Sophont Module Templates

Sharik's Template

Sharik's template is a suggestion for addenda to a sophont. It contains rule-specific and milieu-specific guidelines and updates which are not available from, for example, the Traveller Wiki. Therefore, it relies on content in the Traveller Wiki (for example) to supply common canon information on the sophont.

Sharik's template is informed by Wil Hostman's template.

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1. Capsule Review (1p)

One page capsule, readily copyable:
> 3-views, taking 1 column (2x1/2 col),
> 1/4 column overview,
> 1/4 col basic att mods & CGen outline.

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2. Basic Description and Milieu Notes (1p)

For example, a 200-word description, followed by 600 words on their place in the Galaxiad milieu.

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3. Character generation guidelines (1p)

See the next page for a template for this section.

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4. Travel guidelines (1p)

This can include cultural notes, life support requirements, and so on.

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5. The Character Creation Card (1p)

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6. Worked Examples of any special rules

If there's something strange about them, it's best to include examples.

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7. Equipment Lists

For example, sophont-specific weapons, vehicles, starships.

Character Generation Guidelines Template

Here's my template for the character generation guidelines section:

SOPHONT Character Generation

Character generation follows the same procedures and concepts as human character generation in Traveller5. Traits specific to this sophont's genetic makeup are given here, which are used as inputs into the character generation and career system in the core rules. Therefore, no special character generation rules are required for aliens in Traveller5. The unique features of the sophont are recorded in this document, and, potentially, notes about how they were imported into the T5 system.

SOPHONT characters begin their careers at YEARS standard years of age. At this point, as untrained and inexperienced SOPHONT, they embark upon a career in order to gain skills and experience. Careers are resolved per Traveller rules. Upon leaving the service and mustering-out, the character is ready to begin adventuring.

Characteristics. SOPHONT have SPECIAL CHARACTERISTICS IDENTIFIED AND EXPLAINED.

Gender. Roll 2D, and consult the character card in this document for the result. Update characteristics if necessary.

Naming. The wiki has guidelines on sophont names and words. While not necessary, using sopront-specific names adds to the flavor and atmosphere of the game. Common names includes SAMPLE_NAME_LIST.

Career. Characters examine the available careers, found in the Traveller5 rulebook, and select one to enlist in. The career process is followed according to the core Traveller5 rules.

MOST career types are open to individuals in SOPHONT society. Typically, these are careers which may lead characters into an adventuring life.

Aging. Physical aging begins at YEARS standard years, and mental aging at YEARS standard years.

Playing SOPHONTs. SOPHONTs can be played reasonably well by METHOD.

Equipment Note: SOPHONTs CAN[NOT] use human equipment [, and vice versa].

Wil Hostman's Template

Wil's template is a suggestion for complete, stand-alone documents that encompass most of the available canon data about a sophont. It may pull from multiple sources, but does not reference or "offload" data as supplemental sources.

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1. Capsule Review

1 page capsule, readily copyable:
       3-views, taking 1 column (2x1/2 col),
       1/4 column overview,
       1/4 col basic att mods & CGen outline.

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2. Psychology (1-5pp)

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3. Special rules, as needed (1-10pp).

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4. Character generation

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5. Explicit stateroom/LS requriements

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6. Worked Examples of any special rules (0-20pp).

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7. Subculture notes (0-10pp)

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8. Governmental notes for their interstellar polities (0-10pp)