

Example Sophont Description

Sophonts-16

Description

From Page 1269 of Wiseman's Guide To Sophonts (Deneb edition).

The Enmiish of Garkila (Uug 5 [F4 V]).

HomeWorld Profile: Garkila D4209CC-A

Garkila (Uug 5) is a temperate world orbiting a F4 V primary. Garkila is a desert world. The Enmiish homeworld is a poor non-agricultural industrial world. Garkila is a high population world diversely populated by an eclectic mix of natives (approximately 54%), transplanted groups, and others (humans = 36%).

System Details. The Uug system includes four worlds (plus various minor planets and satellites), two gas giants, and no planetoid belts.

Body Structure

Enmiishs are bilateral bipeds (classified HBS-T-AN-LN-N). The Enmiish body structure consists of a head with brain and senses and a torso with two limbgroups.. Limbgroup one has arms with graspers. Limbgroup three has legs. Under the LG4 AN-LN standard classification system, LG2 LG4 are omitted. The Enmiish body is characterized by a exoskeleton covered by scales. Interior body fluids are gore.

The Enmiish are Wetlands Walkers: generally adapted to and most comfortable in wetlands terrain. These sophonts originally occupied the Omnivore Gatherer ecological niche. Enmiish breathe Water and Air-2.

The genetic profile is SASIEK. The Enmiish have an average life expectancy of 60 years. On the standard Imperial Size spectrum (where humans are 100), the Enmiish are size-ranked 116.

Gender Structure

The Enmiish have a Dual (technically MF) gender structure. The reported gender census (IISS Survey Report: 420-175Y) is Female: 47, Male: 52. (shown as percentages; may not total 100% due to rounding).

Gender Based Differences. Observed differences between gender roles include: The Male is somewhat stronger, is slightly more agile, has somewhat less stamina, and is considerably smarter.

Caste Structure(subject to change based on additional data).

The Enmiish have a Social caste structure based on random caste assignment at birth (presumably through hormone and enzyme interactions). Caste assignments do not shift during the lifetime of the individual. Observed caste roles include Patron, Unit, Artist, Unit (var-1), Unit (var-2), Unit (var-3), Enforcer, Unit (var-4), Entertainer, Unit (var-5), and Ruler. A reported caste census (IISS Survey Report: 420-175Y) is 5-Social: Artist: 7, Enforcer: 12, Unit: 58, Patron: 2, Entertainer: 7, Ruler: 2.

The Patron has somewhat more stamina, and is substantially less smart. The Unit is slightly stronger, is slightly less agile, and is slightly smarter. The Artist is somewhat smarter. The Unit (var-1) is considerably less agile, has slightly less stamina, and is somewhat smarter. The Unit (var-2) is somewhat less agile, and is substantially less smart.

The Unit (var-3) is the baseline against which other Castes are compared.

The Enforcer is slightly weaker, and has slightly less stamina. The Unit (var-4) has somewhat less stamina, and is slightly less smart. The Entertainer is slightly more agile. The Unit (var-5) is considerably weaker, is slightly less agile, has slightly less stamina, and is slightly smarter.

The Ruler is somewhat weaker, is slightly less agile, has slightly more stamina, and is considerably smarter.

The reasons for the variations (physiological and/or mental differences) (marked (var-)) within caste roles remains unclear.

Sensory Abilities

The Enmiish have a range of senses which includes Vision, Hearing, Smell, Touch, and Percept.

The sense of vision is somewhat superior: Enmiish eves are sensitive to the band: GBP.

The sense of hearing is generally somewhat inferior. Enmiish hear in the range 2¹2 to 2¹6 hertz. Enmiish voices are generally in the range 2¹3 to 2¹7 hertz. Enmiish voices are not audible to humans. Human voices are audible to Enmiish. For reference, humans hear in the range 2¹6 to 2¹2 and speak in the range 2¹7 to 2¹9. A dog whistle is about 2¹4.

The sense of smell is generally slightly inferior.

The sense of touch is generally superior.

Perception is generally slightly superior.

The Enmiish sense of Touch is dominant.

The racial scent is KPX-41F (revised from previous data).

Special Abilities and Talents. There are reports that individuals are capable of Teleken

Additional World Data and Commentary (omitted)

