

Cepheus Alien Creation Engine (C.A.C.E.)

"Worlds shape species. Species shape civilizations."

This system can be used by GMs during world generation, or randomly during exploration when discovering native species. For persistent species, use this as the baseline to further flesh out governments, ships, or unique encounters.

Step 1: Environmental Framework

Determine the planetary conditions using UWP or custom world data. This influences the basic biology and adaptations of native species.

Gravity:

- **Low (equal to or less than 0.5G):** Tall, thin, fragile forms; gliders or floaters
- **Standard (0.6–1.4G):** Nominal is humanoid norms
- **High (equal to or greater than 1.5G):** Short, dense musculature; squat forms

Atmosphere:

- **Trace/Thin:** Pressure suits, internal rebreathers, anaerobic respiration
- **Standard:** Exposed breathing organs, open orifices
- **Dense/Toxic:** Filtered breathing, carapaces, chemical-resistant membranes

Temperature:

- **Extreme Cold:** Slow metabolism, antifreeze blood, thick insulation
- **Temperate:** Open skin, standard circulatory adaptation
- **Extreme Heat:** Scale armor, silicate biology, burrowers

Surface Conditions:

- **Aquatic:** Gills, fins, sonar navigation
- **Mountainous/Rocky:** Climbing limbs, gripping appendages
- **Gas Giant Moon/Aerial:** Gas sacs, wings, light skeletal structures

Step 2: Intelligence & Consciousness Matrix

Roll 2d6 or select.

Intelligence Level (2d6):

- 2: Sub-sapient predator (Instinct-driven)
- 3-4: Tool-using primitive
- 5-6: Developing species (early cities, metallurgy)
- 7-8: Sapient (nation-states, philosophy, science)
- 9-10: Advanced (spacefaring, TL 8–10)
- 11: Post-sapient (uplifted, trans-intelligent)
- 12: Hybrid (synthetic integration, mixed AI-bio)

Mind Structure:

- **Hive Mind:** Shared consciousness; single intent
- **Mental Collective:** Networked minds with individuality
- **Trinary Mind:** Three interlocked perspectives—logical, emotional, instinctual
- **Split Brain:** Multi-consciousness per body
- **Individualist:** Autonomous, self-determined minds

Step 3: Morphology Generator

Roll or select physical features.

Body Form (2d6):

- 2-3: Amorphous (blobs, slimeforms, shape-shifters)
- 4-5: Serpentine (elongated, coiling bodies)
- 6-7: Bipedal (humanoid or upright walkers)
- 8-9: Quadruped/Hexapod (four or more legs)
- 10-11: Tripedal/Radial (three-legged, symmetrical limbs)
- 12: Floating/Aerial (flight-capable, low-grav flyers)

Sensory Systems:

- Sight (infrared, UV, wide-angle)
- Echolocation or sonar
- Electrosensory/pheromone-based
- Psi-receptive organs

Defense & Adaptation:

- Natural armor
- Venom/spines
- Regenerative tissues
- Chameleon skin

Step 4: Cultural and Social Matrix

Determine the species' cultural theme or societal organization.

Cultural Drive (1d12):

- 1–2: Survivalist (post-catastrophic adaptation)
- 3–4: Religious Destiny (astro-theology, star omens)
- 5–6: Warrior Honor (combat defines hierarchy)
- 7–8: Trader-Navigators (explorers and dealmakers)
- 9–10: Purity Zealotry (genetic, spiritual, ideological)
- 11–12: Post-traumatic Pacifists (wounded, withdrawn)

Social Structure:

- **Matriarchal/Patriarchal:** A centralized society led by gender-based dynasties or leadership traditions. Leadership roles are passed through maternal or paternal lines.

- **Caste-Based:** Rigid social strata define one's role from birth—laborers, warriors, priests, leaders—often enforced through tradition, genetics, or legal status.
- **Tribal:** Small, kin-based groups governed by elders or chieftains. Decisions often made through consensus or ritual authority. Loyalty to clan over state.
- **Technocratic:** Ruled or guided by those with the greatest technical expertise—scientists, engineers, or data analysts. Knowledge equates to power.
- **Anarcho-syndicalist:** Decentralized society where self-governing collectives cooperate without a centralized authority. Values autonomy, mutual aid, and communal decision-making.

Step 5: Environmental and Cultural Influence on Disposition

Use the following modifiers to adjust disposition outcomes from the correlation table. Planetary adversity and cultural ideology both strongly impact how species respond to outsiders.

Environmental Modifiers:

- **High Gravity, Toxic Atmosphere, Extreme Cold/Heat:** +1 Xenophobic, +1 Cautious
- **Aquatic, Aerial, Temperate Climates:** +1 Curious, +1 Diplomatic
- **Sparse Resources or Hostile Terrain (e.g., volcanic, desert):** +1 Apathetic, +1 Survivalist

Cultural Drive Modifiers:

- **Survivalist:** +1 Cautious, +1 Apathetic
- **Religious Destiny:** +1 Xenophobic, +1 Diplomatic (split by doctrine)
- **Warrior Honor:** +1 Cautious, +1 Subversive, +1 Xenophobic
- **Trader-Navigators:** +2 Curious, +1 Diplomatic
- **Purity Zealotry:** +2 Xenophobic, -1 Diplomatic
- **Post-traumatic Pacifists:** +1 Apathetic, +1 Diplomatic, -1 Xenophobic

Apply modifiers after checking the Disposition Correlation Table. Use the final result to determine the species' likely stance in diplomacy, trade, or conflict.

Optional Modules

- **Psionics Potential:** Low (0–5%), Medium (6–30%), High (31–80%), Omnipresent (Hive Only)
- **Tech Tier:** Based on Intelligence (Primitive to Advanced TL10+)
- **Disposition Toward Extraterrestrials:**

Disposition may be influenced by mind structure and social organization.

- **Xenophobic:** Distrustful or violently hostile to all outsiders
- **Cautious:** Suspicious but not immediately aggressive
- **Curious:** Interested in contact and new ideas
- **Diplomatic:** Actively seeks cooperation and negotiation
- **Apathetic:** Indifferent toward other species unless threatened
- **Subversive:** Prefers infiltration or manipulation over open engagement

Disposition Correlation Table

Mind Structure → / Social ↓	Matriarchal/Patriarchal	Caste-Based	Tribal	Technocratic	Anarcho-syndicalist
Hive Mind	Xenophobic (High), Cautious (Low)	Xenophobic (High), Subversive (Medium)	Xenophobic (High), Apathetic (Low)	Subversive (High), Diplomatic (Low)	Apathetic (Medium), Curious (Low)
Mental Collective	Diplomatic (High), Curious (Medium)	Cautious (High), Diplomatic (Medium)	Curious (High), Cautious (Low)	Diplomatic (High), Subversive (Low)	Curious (High), Diplomatic (Medium)
Trinary Mind	Curious (High), Cautious (Medium)	Subversive (Medium), Apathetic (Low)	Diplomatic (Medium), Curious (Low)	Curious (High), Diplomatic (Medium)	Curious (High), Apathetic (Low)
Split Brain	Cautious (High), Subversive (Medium)	Subversive (High), Xenophobic (Medium)	Apathetic (High), Curious (Low)	Subversive (High), Curious (Low)	Curious (Medium), Apathetic (Low)
Individualist	Curious (High), Diplomatic (Medium)	Cautious (High), Curious (Medium)	Curious (High), Xenophobic (Low)	Diplomatic (High), Curious (High)	Curious (High), Diplomatic (High)

Use the table to determine a species' most likely disposition, then apply modifiers for planetary hardship, cultural drive, or recent history.

- High = Primary tendency
- Medium = Common alternative
- Low = Possible but unlikely

Example Species: Rellari of Uxoth Prime

- **Environment:** High gravity, dense atmosphere, extreme heat
- **Morphology:** Short, quadruped insectoids with dense exoskeletons
- **Mind:** Mental Collective, TL7, religious caste system
- **Culture:** Theocracy built on geological signs; believe stars are gods' tears
- **Disposition:** Cautious—avoid conflict unless provoked
- **Quirk:** Use seismic vibrations to communicate underground

Sidebar: Instinct-Driven Lifeforms

Not all species created using C.A.C.E. need be sentient. Some alien lifeforms may operate on complex biological instinct rather than conscious thought. These creatures may still have impact on the ecosystem, space-faring civilizations, or even unsuspecting players.

Use the following guidelines for instinct-driven or rudimentary-intelligence species:

- **Intelligence:** 2 (Sub-sapient predator)
- **Mind Structure:** Hive Mind (chemical impulse-driven)
- **Social Structure:** None or interpreted as Caste-Based by observers
- **Disposition:** Typically Apathetic, but may become Xenophobic or Subversive if provoked

- **Psionics:** None, unless evolved chemically-induced psi-like effects

Example: Varnathi Spore Entity

- **Environment:** Dense fungal valleys on a humid exoplanet; high nitrogen atmosphere
- **Morphology:** Rooted mycelial mass with hyphae tendrils and mobile spore-drones
- **Mind:** Instinctual Hive Mind
- **Defense:** Secretes a neurotoxic vapor when threatened—lethal to most carbon-based life
- **Attraction Mechanism:** Emits heat, pheromones, and chemical illusions that lure prey into feeding zones
- **Chemical Memory:** Remembers past threats through altered chemical gradients and adjusts growth patterns to avoid or retaliate in those regions