

Quick NIL Profile

The QSP is so useful for organizing my starship designs. I name ship design files using the ship QSP and its Name. When I have several resources, I put them in a folder under the QSP + Name. For a chronic organizer like me, this is REALLY useful.

Now, I want this for “aliens” — Native Intelligent Life, aka NIL — but how best to do it? Well, a little bit of thought and I think there are some important bits of information that are particularly effective for comparison and classification: symmetry, size, limb groups, and characteristics.

1. **Catalog Entry.** This is the four-letter code (sometimes three plus an underscore “_”) for this sophont used by TravellerMap and the Traveller Wiki. Typically it is the first letters of the sophont name; for example, “Asla” for Aslan.

2. **Symmetry.** Most sophonts will be bilateral, but that’s a good thing: it gives you an idea about how stilted our universe is, and maybe we ought to give more weight to the other types.

B: Bilateral (this includes both vertical and horizontal orientations)

R: Radial

A: Asymmetry

3. **Limb Groups.** Up to four groupings; no specifics on how they’re grouped. Wings can go in the first or second slots.

A: Arms (these end in manipulators of some kind)

L: Legs (legs in the first or second slots mean the sophont has a horizontal axis, like a Virushi, rather than vertical, like a Human.)

W: Wings

N: No limb group in this slot.

4 & 5. **Characteristics.** These are the most fiddly. They come in two groups.

The first group is the letter codes for the characteristics themselves — for example, Human has SDEIES (Str - Dex - End - Int - Edu - Soc). Vargr, however, have SDEIEC (Str - Dex - End - Int - Edu - Cha) and Bwap have SAVIES (Str - Agl - Vig - Int - Edu - Soc).

The second group is the number of dice rolled for each characteristic, in order.

6. **Mass.** This is the average sophont mass, in kilograms.

7. **Name.** Finally, end it with the name of the sophont.

EXAMPLES

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|---------------------------------|------------------------|
| Ael_-B-WLLN-SAEIES-222222-60 | Ael Yael |
| Amin-B-AALL-SDEIES-433222-120 | Amindii |
| Asla-B-ANLN-SDSIES-222222-96 | Aslan |
| Blor-B-ALLL-SDVIEC-532221-108 | Blorp |
| Bwap-B-ANLN-SAVIES-142222-45 | Bwap |
| Ceti-B-ANLN-SDVITC-223222-66 | Cetian Horn |
| Cham-B-LLLL-SDSITK-323222-120 | Chamax |
| Craw-B-ANLN-SGVITK-233222-60 | Crawni |
| Deni-R-TNNN-SGEIIS-132322-54 | Denizen Liaison |
| Droy-B-AWLN-SAEIEK-122222-48 | Droyne |
| Eber-B-ANLN-SDEITS-323222-96 | Eber |
| Hive-R-LNNN-SDEIEK-222222-150 | Hiver |
| Huma-B-ANLN-SDEIES-222222-72 | Human |
| Kidu-B-ANLL-SDSIES-F24222-20000 | Kidulan |
| Kkre-B-ANLL-SDEIEK-523222-120 | K'Kree |
| Klax-A-TNLN-SDEIEK-313112-84 | Klaxun |
| Kurs-B-ALLL-SDSIEK-322222-108 | Kursae |
| Llew-R-ANNN-SGSITS-222222-84 | Llellewyloly |
| Prim-A-LNLN-SDVIEK-234222-84 | Primordial |
| Roup-R-ALLF-SGVITS-323221-125 | Roup Sophonts |
| Shri-B-LLLL-SDEITK-423222-108 | Shrieker |
| Varg-B-ANLN-SDVIEC-223222-66 | Vargr |
| Yrii-B-AANN-SDEITS-121222-48 | Yrii Zhurphani of Yori |