws
+3	Exoskeleton	Slime	Scales	Hooves	Graspers
+4	Segmented Shell	Scum	Spines	Spikes	Graspers
+5	Segmented Shell	Humours	Plates	Sting	Sockets
+6	Segmented Shell	Humours	Plates	Sting	Sockets

DM +1 if Swimmer Flyer. DM - 1 if Flyer.

Body Feature Terms

Skeleton. The type of interior support structure.

Fluids. Typical body fluids.

Skin. General description of body covering.

Armor. General description of natural armor (value = 2D)

Weapon. General description of natural weapon.

Manipulators. Front Limbs terminate in Manipulators (Rear Limbs do not). Manipulators on Legs are dual use (thus doubling as Feet or Peds).

If otherwise no Manipulators, assume Mouth is Manipulator.

