

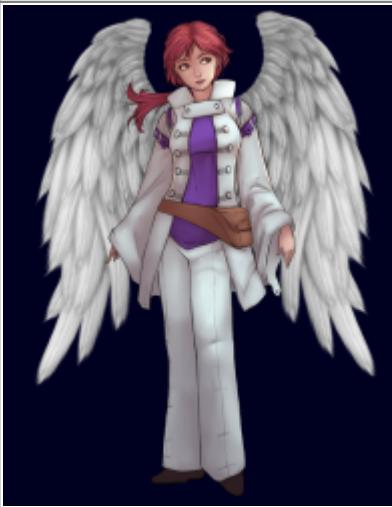
Species

This list is meant to be a comprehensive list of all species in the [SARPiverse](#) and is intended for reference purposes. It is sorted into playable species, non-playable species, and it also has a list of all pages in the species namespace (some species might not be tagged as playable or non-playable yet).

Playable Species

Here's a list of species that staff have marked as being playable. Playable means you can make player characters of these species types. Feel free to ask [Wes](#) if you have any questions.

Species Image	Page	Brief Description	Playable?
An illustration of a metallic, humanoid robot with glowing red eyes and a mechanical body.	Android	Robot people and synthetic people	yes
An illustration of a cat-like humanoid with large ears, orange fur, and a white face, wearing a white shirt.	Anthro	Various types of humanoids with animal features	yes

Species Image	Page	Brief Description	Playable?
	Artificial Nepleslian	Artificial Nepleslians are genetically enhanced and artificially created humans of the Nepleslian Reds. They differ from standard Nepleslians due to their lower tolerance for cybernetics and much more control against unproductive mutations.	yes
	Caelisolan	Genetically-engineered angels	yes
	Dai Oni	Oni bodies for Troll, Lorrfolk, and Others from mythos.	yes
 <small>Art by Daniel Olson (Weremole) ©2012 StarArmy.com</small>	Delsaurians	Beefy desert reptilians	yes

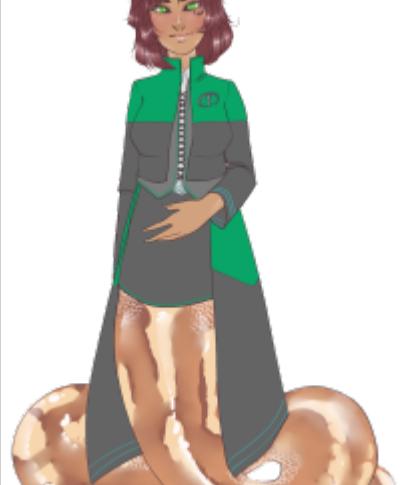
Species Image	Page	Brief Description	Playable?
 A character from the Freespacer race, wearing a dark, futuristic suit with a red collar and a large, ornate guitar-like weapon.	Freespacers	Nomadic, cyberpunk, pseudo-religious and quasi-human; The Freespacers are a thinly spread culture of cyborg merchants, hackers, pirates, and revolutionaries that intermingles within the borders of other races	yes
 Two characters from the Hedoro race: a green, slimy, tentacle-wielding female and a blue, skinless, muscular male.	Hedoro	Slime people	yes
 A portrait of a Human male with dark hair and green eyes, wearing a dark jacket over a blue shirt.	Helashio	Humans and their many variants	yes
	ID-SOL	Genetically engineered soldiers	yes

Species Image	Page	Brief Description	Playable?
	Iromakuanhe	Horned humanoids	yes
 <small>Art by Daniel Olssén (Weremole) ©2015 StarArmy.com</small>	Kodians	Hulking bear-like cyborg pacifists of the Yamatai Star Empire	yes
 <small>STAR.ARMY</small>	Kuvexian	Greedy nocturnal cave aliens	yes
	Kuvexian Hybrid		yes

Species Image	Page	Brief Description	Playable?
	Lorath		yes
	Lorrfolk	Lorrfolk, often referred to as "demons" are a tall, husky species that live mostly underground.	yes
	Minkan	Yamatal's designer species of superhumans	yes
	Mutants	Mutants are the byproduct of when Nepleslian DNA unravels and adds animalistic or alien traits as mutations.	yes
	My'leke (Species)	Intelligent quadrupeds of Neshaten	yes

Species Image	Page	Brief Description	Playable?
	Neko Valkyra	Super-soldier catgirls of the Yamatai Star Empire	yes
	Neo-Caelisolan		yes
	Nepleslian	Nepleslians are humans...mostly. They have a thing for cybernetic enhancements cloning and they have genetically modified soldier and mutant DNA mixed in.	yes
	NH-22C Yamataian		yes

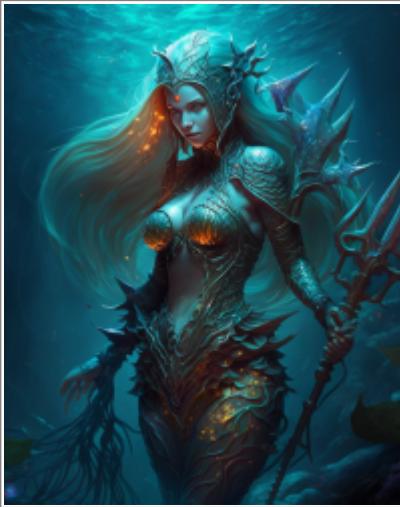
Species Image	Page	Brief Description	Playable?
	Norian	An elf-like species from the Avaen Universe.	yes
	Operator	Military androids of the New Dusk Conclave	yes
	Phods	Short, feathered pig-people of the Yamatai Star Empire	yes
	Plebeian		yes

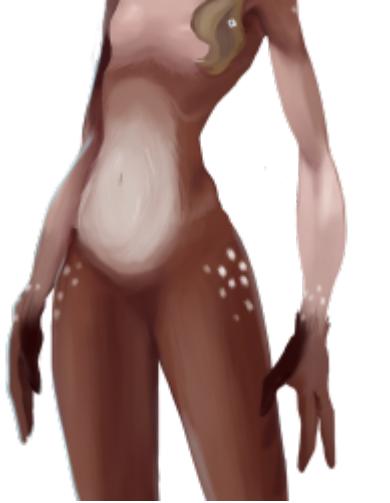
Species Image	Page	Brief Description	Playable?
	Random Alien	Non-specified aliens from the far reaches of space	yes
	Senti	Metallic nomads	yes
	Separa'Shan	Lamia-like zealots of the Yamatai Star Empire	yes

Species Image	Page	Brief Description	Playable?
	Shukaren Daur (Sub-Species)	Kitsune	yes
	Shukaren Laibe (Sub-Species)		yes
	Tröll		yes

Non-Playable Species

These species are not really well-suited to being playable for various reasons. Mainly that the site revolves around the Star Army and its allies and the species below are often intended as enemies for the player characters. Alternatively, there might not be enough detail to support being playable.

Species Image	Page	Brief Description	Playable?
	Abominations		no
	Abwehran		no
	Advanced-Type Mishhuvurthyar		no
	Azorean		no
	Cemlae	An aquatic species on Becurn III. Discovered by the ISS Shiori in YE 45.	no
	Crab-Type Mishhuvurthyar		no

Species Image	Page	Brief Description	Playable?
 DOMINATOR-TYPE MISHHUVURTHYAR	Dominator-Type Mishhuvurthyar	A type of next-generation Mishhuvurthyar that can infect or indoctrinate nearby beings	no
 Ehlen	Ehlen	Meritocratic warrior-poets	no
 Elefirn	Elefirn	Female three-eyed deerlike aliens	no

Species Image	Page	Brief Description	Playable?
	Enhanced Mishhuvurthyar		no
 Art by Daniel Olson (Weremole)	Essai	Mysterious and wealthy self-appointed guardians of the galaxy.	no
	Graxlat	Scavengers	no

Species Image	Page	Brief Description	Playable?
	L'Kor	Avian associates of Kuvexia	no
	Mishhuvurthyar	Floating tentacle nightmares and enemies of Yamatai	no
	Mocaidins	A human species on Becurn III. Discovered by the ISS Shiori in YE 45.	no
	Moonies		no

Species Image	Page	Brief Description	Playable?
	Nightmare Type Mishhuvurthyar		no
	NMX Thrall	Human cloned by the Mishhuvurthyar	no
	Parasite-Type Mishhuvurthyar		no
	Patrician		no

Species Image	Page	Brief Description	Playable?
	Qaktoro		no
	Rixxikor	Incredibly numerous and disorganized insectoids	no
	Ryasou'temygo (Death Wraiths)	Mysterious species that nearly destroyed the ancient Qaktoro Empire of the people now known as the Hidden Sun Clan. Not seen in over 700 years.	no
	Tula	One of the feline species of the Hidden Sun Clan. Can practice telepathy through plant life.	no

Species Image	Page	Brief Description	Playable?
	Vordachibeans	Violent creatures who use humans as puppets	no

Known Species

A

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- [Abwehran](#)
- [Android](#)
- [Animus & Anima](#)
- [Anthro](#)
- [Artificial Nepleslian](#)
- [Atsila](#)
- [Azorean](#)

B

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- [My'leke \(Species\)](#)

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- [Shukaren \(Species\)](#)
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