## **Species Template**

This is template is used to provide a structure for articles about a new species.

Please put new species in the **wip:species:** namespace

## **Species Page Template**

====== Species Name ====== Give a general overview of the species in a few sentences. Include their homeworld, distinctive characteristics, and national affiliation (if applicable). ===== History ===== Give an overview of the history of the species. This section can be expanded upon in a completely separate article if so desired. Include their first appearance in the RP, pre-RP history, and their previous national affiliations (if applicable). ===== Physiology ====== Give an overview of the physiology of the species. This section can be expanded upon in a completely separate article if so desired. Include any subspecies, reproductive information, appearance information, and physical statistics (quantitative strength, speed, etc. values). If the species is humanoid, omit any physiological information that is identical to that of baseline humans. ==== Diet ==== Describe the diet of the species. Elucidate whether the species is carnivorous, omnivorous, or herbivorous. If the species is humanoid, omit any dietary information that is identical to that of baseline humans. ==== Environment ==== Describe the climate of habitable areas for the species. Elaborate on the the nature of the architecture, living practices, and, settlements of the species. ==== Life Cycle ==== Give a quantitative value to the average natural lifespan and civilized lifespan for the species. Enumerate and describe the aging landmarks for the average individual of the species. ===== Culture ===== Give an overview of the culture of the species. This section can be expanded upon in a completely separate article if so desired. Describe significant

holidays, taboos, gender roles (if applicable), athletics, and, entertainment. ==== Clothing ==== Describe everyday, civilian and military attire. If there are castes and/or social classes, describe the fashion differences that distinguish these classes. ==== Food ==== Describe typical cuisine. This section should detail dietary staples and food culture. ==== Language ==== Describe the species native language(s). You do not have to write a new language, but you should detail how the language sounds and its tones. ==== Naming ==== Describe naming practices. Ideally, this section should make it easy for players to create names for their own player characters. ===== Politics ===== Describe the political organization of the species. Feel-free to utilize real world terms to summarize their political organization, however, provide ample description for how the political system functions. ===== Technology ====== Describe the general technological level of the species. State whether or not the species is space-faring, and if they are, state whether or not their ships are FTL-capable. ===== Economy ===== Describe the economic practices of the species and their associated national affiliation. ===== 00C Notes ===== Creator info and art credits go here. Please don't submit species without art.

## **OOC Notes**

Immortal Cyan created this article on 2017/09/21 14:40.

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Last update: 2023/12/20 18:23

