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| state matrix. The scores of the matrix were used as sequence alignments for phylogenetic inference. |  |  |  | 7 = variable |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | 6 = varies among members of group |  | 6 = black |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | 5 = 1 ft or more taller than average human | 5 = varies among members of group | 5 = golden skin tones |  |  |  |  |  |  |  |  |  |  |  |  |  | 5 = no ears |  |  |  |  |  |  |  |  |  |  |  |  | 5 = varies among members of group | 5 = low to high magical aptitude | 5 = low to high psychic aptitude |
|  | 4 = slightly taller than average human | 4 = bulky and muscular | 4 = purple or blue or grey skin tones |  |  |  |  |  |  | 4 = varies among members of group |  |  |  |  |  |  | 4 = very elongated |  |  |  |  |  | 4 = monstrous | 4 = very high strength | 4 = very high agility | 4 = very high intelligence | 4 = very high mental fortitude | 4 = very high hardiness | 4 = very high perception | 4 = functionally immortal | 4 = moderate to high magical aptitude | 4 = moderate to high psychic aptitude |
|  | 3 = average human | 3 = stocky and muscular | 3 = green or grey skin tones |  |  | 3 = varies among members of group | 3 = varies among members of group | 3 = varies among members of group | 3 = varies among members of group | 3 = rolling | 3 = no eyes |  | 3 = no teeth |  |  | 3 = no ears | 3 = elongated |  | 3 = characteristic |  |  | 3 = sexually monomorphic | 3 = highly attractive | 3 = high strength | 3 = high agility | 3 = high intelligence | 3 = high mental fortitude | 3 = high hardiness | 3 = high perception | 3 = very long-lived (thousands of years) | 3 = moderate magical aptitude | 3 = moderate psychic aptitude |
| Table 1. List of physiological character traits and numerically-coded associated states used to score the character- |  | 2 = slightly shorter than average human | 2 = lean and muscular | 2 = full range of human skin tones | 2 = exoskeleton | 2 = elongated | 2 = terminate in claws/scythes | 2 = 4 digits per limb | 2 = no | 2 = digitigrade | 2 = limbless | 2 = glowing, energy-infused eyes | 2 = no | 2 = sharpened teeth | 2 = no | 2 = no | 2 = pointy | 2 = slightly elongated | 2 = no | 2 = minimal | 2 = no | 2 = asexual | 2 = sexually dimorphic | 2 = moderate to highly attractive | 2 = moderate to high strength | 2 = moderate to high agility | 2 = moderate to high intelligence | 2 = moderate to high mental fortitude | 2 = moderate to high hardiness | 2 = moderate to high perception | 2 = long-lived (hundreds of years) | 2 = low to moderate magical aptitude | 2 = low to moderate psychic aptitude |
| **Scores** | 1 = 1 ft or more shorter than average human | 1 = lean and lithe | 1 = human fair skin tones | 1 = endoskeleton | 1 = globose human-like | 1 = terminate in digits | 1 = 5 digits per limb | 1 = yes | 1 = plantigrade | 1 = legged | 1 = physical, human-like eyes | 1 = yes | 1 = flat teeth | 1 = yes | 1 = yes | 1 = lobed like humans | 1 = human-lengthed | 1 = yes | 1 = none | 1 = yes | 1 = sexual | 1 = androgynous | 1 = unattractive | 1 = low to moderate strength | 1 = low to moderate agility | 1 = low to moderate intelligence | 1 = low to moderate mental fortitude | 1 = low to moderate hardiness | 1 = low to moderate perception | 1 = short-lived (human lifespan or less) | 1 = none | 1 = none |
| **Physiological Traits** | Height | Body Type | Skin Tone | Skeletal Structure | Cranium | Type of Forelimbs | Number of Forelimb Digits | Opposable Thumbs Present | Type of Legs | Type of Locamotion | Type of Eyes | Mouth Present | Type of Teeth | Tusks Present | Ears Present | Ear Shape | Ear Length | Hair Growth on Head | Facial/Body Hair | Nose Present | Reproduction | Sexual Appearance | Attractiveness | Strength | Agility | Intelligence | Mental Fortitude | Hardiness | Perception | Longevity | Magical Aptitude | Psychic Aptitude |