



Special Abilities

A sophont may have special abilities (for every member, or for specific members based on gender or caste).

Sophont-12 Special Abilities

CASTE SKILLS LIST EXPANDED

		Die C					
A	B	1	2	3	4	5	6
1	1	Recon	Aeronautics	Admin	Advocate	SoundMimic	ACV
1	2	Spines	Aquanautics	Artillery	Artist	Biologics	Author
1	3	Sensors	Automotive	Astrogator	Beams	Computer	Broker
1	4	Actor	Bureaucracy	Craftsman	Compute	Driver	Mole
1	5	Flyer	BattleDress	Dancer	Diplomat	Explosives	Medic
1	6	Empath	Engineer	Designer	Exotics	G-Drive	Grav
2	1	Flapper	Fluidics	Electronics	Forensics	J-Drive	Math
2	2	Leader	Heavy Wpns	Engineer	Legged	Liaison	JOT
2	3	Tracked	Launcher	Gravitics	Mechanic	Athlete	Trader
2	4	Pilot	Magnetics	Hostile Env	Ordnance	Blades	LTA
2	5	Animals	Life Support	Language	P-Plant	Counsellor	Sail
2	6	Tactics	Photonics	Musician	Sapper	Ortillery	Ship
3	1	Turrets	Programmer	Strategy	Small Craft	Fighting	Rotor
3	2	Seafarer	Slug Thrower	M-Drive	Stealth	Osmancer	Rider
3	3	Survey	Naval Arch	Navigation	Survival	Wheeled	Sprays
3	4	Comms	Streetwise	Polymers	Trainer	Screens	Sub
3	5	Teacher	Teamster	Spacecraft	Animals	Steward	Wing
3	6	Unarmed	Vacc Suit	Starships	No Skill	Zero-G	WMD

Roll die A (if greater than 3, reroll) and die B for row; roll die C for column.

CASTE SKILLS LIST SHORT

1D	1D	Skill List 1	Skill List 2
1	1	Actor	Heavy Wpns
1	2	Admin	Hi-G
1	3	Animals	Hostile Env
1	4	Art	Insight
1	5	Astrogator	JOT
1	6	Athlete	Language
2	1	Author	Lawyer
2	2	BattleDress	Leader
2	3	Biologics	Liaison
2	4	Broker	Mechanic
2	5	Bureaucracy	Medic
2	6	Carouse	Music
3	1	Command	Naval Arch
3	2	Comms	Photonics
3	3	Computer	Pilot
3	4	Counsellor	Polymers
3	5	Craftsman	Programmer
3	6	Dancer	Recon
4	1	Designer	Sapper
4	2	Diplomat	Seafarer
4	3	Driver	Sensors
4	4	Electronics	Stealth
4	5	Engineer	Steward
4	6	Explosives	Strategy
5	1	Fighting	Streetwise
5	2	Fluidics	Survey
5	3	Flyer	Survival
5	4	Forensics	Tactics
5	5	Forward Obsv	Teacher
5	6	Gambler	Trader
6	1	Gravitics	Vacc Suit
6	2	Gunner	Zero-G
6	3	Biologics	Mechanic
6	4	Electronics	Photonics
6	5	Fluidics	Polymers
6	6	Gravitics	Programmer

Select Skill List 1 or Skill List 2.

SPECIAL ABILITIES

Flux	1	2	3	4	5	6
	The Arts	Talents	Talents	Senses	Disability	Trades
-5	Actor	Insight	Math	Touch	-	Biologics
-4	Actor	Empath	Math	Touch	Stench	Biologics
-3	Dancer	Hibernate	Memorize	Vision	Blind	Mechanics
-2	Artist	Hypno	SoundMimic	Hearing	Deaf	Mechanics
-1	-	-	-	-	-	-
0	-	-	-	-	-	-
+1	-	-	-	-	-	-
+2	Music	Intuition	Mem < - >	Awareness	Unaware	Craftsman
+3	Artist	Rage	Mem < - >	Perception	Oblivious	Craftsman
+4	Osmance	ReGen	Mem < - >	Smell	Anosmic	Electronic
+5	Osmance	Curiosity	Mem < - >	Smell	Anosmic	Electronic

It is entirely possible that a race may have no special ability. If a Special Ability is present, the individual generated character receives = 1D. Roll 1D for the column, followed by Flux for the row which applies.

Sophont Based Special Abilities. Consult this table once for the Race.

Gender Based Special Abilities. Consult this table once for each Gender..

Caste-Based Special Abilities Consult this table once for each Caste.

Adjustments to Special Abilities.

Music: If Deaf and Oblivious, reroll.

Smell: If Anosmic, reroll.

Mem < - >. Roll for the Sense associated. 1= Vision. 2= Audio. 3= Scent. 4= reroll. 5= Aware. 6= Percep. If the sense is absent, reroll.

SoundMimic: If Deaf, reroll.

Senses: If the sense is currently absent, the recipient Gender or Caste acquires the sense. Create its String. If the sense is present, increase the Constant for the recipient Gender or Caste by +2.

Disability: If the sense is already absent, there is no effect.

Morph: If Internal Structure= Fluid Filled Sac, if 1D= 5 or 6, Sophont has Morph.

TYPES OF VOICES

Flux	Code	Voice	PVoice
0	0	Mute	Mute
-5	1	Whistles	Faint
-4	2	Whistle	Vague
-3	3	Vowels	Common
-2	4	Musical	Firm
-1	5	Standard	Strong
0	6	Standard	Powerful
+1	7	Standard	
+2	8	Guttural	
+3	9	Consonantal	
+4	A	Clicks Pops	
+5	B	Mimic	

