

# Species Augmentation Charts

Each [species](#) has a unique body chemistry and will thus have a unique reaction to the various body modifications available in the [setting](#). Certain [species](#) have a tendency to reject foreign objects such as cybernetics or tissue grafts due to powerful and exclusive regenerative capabilities, while those with overzealous immune systems will have a tendency to reject bloodborne nanomachine cultures and symbiotic entities.

## Chart System

A [species'](#) ability to utilize certain kinds of augmentation or treatment are shown by their “Receptiveness Factor” in the chart below.

- **Perfect** or **Immune** only occurs when a [species](#) genetically modifies itself - or was evolved/engineered by another - to specifically utilize or resist a given type of augmentation or treatment.
- **Lethal** is rarely seen, manifesting only when a [species](#) simply does not have the biological/mechanical requirements necessary to utilize a given type of augmentation or treatment without perishing.

Receptiveness	Description
Perfect	This <a href="#">species</a> has specifically evolved or engineered itself to be perfectly adapted to the usage of this type of augmentation or treatment.
High	This <a href="#">species</a> has a naturally high level of tolerance to this type of augmentation or treatment.
Average	This <a href="#">species</a> has a good level of tolerance and/or resistance to this type of augmentation or treatment, but may not experience ideal results.
Low	This <a href="#">species</a> has a slight resistance to this type of augmentation or treatment and has significantly lower success rates with this type of augmentation or treatment.
Critical	This <a href="#">species</a> has a high resistance to this type of augmentation or treatment, which may result in highly-negative or highly-reduced reactions to this type of augmentation or treatment.
Lethal	This <a href="#">species</a> is entirely unable to use this augmentation or treatment and will almost always die if tampering via this means occurs.
Immune	This <a href="#">species</a> is entirely unable to use this augmentation or treatment and/or will naturally reject any attempt at tampering via this means.
Varies	This <a href="#">species</a> is effected by this augmentation or treatment in multiple of the aforementioned ways.
Unknown	This <a href="#">species</a> is effected by this augmentation or treatment in an unknown manner.
Application	Description
Cybernetics	Prosthetic augmentations, limbs, bodies, and organs made from metal or other non-biological substances.
Nanomachines	Microscopic machines that perform various tasks within the body, such as femtomachines or phages. Can be biological, or synthetic in nature.

Application	Description
Symbiotics	Cloned augmentations, limbs, bodies, and organs made from tissue or other biological substances.
Pharmaceuticals	Chemical substances used in the treatment of physical and mental conditions, or for use in combat.
Species Type	Description
Human	This <a href="#">species</a> has evolved similar to, or as a derivative of a human, but is not sufficiently bio-engineered, or different from humans to warrant other classification.
Alien	This <a href="#">species</a> is not human, synthetic, or robotic, and has developed and/or evolved completely separately from human biology.
Synthetic	This <a href="#">species</a> is human or non-human derived, biological, has been created or engineered by another species, and is sufficiently different from that species in a significant enough manner to warrant a different classification.
Robotic	This <a href="#">species</a> is not human or human-derived, nor biological in any way, and has been created or engineered by another species.

## Playable

The following charts contain information about each [species'](#) receptiveness towards various types of body modification.

Page	Species Category	Cybernetics	Nanomachines	Symbiotics	Pharmaceuticals	Playable?
<a href="#">Android</a>	robotic	Critical	Perfect	Critical	Immune	yes
<a href="#">Anthro</a>	various	Average	Average	Average	Average	yes
<a href="#">Artificial Nepleslian</a>	human	High	High	Average	Average	yes
<a href="#">Caelisolan</a>	human	Critical	Low	Low	High	yes
<a href="#">Dai Oni</a>		Low	Average	Average	Average	yes
<a href="#">Delsaurians</a>	alien	Average	Average	Average	Average	yes
<a href="#">Freespacers</a>	human	Perfect	Average	Perfect	High	yes
<a href="#">Hedoro</a>	alien	Low	Low	Low	Average	yes
<a href="#">Helashio</a>	alien	High	High	Average	Average	yes
<a href="#">Human</a>	human	Average	Average	Average	Average	yes
<a href="#">ID-SOL</a>	human	Perfect	Average	Average	High	yes
<a href="#">Iromakuanhe</a>	human	Low	Average	Perfect	Average	yes
<a href="#">Kodians</a>	alien	Average	Average	Average	Average	yes
<a href="#">Kuvexian</a>	human	Average	Average	Critical	High	yes
<a href="#">Kuvexian Hybrid</a>	synthetic	Average	Perfect	Critical	Varies	yes
<a href="#">Lorath</a>	human	Varies	High	Varies	Varies	yes
<a href="#">Lorrfolk</a>	various					yes
<a href="#">Minkan</a>	synthetic	Varies	Perfect	Critical	Average	yes
<a href="#">Mutants</a>	various	Varies	Unknown	Unknown	Varies	yes

Page	Species Category	Cybernetics	Nanomachines	Symbiotics	Pharmaceuticals	Playable?
<a href="#">My'leke (Species)</a>	alien	Low	Low	Average	Average	yes
<a href="#">Nekovalkyrja</a>	synthetic	Varies	Perfect	Immune	Immune	yes
<a href="#">Neo-Caelisolan</a>	synthetic	Average	Average	Average	Average	yes
<a href="#">Nepleslian</a>	human	Perfect	Average	Average	Average	yes
<a href="#">NH-22C Yamataian</a>	synthetic	Varies	Perfect	Critical	Average	yes
<a href="#">Norian</a>	human	Average	High	Average	Varies	yes
<a href="#">Operator</a>	robotic	Perfect	Perfect	Immune	Immune	yes
<a href="#">Phods</a>	alien	Low	Low	Low	Low	yes
<a href="#">Plebeian</a>	human	Low	Average	Average	Average	yes
<a href="#">Random Alien</a>	various	Varies	Varies	Varies	Varies	yes
<a href="#">Senti</a>	alien	Low	Lethal	Low	Average	yes
<a href="#">Separa'Shan</a>	alien	Average	Average	Average	Average	yes
<a href="#">Shukaren Daur (Sub-Species)</a>	human	Low	Low	Critical	High	yes
<a href="#">Shukaren Laibe (Sub-Species)</a>	human, alien	Low	Low	Perfect	High	yes
<a href="#">Tröll</a>	alien	Average	Average	Average	Average	yes

## Non-Playable

The following charts contain information about each [species'](#) receptiveness towards various types of body modification.

Page	Species Category	Cybernetics	Nanomachines	Symbiotics	Pharmaceuticals	Playable?
<a href="#">Abominations</a>	various					no
<a href="#">Abwehran</a>	human	Critical	Low	Average	High	no
<a href="#">Advanced-Type Mishhuvurthyar</a>	alien	Unknown	Unknown	Unknown	Unknown	no
<a href="#">Azorean</a>	alien	Low	Average	High	Average	no
<a href="#">Cemlae</a>	alien	Unknown	Unknown	Unknown	Unknown	no
<a href="#">Crab-Type Mishhuvurthyar</a>	alien	Unknown	Unknown	Unknown	Unknown	no
<a href="#">Dominator-Type Mishhuvurthyar</a>	alien, synthetic	Low	Perfect	Immune	Unknown	no
<a href="#">Ehlen</a>	alien	Average	High	Average	Low	no
<a href="#">Elefirn</a>	alien					no
<a href="#">Enhanced Mishhuvurthyar</a>	alien	Unknown	Unknown	Unknown	Unknown	no
<a href="#">Essai</a>	alien	Unknown	Unknown	Unknown	Unknown	no
<a href="#">Graxlat</a>	alien					no

Page	Species Category	Cybernetics	Nanomachines	Symbiotics	Pharmaceuticals	Playable?
<a href="#">L'Kor</a>	alien	Average	Average	Average	Average	no
<a href="#">Mishhuvurthyar</a>	synthetic	Average	Perfect	High	Immune	no
<a href="#">Mocaidins</a>	human	Unknown	Unknown	Unknown	Unknown	no
<a href="#">Moonies</a>	alien					no
<a href="#">Nightmare Type Mishhuvurthyar</a>	alien	Unknown	Unknown	Unknown	Unknown	no
<a href="#">NMX Thrall</a>	human	Unknown	Unknown	Unknown	Unknown	no
<a href="#">Parasite-Type Mishhuvurthyar</a>	alien	Unknown	Unknown	Unknown	Unknown	no
<a href="#">Patrician</a>	human	Immune	Critical	Critical	Perfect	no
<a href="#">Qaktoro</a>	alien					no
<a href="#">Rixxikor</a>	alien	Low	Average	Unknown	Immune	no
<a href="#">Ryasou'temygo (Death Wraiths)</a>						no
<a href="#">Tula</a>	alien					no
<a href="#">Vordachibeans</a>	alien					no

## Related Pages

- [Medical Guide](#) 

## OOO Notes

[frostjaeger](#) updated this article on 2017/12/11 23:03 after receiving [approval](#) from [Wes](#) on 2017/12/09 04:54.

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

<https://wiki.stararmy.com/doku.php?id=guide:augmentation&rev=1699820382>

Last update: **2023/12/20 15:48**

