

*This is Free Trader Beowulf,
calling anyone...
Mayday, Mayday... we are under attack...
main drive is gone...
turret number one not responding...
Mayday... losing cabin pressure fast...
calling anyone... please help...
This is Free Trader Beowulf...
Mayday...*

Traveller Hero

Book 1: Adventurers In Charted Space

Character Creation, Psionics, Combat and Races

***Science Fiction Adventure
in the Far Future using the
HERO System 5th Edition***



Uses the HERO System under license from Hero Games

Traveller Hero

Book 1

Traveller Hero – A Sourcebook for Traveller® in the HERO System™® 5th Edition

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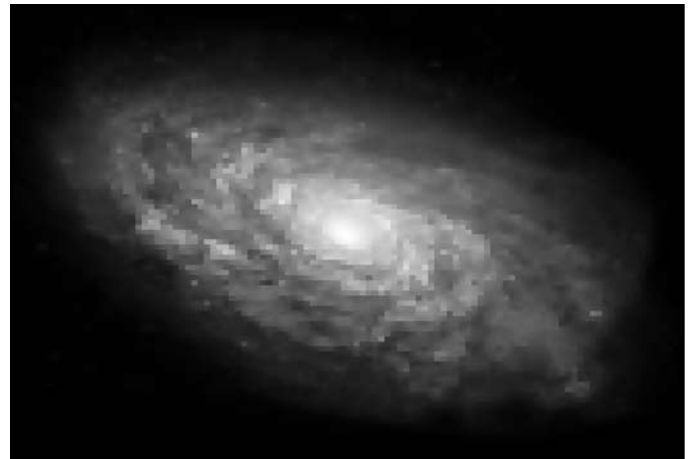
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Dedication

There are a number of dedications we'd like to make.

Rob Bruce: *I dedicate this book to my parents, my wife, and the foster children we've had the joy of knowing.*

Kevin Walsh: *I dedicate this book to Eric “Kody” Nelson, who finally found the road back home again.*

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Table Of Contents

What Is Traveller Hero?	9
Traveller Basics.....	9
Traveller Eras.....	9
Dawn Of Third Imperium	9
Gateway	9
Golden Age Of Third Imperium	9
Rebellion	9
The New Era.....	9
Out of Darkness	9
Other Incarnations	9
Unsuitable Technology	9
Traveller Hero Subgenres.....	10
Espionage	10
Espionage Campaigns.....	10
Law Enforcement.....	10
Law Enforcement Campaigns	10
Military.....	10
Military Campaigns.....	11
Mercantile	11
Mercantile Campaigns	11
Exploration.....	11
Exploration Campaigns.....	11
Freelance Adventure.....	11
Freelance Adventure Campaigns	11
Metagenres	11
Post-Apocalypse	12
Planetbound	12
Humor.....	12
Traveller Resources on the Web.....	12
Star Hero Web Resources	12
Recommended Books.....	12
HERO System Books.....	12
Traveller System Books	12
Traveller Hero Books	12

Humaniti and the Third Imperium... 13

Imperium Humans.....	13
Solomani	13
Solomani Homeworld	13
Solomani Society and Culture.....	13
The Solomani Triumvirate.....	13
The Solomani Party	13
The Military	13
Solomani Security	14
Solomani Character Generation	14
Solomani Character Basics	14
Vilani	14
Variant Humans.....	14
Species of the Third Imperium	15
Ael Yael.....	15
Ael Yael Biology	15
Ael Yael Homeworld	15
Ael Yael Society and Culture	15
Ael Yael Character Generation.....	15
Ael Yael Character Creation.....	15
Githiaskio.....	16
Githiaskio Biology	16
Githiaskio Homeworld.....	17
Githiaskio Society and Culture.....	17

Githiaskio Character Generation	17
Githiaskio Character Creation	17
Irkklan	18
Irkklan Biology.....	18
Irkklan Homeworld	18
Irkklan Society and Culture.....	18
Irkklan Character Generation	19
Irkklan Character Creation	19
Newts	19
Newt Biology	19
Newt Homeworld	19
Newt Society and Culture.....	20
Newt Character Generation	20
Newt Character Basics	20
Virushi	20
Virushi Biology.....	20
Virushi Homeworld.....	21
Virushi Society and Culture	21
Virushi Character Generation.....	21
Virushi Character Basics.....	21

Aslan 23

Aslan Biology	23
Aslan Homeworld	23
Aslan Hierate and Neighbors	24
Aslan Society and Culture.....	24
History.....	24
Society.....	24
Aslan Character Generation	26
Aslan Character Basics.....	26
Other Hierate Species.....	26

Droyne 27

Droyne Biology.....	27
Library Data: Ancients	27
Library Data: Chirper	28
Droyne Castes.....	28
Drone Caste (Aydirsoth)	28
Leader Caste (Aykrusk).....	29
Sport Caste (Praytsirv)	29
Technician Caste (Ayssath)	29
Warrior Caste (Aydi).....	30
Worker Caste (Aydin).....	30
Droyne Psionics.....	30
Droyne Homeworld	31
Droyne Society and Culture.....	32
Social Groupings	32
Community Relations.....	32
A Typical Droyne Life	33
Droyne Character Generation.....	33
Droyne Character Basics	33

Hivers 35

Hiver Biology.....	35
Hiver Homeworld	36
Guaran.....	36
Glea.....	37
Hiver Society and Culture.....	37
Society.....	37
The Hiver Parental Instinct	37

Table Of Contents

The Psychology of the Hivers.....	38
Basic Hiver Motivations	38
Institutions.....	39
The Nest	39
Manipulation	39
Embassies.....	39
Topical Clubs	39
Government	40
Economy.....	40
Sciences.....	41
Psionic Skills	41
The Hive Federation	41
Member Races.....	41
Hiver Character Generation.....	41
Hiver Character Creation	41
Career Preferences.....	42
Other Hiver Federation Species	42
Za'tachk.....	42
Ithklur.....	42
Gurvin.....	42
Human	43
<hr/>	
K'kree.....	44
K'kree In The Imperium.....	44
K'kree Biology	44
K'kree Homeworld.....	45
K'kree Society and Culture	45
Society.....	45
Government	45
Library Data	45
The Military.....	46
Psychology	46
K'kree Character Generation	47
K'kree Character Generation.....	47
Family Generation	47
Careers And Group Composition.....	48
Girug'kagh.....	48
Girug'kagh Biology	48
Girug'kagh Homeworld.....	48
Girug'kagh Society and Culture.....	48
History.....	48
Society.....	49
Government And Military	49
Career Preferences.....	49
Girug'kagh Character Generation	49
Girug'kagh Character Creation	49
<hr/>	
Vargr.....	50
Vargr Biology	50
Vargr Homeworld.....	50
Vargr Extents and Neighbors	50
Vargr Society and Culture	51
History.....	51
Society.....	52
Government	54
Vargr Character Generation	54
Vargr Character Creation	54
Hlanssai.....	54
Hlanssai Biology.....	54
Hlanssai Homeworld.....	54
Hlanssai Society and Culture	54
Society.....	54
Career Preferences.....	55

Traveller Hero, Book 1

Hlanssai Character Generation	55
Hlanssai Character Creation.....	55
<hr/>	
Zhodani	57
Zhodani Biology.....	57
Zhodani Homeworld	57
Humans in Traveller.....	57
Zhodani Consulate And Neighbors	58
Zhodani Society and Culture	58
History.....	58
The Core Expeditions	60
Government	61
The Supreme Council.....	61
Revenue	62
Psychology	62
Society.....	62
The Legal System.....	62
Some Aspects Of Zhodani Society	63
Zhodani Character Generation.....	64
Zhodani Character Creation	64
<hr/>	
Independent Races.....	65
Darrians.....	65
Darrian Biology	65
Darrian Homeworld	65
Darrian Society and Culture	65
Career Preferences.....	65
Darrian Character Generation.....	65
Darrian Character Creation.....	65
Dynchia	66
Dynchia Biology	66
Dynchia Homeworld.....	66
Dynchia Society and Culture.....	66
Society.....	66
Government And Military	66
Career Preferences.....	67
Dynchia Character Generation.....	67
Dynchia Character Creation	67
Jgd-Ll-Jagd	67
Jgd-Ll-Jagd Biology.....	68
Jgd-Ll-Jagd Homeworld	68
Jgd-Ll-Jagd Society and Culture.....	68
Jgd In Interstellar Society	69
Jgd Character Generation.....	69
Jgd Character Creation	69
The Sword Worlders.....	69
Sword Worlder Biology	69
Sword Worlder Homeworld	69
Sword Worlder Society and Culture.....	69
History.....	69
Society.....	70
Psionics	70
Government	70
Military	71
The Sword Worlds & The War.....	71
Sword Worlders Career Preferences	71
Sword Worlds Patrol Service	71
Sword Worlder Character Generation	71
Sword Worlder Character Creation.....	71
<hr/>	
The New Era Races	72
Regency.....	72

Reformation Coalition	72
Reformation Coalition Humans	72
Aubani	72
Aubani Biology.....	72
Aubani Homeworld.....	72
Aubani Society and Culture	72
Balduri.....	73
Balduri Biology	73
Balduri Homeworld	73
Balduri Society and Culture	73
Fijans	73
Fijan Biology.....	73
Fijan Homeworld.....	73
Fijan Society and Culture	73
Luhtalans.....	74
Luhtalan Biology	74
Luhtalan Homeworld	74
Luhtalan Society and Culture.....	74
Nimbans	74
Nimban Biology	74
Nimban Homeworld	74
Nimban Society and Culture	74
Oriflamme	75
Oriflamme Biology	75
Oriflamme Homeworld	75
Oriflamme Society and Culture.....	75
Spiri	75
Spiri Biology.....	75
Spiri Homeworld.....	75
Spiri Society and Culture	75
Reformation Coalition Nonhumans.....	76
Schalli.....	76
Schalli Biology	76
Schalli Homeworld	76
Schalli Society and Culture	76
Pocket Empires.....	76
The Wilds	76

Profession Templates 77

Imperial and Government Templates.....	77
Government and Bureaucracies	77
Bureaucrat.....	77
Other Notes	77
Courtier	78
Other Notes	78
Diplomat.....	78
Noble	79
Other Notes	79
Senator	79
Law Enforcement	80
Police Officer	80
Planetary Police Officer	80
Imperial Police Officer	80
Intelligence	81
Imperial Intelligence Field Agent.....	81
Imperial Intelligence Analyst.....	81
Imperial Intelligence Operative.....	82
Military Services.....	82
Imperial Navy.....	82
Navy Basics.....	83
Imperial Navy Command.....	83
Imperial Navy Flight School.....	84
Imperial Navy Engineering.....	84
Imperial Navy Technical.....	85

Imperial Navy Gunnery Officer.....	85
Imperial Navy Security.....	85
Imperial Marines	86
Imperial Marine.....	86
Imperial Marine Officer	86
Commando School	86
Protected Forces Training	86
Military Intelligence School	87
Command College.....	87
Staff College	87
Recruiting Duty	87
Military Attaché/Aide	87
Marine Embassy Duty	87
Ships Troops	87
Special Force Recon	87
Imperial Army.....	88
COACC - Imperial Army Air Corp	88
Imperial Army Cavalry - Armor	88
Imperial Army Artillery.....	89
Imperial Army Infantry	89
Imperial Army Medical.....	90
Imperial Army Officer.....	90
Imperial Army Wet Navy	90
Wet Navy SEALs.....	90
Imperial Army Special Forces	91
Training Cadre.....	91
Scout Service.....	92
Scout Service	92
Scout Service Schools	92
Survey School.....	92
Contact School.....	92
X-Boat School.....	92
Civilian Templates	93
Artist/Entertainer	93
Assassin	93
Athlete.....	93
Attorney	93
Belter	94
Bounty Hunter	94
Civil Engineer	95
Colonist	95
Computer Programmer	96
Construction Worker	96
Data/Identity Thief	96
Doctor.....	96
Explorer.....	97
Ex-con.....	97
Farmer	97
Free Trader.....	98
Hunter/Guide	98
Journalist.....	99
Martial Artist.....	99
Mechanic.....	100
Mercenary	100
Pilot	100
Pirate	101
Other Notes	101
Professor.....	101
Prospector/Salvager	101
Psion, Regency	102
Psionics Institute Member	102
Psionic Researcher.....	102
Rebel.....	102
Rogue.....	102

Traveller Hero, Book 1

Decorations	110
Vehicles and Bases	110
Scout Ship	110
Merchant Vessel.....	110
Talents.....	111
Absolute Time Sense	111
Danger Sense	111
Eidetic Memory.....	111
Environmental Movement.....	111
Hotshot Pilot	111
Latent Psionic.....	111
Simulate Death	111
Universal Translator.....	111
Super-Skills.....	111
Disadvantages	111
Age.....	111
Dependence.....	111
Dependent NPC	111
Distinctive Features.....	111
Enraged/Berserk.....	111
Physical Limitation.....	111
Psychological Limitation.....	111
Reputation	111
Social Limitation	111
Susceptibility/Vulnerability	111
Psionics.....	111
Conversion Notes	111
Converting Traveller Characteristics	111
Converting Traveller Skills.....	112
Converting T20 Characteristics.....	114
Converting T20 Skills	114
Converting T20 Feats.....	115

Psionics and The Psionic Institute.. 118

Psionics Institute.....	118
Third Imperium	118
The New Era.....	118
How Traveller Psionics Work.....	118
Traveller Psionic Power Clusters	118
Telepathy.....	118
Telekinesis	118
Teleportation	118
Teleperception	119
Self.....	119
Arcana.....	119
Psionic Ratings	119
Classic Traveller Psionics.....	119
Rules	119
Telepathy Cluster	119
Detect Minds.....	119
Telempathy.....	120
Telempathic Projection	120
Send and Receive Thoughts.....	120
Probe	120
Mental Assault.....	120
Clairvoyance Cluster.....	120
Sense	120
Clairvoyance	120
Clairaudience.....	120
Combined Clairvoyance and Clairaudience	120
Telephysics Cluster (Telekinesis).....	120
Telekinesis	120
Options.....	121
Teleportation Cluster.....	121

Personal Teleportation.....	121
Unequipped Teleportation	121
Full Teleportation.....	121
Self Cluster (Aware).....	121
Feign Death	121
Orientation.....	121
Enhanced Strength.....	122
Enhanced Constitution	122
Regeneration	122
Special Cluster.....	122
New Era Traveller Psionics	122
Rules.....	122
Telepathy Cluster.....	122
Telephysics Cluster.....	122
Teleportation Cluster.....	123
Teleperception Cluster	123
Self Cluster.....	123
Arcana Cluster.....	123
Cyberonics	123
Mind Illusions	123
Psychic Healing.....	123
Psionic Augmentation	123
Generic Traveller Psionics	124
Rules.....	124
Telepathy Cluster.....	124
Telepresence Cluster.....	124
Telephysics Cluster.....	124
Teleportation Cluster.....	124
Self Cluster.....	124
Other Cluster	125
Psionic Technology	125
<hr/>	
Weapons	127
Small Arms.....	127
Revolvers	127
Revolver, 9mm	127
Revolver, 9mm Magnum	127
Snub Revolver	127
Semi-Automatic Pistols.....	127
Body Pistol	127
Auto Pistol, 9mm	127
Auto Pistol, 9mm Magnum	128
Snub Pistol	128
Submachine Gun	128
Submachine Gun	128
Rifles	128
Carbine.....	128
Rifle.....	128
Hunting Rifle.....	129
Automatic Rifle.....	129
Accelerator Rifle	129
Assault Rifles.....	129
Assault Rifle	129
Advanced Combat Rifle	129
Light Assault Gun.....	130
Machine Guns	130
Light Machine gun	130
Shotguns.....	130
Automatic Shotgun.....	130
Pump Shotgun	131
Gauss Guns.....	131
Gauss Pistol.....	131
Gauss Rifle.....	131
Thrown Grenades	131

Fragmentation Grenade.....	131
Concussion Grenade.....	131
Smoke Grenade	131
Gas Grenade	132
Flash Grenade	132
Flechette Grenade.....	132
Uncommon Firearms	132
Grenade Launchers	132
4 cm RAM Grenade Launcher	132
Heavy Machineguns.....	132
7mm MMG.....	132
13mm HMG.....	132
5mm Rotary-7.....	132
7mm Rotary-7.....	133
VRF Gauss Gun.....	133
Shoulder-Fired Weapons.....	133
Assault Rocket Launcher	133
Automatic RAM Grenade Launcher	133
Beam Weapons	134
Laser Pistols.....	134
Laser Pistol-9.....	134
Laser Pistol-12	134
Laser Pistol-15	134
Laser Pistol-16	135
Laser Carbines	135
Laser Carbine-8.....	135
Laser Carbine-11	135
Laser Rifles	135
Laser Rifle-9.....	135
Laser Rifle-12	135
Laser Rifle-13	136
Laser Rifle-15	136
Laser Assault Weapons	136
Laser MG-14	136
Heavy Laser Rifle.....	136
Energy Weapons.....	136
Shoulder-Fired Weapons.....	136
Plasma Bazooka	136
Plasma Guns	137
PGMP-12.....	137
PGMP-13.....	137
PGMP-14	137
Fusion Guns.....	137
FGMP-14	137
FGMP-15	137
FGMP-16	138
Small Arms Weapons Table.....	139
Uncommon Firearms Table	140
Beam Weapons Table	140
Plasma/Fusion Weapons Table	140

Defenses..... 141

Types of Armor.....141

Primitive Armors

Cloth and Hide..... 141

Leather Armor..... 141

Reinforced Leather

Scale Armor

Chainmail

Plate Armor..... 141

Contemporary Armors.....141

Flak Armor..... 141

Ballistic Cloth

Ballistic Weave

Advanced Armors	142
Synthetics	142
Combat Environment Suit.....	142
RCES Body Sleeve-12.....	142
Combat Armor	143
Combat Armor-10.....	143
Battle Dress	143
ABD-10	143
ABD-11	144
ABD-12	144

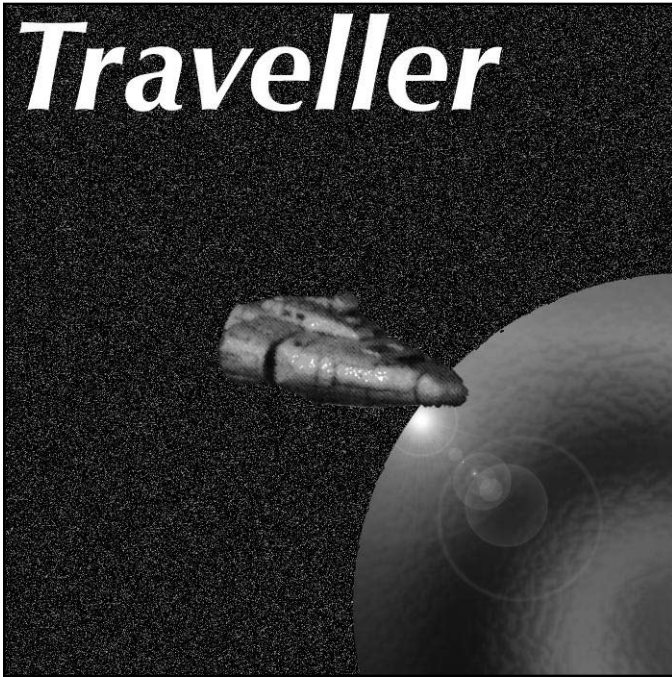
GM Vault: Virus..... 146

Spread of Virus.....	146
Legacy of Virus.....	146
Virus In 1248.....	146
Virus Described.....	146
Differentiating Virus from Computers.....	146
Constraint On Virus	146
Creating Virus	146
Virus Characteristics	146
INT	147
EGO	147
Virus Skills	147
Everyvirus Skills	147
Analyze Host System.....	147
Computer Programming.....	147
Concealment	147
System Operations: Communications	147
Virus Talents.....	147
Absolute Time Sense	147
Eidetic Memory.....	147
Lightning Calculator	147
Speed Reading (x100)	147
Simulate Death	147
Virus Powers.....	147
Viral Replication (Duplication).....	147
Alter Programming (Transform).....	147
Learn Host Skills and Programs	147
Virus Disadvantages	148
Hunted.....	148
Physical Limitations	148
Limited Actions	148
Limited Intelligence	148
Electronic Nature	148
Psychological Limitations	148
Strains of Virus	149
Strain 1	149
Strain 2	149
Strain 3	150
Strain 4	151
Strain 5	151
Strain X.....	151
Virus in Play.....	152

Sample Characters..... 153

Classic Traveller Merchants	153
Ship's Captain	153
Ship's Pilot	153
Ship's Engineer	154
Ship's Medic.....	155
Ship's Gunner	155
Regency Freelance Team (New Era).....	156

What Is Traveller Hero?



The *Traveller Hero* sourcebook is a reference for playing *Star Hero* campaigns in the Traveller setting using the *HERO System 5th Edition* rules. Traveller has been around in various incarnations since 1977, and was one of the first science fiction role-playing games. It is a popular backdrop for many science fiction RPG campaigns, and has undergone various evolutions.

Traveller Basics

Traveller® is science-fiction adventuring in the far future, in or after the Third Imperium. The *Traveller*® universe does not have the lofty ideals of works like *Star Trek*; it parallels the European discovery and conquest of the Americas. Many of the parallels are intentional.

As with the 17th century age of sail, *Traveller*® maintains a “frontier” feel. In the age of sail, the fastest way to get a message to a land across the sea was by ship. In *Traveller*®, there is no subspace or FTL communication. The fastest way to get information across the sea of space is with a Jump-capable starship. Since each jump takes at least a week, and the largest jump is 18 light years, it can take a year for information to travel from the outer reaches to the core and back.

With the speed of communication limited to the speed of travel, far-off lands in the age of sail tended to rule themselves. In *Traveller*®, “the Imperium rules space, the planets rule themselves” is an oft-quoted statement.

Trade is the lifeblood of the Imperium - moving goods from planet to planet, finding new planets as sources of raw materials, finding new buyers of goods - and those who interfere with the Imperium’s lifeblood learn to regret it sooner or later. Trade wars can be just as deadly as the geopolitical kind.

Traveller® isn’t *Star Trek*, and there’s no Prime Directive. You can sell laser pistols to primitives, and advanced computers to railway-age nations at war; just make sure you can make a profit on the deal, and that you don’t get caught in

the crossfire.

Traveller Eras

Traveller has many eras, and the backdrop for each of those eras is very different.

DAWN OF THIRD IMPERIUM

The Dawn of the Third Imperium, which is *T4 Traveller* (the fourth incarnation), starts the Imperial calendar at IY 0 (4518 AD). Cleon has transformed the old Sylean Federation into the new Third Imperium. It’s a time of politics and expansion.

GATEWAY

Gateway, which is *Traveller*²⁰ and commonly referred to as **T20**, available from QuikLinks. It is an officially licensed rules adaptation of Traveller for the d20 system, set at the turn of the millennium in the Gateway sector, IY1000.

GOLDEN AGE OF THIRD IMPERIUM

The Golden Age of the Third Imperium, which is *Classic Traveller*, starts in IY 1105 (approximately 5621 AD), a little more than a millennium into the life of the Third Imperium. The Imperium is solid, stable (or so it believes), and has no room for expansion.

REBELLION

Rebellion, which is *MegaTraveller*, covers the era of the Rebellion and breakup of the Third Imperium and starts in IY 1116 (5634 AD). Emperor Strephon of the Third Imperium has been assassinated, and there is a struggle for rule of the Imperium. It is a time of danger and unknown loyalties, as various factions strive for control of the Imperium.

THE NEW ERA

The New Era, known as *Traveller: The New Era*, starts in IY 1201 (5717 AD). It follows the aftermath of the Rebellion, the collapse of the Imperium and technology, and the rebuilding of the new Imperium. It is a time of possibilities.

OUT OF DARKNESS

Out Of Darkness, based on the *1248: Out of the Darkness* supplement from ComStar-Avenger publications, looks at the beginnings of rebuilding in the Fourth Imperium. It is a time of pocket empires, wildlands and contested areas, and remnants of the former empires — a place of high adventure.

Other Incarnations

GURPS Traveller, available from GURPS/Steve Jackson Games, is set in the Golden Age in an alternate branch universe in which Emperor Strephon was not assassinated.

Unsuitable Technology

There are two notable science fiction technologies that are not suitable or heavily restricted for *Traveller*®: *Nanotechnology* and *Cybertech* (including body modifications).

Nanotechnology, which has come to mean self-replicat-

ing molecular robots, is not part of the *Traveller*® universe. Its inclusion would vastly change the way the *Traveller*® universe works.

Cybertech, the augmentation of body and brain with biotech machines, is a restricted area of the *Traveller*® universe. Machines and technology are tools, nothing more, and have application in limited military usage. Extensive modifications, like those in Cyberpunk stories, would be as distrusted by the people of *Traveller* as psionics are in the Third Imperium.

Traveller Hero Subgenres

Traveller as a science fiction genre has many subgenres that GM's may wish to select from, based on the timeframe of the campaign, the version of *Traveller* that is being played, as well as the GM's vision.

The information presented here describes each subgenre, some of the options within the subgenre, and the typical Heroic campaign level for that subgenre. One difference concerning the HERO System suggestions (*HERO System 5th Edition Revised*, page 29) is that *Traveller Hero* suggests a maximum of 50 Disadvantage Points. This is to keep the characters from looking like *Champions* characters and keep the disadvantages reasonable to the *Traveller* campaigns. GMs may follow this suggestion or not, as they wish.

Espionage

The Espionage genre is a popular genre, usually touched on as the "Other" branch of service in *Classic Traveller*. The characters are agents in an espionage organization, whether Third Imperium (Imperial Intelligence, Naval Intelligence, or one of the secret groups such as the Red Knights-PSI Intelligence) or The New Era (Reformation Coalition Agents).

Some of the options of the Espionage genre include:

War-Time Thrills: The PCs are gathering intelligence along (or even behind) enemy lines during one of the Frontier wars of the Third Imperium. Espionage during wartime is extremely dangerous, and wartime spies who are discovered are routinely shot.

Corporate Spying: The PCs are retired Intel officers who hire their services out, either to spy on megacorporations whose actions may be questionable, or working for megacorporations to counter spying by unscrupulous rival megacorporations.

X-Team: The PCs are part of the Red Knights or similar spy group, all of whom possess some level of psionics. Their missions will include performing typical spy missions, investigating mysterious but explainable phenomena, as well as confronting other psionic individuals.

The Network: The PCs are part of a civilian network who help those who can't help themselves (think "The Equalizer").

ESPIONAGE CAMPAIGNS

Espionage *Traveller Hero* games are typically Standard Heroic campaigns, with the PCs built on 100 Base Points plus up to 50 Disadvantage Points.

X-Team/Red Knights or GM Preference campaigns are Powerful Heroic level, with the PCs built on 150 Base Points plus up to 50 Disadvantage Points due to the high Point Cost of psionic characters.

Espionage characters must follow Normal Characteristic Guidelines as per Heroic Campaign ground rules (i.e. they

don't receive any Disadvantage Points for following this guideline). They get standard equipment for free, without paying Character Points for it.

If "standard equipment for free" looks or becomes unbalancing, GMs are encouraged to use the optional Resource Rules in *Dark Champions*, page 150.

If you're running or playing in an Espionage style *Traveller Hero* game, we highly recommend *Dark Champions* as an additional sourcebook.

Law Enforcement

While not a typical genre for *Traveller*, it is a genre with possibilities in the *Traveller* milieu. The characters are part of a law enforcement agency at the subsector level, and may work to stop pirates, smugglers, con artists, abductors, and other threats to life and commerce.

Law Enforcement options can include:

War on Crime: The PCs are part of a taskforce working to stamp out a particular type of crime (piracy or hijacking, illegal drugs, arms smuggling, and so on). This task is made more difficult by the proximity of their subsector to areas outside their jurisdiction where the illegal trade thrives.

Private Cops: The PCs are retired law enforcement agents who now work as rent-a-cops, working as detectives, security, and/or bodyguards on odd jobs. Nobles traveling abroad often have need of their services.

LAW ENFORCEMENT CAMPAIGNS

Law Enforcement *Traveller Hero* games are typically Standard Heroic campaigns, with the PCs built on 100 Base Points plus up to 50 Disadvantage Points.

GM Preference campaigns are Powerful Heroic level, with the PCs built on 150 Base Points plus up to 50 Disadvantage Points.

Law Enforcement characters must follow Normal Characteristic Guidelines as per Heroic Campaign ground rules (i.e. they don't receive any Disadvantage Points for following this guideline). They get standard equipment for free, without paying Character Points for it.

If "standard equipment for free" looks or becomes unbalancing, GMs are encouraged to use the optional Resource Rules in *Dark Champions*, page 150.

Military

The Military genre is a very popular one in *Traveller*, and it is one of the two genres most thought of in *Classic Traveller*. All of the characters have some military training, and the character may be members of a military unit for war-based campaigns or may be retired military working as mercenaries for hire.

There are various options for the Military genre, and these are not all inclusive. These options include:

At The Front: The PCs are members of one of the military forces (Imperial Navy, Subsector Marines, and so forth) involved in some war, such as the Fifth Frontier War.

Mercenaries For Hire: The PCs are part of a mercenary team, hiring their skills and weapons out to the highest bidder, or to those with no one else to fight for them.

Special Forces: The PCs are part of an elite squad that gets sent on missions nobody else could hope to accomplish. The fate of a world or even a subsector may rest in accomplishing their mission.

Rebels: The PCs may be paramilitary members of one of the factions of rebels during the Rebellion.

Star Vikings: The PCs are marines in the RCES military arm, known as Star Vikings, who take out despotic governments and reclaim the worlds for membership in the new Imperium.

MILITARY CAMPAIGNS

Military *Traveller Hero* games are typically Standard Heroic campaigns, with the PCs built on 100 Base Points plus up to 50 Disadvantage Points.

Special Forces, Star Vikings, or GM Preference campaigns are Powerful Heroic level, with the PCs built on 150 Base Points plus up to 50 Disadvantage Points due to the high Point Cost of special force characters.

Military characters must follow Normal Characteristic Guidelines as per Heroic Campaign ground rules (i.e. they don't receive any Disadvantage Points for following this guideline). They get standard equipment for free, without paying Character Points for it.

If "standard equipment for free" looks or becomes unbalancing, GMs are encouraged to use the optional Resource Rules in *Dark Champions*, page 150.

Mercantile

The Mercantile genre is another popular genre in *Traveller*, and it is the second of the two genres most thought of in *Classic Traveller*. All of the characters have some training in starship operation, and most *Classic Traveller* merchants are retired military seeking to make good money transporting goods and looking for the right deal.

Some of the mercantile options include:

For the War Effort: The PCs are civilians who provide assistance to the war effort by carrying cargo to help, whether it's drugs to a military hospital or war-torn planet, unidentified shipments to strategic areas, food and water to areas hard hit after a battle, and so forth. They are reimbursed by the Imperium at normal or hazard rates.

Show Me Some Money: The PCs are typical merchant traders, traveling from world to world buying and selling as whim and research dictate.

It's A Living: The PCs work for the transport arm of a megacorporation, transporting cargo and passengers on various missions for the megacorporation. The missions include travel to normal worlds as well as newly discovered worlds in which the megacorporation may have an interest.

MERCANTILE CAMPAIGNS

Mercantile *Traveller Hero* games are typically Standard Heroic campaigns, with the PCs built on 100 Base Points plus up to 50 Disadvantage Points.

Mercantile characters must follow Normal Characteristic Guidelines as per Heroic Campaign ground rules (i.e. they don't receive any Disadvantage Points for following this guideline). They get standard equipment for free, without paying Character Points for it.

If "standard equipment for free" looks or becomes unbalancing, GMs are encouraged to use the optional Resource Rules in *Dark Champions*, page 150.

Exploration

Exploration, the journey into the unknown, is job one of

the Imperial Scout service. The characters all have exploration skills, either through the Scout service (active or retired) or simply as wanderers.

Exploration options include:

The Scout Service Needs You: The characters are part of the Imperial or Subsector Scout Service and are sent on missions of exploration, mapping, and discovery.

RCES Evaluation Team: The PCs are part of the New Era's world evaluation team, sent to investigate worlds that may need RCES intervention.

EXPLORATION CAMPAIGNS

Exploration *Traveller Hero* games are typically Standard Heroic campaigns, with the PCs built on 100 Base Points plus up to 50 Disadvantage Points.

Exploration characters must follow Normal Characteristic Guidelines as per Heroic Campaign ground rules (i.e. they don't receive any Disadvantage Points for following this guideline). They get standard equipment for free, without paying Character Points for it.

If "standard equipment for free" looks or becomes unbalancing, GMs are encouraged to use the optional Resource Rules in *Dark Champions*, page 150.

Freelance Adventure

The Freelance Adventurer genre is the classic action adventure genre, where the heroes are asked to save a noble's kidnapped daughter, retrieve a stolen artifact, stop a megacorporation's plot to take control of the government, and find the buried treasure of an ancient civilization. The key to freelance adventure is having a variety of skills and backgrounds among the characters, so they complement each other on their wondrous adventures.

Various freelance adventure options include:

Cool Million: The PCs are a team of experienced adventurers who guarantee they can complete any mission — rescue, retrieval, or the like — and the payoff is always a "cool million", that is 1 MCr.

Traveller's Aid Society Freelance Referral: The PCs are members of the Traveller's Aid Society, and are on the list of "preferred" referrals for members of the TAS who have problems. Fees are negotiable.

FREELANCE ADVENTURE CAMPAIGNS

Freelance Adventuring in *Traveller Hero* games are typically Powerful Heroic level, with the PCs built on 150 Base Points plus up to 50 Disadvantage Points. Freelance adventurers are a hardy, experienced lot and handle many difficult and strange circumstances.

Freelance Adventuring characters must follow Normal Characteristic Guidelines as per Heroic Campaign ground rules (i.e. they don't receive any Disadvantage Points for following this guideline). They get standard equipment for free, without paying Character Points for it.

If "standard equipment for free" looks or becomes unbalancing, GMs are encouraged to use the optional Resource Rules in *Dark Champions*, page 150.

Metagenres

Metagenres are more about mood and circumstance than about the focal qualities of true subgenres.

Post-Apocalypse

The Post-Apocalypse metagenre is a prevalent theme of *Traveller: The New Era*, which is about rebuilding the shattered Imperium after the apocalypse weapon known as Virus destroyed the Imperium.

All that has been swept away, and adventure is less about how much money can be made or what's the next port of call than it is about survival. There are frequent clashes with petty despots and civilizations in ruin.

The New Era campaigns that stress the post-apocalypse metagenre can typically be played from one of two perspectives: those seeking out ruined civilizations needing help, or the ruined civilization needing help.

Planetbound

The Planetbound metagenre is a rare one for Traveller, whose characters travel (hence the name). Planetbound means that the heroes are stationed on a planet or station (like Star Trek's Deep Space Nine or like Babylon 5 in the show of the same name), so adventure and aliens come to them.

Planetbound adventure requires some means of providing a constant stream of aliens and adventure, so the planet or station must be near one or more borders, and there must be some reason for aliens to visit frequently.

Planetbound adventure is also possible for *The New Era*, in which the planet fell victim to Virus, and has been reduced to a more primitive state.

Humor

The humor metagenre is a difficult one to pull off continuously, but not impossible, as evidenced by the BBC's *Red Dwarf*.

Traveller Resources on the Web

ComStar, publishers of material that can be used for all versions of Traveller, and of course the publishers of *Traveller Hero*.

<http://www.comstar-games.com>

Far Future Enterprises, Marc Miller's site for buying Traveller books (and much more), is at

<http://www.farfutur.net/>

Quiklinks Interactive (QLI/RPG), which has T20 and information about Marc Miller's *Traveller 5*, is at

<http://www.travellerrpg.com/>

Freelance Traveller, a very good general source of information on Traveller in all its forms, is at

<http://www.freelancetraveller.com>

The Traveller Downport, another good source of general information, is at <http://www.downport.com>

The **Traveller Integrated Timeline** is at <http://winterwar.prairienet.org/dmckinne/TimelineV2.pdf>

The **Interactive Atlas of the Imperium** is at <http://www.utzig.com/traveller/iai.shtml>

The **Traveller Starship Technical Manual** is at <http://members.cox.net/magash/STM/Intro.htm>

Traveller planet generation software can be found in the computer connection part of *Freelance Traveller*. Shadowcat also recommends *Heaven and Earth* or *Galactic 2.4*, both of which are free.

Star Hero Web Resources

The HERO Games Star Hero Links is at <http://www.hero-games.com/StarHero/index.htm>

Star Hero Fandom is at <http://www.starherofandom.com/index.php>, and Shadowcat's Traveller Hero is at http://www.starherofandom.com/h_traveller/index.php

Recommended Books

Because *Traveller Hero* is about playing the Traveller genre in the HERO System, you will find it helpful to have materials from both systems.

HERO SYSTEM BOOKS

To play *Traveller Hero*, you must have either *HERO System 5th Edition*, *HERO System 5th Edition Revised*, or *HERO System Sidekick*. You will also find the following HERO System books invaluable:

Terran Empire contains profession templates (package deals) not included in this book, as well as races that can be used as minor races, weapons and other gadgets that could be included with some modification, and starships that could be included with some modification.

Dark Champions contains additional profession templates (such as Cat Burglar, Delta Force soldier, and Private Investigator), extensive Small Arms Weapons, Resource Rules, and much more.

Star Hero, the core book, contains profession and alien templates, as well as extensive and helpful information for creating galaxies down to planets, creating believable alien races and cultures, technology and starships, and much more.

Alien Wars covers *Terran Empire* during the Xenovore wars period, contains additional alien races not found in *Terran Empire* that can be used in *Traveller Hero*, as well as good information about space military groups.

Spacers Toolkit provides a set of weapons, defenses, and other devices, as well as vehicles and starships specific to *Terran Empire*, but many can be modified to use in *Traveller Hero*.

TRAVELLER SYSTEM BOOKS

For the backdrop you are playing in, you should have at least the books for that era (e.g. *Traveller: The New Era* for playing in that time period).

Additional books that are useful for *The New Era* are *Path of Tears*, *Smash & Grab*, *1248: Out Of The Darkness*, and *Bearers Of The Flame*. Many published adventures from the Third Imperium are noted in the *Traveller Integrated Timeline*, and those will be invaluable as well.

TRAVELLER HERO BOOKS

Of course, we hope you enjoy the *Traveller Hero* line from ComStar, and will purchase our other *Traveller Hero* books, including:

Golden Age Starships 1

Golden Age Starships 2

Our plans are to produce additional books, including *Grand Fleet Traveller Hero*, *Gadgets and Gear Traveller Hero*, and others (names subject to change). If there's something you would like to see, such as a campaign book like *The Traveller Adventure* or *Tarsus*, let us know.

Humaniti and the Third Imperium

Humaniti is the Traveller term for Homo sapiens, or humans derived from Terra, and there are three noteworthy human races in the Traveller universe. Those races are the Solomani, Vilani, and Zhodani. The Solomani and Vilani are found in the Imperium; the Zhodani are found in the Zhodani Consulate, who are also implacable enemies of the Third Imperium.

Imperium Humans

Solomani

The Solomani (“men of Sol”) are humans derived from Terran stock. There are no characteristic or skill modifications for this race, but see *Traveller Alien Module 6: Solomani* for more detailed information on the Terrans of the Third Imperium.

Solomani, or ordinary humans, do not have a racial template, as they are the default on which other templates are based.

SOLOMANI HOMEWORLD

The homeworld of the Solomani is Terra. At the time of the Third Imperium, Terra is occupied by, and is part of, the Imperium.

Stellar Data: Terra’s star is Sol, a solitary G2 V star which is used throughout human space as a definition of stellar mass, radius, and luminosity; Sol has a value of 1 in mass, radius, and luminosity. Effective temperature is 5,800° K.

World Orbital Data: Terra orbits Sol in orbit 3, at a distance of 1 AU, with a period of one 365.25 standard days. It rotates on its axis once every 24 hours. Terra has an orbital eccentricity of 0.01673.

World Physical Data: Terra is 12,742 kilometers in diameter and has a standard atmosphere. Seventy percent of the world’s surface is covered by water, dividing the surface into seven continents. Approximately 10% of the world surface is covered by icecaps. Terra has an axial tilt of 23.5°. Average temperature for the world is 15° C.

Terra has one natural satellite: Luna. Luna orbits Terra at a mean distance of 384,405 kilometers with a period of 27.3 days. Luna is tidally locked to Terra and only shows one face to it. Luna is used as a naval base and research laboratory.

World Social Data: Terra has a population of 40 billion. In IY 1109, Imperial rule (as a result of occupation by Imperial forces during the Solomani Rim War) was terminated, and the world is now governed by a civil service bureaucracy. A strict local law level of 9 (all weapons outside the home prohibited) is enforced. Terra’s tech level is F and Terra is a source of high quality, high tech products.

SOLOMANI SOCIETY AND CULTURE

THE SOLOMANI TRIUMVIRATE

The Solomani system of government operates under an arrangement of checks and balances intended to keep the attention of government on the achievement of the Solomani Cause. Each part of the government, pursuing its own purpose and goals, is held in check by the others.

The three basic parts are: the *Solomani Party*, the *Solomani Confederation Armed Forces*, and *Solomani Security*.

The Solomani Party

The Solomani Party is the binding organization under which all political and government activity is conducted within the Solomani Confederation. The Party also exists on most worlds with an appreciable Solomani population within twenty parsecs of the Confederation border.

Membership: Membership in the Solomani Party is automatically provided to all Solomani humans. Only Solomani humans are allowed to join the Party. Automatic membership, however, does not mean automatic participation. A large fraction of Solomani choose not to participate in the Party, either through apathy, lack of time or energy, or a disagreement with the basic principles of the Party.

Note: *All Solomani humans have an everyman Perk: Solomani Party Membership.*

Organization: The Solomani Party is organized as a hierarchy of committees and ruling councils. There is a new level of administration at approximately each order of magnitude. Thus, ten Party members form a cell; ten cells form a committee; ten committees form a supervisory committee.

The Solomani Confederation is ruled at the highest level by the High Council, a policy-making body which makes ultimate decisions about important matters and disseminates those decisions to lower level councils and organizations. In game terms, the individual’s Party Standing indicates the potential level in the hierarchy at which he or she may serve. See *Perks* for more information on the levels of membership.

Factions: The Solomani Party is not a homogeneous organization. Opinions on policy and on approaches to goals vary depending on individual local cultures and histories. As a result, the Party is divided into factions, each espousing a different approach to the resolution of vital problems. Various factions may be radical, violent, conservative, or moderate. They may be concerned with regaining lost territory, encouraging or stifling trade, recruiting new members, or restricting membership.

A world may have one dominant faction, or it may have several competing factions. Factions are allowed to flourish within the Party as long as they do not challenge the basic concept of the Solomani Cause (SolSec monitors all factions to make sure they don’t).

The Military

The Solomani Confederation maintains armed forces for a variety of reasons, some of which are not immediately obvious.

All states maintain armed forces as an instrument of policy. They defend against attacks by enemy states, and they attack enemies in pursuit of their state’s goals.

The Solomani Confederation also uses its armed forces to maintain domestic tranquility. They enforce the laws, suppress dissidents, and maintain the peace. These peace-enforcement assignments are one of the more common duties that the Solomani Confederation forces face.

The armed forces of the Solomani Confederation are divided into the Army and the Navy. The Navy also handles scouting, message transmission, and mapping functions which are performed in the Imperium by the Scout Service. A sub-

force within the Navy is the Confederation Marines, used primarily as a rapid reaction force and for boardings. The Army is deployed throughout the Confederation and handles local peace-keeping functions and protection against invasions.

Note: Confederation Army members should use the Imperial Army packages, with appropriate changes to reflect Solomani Confederation service. Since Confederation Marines and Confederation Scouts are part of the Confederation Navy, members should take the Imperial Navy package (modified), and an additional specialty package from the Scouts or Marines to reflect their specialty.

The Home Guard: The Confederation also maintains a reserve force: the Home Guard, with units raised on all of the Confederation's worlds. Anyone not a member of the active military is encouraged (sometimes strongly encouraged) to join the Guard to augment the active forces. The announced primary mission of the Home Guard is the defense of individual worlds in the event of invasion; other missions handled by the Home Guard include public works (engineer forces are often assigned bridge, dam, and road construction projects as part of their training), emergency labor forces (in the event of disaster or catastrophe), and local counter-guerrilla or insurrection-suppression duties.

Note: Members of the Confederation Home Guard should take either the Mercenary Package (*Terran Empire* page 122), but change the Fringe Benefit to *Home Guard Membership*, or the Imperial Army (Infantry) package with similar changes.

Solomani Security

Solomani Security (SolSec) is the last of the three powers in the Solomani government. Its mission is "the maintenance and protection of the Solomani Cause against all enemies," and it accomplishes this mission by recruiting agents from the general Solomani population. Some of these individuals become overt agents for SolSec, while others become sleepers (going active when a threat to the Solomani Cause becomes apparent or when activated for some specific mission). SolSec agents are also recruited as monitors to track the political statements and views of the general population; they serve as informers responsible for reporting on the political reliability of their co-workers.

SolSec has an especially important role in the Solomani Confederation. Because the Solomani Party automatically grants membership to all Solomani, there is the possibility that the party could be taken over by Solomani who do not believe in, or work for, the Solomani Cause. One SolSec responsibility is to keep the Party in line and working for the cause.

SolSec requires an administration which handles its bureaucratic responsibilities. Much of the bureaucracy of SolSec is automated and computerized, a process which eliminates a need for low level clerical personnel. Instead, all reports are input directly by the reporting agents. That information (properly coded by source and for reliability) becomes part of the massive computer files maintained on everyone in the Solomani Sphere.

Administrators in SolSec are promoted from the ranks. They may be sleeper or secret agents whose cover was blown, or agents who are now past their prime.

Note: Characters with SolSec should take either *Imperial Intelligence Field Agent* package, *Imperial Intelligence Analyst* package, or *Imperial Intelligence Operative* package, with modifications for SolSec.

Monitors: SolSec monitors are openly the eyes and ears

of the organization, writing and filing reports on the actions and political views of those he or she encounters. Their reports are the basis of further surveillance or more specific action.

While monitors are often viewed as liabilities because they constantly report on others' actions, they are also assets because they have access to SolSec records and administrators.

SOLOMANI CHARACTER GENERATION

Character generation for the Solomani follows the same procedures and concepts as normal character generation in Traveller.

Solomani characters begin their careers at 18 Imperial years of age. At this point, as untrained and inexperienced, they embark upon a career in order to gain skills and experience.

SOLOMANI CHARACTER BASICS

This section discusses general guidelines for building a Solomani character. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided.

Beginning: Start with the HERO system character sheet.

Naming: Pick a Solomani, or Terran-sounding name.

Gender: Solomani may be either male or female. You may choose the gender, or pick randomly by a die roll. Throw 1D: 3- indicates a male; 4+ indicates a female.

Titles: The Solomani take a family name from their father and are given a first name at birth. Ranks (such as military ranks) are stated before a name.

Skills and Professions: Solomani may be of virtually any profession. Solomani may choose military service, party service, intelligence service, as well as the usual merchant and other professions.

Mustering Out: Solomani receive mustering out benefits when they leave the space service or military service. Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (2 points), One Military personal weapon (e.g. Accelerator Rifle), Starship (Scout or Far Trader; only once), Passage (1 High or 2 Medium).

Vilani

The Vilani are a human major race that developed on Vland from human stock placed there by the Ancients. The Vilani had already built a large star empire (Ziru Sirka) when the Terrans first encountered them. The only modification to Vilani is *Longevity (200-year lifespan)*, but see the Traveller Database for more detailed information on the Vilani of the Third Imperium.

Vilani Lifespan: Life Support (Longevity: 200 Years).
Total: 1 point

Variant Humans

The GM may also use the Heavies, Martians, Selkies, and Spacers as appropriate from *Terran Empire* pages 18-20 for alternate humans from heavy gravity worlds, thin air worlds, water worlds, and zero-gravity environments.

Species of the Third Imperium

Ael Yael

The Ael Yael are an intelligent flying species from Jaeyelya (B-484655-4). They are members of the Third Imperium and have good relations with the Imperium.

For more detailed information on this race, see *Journal of the Travellers Aid Society #15* from Far Future Enterprises (<http://www.farfutur.net/>).

Ael Yael Biology

The Ael Yael are a race of flyers, having a 4-meter wingspan. They stand approximately 1.5 meters tall, with a mass of 50 kg.

Possessing three pairs of specialized limbs, the hind pair, middle pair, and upper pair, their ancestors were efficient predators. The hind limbs are powerful and used for grasping prey, like hawks grabbing prey as they swoop by. The mid limbs are strong and manipulative, suitable for tool-making and handling. The upper limbs are nimble but weaker, and when extended have an attached membrane that becomes the surface of the wings.

They also have better than average eyesight, as is typical of flying predators, including vision in the infrared spectrum for night hunting. Their eyes also have a protective membrane that keeps them from being suddenly blinded by bright lights such as sunlight reflecting off water.

Ael Yael Template

Abilities

Cost Ability

-2 -2 STR

-4 -2 BODY

11 *Ael Yael Wings: Flight 10"* (20 Active Points); Restrained (-½), Limited Power Affected by atmospheric density and gravity (-¼)

2 *Ael Yael Wings: +1 OCV with wings*

2 *Ael Yael Eyes: +1 Enhanced Perception (Sight Group)*

5 *Ael Yael Eyes: Nightvision*

2 *Ael Yael Eyes: Flash Defense (Sight Group; 2 points)*

6 *Forelimbs and Tail: Extra Limbs, Inherent (+¼) (6 Active Points)*

4 *Ael Yael Claws: Killing Attack - Hand-To-Hand 1 point (½d6 w/STR) (5 Active Points); Reduced Penetration (-¼)*

Total Cost of Template Abilities: 26

Disadvantages

-5 *Physical Limitation: Small, down to half human size (1m, or ½"; +3" KB) Infrequently, Slightly Impairing*

-5 *Physical Limitation: Difficulty utilizing cover Infrequently, Slightly Impairing*

Total Cost of Template Disadvantages: -10

Options

-15 *Psychological Limitation: Turns over most earnings to government (Common, Strong)*

-15 *Psychological Limitation: Distrusts merchants and corporations (Common, Strong)*

Ael Yael Homeworld

Jaeyelya (B-484655-4), the Ael Yael homeworld, is a small world with a low gravity and dense atmosphere. The planet, home to one million Ael Yael, is a high-density rock-iron world (mass 1.6), with a planetary surface gravity of .51G. It provides the perfect environment for beings as large as the Ael Yael to have developed flight.

It's once vast forests are slowly dying out, and only a few colonies still live in the tree-top towns. Most Ael Yael now live in the caves perched high above the *Hi-yayahu lae* - the Glittering Floor.

Ael Yael Society and Culture

The Ael Yael are an independent, solitary people with close ties only within their tribe or clan. They enjoy the freedom of flying over the forests and dry valleys of their world, and tend to avoid contact with outsiders. The exception are those Ael Yael who travel offworld to the Imperial Academies each year, gaining experience in the Scouts or Technical Academies.

The Ael Yael society never rose above simple tribal government before the arrival of the Imperium, which stepped in to stop the enslavement of the Ael Yael race by a megacorporation involved in mining the planet. The war between the Ael Yael and the megacorporation formed a great distrust of mercantilism in the minds of the Ael Yael, and few have any willing contact with megacorporations and merchant/traders as a result.

The Ael Yael culture, like many tribal cultures, has a tradition of stories, lore, and poetry passed down through the generations. They also enjoy reading the literature of other Imperial cultures and crafting them into Ael Yael stories.

The Ael Yael have no native sciences, and their Tech Level is low except for the Starport and Great Palace (both built by the Imperium). They enjoy philosophy, and the current generation of Ael Yael find training at the Imperial Academies enjoyable and necessary to keep their race from going extinct. There are of course older generations who fear losing the old ways. Psionics is very rare among the Ael Yael, and those possessing it are seen as highly gifted.

Ael Yael Character Generation

Ael Yael character creation stresses the raptor-like heritage of the character.

All Ael Yael characters begin the game much as their human counterparts do: untrained, inexperienced, and about 18 years of age. At this point, as untrained and inexperienced Ael Yael, they embark upon a career in order to gain skills and experience. Careers are resolved on the basis of Ael Yael terms of service which are four Imperial years each. Upon leaving the service, mustering-out benefits are taken, and the character is ready to begin adventuring.

AEL Yael CHARACTER CREATION

This section discusses general guidelines for building an Ael Yael character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO system character sheet, and apply the Ael Yael Racial Template.

Naming: Pick a Ael Yael-sounding name.

Gender: Ael Yael may be either male or female. Males and females occur in approximately equal numbers, and both genders participate actively in society.

A player may select the gender of a character, or may depend on chance. Throw 1D: 3- indicates a male Ael Yael; 4+ indicates a female Ael Yael.

Titles: Ael Yael characters do not receive titles of nobility in the same fashion as with humans of high social standing.

Skills and Professions: Due to the Ael Yael psychology, skill levels with raptor-like maneuvers such as Move By and Grab By are appropriate. Although some Ael Yael may have Trading skill, mercantilism in regards to large corporations (especially mining organizations) is frowned upon.

Jaeyelya has a small militia army, but no planetary navy or marine service. It is extremely rare to find Ael Yael in Imperial or subsector military units; however, the Scout Service is very popular. Because of their attitudes toward commercial concerns, an Ael Yael character as a merchant is unheard of. Some few may follow Hunter or Belter careers, and all other career types are handled normally.

Mustering Out: Ael Yael receive mustering out benefits when they leave a space or military service. Mustering out benefits for military service are special, as only 10% of cash benefits go to the individual; the remainder go to the Planetary Development Fund. Material benefits such as passages and equipment are not affected, only cash.

Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (1 point, may only pick twice), One Military personal weapon (e.g. Accelerator Rifle), Starship (Scout Vessel, may only select once), Free Passage Ticket (1 High or 2 Medium).

Githiaskio

The Githiaskio are a race of intelligent aquatic so-phonts (also known as Squids or Whooihee in imitation of their whistling speech). They originated on a planet on the coreward edge of the Imperium. Physically, they are radically different from the human norm; psychologically, they are remarkably similar.

For more detailed information on this race, see *Journal of the Travellers Aid Society* #16.

Githiaskio Biology

Githiaskio average 2 to 2.5 meters in length, about half of which is tentacle, and are about 50 cm in diameter at their thickest point. They have roughly cylindrical bodies, which taper into a muscular swimming "fluke" at one end and divide into six tentacles around a feeding orifice at the other. Note that two tentacles are sufficient to maintain a handhold, leaving four free for other uses. A cluster of sensory organs is mounted mid-way along the body.

Githiaskio eyes focus poorly; their prime sense is sound. They are very sensitive to light and to water-borne chemicals.

Githiaskio speech has been described as "whistling"

Githiaskio Template

Abilities

Cost Ability

- 6 *Tentacles:* Extra Limbs (2), Inherent (+¼) (6 Active Points)
- 5 *Tentacles:* Stretching 1", Inherent (+¼), Reduced Endurance (0 END; +½), Persistent (+½) (11 Active Points); Always On (-½), No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (tentacles) (-¼)
- 1 *Adapted to Water:* Life Support (Safe in High Pressure; Safe in Intense Cold) (3 Active Points); Limited Power Only Down to 700 meters (-1)
- 7 *Suction Cups:* Clinging (normal STR) (10 Active Points); Cannot Move Up Vertical Surfaces (-½)
- 10 *Water Siphon:* Swimming +10" (12" total)
- 3 *Githiaskio Hearing:* +2 PER with Hearing Group (4 Active Points); Limited Power Only When Underwater (-½)
- 2 *Githiaskio Hearing:* Ultrasonic Perception (Hearing Group) (3 Active Points); Limited Power Only When Underwater (-½)
- 10 *Githiaskio Hearing:* Increased Arc Of Perception (360 Degrees) with Hearing Group
- 3 *Hand-to-Hand Combat Skill:* +1 with HTH Combat (5 Active Points); Limited Power Only "Bare-handed" Attacks (-½)
- 2 *Adapt Easily To Zero-G:* Environmental Movement (no penalties on Zero-G)

Total Cost of Template Abilities: 49

Disadvantages

- 12 *Only Swims:* Running -6"
- 25 *Dependence:* Water Takes 1d6 Damage (Very Common, 1 Turn)
- 10 *Susceptibility:* to Gravity if Unsupported, 1d6 damage per Turn (Uncommon)
- 15 *Physical Limitation:* Poor Eyesight, suffers -2 to all Sight PER Rolls Frequently, Greatly Impairing

Total Cost of Template Disadvantages: -62

underwater". It is quite complex, relying heavily on pitch intonation. Githiaskio and humans can learn to understand each other's speech, but neither can speak the other's language except on a very primitive basis.

Githiaskio require oxygenated water for their respiration, but most worlds with a thin or better atmospheres are acceptable to them. Githiaskio exposed to air suffer physical irritation, developing into pain, and finally death through dehydration and suffocation within a few minutes.

Githiaskio removed from the support of water can suffer severe internal injuries unless provided with a complex supportive sling; only Zero-G conditions remove this requirement. They can tolerate depths of up to 700 meters at 1G. Higher pressures force the use of cumbersome protection. They can swim at 15 kph for long periods, or twice that in short bursts.

The Githiaskio are bisexual, semi-homeothermic, and give birth to single, live young.

Githiaskio Homeworld

Githiaski/Dartho (0806 A-789886-C) is a mineral-poor world on the fringe of the Lesser Rift.

As the world has few, small continents mostly consisting of salt marshes and swamps, regular contact with the Githiaskio came only with the rise of the Third Imperium.

Githiaski's seas teem with life, but forms analogous to vertebrates have never appeared; rather the dominant phylum has developed a supportive inner cage of gristle-like material. The Githiaskio's ancestors may have resembled those Terran marine worms which bury themselves in the seabed, leaving only a bundle of tentacles exposed; their closer relatives were certainly squid-like in external form.

Githiaskio Society and Culture

When contacted, the Githiaskio had developed a sophisticated culture, but had not developed a high-technology civilization because of their lack of metals, which are effectively impossible to refine or work underwater. Their skill in stonework and the use of vegetable fibers was considerable, however, and is still admired. Since the Imperium expanded into their region of space, these beings have become valued (if independently-minded) citizens, trading their services as water-dwellers for high-technology items that have enabled them to develop a very advanced society remarkably quickly.

When first contacted, the Githiaskio had developed several distinct, complex cultures at around tech level 1-2 but lacked metals except for an occasional nearly pure lump which could be worked into something useful or decorative. Various aquatic animals had been domesticated, and sailing vessels had been developed with submerged hulls and exposed rigging. The major cultures still display distinct identities, but dealings with the Imperium have encouraged the development of a coordinating bureaucratic organization with some power over the various nations. Nonetheless, Githiaskio societies are no more fit subjects for generalization than are their human equivalents.

Aware that they need imported technology to build and to maintain an advanced society the Githiaskio have produced organizations dedicated to earning interstellar currency. Thus, the world has a small but well-advertised tourist industry, and Githiaskio are frequently found working off-planet in underwater jobs of all kinds, in zero-G work (at which their aquatic background makes them particularly adept), and in academic posts.

The Githiaskio have adopted the Imperial attitude toward psionics, so little is known of their innate abilities in such matters. Since their minds are so similar to human in other respects, it is felt they have a comparable level of psionic ability.

Githiaskio Character Generation

Githiaskio character creation stresses the water-based heritage of the race.

All Githiaskio characters begin the game much as their human counterparts do: untrained, inexperienced, and about 18 years of age. At this point, as untrained and inexperienced Githiaskio, they embark upon a career in order to gain skills and experience. Careers are resolved on the basis of Githiaskio terms of service which are four Imperial years each. Upon leaving the service, mustering-out benefits are taken, and the character is ready to begin adventuring.

GITHIASKIO CHARACTER CREATION

This section discusses general guidelines for building a Githiaskio character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO system character sheet, and apply the Githiaskio Racial Template.

Naming: Pick a Githiaskio-sounding name.

Gender: Githiaskio may be either male or female. Males and females occur in approximately equal numbers, and both genders participate actively in society.

A player may select the gender of a character, or may depend on chance. Throw 1D: 3- indicates a male Githiaskio; 4+ indicates a female Githiaskio.

Titles: Githiaskio characters may possibly receive titles of nobility in the same fashion as with humans of high social standing.

Skills and Professions: Skills and professions that cannot be performed underwater are not possible for the Githiaskio, so skills like Survival (Desert) should not be selected.

Githiaskio with civilian backgrounds tend to have been trained on their homeworld; hence medical skills (for example) will be Githiaskio oriented, while blade skills will almost invariably be taken in spear (this weapon still being the standard arm of backwoods Githiaskio). Those with military or mercantile training will possess less parochial knowledge, but will nonetheless have slightly unusual career histories. Interstellar organizations have many uses for aquatic beings, but obviously have to make special arrangements; the army and marines tend to form "submarine specialist" units, which are attached at corps or army level as needed. The scouts and merchants tend to assign Githiaskio to special exploratory ships or to base duty on water worlds.

The Githiaskio military services are modeled on the Imperial model, with changes for underwater cavalry and infantry.

Mustering Out: Githiaskio receive mustering out benefits when they leave a space or military service.

Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (2 point, may only pick twice), One Military personal weapon (e.g. Accelerator Rifle), Starship (Scout Vessel, may only select once), Free Passage Ticket (1 High or 2 Medium).

Irkklan

The Irkklan are a human religious sect that settled on Menorb, whose rigorous physical and mental conditioning make them masters of hand-to-hand combat and reputedly psionics.

For more detailed information on this group, see *Journal of the Travellers Aid Society* #23.

Irkklan Biology

Irkklans may be of any race of humanity and of either sex. The typical Irklans are gaunt and lithe, with excellent control over movements and reflexes.

They prefer to avoid the daylight, even in pleasant climates, because of an ingrained teaching that exposure to direct sunlight is dangerous (a result of their desert origin). Widely traveled Irklans will be less concerned, but will still prefer darkness and shadows.

Their traditional garb is a loose-fitting coverall, which allows maximum freedom of movement and provides protection from the elements as well.

At their belts, they carry their weaponry - knife, blowgun, and so on; the belt itself is often a bola. They have no reservations about adopting local clothing styles to help them fade into the background, but will never compromise their melee combat ability by wearing tight, restricting garments or useless ornaments. They prefer dark, subdued colors and often cover their basic coveralls with a hooded black cloak.

Irkklan Homeworld

The Irkklan home is the desert highlands of Menorb (Region 0203 C-652998-7). Menorb, a poor world with little water and generally harsh conditions, presented a rugged challenge to the first colonists, and a traditional punishment for wrongdoers in those days was expulsion into the upland deserts, a hostile environment similar to the Mojave Desert on Terra. Few survived such expulsion.

Irkklan Society and Culture

Those few who survived expulsion formed the nucleus of the Irkklan. The derivation of their name is not completely certain, but *irakolan* means "band of brothers" in one of the early dialects of Rhyllanor, from which many settlers of Menorb had their origins, and this is the suspected root of the name.

Originally a simple nomadic subculture of the world, members of the Irkklan gradually elevated the collected teachings of survival in their harsh environment into a complex religion, one in which personal survival was the highest proof of fitness.

Cut off from advanced weaponry and technology, they learned martial arts disciplines and the manufacture and use of primitive weapons, such as bolas and blowguns. They also learned the techniques of stealth and many aspects of basic survival.

As the settlement on Menorb grew, the Irkklan tended to resist reintegration into civilization, and gradually withdrew into the depths of the harshest highland deserts. This region was formally made a reservation for the Irkklan people by the government almost 250 years ago. However, the reserve cannot hold all of their numbers, and some members of the Irkklan do leave their desert fastness to venture to other worlds, usually as part of a personal religious "quest" in search of ever

harder tests of personal survival abilities. Those who leave Menorb tend to be the best of their people (in terms of skills) and this factor has helped preserve the tradition that the Irkklan are inhumanly or even supernaturally powerful.

Irkklan religious beliefs dominate their lives. They believe that all of life is a great struggle, a test of worthiness. Those who survive are fit for a better life in the next world; those who fail lose all chance for the next life, their souls perishing at death along with their bodies. The object of every member of the sect is to live a long and glorious life, filled with triumphs over every possible challenge both environmental and social.

Alcohol and narcotics of all kinds are forbidden, because of their deleterious effect on the body. There are also complicated dietary regulations, to assure that an individual eats only those items which are best for good health and maximum fitness. Most members of the Irkklan are ascetic in the extreme, scorning money, power, technology, and all the other traditional goals of other societies in favor of concentrating on the acquisition of merit by seeking out and overcoming challenges.

Irkklan Template

Abilities

Cost Ability

3	+3 STR
9	+3 DEX
6	+3 CON
8	+1 with All Combat
10	Martial Arts (10 points' worth)
3	SS: Pharmacology/Toxicology 11-
5	Stealth 13-
5	WF: Common Melee Weapons, Common Missile Weapons, Blowguns
9	9 points of skills from the following list: Acting, Bureaucratics, Climbing, Combat Skill Levels, Concealment, Conversation, Cramming, Cryptography, Deduction, Disguise, Forgery, Lightning Reflexes, Lockpicking, Martial Arts, Mimicry, Penalty Skill Levels, Persuasion, Security Systems, Seduction, Shadowing, Skill Levels, Sleight Of Hand, Stealth, Streetwise, Tracking, Weapon Familiarity, any Background Skill, Contacts, Deep Cover, Deadly Blow

Total Cost of Template Abilities: 48

Disadvantages

-10	<i>Reputation:</i> Irkklan: sorcerer/mystic/psionic, 8- (Extreme)
-20	<i>Psychological Limitation:</i> Irkklan Dietary/Alcohol Regulation (Common, Total)
-25	<i>Psychological Limitation:</i> Survival Above All (Very Common, Total)
-20	<i>Psychological Limitation:</i> Stoic, Disdain for Hedonism and Technology (Common, Total)

Total Cost of Template Disadvantages: -75

Options

9	<i>Survival Techniques:</i> Choose 9 points from the following list: Combat Luck, Danger Sense, Lightsleep, Resistance, Simulate Death, Expanded Breathing (Thin Atmospheres), Rapid Healing, Last Man Standing (<i>Dark Champions</i>), Take Cover (<i>Dark Champions</i>), Can Find Food Anywhere (<i>Dark Champions</i>)
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Cooperation is seen by some as a pro-survival trait, by others as a weakness. Thus, some members of the Irklan lead a lone wolf existence, caring about no one but themselves; others realize that the good of the whole is as important as the good of an individual. The Irklan are generally distrustful of outsiders, but can be won over by a demonstration of individual prowess or some other feat which indicates a suitability for survival.

Irklan Character Generation

Unlike other professions, being an Irklan is a way of life, and so there is no enrollment and no mustering out. Irklan characters stress Strength, Dexterity, and Constitution, as well as Intelligence. However, any skills and education not relevant to survival (Computer Programming, Electronics, KS: Mathematics and so forth) are not learned. Irklans do not have the time or the inclination to acquire more than a thin veneer of civilization.

IRKLAN CHARACTER CREATION

This section discusses general guidelines for building an Irklan character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO system character sheet, and apply the Irklan Template.

Naming: Pick an Irklan-sounding name.

Gender: Irklan may be either male or female. Males and females occur in approximately equal numbers, and both genders participate actively in society.

A player may select the gender of a character, or may depend on chance. Throw 1D: 3- indicates a male Irklan; 4+ indicates a female Irklan.

Titles: Irklan characters do not receive titles of nobility in the same fashion as with humans of high social standing, although they may receive titles of skill (Grand Master, for example).

Skills and Professions: Survival and challenge are what drives the Irklan. They may seek out challenges such as mercenary work, but will shun educational work such as diplomat or scientist.

Mustering Out: Irklan do not muster out, but they do gain benefits based on age.

Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of benefit selections. For each benefit selection, the character earns one pick from the following list: One Irklan personal weapon (e.g. Bola, Blowgun, Blade), Free Passage Ticket (High Passage).

Newts

Also known as Bwaps or Wabs, (from their name for themselves, Bawapakerwaa-a-awapawab), the Newts originated on Marhaban, in the Lentuli subsector.

For more detailed information on this group, see *Journal of the Travellers Aid Society* #11.

Newt Biology

Newts average 1.4 meters in height and weigh between 30 and 50 kilograms. They are upright, bipedal, homeothermic and bi-sexual. The skeleton is internal, and their circulatory system is closed. Their hemoglobin is copper-based,

and a deep blue in color. Because of this, their skin shows as a faint greenish-blue in areas where pigmentation is absent. Body markings vary tremendously from clan ("tree") to clan, each one having a distinctive pattern. The pattern is determined by genetic factors and the color determined by careful manipulation of the mother's diet during the formation of the egg. Greens, browns, yellows and blues are most common, usually in patterns of darker colors over a lighter basic color.

Newt Template

Abilities

Cost	Ability
3	<i>Easily Hidden:</i> +2 to Concealment (4 Active Points); Self Only (-½)
10	<i>Hard To Hit:</i> +2 with DCV
4	<i>Hard To Perceive:</i> +2 to Stealth
-5	<i>Less Impressive:</i> -5 PRE
-2	<i>Shorter Legs:</i> Running -1"
-5	<i>Weaker:</i> -5 STR

Total Cost of Template Abilities: 5

Disadvantages

-5	<i>Physical Limitation:</i> Small, down to half human size (1m, or ½"; +3" KB) Infrequently, Slightly Impairing
-20	<i>Physical Limitation:</i> Must Keep Skin Moist (All the Time, Greatly Impairing)
-15	<i>Distinctive Features:</i> Newt (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)

Total Cost of Template Disadvantages: -40

Options

-15	<i>Psychological Limitation:</i> Obsessed With Minutiae, Patterns, And The Order Of Things (Common, Strong)
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Because their skin must be kept constantly moist, Newts are uncomfortable in humidity of less than 98%. With special clothing, they can exist indefinitely in humidities as low as 25%, provided they have adequate water. This clothing normally consists of a loosely fitting kaftan-like garment and a hood covering the head (giving rise to another nickname, "towel-heads"). The cloth of these garments is permeated with a network of fine tubes, through which water flows and keeps the cloth moist. In occupations where they must handle papers, or other items which would suffer from moisture, Newts wear thin water-proof gloves. In humidities of less than 25%, they must use sealed environment suits. All clothing is colored with a stylized representation of their body coloring, since recognition of body pattern is an important part of their greeting ritual.

Newts are oviparous, each female incubating a single, non-amniotic egg in a special pouch on her lower abdomen. After hatching, the young remain in this pouch for several weeks, occasionally coming out to be fed, until they are strong enough to survive outside. The young reach maturity after 14 years.

Newt Homeworld

The Newts originated on Marhaban, in the Lentuli subsector.

Before attaining civilization, the Newts lived in densely wooded, mangrove-like swamps, burrowing under and among the root-systems of large trees to form dens for the commu-

nal protection of their young. A shift in weather patterns on Marhaban caused the marshy areas which formed their home to shrink, forcing them into increased competition with other animals in the region.

Newt Society and Culture

The Newt world view (which is not really a religion, but nevertheless dominates every part of their life), holds that each individual has a place in his wapawab or tree - a term stemming from their species' habitat, but including phratry, bloodlines, country, and place of duty. The literal tree is intricately tied into the planetary ecology, sheltering hundreds of species, providing oxygen, converting water and minerals into food, and so on. The figurative tree is much harder to define, but is roughly equivalent to clan or tribal groups in other races. A tree can vary in number from a few individuals to thousands. Both sorts of trees are part of a planet, which is part of a solar system, which is part of a cluster, which is part of a galaxy which is part of the cosmos. Everything the Newts do reflects this complex, wheels-within-wheels, patterns-within-patterns outlook. Each individual takes great pride in being one small, functional and unique cog in a vast, ever-living, ever-changing universe of interlinked patterns and cogs. Their ritual of greeting, for instance, seems like meaningless formality and windy chit-chat to non-Newts, but reflects a communication of "I am in this place, and doing my part. Where are you and what are you doing?"

From the human point of view, the Newts are obsessed with minutiae, patterns, and the order of things. Driven by this internal desire to see everything in its proper place, the Newts make excellent bureaucrats, officials, mathematicians, bookkeepers, scientists, and historians.

Their obsession with ritual and proper conduct often makes them difficult to deal with. Those who violate the ritual will be lectured on the proprieties of the situation, often at great length. Dealing with Newts takes time, but trying to speed things up only takes more time.

Criminal behavior is extremely rare, and is considered the worst form of mental disorder among the Newts, since it is disruptive of the proper order of things. Their definition of crime, however, can sometimes be at variance with Imperial norms. The elimination of a greatly disruptive influence is considered good, even if it involves the death of an intelligent being to restore the proper order to things. Fortunately, most Newt courts of law consider exile to be sufficient, especially in the case of humans.

Newts will not lie (although they may withhold the truth if protocol requires it. Newts will not break the law unless by doing so they can restore the balance of the universe. Newts will not obey orders which are disruptive, in their view. Disorder and disorganization make them nervous and they will have a very difficult time resisting the urge to order and organize their surroundings.

Newts can be found throughout the Imperium, but their numbers are greatest in the region trailing and coreward of capital. Fewer than a dozen worlds are completely controlled by Newts, and most of these are inside the Imperium.

The few worlds which are completely controlled by the Newts are classed as a religious dictatorship. Law levels are usually very restrictive, representing the Newts' obsession with proper behavior.

Newt military forces are usually restricted to the defense of their homeworlds. Newts are occasionally found in mercenary units, but because of the logistical problems involved are

usually segregated from other races.

Newt Character Generation

Character generation for the Newts follows the same procedures and concepts as human character generation in Traveller.

Newt characters begin their careers at 18 Imperial years of age. At this point, as untrained and inexperienced Newts, they embark upon a career in order to gain skills and experience.

NEWT CHARACTER BASICS

This section discusses general guidelines for building a Newt character. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided.

Beginning: Start with the HERO system character sheet, and apply the Newt Racial Template.

Naming: Pick a Newt-sounding name.

Gender: Newts may be either male or female. You may choose the gender, or pick randomly by a die roll. Throw 2D: 5- indicates a male Newt; 6+ indicates a female.

Titles: Newt may have titles, as is typical to Imperial culture.

Skills and Professions: Newt psychology about order and minutia keep them from learning *Gambling*, *Forgery*, or *Streetwise* skills. The Newts make excellent bureaucrats, officials, mathematicians, bookkeepers, scientists, and historians.

Newts are unlikely to make good spies, as they will not lie, they will not break the law unless doing so will restore balance to the universe, and they will not obey orders which are disruptive to the universe.

Newts are less likely to be accepted in the marines or the army, and more likely to be accepted in the Scout Service, Merchants, and other professions. Those Newts in military service are restricted to defense of Newt worlds.

Mustering Out: Newts receive mustering out benefits when they leave the space service or military service. Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (2 points), One Military personal weapon (e.g. Accelerator Rifle), Starship (Scout or Far Trader), Passage (1 High or 2 Medium).

Virushi

Known as "intelligent bulldozers," the Virushi are among the largest intelligent races known to the Imperium.

For more detailed information on the Virushi, see *Journal of the Travellers Aid Society* #12.

Virushi Biology

With a length of nearly three meters, standing 1.8 meters at the shoulder, and massing close to 1000 kg, the Virushi are among the largest intelligent races known to the Imperium.

The Virushi are squat, massively built creatures, covered by overlapping plates of leathery armor. They walk - and can run with surprising speed - on four tree-thick legs, and are capable of extraordinarily delicate manipulation with two sets of arms. The lower arm pair is heavily muscled and extremely powerful; the upper pair seems withered by comparison, but

is amazingly dexterous. The semi-erect posture has led some humans to call the Virushi “centaurs with tank blood,” or “intelligent bulldozers.” They are immensely strong, but this strength must be set against generally poor sensory equipment. Their eyes, nearly buried beneath massive brow ridges, work well in brilliant sunlight, but are not at all good for seeing in poor lighting conditions; they are almost useless in darkness. Their ears are made for hearing sounds transmitted in the dense atmosphere of their homeworld, and thus find normal sounds in a standard atmosphere near the threshold of hearing.

Virushi Template

Abilities

Cost Ability

- 15 *Greater Strength*: +15 STR
- 6 *Greater Mass*: +3 BODY
- 6 *Heavy*: Knockback Resistance -3"
- 5 *More Impressive*: +5 PRE
- 12 *Long Legs*: Running +6" (12" total)
- 3 *Tougher*: +3 ED
- 4 *Reach*: Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)
- 6 *Extra Arms, Legs, and a Tail*: Extra Limbs (5), Inherent (+¼) (6 Active Points)
- 9 *Highly Dexterous*: +3 DEX
- 21 *Armored Hide*: Armor (7 PD/7 ED)
- 7 *Hooves*: HA +2d6 (10 Active Points); Hand-To-Hand Attack (-½)
- 4 *Good with Natural Weapons*: Rapid Attack (HTH) (5 Active Points); Limited Power Only with Body Weaponry (-¼)

Total Cost of Template Abilities: 96

Disadvantages

- 10 *Physical Limitation*: Enormous, up to four times human size (8m, or 2.1-4"; -4 DCV, +4 to PER Rolls to perceive) Frequently, Slightly Impairing
- 15 *Physical Limitation*: Poor Eyesight, suffers -2 to all Sight PER Rolls except in high-grav environments Frequently, Greatly Impairing
- 10 *Physical Limitation*: Poor Hearing, suffers -2 to all Hearing PER Rolls except in high-grav environments Frequently, Slightly Impairing
- 10 *Physical Limitation*: High Metabolism / Must eat a lot (Frequently, Slightly Impairing)

Total Cost of Template Disadvantages: -45

Options

- 15 *Psychological Limitation*: Gentle / Non-aggressive (Common, Strong)
- 20 *Psychological Limitation*: Does Not Take Orders / Expects Cooperation (Common, Total)
- 15 *Psychological Limitation*: Individualistic / Not Ambitious (Common, Strong)

Virushi Homeworld

Virshash is a size A, dense atmosphere world just within the borders of Imperial space within the Reavers' Deep sector. Atmospheric density notwithstanding, the planet is heavily irradiated by the more distant of the world's two suns. Environmental factors include high gravity, dense atmosphere, and heavy radiation.

Virushi Society and Culture

As the Virushi progressed towards civilization, an unusual social unit called the “cooperative” by sophontologists came into being. Individual Virushi had to eat a great deal, and range over a wide area, to feed their massive bodies. The tendency, then, was towards a highly individualistic, even solitary, existence. However, those individuals who cooperated in building shelters, tools, fire, and, of course, families, had a better chance of survival. The resultant culture today is semi-feudal. Obligation and duty are complex and interwoven; the individual's love of freedom is carefully balanced against a feeling of responsibility towards others. The concept of coercive government is inconceivable - and incomprehensible - to these people. They give freely of their own abilities and services, and expect a minimum of outside interference in their lives. A Virushi will work in voluntary cooperation with others, but cannot be ordered to do something he doesn't want to do.

Though they appear frightening to humans, the Virushi are a gentle race - largely because they are of such size and strength. As one of the larger life forms on their homeworld, they were never forced to aggressively dominate their environment. Cultural units never developed past the cooperative stage. Organized states, large governments, and organized warfare never came into being. A lack of drive has tended to keep the Virushi from becoming anything more than what they have always been, a contented, pastoral, almost utopian culture. Many individuals, however, do possess a certain urge to leave their homes, see the universe, and serve others as they have always served their own cooperatives.

Virushi Character Generation

Character generation for the Virushi follows the same procedures and concepts as human character generation in Traveller.

Virushi characters begin their careers at 18 Imperial years of age. At this point, as untrained and inexperienced Virushi, they embark upon a career in order to gain skills and experience.

VIRUSHI CHARACTER BASICS

This section discusses general guidelines for building a Virushi character. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided.

Beginning: Start with the HERO system character sheet, and apply the Virushi Racial Template.

Naming: Pick a Virushi-sounding name.

Gender: Virushi may be either male or female. You may choose the gender, or pick randomly by a die roll. Throw 2D: 5- indicates a male Virushi; 6+ indicates a female.

Titles: Virushi have no need or concept of titles within their culture.

Skills and Professions: Virushi thought is based on cooperation and individualism.

Virushi found off their homeworld are most likely to be engaged in a career which stresses service to others; others are often found in work which caters to their highly individualistic way of life. Their great dexterity makes them excellent doctors - a Virushi surgeon was recently elevated to the emperor's personal medical staff. An extreme dedication and a fervor to help others characterizes such Virushi encountered

in jobs of this kind.

Because they will not take orders, Virushi do not join the military, though their great size would make them fear-some fighters. Many an Imperial drill sergeant has been heard bemoaning the fact that such perfect fighting machines are also pacifists who don't even understand the concept of war. In their chosen fields, however, the Virushi have distinguished themselves on many occasions.

Virushi sense of independence makes joining the military services (Army, Navy, Marines, Merchant Marines) extremely unlikely, as the Virushi refuse to take orders.

The Scout Service appeals to their independent nature, and is an agreeable career choice. In fact, any career that stresses independence and individualism is a good choice – doctor, scientist, belter, free traders, etc.

Note: Since the Virushi are peaceful and non-aggressive by nature, they naturally gravitate toward positions in the medical or scientific fields.

Most Virushi should have the Scholar or Scientist Skill Enhancers (or even both of them).

Most Virushi should have Knowledge and/or Science Skills in either the medical profession or a scientific field of study.

Mustering Out: Virushi receive mustering out benefits when they leave the space service or military service. Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (2 points), One Military personal weapon (e.g. Accelerator Rifle), Starship (Scout or Far Trader), Passage (1 High or 2 Medium).

Aslan

The Aslan are the youngest of the six major races. The Aslan Hierate (their empire) is located spinward and rimward of the Third Imperium. Where the Imperium and the Hierate touch, humans and Aslan frequently encounter each other. Aslan worlds under Imperial rule are found scattered up to 40 parsecs inside the Imperial border. Independent Aslan worlds are found throughout the region spinward and rimward of the Imperium. Adventurers in the Spinward Marches can venture rimward through the Trojan Reach to the Aslan colonies in that sector, and then further across the Aslan-controlled Great Rift into the Hierate itself. Adventurers in the Solomani Rim can venture through Solomani territory to l'aheako (Dark Nebula) sector, which holds the Aslan homeworld of Kusyu.

The Aslan are a race of intelligent beings. Their star-faring culture is the youngest of all the major races, having had star flight for less than 3,200 years. Despite their youth, their spread through space has been rapid, driven by the instinctive territorial desires which are central to the makeup of the Aslan male.

For more detailed information on this race, see *Traveler® Alien Module 1: Aslan* from Far Future Enterprises (<http://www.farfutur.net/>)

Aslan Biology

The Aslan are, like humans, upright bipeds averaging 2 meters in height and 100 kg in weight. There are two sexes: male and female, of which the most notable external difference is the male's increased size and more impressive mane. Females outnumber males by a ratio of 3:1.

The Aslan hand has three fingers opposing one medially-placed thumb, and all have retractable claws. In addition, Aslan have a single highly specialized claw under each thumb; this Dewclaw folds back jack-knife fashion into a horny covering in the base of the thumb and palm. The presence of these claws and the general nature of their body structure make the Aslan somewhat clumsy by comparison with humans, but what they lack in dexterity they make up for in strength and endurance.

Aslan sleep about one-third of the time: shaped by their homeworld's rotation period, their sleeping time is roughly 10 to 11 hours (one-third of Kusyu's 32-hour day). Like humans, lack of sleep degrades their abilities drastically.

True to their pouncer ancestry, Aslan are capable of short bursts of speed somewhat greater than that manageable by humans. They also have slightly superior hearing and night vision. Otherwise, they are one of the most human-like of all alien races, excepting, of course, the Vargr (who are, after all, genetically-altered mammalian stock originally from Earth).

Early Terran explorers regarded the Aslan as "lion-like," and the simile has stuck ever since, although the Aslan bear little resemblance to Terrestrial lions. Nonetheless, this early misnomer has influenced a great deal of human thinking about the Aslan, including terminology (the use of pride to translate ahriy, for instance) and ascribed behavior - which is not at all leonine. The derivation of the word Aslan is unknown, but is sometimes credited to human explorers who first contacted the race.

Aslan Template

Abilities

Cost	Ability
3	+3 STR
6	+3 CON
-6	-2 DEX
4	<i>Aslan Hearing</i> : +2 PER with Hearing Group
5	<i>Aslan Eyes</i> : Nightvision
3	<i>Aslan Legs</i> : Running +3" (9" total) (6 Active Points); Increased Endurance Cost (x3 END; -1)
8	<i>Dewclaw</i> : Killing Attack - Hand-To-Hand 1/2d6 (1d6+1 w/STR) (10 Active Points); Reduced Penetration (-1/4)

Total Cost of Template Abilities: 23

Disadvantages

0	None
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Total Cost of Template Disadvantages: 0

Options

-15	<i>Psychological Limitation</i> : Aslan Code of Honor (Common, Strong)
-15	<i>Psychological Limitation</i> : Aslan Male (Warrior and Leader; Common, Strong) or <i>Psychological Limitation</i> : Aslan Female (Manager and Thinker; Common, Strong)

Aslan Homeworld

The Aslan homeworld is Kusyu, located in hex 0305 of Kilrai' subsector. Kilrai' is subsector G of l'aheako sector. Kusyu: 0309 A8769H6-E, T, Industrial.

Humans often spell Kusyu as Kuzu in Galanglic; Kilrai' is often spelled Kilane.

Stellar Data: Kusyu orbits a close binary consisting of Tyeyo (a G4 V star) and its companion Saietaie (a DA dwarf star). Saietaie orbits Tyeyo at 4.2 million kilometers with a period of about one eakhau (36 standard hours).

World Orbital Data: Kusyu orbits Tyeyo at 1 AU with a period of 320 standard days. It rotates on its axis once every 36 standard hours (one eakhau).

World Physical Data: Kusyu is 12,980 kilometers in diameter, and has a standard atmosphere tainted with industrial pollutants. Sixty percent of the world is covered with water oceans. Kusyu has two major continents, both in the same hemisphere, and both straddling the equator. Several large archipelagoes lie off the continents' shores. North and south polar ice-caps, anchored by island groups, cover about 15% of the total world surface.

Kusyu has minimal axial tilt and orbital eccentricity. Average temperature for the world is about 9° C.

Kusyu has two natural satellites, each about 400 kilometers in diameter, orbiting at 51,000 kilometers and 96,000 kilometers respectively. Several artificial satellites, including two LaGrange stations, are also present.

World Social Data: Kusyu has a population of 4.6 billion, which includes the population of the artificial satellites and of several undersea colonies. There are less than 600,000 non-Aslan on Kusyu.

World Government Data: Humans classify the government of Kusyu as civil service bureaucracy, but Aslan classify it as split control, similar to balkanized for humans. All of the 29 Tlaukhu clans (and about 300 others) have landholds on Kusyu. Weapons restrictions are about equivalent to human law level 4 (military weapons prohibited). Technological

level is E, and is about the maximum to be encountered in the Hierate.

ASLAN HIERATE AND NEIGHBORS

The Aslan Hierate: The Hierate is that region of space controlled by the Aslan race. Due to the nature of Aslan government, it is a rather loose confederation of worlds with little central direction. The binding force of the Hierate is less that of government or nationalism, and more that of common heritage, culture, and tradition.

The Hierate includes more than 4,000 clans spread across about 7,000 worlds in 17 sectors.

The Imperium: The Third Imperium, established over eleven hundred years ago, is a human-dominated interstellar empire encompassing more than 11,000 worlds in about 21 sectors. It is a neighbor of the Aslan Hierate, and also contains a significant (more than 3%) Aslan population.

The Solomani Confederation: Another human-dominated interstellar community, the Solomani Confederation borders on the Hierate and has a long history of rivalry and enmity with Aslan worlds on the Hierate frontiers.

The Solomani Confederation covers about 2,400 worlds in six sectors. It claims nearly a thousand more worlds in Imperial, Aslan, and neutral space.

Aslan Society and Culture

HISTORY

From the earliest days when they were hunters on Kussyu's grassland plains, the Aslan have had a curious dichotomy in their social organization. Females were traditionally responsible for provisions and improvement of life, while males existed largely for defense and war. The early hunts were conducted by females, and females are generally credited as the innovators in the areas of tool-making, animal husbandry, and eventually agriculture (developed to support herds of livestock, not for direct consumption). Males adopted female innovations reluctantly, but it was the female of the species who strove always to improve the Aslan way of life.

The territorial instincts of the Aslan male made the general trend of Aslan social development a feudal one. Families formed into prides, and prides formed into clans under the leadership of a dominant pride. Clans practiced a variety of semi-feudal procedures of fiefdom and vassalage which led to the development of a few very powerful clans, but this was generally the limit of social organization in most Aslan civilizations. Although tradition and ritual gradually evolved to curb the aggressive male character, wars were common as clans sought greater power or greater territory, and as population pressure increased on Kussyu, wars grew both more common and more intense.

Kussyu barely escaped a global conflict of devastating proportions, saved by two developments which took place at about the same time. First, the Aslan instituted their Hierate - an agreement on the part of the 29 pre-eminent clans to meet and discuss their differences on a regular basis, replacing the previous procedures which dealt with each problem on a case-by-case emergency basis. This helped ease rivalries and pressures, although it did not eliminate them, and under the new Hierate system there grew up an increasing formality in warfare (the concept of highly limited wars with outside referees was introduced at this time).

The quasi-government was clumsy at best, and prob-

ably would not have withstood the test of time if not for the second great innovation - the invention of jump drive. About 96 Aslan (1999 Imperial), the two most powerful clans (the Yerlyariwo and the Khaukheairl) cooperated to an unprecedented degree to produce a star drive. It opened the stars to the Aslan race.

Star travel was the ideal way to satisfy the territorial drives of the race. At first expansion was slow, limited by the gradual development of jump technology. But every new planet discovered opened new territories for colonization. The era of 96 to 2100 Aslan (approximately -1999 to -242 Imperial) was an era of expansion and cultural flowering not unlike Earth's Ages of Discovery.

Border Troubles: The Aslan have had a number of confrontations with the Solomani Confederation. Following the inconclusive end of the Solomani Rim War (3505 to 3519 Aslan; 990 to 1002 Imperial), the Imperium's strength effectively prohibited Solomani expansion in that direction. Naturally enough, Solomani attention has since turned to other frontier areas, including the Aslan territories. Fortunately for the Aslan, the encounters have primarily been between the Solomani and either the Yerlyariwo or the Khaukheairi, both clans strong enough to hold their own with the Solomani. Tensions have risen to near-war levels, but full-scale belligerency appears unlikely.

SOCIETY

The Aslan have long been a warrior race; they are noble and proud, devoted to those in authority above them and responsible for those who owe fealty from below. Aslan society is based on the family and its relationships.

Family Structures: An individual Aslan is usually a member of a family (ekho) of from 2 to 12 persons under a patriarchal leader. This family will generally include the male family head, one or more wives, plus children and various blood relatives of the leader (unmarried brothers and sisters, aged surviving parents no longer maintaining separate families, adopted orphans of blood relatives). Several families combine into a pride (ahriy), with one family dominant. The leader of that family is also the leader of the pride. Other families owe him and his family their fealty. A number of prides form a clan (huiha), with one pride dominant. Again, prides in the clan owe fealty to the clan's leader. The clan's leader is expected, in turn, to protect and provide for members of the clan, settling disputes between prides within the clan, and administering his holdings wisely and well.

Dueling: Aslan makes them a touchy race, and it is quite easy for Aslan to give or take offense. This behavior originated in the struggles for dominance within families and prides, and remains a basic part of the Aslan personality. Over the centuries, Aslan touchiness has grown formal and extremely ritualized; this rigid pattern of behavior has been necessary to reduce conflict and injury in the settlement of personal disputes.

Aslan society generally categorizes abrasive, uncultured, or offensive behavior into three classes: familiarity, impoliteness, and discourtesy. Familiarity is the treatment of social superiors as equals; it involves social interaction, extreme friendliness, or condescending treatment by a lower class Aslan toward an upper-class Aslan. Impoliteness stems from a lack of proper education or upbringing; it might include failure to address a social superior by the correct honorifics, failure to respond promptly when addressed, or losing one's temper in public. Discourtesy is a deliberate insult, and springs from

contempt, a lack of respect, malice; outward actions may often be perceived by Aslan as discourtesy although not meant to be so by someone alien to Aslan culture. Any of these three behaviors can give offense, and an offended Aslan becomes an enemy. Discourtesy, however, is grounds for dueling.

Dueling is a common way by which insults and slights are resolved, especially if rituals and other tension-relieving forms fail to defuse the problem. Duels follow well-established rituals and are fought to the death only rarely. The rules of conduct and protocols which govern them clearly state what is allowed and not allowed.

A challenge to duel is never made lightly. At the same time, reluctance to challenge is seen in Aslan culture as weakness, a trait few Aslan wish to exhibit. Properly, anyone may challenge at any time. Most challenges are issued in response to discourtesy; elaborate but informal rituals have evolved wherein one party is discourteous and actually gains stature if the other does not reply with a challenge. Much of this behavior seems incomprehensible to individuals not steeped in Aslan culture.

The rituals for dueling, however, are strictly segregated by gender. Males and females never duel; insults and slights by the opposite sex are dismissed with the excuse that males (or females) don't understand female (or male) honor. When a transgression becomes too blatant, too extreme, or too unacceptable, then a member of the insulted Aslan's immediate family (and of the correct sex) will respond to the discourtesy with a challenge. Children never duel with their parents (which socially includes any adults in their family of the previous generation, not just their biological parents).

Duels between Aslan take place as personal combat. Combatants use only their hands (and dewclaws); combat continues until one side receives a wound. In the case of grave insult, the fight may continue to unconsciousness for one participant. The winner has his or her honor satisfied; the loser is required by social and ritual standards to apologize (even if he or she was the one originally insulted).

Land: A deep-seated territorial instinct causes male Aslan to have an inordinate (from the human point of view) concern for the acquisition and control of land. The ownership of land is a major goal in the lives of most Aslan males. An Aslan's stature is determined by the amount of land he (or her husband) controls, and the amount of land controlled by his family, pride, or clan. The lowest classes in Aslan society are landless, providing the farmers, laborers, craftsmen, and workers essential to the society.

Gender in Aslan Society: The sexes have very different roles in Aslan society. Males (in all but the lowest classes) are concerned mostly with military operations, acquisition of territory, and political affairs. Females, on the other hand, are concerned more with industry, trade and commerce, and with the accumulation of wealth and knowledge. Females always own and control corporations.

Upper-class males have little concept of money, and are literally incapable of functioning in a technological society without aid. They are seldom encountered away from the supervision of a wife, mother, or some other female relative or employer. For instance, a typical Aslan mercenary unit will be organized by a wealthy married female, who will then assign its operation, for a share of the profits, to an unmarried female relative. The battle commander and most of the troops will be unmarried males (many of them also relatives, hired with promises of land grants and the opportunity to gain honor, glory, and reputation in combat). These males are capable of

operating most forms of high-tech equipment by rote as black boxes, but their expertise is limited to bravery, tactical skill, and button-pushing. Tasks which require more than this must be entrusted to males of very low social level or to females. Females of high social level fill all staff, operations, supply, and intelligence positions, and handle the administration of the unit. This example holds true for most aspects of Aslan society.

Because the ratio of females to males in Aslan society is roughly 3:1, Aslan society tends towards polygamy (which tendency can be traced to Aslan prehistory, when populations were small and a male stood a greater chance of survival with more hunting females in his family). However, a high proportion of females remains unmarried, preferring to devote themselves to business, science, or other matters to the exclusion of marriage. Unmarried females remain part of their father's or brother's families, and in most corporations it is the females who pledge to remain unmarried who get the top positions (since marriage would transfer the wife - and the wife's holdings - to a new family, often outside the clan, to the detriment of the clan's interest in that company).

In general, wives (like land) tend to be apportioned according to the social level of the male. Lower-class families usually consist of a male with a single wife, while upper-class families may have several wives married to a single male. It is rare for more than four or five wives to be found in any one family (a good way to establish this is to roll 1D-1 when constructing a family unit). Player-characters should be permitted to establish family structures as desired, within the realm of conformity to these general principles.

Justice: Criminal acts are rare, but not completely unheard of in Aslan society. Crimes are different from the insults or slurs that provoke duels, and are classified into three categories: crimes of passion, crimes with victims, and crimes of honor. Crimes of passion involve misbehavior prompted by temper, anger, or provocation (assault other than dueling, intoxication, or rioting). Crimes with victims involve taking of money or items of value (theft, stealing, burglary, fraud, forgery, extortion), and violating the person of another for profit (kidnapping, terrorism, piracy). Crimes of honor involve failure to observe rituals established for behavior (ambush, failure to obey the earleatras in a duel, abandoning responsibilities, lying in a clan council, perfidy).

Originally, all accusations of crime were judged by the head of the family, pride, or clan involved. Through time, other methods have evolved.

For crimes of passion, the accused is judged by the head of the family, pride, or clan involved. Who judges the accused is determined by elaborate protocols which consider the ramifications of the crime and the notoriety which it has received. Appeals may be made to the next higher head. Punishments are minimal for first offenses, with escalating penalties for continued violations. Generally, a contrite apology is sufficient atonement for a first offense. A fine or perhaps donated labor for the family is called for in later offenses.

For crimes with victims, current practice is to find an impartial earleatras to consider the case and present findings; appeals can be made to a panel composed of the heads of the families of the accused, the victim, and the earleatras. Penalties call for restitution at the very least, and often doubled or tripled penalties as punishments. Clans vary in their treatment of cases where the victim is physically injured or killed; some inflict a similar fate on the guilty party, while others require restitution and punitive damages, or terms of forced

labor. Judgments in cases involving money and males are often very lenient, taking into account the lack of understanding most males have for money.

For crimes of honor, judgment is made by the pride or clan head, depending on the severity of the crime. Crimes of honor are the most serious of crimes in Aslan society, and penalties range from banishment (at a minimum) through mutilation or branding to forfeiture of all property and death. In practice, most crimes of honor are never tried: a duel to the death disposes of the accused before a trial can take place.

Other Social Services: Many of the services which humans consider the province of government are provided by the pride or the clan. Roads, public works, and justice are all provided by the local clan or pride, as is the task of education.

Many functions are handled by corporations. Many tasks which the pride or clan believes should be done are contracted out to corporations. Throughout the Hierate, corporations run private schools, security patrols, hospitals, fire protection, and record keeping services, and are paid directly by the users, or by fees from the local clan or pride.

The Hierate: Although the Hierate has no central authority, it is a single interstellar community. Outside the Hierate exist several other Aslan communities, including several large clusters of colonies in the Trojan Reach and Beyond sectors, and some to rimward of the Hierate. These colonies are separate from the Hierate, isolated primarily by distance. The Aslan of these communities are far closer, however, to the Aslan social norm than most Aslan living under the Imperium or in the Solomani Confederacy.

Aslan Character Generation

Character generation for the Aslan follows the same procedures and concepts as human character generation in Traveller. However, numerous changes in the details of the system take into account physiological, cultural, and other differences between Aslan characters and humans.

Aslan characters begin their careers at 16 Aslan years of age (about 14 standard years). At this point, as untrained and inexperienced Aslan, they embark upon a career in order to gain skills and experience. Careers are resolved on the basis of Aslan terms of service which are eight Aslan years (seven Imperial years) each. Upon leaving the service, mustering-out benefits are taken, and the character is ready to begin adventuring.

ASLAN CHARACTER BASICS

This section discusses general guidelines for building an Aslan character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided.

Beginning: Start with the HERO system character sheet and apply the Aslan Racial Template.

Naming: Pick an Aslan-sounding name.

Gender: Aslan may be either male or female. Aslan biology dictates that there are approximately three females born for every male. As a result, males are in the distinct minority. You may choose the gender, or pick randomly by a die roll. Throw 2D: 5- indicates a male Aslan; 6+ indicates a female.

Keep in mind that for Aslan, gender affects which professions may be chosen, so it may be preferable to choose the gender.

Titles: Aslan do not have titles, as such, though a high

social standing may be denoted by certain portions of the individual's name. In Aslan society, social level denotes the relative status of both the individual and his or her family, but no special titles are applied.

Skills and Professions: The Aslan deal with skills primarily on a gender basis: males feel that some skills are dishonorable and beneath them; females feel that some skills are shallow or simply unsuitable. As a result, Aslan perceive and identify skills as common (available to both sexes), male (suitable only for males), and female (suitable only for females). This somewhat limits template skill-selections that are available to a character.

At times, Aslan are forced to learn what they consider inappropriate skills in order to survive. For example, it is widely known that Wanderers often learn Engineering on the small ships they commonly use; polite society ignores this breach of propriety, and a former Wanderer with Engineering skill would never discuss it, and never expect to be hired as an engineer.

All comments about skill classification refer only to Aslan society; for Aslan raised outside traditional Aslan communities (for example, in the Imperium), the acceptability of various skills will change.

Agility Skills: Male-only skills include Combat Driving, Combat Piloting, and Riding; Female-only skills include Lock-picking and Sleight Of Hand; the rest are Common.

Combat Skills: Male-only skills include close-combat weapons familiarities and Gunnery; Female-only skills include indirect weapons familiarities such as howitzers and mass-drivers; the rest are Common.

Interaction Skills: Male-only skills include Interrogation; Female-only skills include Acting, Animal Handler, Bribery, Bureaucratics, Seduction, and Trading; Common skills include Conversation, High Society, Oratory, Persuasion, Streetwise.

Intellect Skills: Male-only skills include Tactics, and they may take Navigation and System Operations as familiarities (8-) only; all other Intellect skills are Female-only, except for Concealment, which is Common.

Background Skills: Professional and Knowledge skills specific to leadership, command, and tactics are Male-only; Professional and Knowledge skills specific to business, organization, education, sciences, and the like are Female-only; Languages and Transport Familiarities are Common.

Mustering Out: Aslan receive mustering out benefits when they leave the space service or military service. Choose the character's current age in human years, subtract 14, and divide that total by 7 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (2 points, Female only), One Military personal weapon (e.g. Accelerator Rifle), Starship (on loan from his/her clan), Perk: Land (10000 square kilometers, Male only)

Other Hierate Species

Beyond the Aslan, little is known of other species in their influence.

Droyne

Rules are made to be broken. Scientists and academicians produced the term major race to describe any intelligent race that independently discovered and implemented the principles of the jump drive. Politicians and bureaucrats (specifically those of races which had developed jump drive) made the term widespread, using it as de facto evidence that major races were superior to minor races. Since jump drive technology gave the major races an obvious and powerful advantage, the minor races found it difficult to dispute the classification.

Thus it came as a shock when researchers found (and proved) that the Droyne were a major race. The Droyne seem to have none of the drive that characterizes a major race; they seem content to live placid lives on pastoral planets; by all appearances, they are a minor race. But the fact remains that they have jump drive, and they have had jump drives longer than any other race, including the Vilani. When the Droyne were discovered and identified, a basic scientific and political definition was destroyed.

For more extensive information on the Droyne, see *Traveller® Alien Module 5: Droyne* from Far Future Enterprises (<http://www.farfutur.net/>)

Note: Only the **Sport** caste is suitable for use as a player character, unless the GM is running a campaign based solely on a droyne clan.

Droyne Basic Template

Abilities

Cost Ability

- | | |
|----|--|
| 5 | <i>Droyne Eyes:</i> Nightvision |
| 5 | <i>Droyne Eyes:</i> Increased Arc Of Perception (240 Degrees) with Sight Group |
| 4 | <i>Droyne Claws:</i> Killing Attack - Hand-To-Hand 1 point (1/2d6 w/STR) (5 Active Points); Reduced Penetration (-1/4) |
| 11 | <i>Droyne Wings:</i> Flight 10" (20 Active Points); Restrained (-1/2), Limited Power Affected by atmospheric density and gravity (-1/4) |
| 30 | <i>Droyne Invisibility:</i> Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +1/2) (45 Active Points); Limited Power Only Works Against Organic Minds, No Effect Versus Machines (-1/2). |
| 17 | <i>Droyne Homing:</i> Mind Scan 4d6 (Droyne class of minds), +5 ECV, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (60 Active Points); Character Cannot Attack Through Link (-1 1/2), Always On (-1/2), Limited Class Of Minds Only Members of Clan (-1/2) |
| 8 | <i>Link:</i> Mind Link, Specific Group of Minds: Any Member of Dreskay, Any distance, No LOS Needed (25 Active Points); Limited Power 15-Second Duration (-1), Only With Others Who Have Mind Link ((Members of the Dreskay); -1), Costs Endurance (Only Costs END to Activate; -1/4). |
| 9 | <i>Droyne Psionic Endurance Reserve:</i> 50 END, 10 REC per 20 Minutes |

Total Cost of Template Abilities: 89

Disadvantages

- | | |
|-----|---|
| -10 | <i>Psychological Limitation:</i> Duty towards family and society (Common, Moderate) |
|-----|---|

Total Cost of Template Disadvantages: -10

LIBRARY DATA: ANCIENTS

Highly intelligent race which gained prominence approximately 300,000 years ago. Most of what is known about the Ancients has been gleaned from archeological excavations of Ancient sites, the remains of the cities, bases, outposts, and settlements of the Ancients. Dating procedures have established that a Final War spanning a 2,000 year period destroyed virtually all of the Ancients at that time.

The influence of the Ancients is broadly felt in the universe today. Humans from Terra were transported to many worlds by the Ancients; the descendants of those humans became the Vilani and the Zhodani, as well as the other human minor races. The Vargr have been shown (through genetic testing) to be descendants of genetically manipulated Terran canines (apparently, the canine stock was acquired at the same time that Humans were taken from Terra). Ancient artifacts which have been discovered show a very high tech level and an equally high degree of sophistication; such artifacts often reveal new, previously undiscovered or unexploited technologies.

An astonishing fact gleaned from archeological research is the revelation that the Droyne are direct descendants of the Ancients.

Droyne Biology

The Droyne are a small race derived from winged herbivorous gatherers. They vary in size depending on which of the six castes they belong to. All Droyne, regardless of caste, share certain key features in common. Each has six limbs, the middle pair being developed into extensive wings spanning three or more meters. Size varies with caste between 1 and 2 meters. Mass varies from 25 to 50 kilograms.

Skin color is a grayish tone, marked with black patterns that vary from one caste to another. The skin itself is tough and scaled; the wings are black and batlike. Hands and feet have four digits apiece. Fingers are long and flexible, and each is fully opposable to all others on the hand. Only three toes are fully developed; the fourth has degenerated into a bony spur or talon which is very effective in combat. The rear limbs are digitigrade.

Droyne have large compound eyes, granting them a wide field of vision. Arrangement of limbs and features is basically quite humanlike, overall. Their bone structure, though, is more analogous to that of Terrestrial birds: bones are hollow and brittle, making even the largest Droyne much lighter and weaker than humans of comparable size.

Droyne have three sexes, designated Alpha Male, Beta Male, and Female. Gender develops only after casting. Drones are female; Leaders, Sports, and Warriors are Alpha Males; Workers and Technicians are Beta Males.

Reproduction is complex; pheromones generated by Beta Males are necessary before a Female can ovulate and be fertilized by the Alpha Male.

The drones lay clutches of fertilized eggs, and nurture them after they hatch. They are fed predigested food reduced to manageable consistency in a mouth pouch; the young are weaned at the age of about one standard year.

If Droyne do not caste, they do continue some development, though much more slowly. Sexual differences eventu-

ally emerge, but casteless Droyne tend to remain small and semi-intelligent and continue to resemble immature Droyne in appearance. Those Droyne groups which have lost the ability to caste (and these are fairly common) generally live as primitives.

Chirper Add-On Template

Abilities

Cost Ability

10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-½)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth

Total Cost of Template Abilities: 17

Disadvantages

-7	-7 STR
-6	-2 DEX
-10	-5 CON
-10	-5 BODY
-3	-3 INT
-5	-5 PRE
-4	<i>Small:</i> -2" Running
-15	<i>Age:</i> 10 or younger

Total Cost of Template Disadvantages: -60

Adult Droyne belong to one of six esorde (castes) which, unlike K'kree and human castes, are not social groupings; they are biologically distinct categories. There is far more difference between Droyne castes than between human sexes, for example.

The Iskyar: Castes seem to be triggered by differences of environment and diet, the effects of which are awakened in the individual during a ceremony, the Iskyar. At the Iskyar, Droyne young are assigned a caste as psionic aspects of the ceremony trigger and reinforce existing genetic programs within the youth and cause caste development. Details remain unknown outside of Droyne society, due to the repugnance with which psionic disciplines are regarded. All Droyne have the potential to develop into members of any caste; there is no hereditary predisposition known in caste development.

LIBRARY DATA: CHIRPER

Semi-intelligent minor race native to many worlds in and outside the Imperium.

Chirpers are omnivore/gatherers in the 25 kilogram mass range. They have vestigial wings (chirpers on some small worlds can fly short distances) and opposable thumbs.

Living in small groups with limited social organization, they follow age-old patterns of foraging for fruits and berries, supplementing their diet with occasional small animals which they catch and kill with crude tools.

Chirper intelligence is at the low end of the scale and ranges from a few points above animal levels to a few points below average human.

Chirpers are named for the sharp, bird-like chirp which characterizes their speech. They can learn human speech, often handling a large vocabulary with ease, but their conversation retains the chirping overtones.

Chirpers are recognized by the Imperial authorities as intelligent and, as such, enjoy the protections and responsibilities of intelligent species within the Imperium. Most chirpers live in established reservations with only limited intercourse with humans.

Psionics: It has been demonstrated the Droyne have extensive psionic talents. For this reason they are largely despised, feared or ignored by Imperial citizens conditioned to hate all psionic powers. Luckily for the Droyne, their abilities in the area of psionics are not widely publicized, and many Imperials of lower education or social level are unaware of their powers.

All Droyne, even casteless and immature individuals, have a defensive mechanism which gives them effective invisibility through psionics, and a homing instinct which guides them to large groups of their own kind. Some castes display additional powers, sometimes quite sophisticated ones, and a few unique to the Droyne race.

Droyne Castes

There are six primary castes in the Droyne socio-biological structure: workers, warriors, technicians, drones, leaders and sports. Before casting occurs, all immature Droyne appear similar; it is only after the casting ceremony that the genetic potential within each individual is unlocked. The castes develop sharp differences from one another in the first year after casting, and thereafter remain distinct physically, mentally and in many facets of behavior.

The castes have further divisions, but these are more social than biological. The six primary castes are defined below.

DRONE CASTE (AYDIRSOTH)

Drones have a variety of roles in Droyne society. Their reproductive and family jobs have been noted, and they also play an important part in the casting ceremony. Further, they constitute a sort of middle management caste, responsible for many of the routine functions of business, trade and administration. Drones can handle routine work and make good managers as long as they have an effective leader to whom they can bring problems.

Subcaste: Family Drone. These drones are those responsible for breeding and raising families, educating the young, and so forth.

Subcaste: Priestly Drone. The drones trained in the various rituals and ceremonies central to Droyne life. They play a key part in casting ceremonies and are also responsible for the predictions by which the Droyne determine their course of action.

Subcaste: Social Drone. Drones who function as managers, administrators and low-level leaders in Droyne society.

Drone Caste

Abilities

Cost Ability

10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-½)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth

Total Cost of Template Abilities: 17

Disadvantages

-5	-5 STR
-10	-5 BODY
-4	<i>Small:</i> -2" Running
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)

Total Cost of Template Disadvantages: -24

LEADER CASTE (AYKRUSK)

Leaders are required to manage and direct society. They are the most intelligent of all Droyne and the most capable of initiative and intuitive thought. In size, they resemble drones and technicians, but they tend towards significantly larger brain cases.

Leaders always take jobs which enable them to lead. Some may be forced to take roles as advisers to other Leaders, but Leaders are always struggling to personally make decisions and be responsible for them. Leaders accept the authority of those above them, but are always striving to rise in power within the system. Typical jobs for Leaders include: Starship Captain (Leaders tend to be navigators rather than pilots), Military or Naval Officer, Company or Corporate Officer, or Family Patriarch.

Subcaste: Military Leader. Leaders responsible for organized groups of subordinates, especially troops. Military Leaders function aboard ships, in military units, and with quasi-military organizations such as fire departments, public safety units, and police units.

Subcaste: Priestly Leader. Leaders responsible for dreskayin and oytripin (for all families and groups of families), and for small social groups. They also work as company officers or merchants.

Subcaste: Leader of Leaders: The leaders actually responsible for providing direction to other leaders. A group may have many such leaders, with rank determined by seniority.

Leader Caste**Abilities****Cost Ability**

6	+6 INT
3	+3 PRE
10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-½)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth
45	5 150-point Followers

Total Cost of Template Abilities: 71

Disadvantages

-5	-5 STR
-9	-3 DEX
-8	-4 BODY
-4	<i>Small:</i> -2" Running
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)

Total Cost of Template Disadvantages: -31

SPORT CASTE (PRAYTSIRV)

Unique among the droyne, the members of the sport caste are purposely exempt from the caste structure. As such, *they are the only caste suitable to be used as player characters.*

Although the caste system of the Droyne is rigid, the Sport is the deliberately accepted exception to the caste structure. Sports are special individuals who are capable of being alone or away from their family for long periods of time. They can show initiative and self-reliance. Sports average around 1.5 meters in height and are about equivalent to drones in intelligence. Sports are similar to Vargr emissaries.

Typical jobs for Sports include: Messenger, Prospector, Scout, Representative, Explorer, or Driver. Sports make good Pilots.

Sport Caste**Abilities****Cost Ability**

10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-½)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth

Total Cost of Template Abilities: 17

Disadvantages

-5	-5 STR
-10	-5 BODY
-4	<i>Small:</i> -2" Running

Total Cost of Template Disadvantages: -19

Subcaste: Finding. Sports involved in locating required materials and resources: Prospectors, Surveyors, Brokers, Drivers, Representatives.

Subcaste: Speaker. Sports charged with carrying messages between different oytripin, dreskayin, and even different worlds: Diplomats, Ambassadors, Emissaries.

Subcaste: Seeking. Sports involved in long-term, long-range efforts beyond the limits of the oytrip: Scouts, Spies, Special Agents, Explorers, Pilots.

TECHNICIAN CASTE (AYSSATH)

The science-oriented portion of Droyne society, concerned with both research and practical implementation of technology. They are small but dexterous and intelligent; outside of their own area of expertise, they possess little in the way of initiative or decisiveness. Technicians are very capable of fixing, repairing, or assembling mechanisms; when inventing, they usually do so under the intelligent guidance of a Leader.

Subcaste: Fixing Technician. Technicians responsible for maintenance and repair of simple devices and artifacts.

Subcaste: Artificer. Technicians who build devices and artifacts of all sorts: Engineers, Computer Programmers. Physicists. Chemists.

Subcaste: Dreaming Technician. Those devoted to pure research: Scientists, Astronomers, Designers.

Technician Caste**Abilities****Cost Ability**

2	+2 INT
6	+2 DEX
10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-½)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth

Total Cost of Template Abilities: 31

Disadvantages

-6	-6 STR
-12	-6 BODY
-4	<i>Small:</i> -2" Running
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)
-15	<i>Psychological Limitation:</i> Creative and Competent, But Requires Direction From Leader (Uncommon, Total)

Total Cost of Template Disadvantages: -42

WARRIOR CASTE (AYDIH)

Trained for combat and possessing comparatively well-developed muscles and reflexes, the warrior is the enforcer and protector of Droyne society. Warriors are more involved with tactics than with strategies, and more with accomplishing missions than with defining what missions are. Warriors are larger and stronger than other Droyne castes, sometimes reaching 2 meters and 60 kg in size.

Subcaste: Battling Warrior. Actual warriors, used for ordinary surface combat, and as bodyguards, police, and the like.

Subcaste: Guard Warrior. Hunters, sentinels, sentries, and the like. Unlike Sports with similar responsibilities, Guard Warriors work in groups and back up other warriors in time of danger. Guard Warriors also take up roles that help defend the community: Firemen, Paramedics, Police Enforcers.

Subcaste: Voyaging Warrior. Handles jobs or assignments that call for travel, such as Ship Crew, Ambulance Driver, Pilot.

Soldier and marine, police and security, and various high-risk occupations such as firefighter and disaster relief, the warrior caste are well-trained combatants with good strength and agility. They are more common in frontier areas where their services are needed and less common in civilized areas.

The Droyne warrior should take the caste package and the appropriate skill package (soldier, marine, police, etc.).

Warrior Caste (Small)**Abilities**

Cost	Ability
9	+3 DEX
10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-½)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth

Total Cost of Template Abilities: 26

Disadvantages

-2	-2 STR
-6	-3 BODY
-4	<i>Small:</i> -2" Running
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)

Total Cost of Template Disadvantages: -17

Some members of the warrior caste become human-sized. For human-sized warriors, use the following template:

Warrior Caste (Medium)**Abilities**

Cost	Ability
9	+3 DEX
3	+3 STR
4	+2 BODY

Total Cost of Template Abilities: 16

Disadvantages

-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)
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Total Cost of Template Disadvantages: -5

WORKER CASTE (AYDIN)

Manual labor and mundane activity are the province of

the worker. They are the least intelligent of the castes and are temperamentally the most placid and contented of all Droyne. Size varies from 1 to 2 meters, according to the exact nature of the worker's function.

Subcaste: Farming. Involved in farming, herding, gathering and similar agricultural tasks.

Subcaste: Laboring. Involved in heavy, unskilled labor—digging, hauling, loading, unloading, and so forth. Clerk, Miner, Secretary, Receptionist.

Subcaste: Building. Involved in various forms of construction and as assistants to Technicians, Electrician, Carpenter, Driver.

Worker Caste (Small)**Abilities**

Cost	Ability
10	<i>Small and Hard To Hit:</i> +2 with DCV
3	<i>Small and Easily Hidden:</i> +2 with Concealment (4 Active Points); Self Only (-½)
4	<i>Small And Hard To Perceive:</i> +2 with Stealth
3	<i>Choose one of the following:</i> Animal Handling, a Profession skill (e.g. Laborer, Farmer, Industry worker, etc.), or Mechanics (for simple repair work)

Total Cost of Template Abilities: 20

Disadvantages

-10	-5 BODY
-4	<i>Small:</i> -2" Running
-15	<i>Psychological Limitation:</i> Difficulty making decisions, needs direction (Very Common, Moderate)
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)

Total Cost of Template Disadvantages: -34

As with the warrior caste, some members of the worker caste become human-sized. For them, use the following template:

Worker Caste (Medium)**Abilities**

Cost	Ability
5	+5 STR
3	<i>Worker Skills:</i> Choose from the following list. Animal Handling, a Profession skill (e.g. Laborer, Farmer, Industry worker, etc.), or Mechanics (for simple repair work)

Total Cost of Template Abilities: 8

Disadvantages

-15	<i>Psychological Limitation:</i> Difficulty making decisions, needs direction (Very Common, Moderate)
-5	<i>Psychological Limitation:</i> Uncomfortable in groups smaller than 1 Dreskay (Uncommon, Moderate)

Total Cost of Template Disadvantages: -20

Droyne Psionics

The Droyne use psionics as a natural part of their lives. Sufficiently talented youths receive training as a part of their elementary schooling; individuals who show talent during their later lives receive training then. Nothing comparable to the human Psionics Institute exists among the Droyne; they are open about their talents and automatically train all those who have a reason to be trained. A certain amount of con-

cealment of psionic powers from Imperial society has been necessary, due to the nature of anti-psionic prejudice in the Imperium.

All Droyne possess the following psionics, whether or not they are trained: *Invisibility*, *Homing*, and *Link*.

Invisibility (Telepathy Branch): Invisibility is a talent open to all Droyne, even casteless individuals. All Droyne, even those without training, have it. A defense mechanism, the invisibility ability allows the character to cloud the minds of every living thing within 400 meters of the individual. The power is voluntary; it can be turned on and off at will. It is not, however, selective; if in use, no one sees the character; if not, everyone sees it. The power cannot work against television cameras (including electronic image intensifiers and infra-red scopes), robots, and the like, nor will it work against anyone with a natural or artificial psionic shield.

Invisibility requires no END to activate. The activity can last as long as the character wishes it, though it cannot be maintained during sleep or unconsciousness.

Droyne Invisibility: Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); Limited Power Only Works Against Organic Minds, No Effect Versus Machines (-½). Total Cost: 30 points.

Homing (Clairvoyance): Like Invisibility, this is a Droyne psionic ability common to all characters, regardless of training or other abilities. It represents the ability to always know in which direction the oytrip lies and how far away it is. If all members of the oytrip were to die, the homing would no longer be effective, and the character would be aware of the loss. It is available to all Droyne characters and constantly in effect.

Droyne Homing: Mind Scan 4d6 (Droyne class of minds), +5 ECV, Reduced Endurance (0 END; +½), Persistent (+½) (60 Active Points); Character Cannot Attack Through Link (-1 ½), Always On (-½), Limited Class Of Minds Only Members of Clan (-½). Total Cost: 17 points.

Link (Clairvoyance): Link is a permanent bond that exists between members of a dreskay. It functions in much the same way as homing, but it locates individual members of the dreskay. (A krinaytsyuni loses the link, but may form new ones with other Droyne willing to do so.) Unlike homing, however, it requires specific concentration on one individual to be located. The character, for 15 seconds, will see and hear everything that the linked character experiences, and will intuitively know direction and distance as well.

Link costs END for range between the characters involved only. Duration is 15 seconds.

Link: Mind Link, Specific Group of Minds: Any Member of Dreskay, Any distance, No LOS Needed (25 Active Points); Limited Power 15-Second Duration (-1), Only With Others Who Have Mind Link ((Members of the Dreskay); -1), Costs Endurance (Only Costs END to Activate; -¼). Total Cost: 8 points.

In addition to the well-known standard psionic abilities, several new ones, specific to the Droyne, are also available as additional psionic skills.

Boost (Telepathy): The boost ability allows a Droyne character to act as an 'amplifier' for other Droyne using psionics. The boosting character increases the available END of the active character's psionic Endurance Reserve.

Boost: Succor END (END Reserve) 2d6 (standard effect: 6 points), x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power (+0), Ranged (+½), Any 2 Active Psionic Powers Simultaneously (+½) (20 Active Points); Range-Based

Endurance Cost (+x END Cost per 5*10^x meters) (-¼). Total Cost: 16 points

Forgetfulness (Telepathy): This is the ability to cause a target character to suffer amnesia through temporary suppression of memories. The memory loss is only partial; it covers a period of time in hours prior to the 'attack' equal to the psionic strength of the character using the ability. It cannot be used against shielded characters and, even against the unshielded, may not be total. Medical Skill can unlock the lost memories. Psionic probing can do the same, for the memories are intact, just suppressed. A successful Mind Control Breakout Roll can also restore memories (see *Hero System 5th Edition, Revised*, page 203).

Forgetfulness: Mind Control 10d6, X2 END to Activate, X1 END per 1 Minute to Maintain Constant Power (+0) (50 Active Points); Limited Power Only To Cause Target To Forget Last 1 Hour Per User R-Rating (-1), Extra Time (1 Minute, Only to Activate, -¾), Range-Based Endurance Cost (+x END Cost per 5*10^x meters) (-¼), Concentration (½ DCV; -¼). Total Cost: 15 Points.

Train (Telepathy): The talent central to the education of young Droyne is the training ability. This is used by Droyne characters to impart knowledge, experience and abilities to others. In game terms, the training power can be used as a substitute for Instruction skill (the instructor can train a new character to the full level of its own skill, not 1 less, but it still takes the usual amount of time for each level of skill gained). Characters can also use the train ability to pass a complete record of experiences to another individual.

Train is an R-10 psionic activity. The activity takes 600 seconds to complete per session held.

Training: Minor Transform 1d6, X2 END to Activate, X1 END per 1 Minute to Maintain Constant Power (+0), Partial Transform (+½), Continuous (+1), Based On EGO Combat Value (Mental Defense applies; +1) (17 Active Points); Limited Power Only Works To Transform Target Without The Skill Into Target With The Skill (-1), Extra Time (1 Minute, Only to Activate, -¾), Range-Based Endurance Cost (+x END Cost per 5*10^x meters) (-¼). Total Cost: 12 Points.

Inward Eye (Awareness): A key to Droyne abilities lies with the Inward Eye, an ability which enables them to 'look within' and control various aspects of metabolism and body function. It is the Inward Eye and the training of elders that enables a young Droyne to awaken the genetic programming of caste. The inward eye may also be used to temporarily absorb damage against the character. The character must announce its intention to do this; all BODY damage is applied to the extra BODY of the Inward Eye Aid until it is used up, and each point of BODY lost reduces the psionic R-rating by one point. When all BODY from the Inward Eye Aid has been used, all further BODY damage is applied normally. The R-Ranking "heals" back to normal at the rate of 1 ranking per 24 minutes. This may permit a character to ignore a certain amount of damage for a time.

Inward Eye: Aid BODY 4d6 (standard effect: 12 points), Delayed Return Rate (points return at the rate of 5 per Hour; +1) (80 Active Points); Costs Endurance (-½), Increased Endurance Cost (x2 END; -½), Side Effects, Side Effect occurs automatically whenever Power is used (Each Point of BODY Taken Reduces R-Rating by 1 Point; -½). Total Cost: 32 Points.

Droyne Homeworld

Although the Droyne homeworld is no longer known,

scientists, historians and other scholars have established a few facts and a large number of theories concerning the nature of that world.

The location of the world is, of course, unknown, but it is believed to have been in the Spinward Marches, Deneb Sector or the Trojan Reaches, these being the regions in which the largest number of Droyne worlds and Ancients sites have been discovered.

Casual observers call the Droyne homeworld Droynia; more properly, it is Eskayloyt (meaning Lost Home). This name appears independently in myths and legends on Andor, Zeen and Auitawry, three scattered Droyne worlds, and is accepted by the majority of scientists researching Droyne origins.

Characteristics of the homeworld are difficult to determine, but some facts are clear. It is predicted to be a small world with a standard or dense atmosphere and a significant hydrosphere; the range of statistics most frequently given are size 3 to 6, atmosphere 6 or 8 (probably 8), hydrosphere 3+. The data was assembled from an analysis of the Droyne themselves: their flying ability relies on a fairly weak gravity and a reasonably high pressure, thus dictating the size and atmosphere requirements. Hydrographics are required for the development of life as we know it.

Eskayloyt probably orbited an F2 V to F7 V star; Droyne seem to prefer that particular spectral range. Assuming the available data has been interpreted correctly, the Droyne homeworld is a pleasant, Earthlike planet, slightly warmer than Terra, but not significantly so.

Droyne Society and Culture

The nature of Droyne society stems from the caste system, which dictates much of the interaction between individuals and groups, and reaches out to embrace such matters as government, warfare and a variety of other factors.

SOCIAL GROUPINGS

Tyafelm: The basic family is a group of at least six Droyne, with one drawn from each caste. Basic families may be balanced, with equal numbers of each caste included, or they may be specialized, with a predominance of one specific caste. Each tyafelm selects as its emblem one of the 36 coyn symbols; that symbol is used to refer to that specific tyafelm.

Dreskay: The Droyne extended family is a grouping of several (between three and 18) tyafelmin. The dreskay is a family, but it is also part school and part grouping of friends; it probably most closely represents the original social unit of pre-civilized Droyne on their lost homeworld.

Oytrip: The oytrip is a collection of dreskayin, usually geographic in nature. The oytrip is communal in nature, sharing resources for the common good, each caste contributing its abilities and services to the overall community's needs. Most oytripin are simple, pastoral communities devoted to agriculture, hunting and gathering, or similar functions. On more sophisticated Droyne worlds, or in integrated settings with mixed racial habitation, an oytrip may specialize in manufacturing, trade or even in a military role.

Kroyloss: Droyne society also has a special social institution: the kroyloss, or fraternity. The kroyloss fills a special need for Droyne to set off into the world, but without losing the companionship of other Droyne.

The kroyloss is a voluntary association of Droyne - a brotherhood, a fraternity. The purpose of the brotherhood is

to provide companionship and mutual support during adulthood, but without the commitment required of a family. After a period of wandering or mutual endeavor, a fraternity may break up (with its members leaving to join other families), or it may transform into a family as the individuals grow older. They can wander in search of adventure, or they may build a business or enterprise. A fraternity may be a kind of partnership which operates a starship in merchant trading, or may form a small military unit for hire. Although one particular caste may predominate in a fraternity, there is at least one of each caste represented. Fraternities have a minimum size of six (one of each caste), and may range in size as large as 20 or more.

Kroyloss may break up as the individuals mature and leave to join families, but more often, they convert into families themselves, occasionally recruiting additional members of the necessary castes. Excess caste members linger as informal family members (auxiliaries), or break off to be on their own (forming broken fraternities). Droyne fraternities can be thought of as semi-families. The members are held less strongly than they are in families; the lack of children, the relative youth of the members themselves, and even tradition all affect perceptions of the fraternity. In some ways, the fraternity is a practice at being a family. But fraternities are also less bound by the standards of society. They can pursue interests that families might not. They can explore, prospect, and innovate. They allow wandering and adventuring and excitement. But fraternities also provide something that Droyne need: companionship. Except for the sport caste, Droyne need the companionship of others in their daily lives.

COMMUNITY RELATIONS

Within the individual oytrip, Droyne are extraordinarily cooperative and mutually supportive. Early researchers felt that the simple, pastoral Droyne were non-aggressive, non-combative and placid. Such an interpretation, however, ignores the fact of the existence of a warrior caste in Droyne society. Despite their apparent lack of drive, Droyne oytripin (though not individuals) are extremely possessive, and this possessiveness leads to many of the outward signs of aggressive intelligence everywhere: trade, diplomacy, and war being chief among them.

Leaders among the Droyne are an exception to the rule that individual Droyne are not possessive. They are possessive for themselves as well as for their group. A leader associated with a specific dreskay will be strongly motivated to provide for its dreskay; a leader of an oytrip feels the same way about its community as a whole. On an internal level, the bonds of caste are such that all the leaders work together for the common good. But such cooperation rarely extends from one oytrip to another, for their leaders are unable to recognize the concept of themselves answering to another. The oytrip's needs come first; if a resource is in short supply, a leader will do what it can to secure that resource for its people.

Sometimes this can be done through trade. Other times, war may be necessary. Though seemingly without the temperament to fight, Droyne can do so, fiercely and efficiently. What distinguishes them from most races is the fact that they fight only to secure the needs of the oytrip. They do not fight out of greed, or envy, or over points of honor or religion. They will not continue to fight once they have achieved their own objective, unless their opponents counterattack. The concept of the pre-emptive strike is nonexistent in Droyne statesmanship.

A TYPICAL DROYNE LIFE

The following description of the life that a typical Droyne leads provides some insight into their society and culture.

The Droyne egg, one of a clutch of six laid by the drone, hatches some sixty days later. Young Droyne have a relatively long adolescence. The hatchlings develop rapidly; by one year, they can walk; by two years they have an elementary vocabulary; by four years, they can begin an elementary education.

Education: Between age four and age twelve, the young Droyne undergoes an extensive education, but not in the sense that humans do. Formal schooling in the classroom sense is minimal. Instead, each Droyne is provided with a program of individualized education which builds on what has already been learned. New learning builds on success; when the Droyne fails some educational area, additional instruction directly addresses the problem area. Droyne with high psionic potential include psionic training in their education.

Socialization: Socialization ranks equal with education to the Droyne. During the formative years, young Droyne are constantly exposed to social situations and, in the process, learn what is expected of any individual in any situation. This socialization is valuable in Droyne caste society: the young learn what is expected and allowed from each caste member. Individuals learn to work and play together, to realize the benefits each gives the other, and to understand the responsibilities each has to the whole.

Preparation for Adulthood: At age 10, the young Droyne begins a two year period of preparation for the casting ceremony and the transition to adulthood. The drones, in their capacity as priests and administrators of the casting ceremony, conduct formal and informal examinations and evaluations. Deficiencies are addressed directly and remedied; the drones form well-informed opinions of the qualities and failings of their charges.

In addition, it is traditional for small groups of young Droyne to make short expeditions out of the community, collecting specimens, visiting archeological sites, hunting, or just exploring. These juvenile expeditions give the youths practical experience in working together without adult guidance or control. Reports and debriefings after such expeditions provide additional information to the drones in preparation for the casting ceremony.

Determining Castes: At some time during a Droyne's twelfth year, the drones of the community meet and make arrangements for a casting ceremony for the eligible youth of the community. The rites of passage for Droyne youth are controlled by the casting of the coyns. Theoretically, the coyns are drawn randomly; in practice, the drones are a major influence on their outcome and the presence of the entire community reinforces their outcome and its effects on the individual.

Each drone participating in the ceremony has arrived at her own conclusion as to the best caste assignment for the individual, and the greatest caste needs of the community. All of the drones sit in a circle, focusing their psionic energies on the coyns as the young Droyne casts them. Each tries to influence them in their vibrating container as the Droyne reaches in; each tries to force a specific coyn highest and into the Droyne's hand. The result is an election - the majority will, weighted by psionic power, determines the caste of the young. Even the Droyne being casted can use its own psionic powers to try to influence the coyns being selected.

Once the ceremony has produced a caste decision for an

individual, the assembled community reinforces that decision immediately and continuously. The present members of the caste welcome their new comrade into their ranks immediately; the members of other castes find their perceptions of the youth change in view of the new caste.

Fraternities (Kroyloss): Those Droyne who do participate in the formation of a fraternity are expected to do so within a year of casting. For some, the fraternity will be the association of choice for life. For most, the fraternity is a phase that leads naturally into a family - either through conversion of the fraternity into a family, through the establishment of a new family, or (by invitation) through joining an existing family.

Families (Dreskay and Tyafelm): The primary difference between a family and a fraternity is that the family is committed to reproduction. Families have children, while fraternities do not (sometimes a fraternity turns into a family because of this definition rather than through any conscious decision).

The Droyne family is essential to procreation. The presence of the different castes helps to make the drone lay eggs and to allow them to be fertilized. Each of the caste members secretes a variety of pheromones which, in combination, makes the drone fertile.

But families, like fraternities, provide a structure to support the individuals and to which the individuals contribute.

Old Age: Old age is a luxury available primarily to Sports and leaders. When the other castes begin to age, they become less efficient and soon see their duty to the community is to open new positions for the young; they accomplish it by voluntary suicide.

Droyne Character Generation

Character generation for the Droyne follows the same procedures and concepts as human character generation in Traveller. There are, however, numerous changes in the details of the system in order to take into account physiological, cultural and other differences between Droyne and human characters.

Droyne characters undergo casting at an age of roughly 12 standard years. At this point, they are assigned a position in Droyne society and begin working within the oytrip of their birth, gaining skill and experience. The character participates in ceremonies every four years which renew, end or alter the individual's role in the oytrip. Upon ending service, most Droyne decide on voluntary death, but a few may set off on a quest to join or form a new oytrip, or to otherwise seek knowledge, wisdom or self-understanding. Characters may receive various end-of-service benefits and may begin an adventuring career.

DROYNE CHARACTER BASICS

This section discusses general guidelines for building an Droyne character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided.

Beginning: Start with the HERO system character sheet and apply the Droyne Racial Template. Select the character's Caste and apply that template as well.

Naming: Pick a Droyne-sounding name.

Gender: Droyne biology provides for three sexes, designated Alpha Male, Beta Male, and Female. Sex depends strictly on caste and is far less important to the Droyne than it

is to humans or other races of similar nature.

Titles: The Droyne caste system does not include titles beyond that of the Leader caste.

Skills and Professions: Droyne skills often overlap between castes, but there are some skills which are highly specific to a single caste. Some skills may also be extremely rare, appearing only in very unusual circumstances.

Gambling is almost unknown to the Droyne and has no equivalent in their culture.

Bribery, *Forgery* and *Streetwise* - skills included in what the Droyne know as Black Skills or criminal skills, are infrequent among the Droyne.

Mustering Out: Droyne do not retire, as such. They continue serving the oytrip for as long as the coyns dictate and leave when it is pronounced time to leave. The oytrip makes no provision for the support of those who no longer serve the group. There is nothing analogous to retirement pay.

A Droyne who leaves service of the oytrip and does not commit ritual suicide may select one of the following: Weapon, Ship (Droyne Explorer, complete with crew that serves without pay), Vac Suit, Tool Kit (a droyne tool kit for mechanical, electronic, and gravitic work), a set of 36 coyns.

Hivers

The most commonly encountered intelligent life forms all follow the same patterns: they are vertebrates, with a head on top, a torso, arms extending to the sides, legs below supporting the body. With few exceptions, intelligent races are some variation of the human example, and there is good reason for this phenomenon. Where evolution produces many different details in physiology and anatomy, the upright, bilaterally symmetrical human model is efficient at being intelligent and using that intelligence. The Aslan, Vargr, and Droyne can all be seen as variations of the human model (although the Aslan, for example, instead see the Droyne, Vargr, and humans as variations of the Aslan model). Even the centaur-like K'kree are classifiable as merely an extreme variation of the human model.

In the diversity of the universe, however, evolutionary pressures have many opportunities to find alternatives to the human model, and explorations have found many intelligent races which use a non-human pattern. Among the major races, those which have independently developed jump drive (and more importantly, have made a lasting mark on the universe), only one race is truly distinct in its evolutionary pattern: the Hivers.

Hivers evolved from radially symmetrical non-vertebrates, perhaps best described as six-pointed starfish. Conditions on their homeworld made it ecologically profitable for these creatures to develop talents which later produced intelligence.

Hiver Biology

Hivers are approximately human-sized, standing approximately 1.5 meters in height with a mass of about 150 kilograms.

The Hiver body has a modified six-fold radial symmetry: six limbs radiate from a central body. The brain and most important organs are contained in the central torso; the six limbs radially extend from the torso and end in manipulating tentacles or fingers; the limbs function interchangeably as arms or legs, hands or feet.

The Skeleton: The internal skeleton is composed of calcium compound-based bone which is stronger than the human equivalent, and slightly more flexible. The brain and essential internal organs are protected by a carapace plate.

The Skin: Hiver skin is an extremely tough layering of tissue and insulating fat covered with a fine invisible down. The skin's qualities make clothing unnecessary in ordinary situations; clothes for Hivers are protective or utilitarian, or are purely decorative.

Hiver skin ranges in color from pink to tan, with occasional patches of grey or brown. Aging brings on randomly placed spots of brown. The fine down which covers a Hiver is a form of hair which emanates from nerves lying beneath the skin. The hairs are sensitive to air movement, light contact, and even moderate heat and cold; consequently, the large Hiver can feel changes in the immediate environment as well as sense the placement of its limbs and their relationship to nearby objects. The nerve connections of the down assist in the fine dexterity of the six limbs.

The Prime Limb: The head (actually a sense-organ cluster) is a modification of one of the limbs and contains six eyestalks and six manipulative tentacles, plus three infrared

sensor organs and three ears placed around the circumference of the modified limb. There is no sound-producing organ.

The six flexible eyestalks can be turned in any direction independently, but are generally used in pairs to provide binocular vision. The brain can process data from up to three pairs of eyes at one time, and a Hiver can see everything in a 360° circle simultaneously. Hiver vision is equal to that of a human in normal light. The infrared sensors work in conjunction with eyestalk pairs to help vision when underground or without proper illumination.

Hiver hearing is about equal to the human sense.

The Tail: Opposite the prime limb is the tail; it contains the reproductive organ. Hivers have only one sex. Reproductive cells are exchanged each time two Hivers meet, using the modified rear hand; the process has been termed shaking hands by humans (who tend to avoid it). The cells are kept in a reproductive pouch on the lower body surface, where they conjugate, exchanging genetic material. Once every forty days or so, a cell will develop into a larva, which then drops from the parent's body.

The Limbs: Although the prime limb and the tail are specialized, all six limbs are more alike than different. Hivers are multidexterous, and use all limbs interchangeably as arms or legs. Normally, at least three limbs are used as legs at any given time, but any combination is equally possible; some trained runners use all six limbs as legs, while some craftsmen sit on a stool and use all six limbs as arms. Each limb ends in a six-fingered radial hand. The tentacles or fingers are extremely flexible, with muscular adhesion pads along about half their length. Hiver arms and hands have less strength than do human limbs, but they are also very tough, showing great endurance and a resistance to injury.

Each limb is connected directly to the brain, rather than

Hiver Template

Abilities

Cost	Ability
-3	-3 STR
5	Extra Limbs
10	<i>Unique Mind:</i> Mental Defense 10 points
5	Infrared Vision
10	360° Sense for all Sight
10	Clinging
1	<i>Chitin:</i> Damage Resistance (1PD/1ED)
7	<i>Hiver Regeneration:</i> Healing (Regeneration) 1 BODY, Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½) (30 Active Points); Extra Time (Regeneration-Only) 1 Week (-3), Self Only (-½)

Total Cost of Template Abilities: 45

Disadvantages

-5	<i>Physical Limitation:</i> Mute, usually fixed using technology (Infrequently, Slightly Impairing)
-5	<i>Physical Limitation:</i> Unusual Form; makes some tasks difficult (Infrequently, Slightly Impairing)
-15	<i>Psychological Limitation:</i> Pacifist regarding personal combat (Common, Strong)
-15	<i>Psychological Limitation:</i> Fascination with Psychological Manipulation of Others (Common, Strong)

Total Cost of Template Disadvantages: -40

through branches from a central nerve cord. As a result, each is marginally more responsive than a vertebrate's; there is little preference between limbs for manipulation. Hivers seem to choose the arm that is nearest, rather than showing any handedness.

Limbs are also used as legs. The fingers are curled up to form a cushioned ball away from the limb tip which serves as a foot. Some animals have claws at the ends of their fingers; Hivers have a vestigial claw (similar to a human nail) which is little more than a flat spot of firmness which aids in manipulation.

The Torso: The central body of the Hiver contains all of the essential organs, from the lungs and respiratory apparatus, to the heart and circulation system, to the stomach and digestive system. Surrounding them all is a bony carapace which protects them from injury and climate. Within the carapace is a separate skull which encloses the brain; it is supported by muscles and cartilage attached to the inside of the carapace.

Outside the carapace is a system of musculature which helps move the limbs, insulate the body, and cushion blows to the carapace.

At the center of the lower surface of the body is a single, multipurpose opening called a cloaca. The cloaca leads to separate channels for the digestive system (the mouth), the excretory system (the anus), and the reproductive system (the pouch). A system of manipulator organs (analogous to the human tongue) push food, excrement, and reproductive cells around to the proper channels.

The Hivers' nose (breathing orifice) is located on the upper body surface and connects to a set of six lungs inside the carapace. The lungs are driven by the same large internal muscle which pumps the heart. About half of all Hivers have an acute sense of smell; the olfactory nerves are located in the nose on the upper body surface, and connect through a separate nerve trunk directly to the brain.

Regeneration: Hivers have a limited ability to regenerate fingers and even limbs. For all Hivers, severed fingers regrow over a period of about twenty weeks without additional treatment.

Stages of Life: Hivers perceive themselves in four basic

classes which are based on age: larvae, yearlings, adults, and seniors.

Larvae are any young which have been dropped by a parent. They are identified by their small size and the fact that their fingers have not yet developed. Larvae are recognized as potential Hivers, but are not accorded any special care or status.

Once dropped, larvae naturally gravitate to the wilds where they survive instinctually for about a year; during this time, their immature features develop and they grow in size from an initial 30 centimeters radius to about 60 centimeters radius. The period in the wilds is a natural selection process which eliminates nonviable mutations, physically weak specimens, and sickly individuals. Hivers do not know their own young; larvae which survive the wilds are cared for by the nest they wander into.

Yearlings are maturing larvae which have emerged from the wilds. Their fingers are developed to the point that they can grasp and manipulate objects. Yearlings are accepted into any nest which they find, and they remain in that nest until they reach adulthood. During this time they receive an education and gradually develop physically. At age 14, the yearling reaches reproductive age and is considered an adult.

Adults are any Hivers above the age of 14. They are fully mature physically and intellectually.

Seniors are an optional category of Hivers; not all individuals attain it. A senior is a Hiver who has gained special respect or status based on its actions in life. Nest leaders become seniors after several decades of service; judges of the law usually become seniors after many years in their careers; manipulators who achieve fame for their deeds are usually considered seniors.

Senior status is a nebulous and unofficial classification. Within a nest (for example), the leader is usually considered a senior by nest members; outside the nest, the leader may not yet be considered a senior.

Hiver Homeworld

The original Hiver homeworld was Guaran, located in the Hive subsector of the Ricenden sector of the Hiver Federation. In 410, the capital of the Hive Federation was transferred from Guaran to Glea, in the Liana subsector of the Centrax sector. The Hive capital is remarkable because it was moved deliberately in an effort to be closer to the newly opened and still developing Young Worlds of Centrax, Lorpspane, and Drakken sectors. In human society, such a move would be opposed by the older worlds on political, economic, and historical grounds; Hiver society, however, accepted the move with scarcely a protest. The justification of the move appealed to a universal Hiver motivation: the parental instinct. The Young Worlds, a multi-sector cluster of worlds with newly emerged primitive races, could be brought into the mainstream of Hiver culture more easily if they were closer to the Hiver capital. Since the races could not be moved, the capital was.

GUARAN

Hivers originated in the evolutionary processes at work on Guaran. Guaran orbits Primary, a close binary star.

Stellar Data: Primary is a K1 V star which is dimmer and cooler than Sol. Luminosity is .35. Effective temperature is 4740° K. Radius is .834; mass is .77.

Primary has a white dwarf companion with a mass of .26 and a radius of .018. This companion (called the Eyestalk

Library Data

Ancients: Highly intelligent race which gained prominence approximately 300,000 years ago. The influence of the Ancients is broadly felt in the universe today. There is no known evidence that the Hivers were ever influenced or dealt with by the Ancients.

Hivers: Intelligent major race inhabiting a federation located on the trailing edge of the Imperium rimward of the K'kree's Two Thousand Worlds.

The Hive Federation: This is the human term for the loose interstellar community dominated by the Hivers. Though the Hivers originated on Guaran, a world in the Hive subsector of the Ricenden sector, the Federation is now coordinated from Glea/Liana in the Centrax sector.

The Two Thousand Worlds: A region of space occupied by the K'kree, an intelligent major race descended from herbivore/grazer stock. The K'kree and the Hivers are old enemies, though there have been no active hostilities for over three thousand years.

The Solomani Confederation: Interstellar community controlled by humans. More aggressive and inclined to doctrines of racial superiority, the Solomani Confederation is perceived as a threat by the Hive Federation.

because of its resemblance to a Hiver eye) makes a negligible contribution to the overall brightness of Primary.

Orbital Data: Guaran orbits Primary at .646 AU (orbit number 2) with a period of 187 days. Guaran rotates on its axis once in about 20 hours. Orbital eccentricity is negligible.

World Physical Data: Guaran is 7,900 kilometers in diameter and has a standard atmosphere. Half of the world is covered with water oceans (divided by the continents into distinct six seas); icecaps cover about 10% of the polar regions. The average temperature for Guaran is 27.9° C.

World Social Data: Guaran has a population of 870 million, of which 90% are Hivers; the remaining 10% are various client races. Guaran has no formal government; most governmental functions are carried out by Hiver nests. Effective law level on Guaran is zero; restraints on action exist at the nest level. Guaran has a technological level of F, which is the general maximum within the Hive Federation.

Guaran has a trade classification of Rich. Guaran has a type A starport. Guaran has no bases established on it. The system has a gas giant.

Cultural Notes: Guaran holds no special position of importance in the Hive Federation; originally the world was the Federation capital, but cosmopolitan influences and a desire to have a non-Hiver world as the seat of government for the combined Hiver and non-Hiver populations of the Federation led to its transfer to Glea. As the original Hiver homeworld, Guaran is a continuing tourist attraction, and millions of Hivers visit annually.

GLEA

In 490, the Hiver capital was moved from Guaran to Glea. Glea itself was settled by Hivers in -866. Glea orbits New Primary, a solitary star.

Stellar Data: New Primary is a G0 V star slightly brighter and hotter than Sol. Luminosity is 1.21. Effective temperature is 6,000° K. Radius is 1.03; mass is 1.04.

Orbital Data: Glea orbits New Primary at 1 AU (orbit number 3) with a period of 358 days. Glea rotates on its axis once in about 22 hours. Orbital eccentricity is negligible.

World Physical Data: Glea is 9,580 kilometers in diameter and has a standard atmosphere. Seventy percent of the world is covered with three water oceans; icecaps cover about 10% of the polar regions. There are three continents. The average temperature for Guaran is 22° C.

World Social Data: Glea has a population of 670 million, of which about half are Hivers; the other half is composed of members of non-Hiver races of the Federation. Non-Hiver population on Glea parallels the proportions of non-Hiver population within the Federation itself.

The Federation maintains its major governmental apparatus on Glea: the Federation Development Agency, the Federation Navy, and the Embassy Directorate all have major installations on the world. There is no formal world government, however, and all governmental activities are in the hands of the local nests.

Non-Hivers either maintain local organizations similar to nests, or are under the control of Hiver nests. Glea has no law level.

The technological level of Glea is F, the general maximum for the Hive Federation.

Glea has a trade classification of Rich. Glea has a type A starport. Glea has a Federation Embassy Center. Naval and military bases are not present, although such bases have been established in nearby systems. Glea has a gas giant in the

system.

Cultural Notes: Glea lies at the heart of the Glean Cluster—sixteen worlds which are all attractive to Hivers (size between 4 and 6, atmosphere between 5 and 9) and which are all accessible by jump-1 shipping.

Hiver Society and Culture

SOCIETY

Hivers organize themselves into cooperative nests which generally center on a common endeavor or interest. A nest may include as few as five or as many as five hundred individuals, but averages about one hundred. A nest population of about one hundred has proven efficient to manage, and is about the same size as pre-civilization nests. They can hold anything from five to five hundred individuals, usually averaging one hundred (the size of most nests in pre-civilized times). Larger nests are established when there is a need for a greater population (large manufacturing complexes or universities); smaller nests are created when a small group is needed (starship crews, small expeditions, small businesses, or small enterprises).

Yearlings find a nest when they emerge from the wilderness; they remain in that nest until they reach adulthood. The first years are spent learning basic social and intellectual skills; the later years are spent taking an active role in achieving the nest goal. When the yearling reaches adulthood, it may decide to remain in the nest, or it may leave the nest in search of a nest goal which more fully meets its own desires.

Above the nest level, Hiver society has a variety of governing organizations. Many nests may group themselves together to form a city or city-state. Cities may group together to form a nation-state. Nations may group together to form a world government. The worlds of the Hivers have grouped together to form the Hiver Federation.

In all cases, however, the lines of authority in Hiver society are vague. There are nests (or organizations) that handle virtually every aspect of Hiver life, but government is determined largely by nests that coordinate activities between various other nests, or by the leaders of various nests working in concert. Neither has any authority in the sense that humans understand the concept; they merely perform a job like any other nest's job, with no special power or respect being accorded to members of such nests. Certainly Hiver society is utterly egalitarian; competition for power over others is totally foreign to the Hiver nature.

THE HIVER PARENTAL INSTINCT

The strong Hiver parental instinct can be considered an offshoot of the Hiver instinct for racial survival. To humans, this parental instinct seems somehow warped. For example, Hivers are horrified by the idea that their larvae might somehow find its way to a world where there is no nest to receive it. To prevent this, Hiver ships are carefully fumigated to kill any hiding larvae before landing or docking, and extreme measures are undertaken to ensure that no Hiver crewmember deposits larvae where there is no nest. On the other hand, the notion of artificially limiting larvae production is considered barbaric by the Hivers.

As Hiver culture has grown more sophisticated, Hivers have extended their interpretation of the parental instinct to "child" races—primitive or culturally backward aliens—as well as their own Hiver children. The Hive Federation has

been influenced by this instinct and it colors Hiver behavior toward races outside the Federation as well. Humans are seen as being the best candidates for civilization outside the Hiver sphere, though Hivers still regard human cultures as barbaric due to their capacity for violence and the wildly confused welter of genotypes and cultures which are permitted to flourish in human space. Imperial humans are preferred over the more militant and intolerant inhabitants of the Solomani sphere. There have been few contacts with the Zhodani or the Vargr: the stability and conformity of Zhodani society would probably appeal to the Hivers; they would have disdain for the confused nature of the Vargr behavior. The Aslan and the K'kree are seen as being too aggressive to ever reach a truly civilized status.

THE PSYCHOLOGY OF THE HIVERS

Hivers behave in ways which have been shaped by thousands of years of evolution and culture. In some ways, their behavior is very similar to the behavior of humans (they struggle to survive; they avoid pain in everyday circumstance; they become hungry and eat; they enjoy such pleasures as comradeship and pleasant surroundings). In some ways, their behavior is very different (they have no concept of love; they do not consider their young to be people until they are a year old; they abhor personal violence). But everything the Hivers do has a basis in their culture and their evolution (just as the same is true of humans).

Psychology endeavors to understand how a being thinks; an understanding of Hiver psychology can help others to predict behavior and motivations, and to evaluate a Hiver's actions. Hiver psychology has two major areas of study: behaviors and motivations. Behaviors describe what Hivers do and how they do it; motivations describe why they do what they do.

Basic Hiver Motivations

Hivers are living animals, and as such, they are motivated to survive, find food, find satisfaction, and reproduce. The behaviors they show and the reasons that they have for behaving in the ways they do reflects their psychology, culture, and society.

Just because the Hivers are intelligent does not make their behavior strictly logical. Hivers understand that much of their activity is based on instinct or preference born of long years of evolution. Behavior can be altered or redirected if they see a reason to do so; but they also naturally accommodate basic behavior as a matter of course.

Humans behave similarly. On a strictly logical basis, a food substitute can be created for humans which provides everything necessary to support life, but without any flavor. It could be cheaper, store better, and be easy to eat. And humans would not stand for it. Human psychology requires flavor in food; without flavor, the food is unpalatable, inedible. Similar conditions apply to the Hivers.

Personal Survival: The Hiver drive for personal survival expresses itself as an aversion to physical violence. Hivers have no real history of fighting, and they are not suited for it either intellectually or emotionally.

In their own minds, many Hivers feel that they can handle fighting—they learn to use guns; they study strategy and tactics; they even train for close combat. But in the final analysis, they always seem to break, unable to respond with the violence that would carry them to a victory at close combat unless they are in a true survival situation.

It is fortunate for the Hivers that modern warfare is carried out at long ranges. The Hiver urge to run doesn't apply at ranges where dispassionate thought can intervene. Hivers operate a navy because they consider naval actions (longer ranges; less immediate consequences) more acceptable.

Racial Survival: Reproduction is always a function of the drive for racial survival. With the Hivers, reproduction is a casual act, without consequences or responsibilities. As a result, the racial survival drive for Hivers is concentrated in the parenting process.

Reproduction: Hiver reproduction is an instinctual process. It is totally without emotional overtones; there is no formation of sex-based bonds between individuals, and the reproductive process does not have the emotional importance that it has to humans.

Without mating bonds, there are no close-knit family feelings common to most human and other such cultures. Hiver larvae are regarded as minor pests, and Hivers have no compunction about eliminating them when the need arises. Yearling Hivers returning to civilization do so at random, so there is little chance that one might be taken by its own parents.

Hivers do have a strong parental instinct, but it is a generalized one. Yearlings are adopted and cherished by the entire nest, rather than by specific individuals. Any Hiver is strongly concerned with the safety of all yearlings.

Parenting: The parenting instinct expresses itself in two ways: a drive to teach the young, and a drive to manipulate.

Teaching the young is a task that all Hivers undertake at some time or another. It involves relating stories of personal experience in an attempt to give the Hiver's students an advantage in their own dealings with life. Since all Hivers are naturally curious, such story-telling sessions are an enjoyable and entertaining activity, and the young look forward to them.

Manipulation is an instinct that the fiercely individualistic Hivers have raised to a fine art. It seems to be a development of the parenting instinct, except the Hiver is now acting as a parent to other adults—deciding what they need and then convincing, forcing, persuading, or imposing the answer on them.

Curiosity: One of the greatest forces in the individual Hiver is its curiosity. Hivers are interested in the world around them, and are often driven to investigate and try to understand events and situations they may encounter.

Most Hivers have selected one or more topics in which they are interested (typically, a Hiver's curiosity characteristic indicates the number of general topics which it is routinely curious about, as well as the degree of curiosity the character expresses).

Individualism: Hivers take great pride in their individualism. They enjoy their own abilities to achieve objectives; some of this drive stems from their survival as larvae in the wilderness. Even as they cooperate in their nests and with the co-workers, they express themselves in individual ways. Differences in tastes, preferences, likes, and dislikes are all accepted as ways of expressing Hiver individualism.

Superiority: Hivers have developed a racial belief that they are superior to most (if not all) other intelligent races. Such a belief is not uncommon among intelligent races: the Vargr, Aslan, Zhodani, K'kree, and Solomani all have similar beliefs.

The difference is how the Hivers express it: they accept that others may feel themselves superior, but ignore or tolerate such beliefs in the (almost smug) acceptance that they are

truly superior. Hivers are rarely concerned with changing non-Hivers' opinions, or convincing non-Hivers of Hiver superiority. Instead, the Hiver superiority expresses itself in a calm acceptance of others' shortcomings. Even Hivers who are confronted with a smarter or more capable non-Hiver retain their own conviction that Hivers are racially (intellectually, logically, capably) superior to any other race.

Confrontation: Hivers often use direct confrontation in dealing with a problem. Since Hivers are cooperative by nature, they have found that stating the relevant factors in a problem and confronting others involved can be an effective way of dealing with the problem. Since confrontation achieves results, it is a preferred method of handling some problems. Hivers are sometimes surprised (in dealing with non-Hivers) that confrontation can aggravate a problem rather than force a resolution.

Consensus: Hivers believe in solutions which resolve as many problems as possible. Their cooperative nature leads them to seek compromise and consensus, rather than absolute victory in most problems.

Manipulation is an interesting contrast to this drive for consensus. The individual manipulator adopts a specific course of action (one that conceivably can be adopted) and creates an atmosphere where it is adopted. The manipulation procedure outwardly ignores compromise and consensus, but is nevertheless an accepted type of action, and one which gains the manipulator great respect.

It appears that manipulation is an accepted exception to normal behaviors because it allows necessary actions to be taken even if compromise and consensus have not worked.

Avoidance: Hivers typically avoid problems that they cannot handle effectively. If confrontation has not solved the problem, they ignore it. Hivers will usually go around a threat if they believe the chances of winning are slim. Avoidance may simply be a refusal to discuss the matter, or (if the problem is truly dangerous) it may be actual retreat or flight.

INSTITUTIONS

All societies create institutions: established procedures or organizations which are accepted because they make it easier or more efficient for society to function. In human society, some institutions are the family (which helps stabilize society, encourages reproduction, and assumes responsibility for the young) and the church (which provides moral direction and education, and charity).

Hivers have created a variety of institutions, each of which has helped shape society. Four important institutions are the nest, manipulation, the embassy, and topical clubs.

THE NEST

The basic institution of Hiver society is the nest; it is roughly equivalent to the family or the tribe in human society. The nest serves two purposes in Hiver society: it is a place for the education and care of the young, and it gives each Hiver an established place and purpose in the social structure.

All nests have a nest goal: a statement of purpose for the nest members. For some, the nest goal is an elaborate statement, while other nests may decide they exist simply to care for the young and support their members. There are even nests for those Hivers who want to be independent and alone.

The nest is headed by a leader—one individual who makes routine decisions and assignments, and who keeps the nest's records. Where the rare dispute over the leader's decision occurs, the nest as a whole reconsiders the decision and

affirms or changes it.

MANIPULATION

Manipulation is a uniquely Hiver phenomenon. It is an accepted activity which accords the successful manipulator respect and admiration from the population in general. It is a way for individuals to achieve a lasting sort of fame in their society.

Manipulation is rigidly defined by the Hivers to include four components: the deed, the manipulator, the consequences, and the claim of credit. Each component has been carefully refined and defined, and its requirements must be carefully met for it to be accepted.

The deed itself is the stimulus which sets the manipulation into motion. The deed must be premeditated, and it must be the minimum deed necessary. As such, the deed must be carefully recorded (originally in writing; currently, manipulators maintain elaborate explanatory video and graphic records) in order to support a later claim of credit. Premeditation of the deed also includes a prediction of the consequences and their effects. The finesse of the manipulator is judged by the degree and complexity of the deed; great finesse is assumed when the deed is small and innocuous, and lesser finesse is assumed if the deed is more direct or complex.

The manipulator is the person who performs the deed. A manipulator may be open and direct, or may work behind the scenes. In all cases, a true manipulation calls for the manipulator to be a single person, working alone and totally responsible for the act. If more than one person performs the deed, the act is not a true manipulation.

The consequences of the deed are the results of the initial act. There are obvious results of any deed, and evaluation of any manipulation ignores them; the unobvious effects are the true effects of manipulation. The manipulator must predict them correctly.

The claim of credit is the final step in a successful manipulation. The manipulator must reveal the manipulation and present its evidence of responsibility and its prediction of the consequences. Upon evaluation, the event is then acknowledged as a manipulation (or not) and proper records are made. Acknowledged manipulators are accorded a courtesy title of Manipulator (abbreviated M.) in respect for their deeds.

EMBASSIES

Embassies are a relatively new institution in Hiver society, coming into being only after spaceflight was achieved.

Embassies are actually a type of nest. The nest goal is to help maintain the uniformity of the Hiver genotype by carrying reproductive cells between worlds. Embassies also foster homogeneity of Hiver culture by sharing news of events, relationships, discoveries, and interests to the many worlds of the Federation.

Embassies are also involved in legal decisions. As disinterested parties, they are assumed to be able to make impartial decisions on questions brought before them; they serve as juries to decide disputes that have not been otherwise resolved.

TOPICAL CLUBS

All Hivers have some degree of curiosity. But just because an individual is curious does not mean that it is intelligent or even well-educated. The Hiver institution of topical clubs evolved as a response to the unending curiosity of Hivers and a common desire to know more about everything.

Topical clubs are formal organizations of Hivers with an

interest or curiosity about a specific subject. Typical subjects are the sciences (perhaps biology, electromagnetic radiation, mathematics, or gravity), social sciences (perhaps education of yearlings, government, or history)/ or self-improvement (perhaps leadership techniques, physical training, or sports). There are topical clubs established for almost any subject of interest to Hivers; most Hivers belong to at least one such club, and probably several.

Topical clubs are independent and self-governing. They each establish their own criteria for membership and may be open to all or only to invited individuals. They may join with other clubs to share information, or they may stand fully independent.

Topical clubs have several functions within Hiver society. They educate individuals. They conduct beneficial research which may not be funded or encouraged by the nest or the government. They provide a safe place for Hivers to indulge their curiosity. They help Hivers avoid duplicating research which has already been conducted. In general, topical clubs are an outlet for a major drive within Hiver society, and by providing that outlet, the clubs help stabilize Hiver society.

There are many topical clubs, and some of those achieve a continuing legitimacy and acceptance; they tend to become semi-official regulatory agencies. One of the most notable topical clubs is the Manipulations Club of Guaran.

The Manipulations Club of Guaran was originally organized on Guaran about 1,000 years before Hivers achieved spaceflight, and was dedicated to teaching individuals how to perform manipulations. At about the time spaceflight was achieved, the club changed its emphasis from teaching manipulation to studying manipulation. It currently maintains the official records of manipulations within Hiver society, and ranks them by effect and importance; scholars use these records to analyze trends within Hiver society. The Manipulations Club is also the accepted validating agency for manipulator status. A manipulation may be filed with the club (along with supporting documentation) and if accepted, the manipulation is recorded as such within the club's records. Such an acceptance and record accords official manipulator status to the responsible individual.

GOVERNMENT

The Hivers have only one culture and one language; the Hiver genotype (with individual variations similar in degree to differences between individual humans of the same race) is also constant. Other member races of the Federation are encouraged to follow cultural standards as close to the Hiver norms as is possible given differences in physiology. Internal harmony and cultural unity are the chief features of the Pan-Federation society that is embraced by all member races.

The government of the Federation originally had two purposes: creation and maintenance of embassies (in the Hiver sense), and development of new worlds. At a later time, it took upon itself the additional task of self defense of the Federation.

The Embassy Directorate: Hiver embassies are nests or groups of nests which travel between Hiver worlds; their mission is maintenance of a uniform Hiver genotype and culture. The central agency responsible for the establishment and support of these embassies is the Embassy Directorate.

The typical embassy is a Hiver nest which has been provided a ship by the Embassy Directorate and assigned a specific sequence of worlds to visit within the Federation. The embassy itself is fairly self-sufficient. The Directorate's

mission is to assure that all Hiver worlds are visited on a continuing basis, and that the embassies which are created are representative and efficiently run.

Without the Directorate's efforts, embassies would naturally gravitate toward attractive or fascinating worlds, leaving out the dull, the mundane, or the ordinary. Eventually, some parts of the Federation would become backwaters, disconnected from the mainstream of Hiver culture. Hivers believe that a divergence of Hiver cultures would be detrimental to all concerned.

When an embassy sets out, members of many different nests will shake hands with everyone nearby in a sort of farewell party; the embassy then boards its large ship bound for a distant world. Once they arrive, members of the embassy meet as many local inhabitants as possible, again shaking hands and exchanging news, art, gossip, scientific information, and political ties. After about a local year, they set out for their homeworld and another year-long round of parties, discussions, and handshaking.

Embassies also serve as juries in legal matters, and are accepted impartial forums for the resolution of local disputes; their unprejudiced views are eagerly sought out by locals. The local legal system is presided over by judges who are well-versed in Hiver custom and precedent. These judges can make decisions themselves and often do, but those decisions can be appealed and are not binding. The decision of an embassy serving as a jury, however, is accepted as binding.

There is a considerable body of Hiver common law and custom, and a judge is an individual who has spent years in study of the traditions of Hiver law.

Other member races participate in the embassies, although in a modified form (usually they are concerned only with cultural exchanges, and not with widespread reproduction or maintenance of the gene pool). All embassies make a contribution as a major cohesive force within the Federation, helping to bind the star-spanning society together.

ECONOMY

The Hiver economy has been described as "an economist's nightmare" and "capitalistic communism" by human writers.

It is very difficult for non-Federation members to understand, though it seems to work admirably for them. Basically, Hivers have a strong desire for material comforts, and, hence, the wealth that makes these possible. But they rely on a system of credit in which the individual has a positive or negative credit balance with its particular nest. When an individual changes nests, the new nest acquires the individual's credit balance, either paying to, or being paid by, the previous nest. In the interim, individuals can draw on the nest's accounts for virtually any amount, whether for simple necessities such as food and shelter, or for large material items.

Just how this credit system is regulated is a matter of some uncertainty to humans; it seems to be largely a combination of honor and ambition on the part of the individual Hiver nestmember which limits unrestrained tapping of resources. Because the Hiver knows he will probably be moving onto another nest, and he also wants to enjoy a certain degree of stability and comfort, Hivers seem to regulate their own desire to tap a nest's resources so as to end their service with a particular nest with a positive credit balance. They earn credit according to the quality and quantity of work performed, just as humans earn money.

Thus, a Hiver may require large amounts of expensive

equipment for a particular task or project, which the nest provides. At the end of the task, the Hiver returns the equipment, and the value of the returned items (less a “depreciation allowance” of 5%) is used to offset the amount originally charged to the Hiver’s account with the nest. The balance is made up out of the value of the individual’s labor. This system is vastly oversimplified in this description, but in essence conforms to these lines.

SCIENCES

Communications and electronics technology are the most important industries in interstellar commerce in the Hive Federation; Hiver industry and business excels in these fields. Major exports include artificial and computer languages, translators, computer circuitry and software, and electronic hardware of all types.

Hiver mathematical systems are much in demand for their power and elegance.

PSIONIC SKILLS

Hivers do not have psionic capabilities. They are unable to acquire psionic skills or talents, and cannot detect them in others.

Psionics affecting minds do not work directly on Hivers. Their minds cannot be read, for example, and psionic assault does not work against them. Hivers can be acted on physically by psionics; a Hiver could be pushed by telekinesis.

THE HIVE FEDERATION

The interstellar empire of the Hivers is technically a federation—a group of states, each internally independent, which have joined together into a union to which they have surrendered certain rights and responsibilities (concerning foreign affairs primarily). This federation is less centralized than a republic or an empire, but more united than a confederation or casual alliance.

The Hive Federation, although originally founded by the Hivers, and widely based on their cultural precepts, is, in fact, a true union of many diverse worlds and races. All member worlds are co-equal in status, in representation in the central government, and in access to the benefits of interstellar commerce and interaction.

The Hivers, however, do dominate the Hive Federation because of their numbers and their widespread presence. The Hivers initial expansion into space was into a region which was unsettled; they were the first in the area to discover jump drive, and they used it on a wide scale. A natural consequence was the widespread settlement of hospitable worlds in what came to be known as Hiver space. Naturally enough for an expanding race, some of the intelligences which the Hivers encountered were eliminated, deliberately or by happenstance. But many more survived because of a cultural imperative of the Hivers: manipulation, which in Hiver society is both an important art-form and a respected individual pursuit. Hivers are themselves culturally the product of many succeeding generations of manipulators. Those centuries of manipulation have made Hivers less susceptible to manipulation through increased education and awareness of the process (just as sophistication in literature or drama increases as a human culture grows older and more mature). Non-Hiver populations were soon perceived by Hivers as a target for manipulation: within certain well-defined parameters, apprentice manipulators could practice their art, and even relatively untalented Hivers could have the opportunity to manipulate

others for a brief time. Naturally enough, once a non-Hiver culture reached a certain level of achievement (usually industrialization and space-travel) and has become familiar with Hiver culture, they are less susceptible to manipulation and become less fertile grounds for the nonexperts.

All cultures within the Hive Federation are constantly being manipulated by experts in the field. In some ways, this manipulation is a form of government which achieves ends which cannot be arrived at normally.

The Hive Federation is a true union of worlds and races, with all members being co-equal in status and power. Because of this fact, any discussion of the Hivers must take into account not only that race, but also the Federation as a whole. Though Federation culture rises almost exclusively from the Hivers and their view of the universe, other member-races make their own contributions to the society of the Hive Federation.

MEMBER RACES

There are over 170 member races within the Federation dominated by the Hivers. These races, although extremely diverse in physiology, display fewer differences in culture and behavior than might be expected. Hiver-imposed cultural standards make the ways of life embraced by these various races somewhat more uniform than, say, the various races included within the Imperium.

Completely describing all the diverse races of the Federation would be impossible here. There are four Non-Hiver races which play a particularly important part in the affairs of the Federation: Za’tachk, Ithklur, Gurvin, and Human. These are described later in the chapter.

Hiver Character Generation

Hiver characters are created in the same manner as human characters. All Hiver characters begin the game much as their other human counterparts do: untrained and inexperienced; about 14 standard years of age. At this point, as untrained and inexperienced Hivers, they embark on a career in order to gain skills and experience.

HIVER CHARACTER CREATION

This section discusses general guidelines for building a Hiver character, as pertains to their unique culture. The guidelines are based on the HERO system’s character point design, rather than Traveller’s random die rolls. In some cases, random die rolls may be provided as an option.

Beginning: Start with the HERO system character sheet and apply the Hiver Racial Template.

Naming: Pick a Hiver-sounding name.

Gender: Hivers have no gender.

Titles: Hivers do not have titles of nobility as humans do.

Skills and Professions: There are no significant changes to skills and professions. Due to the Hiver natural curiosity, Intelligence skills and Background skills are more significant in their development.

Also due to the Hiver dislike of combat, a Hiver character should rarely ever have more than one combat level in personal combat (HTH, knives, rifles, etc.). This does not apply to long-range combat, such as gunnery and indirect weapons, where the Hiver never sees his victim face-to-face.

Mustering Out: Hivers receive mustering out benefits when they leave one of the space or military services. Choose

the character's current age in human years, subtract 14, and divide the total by 4 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (Nest Credit, 2 points, may only pick three times), Free Passage Ticket (1 High or 2 Medium), Perk: Money (Personal Credit, 2 points, may only pick once), One Hiver military personal weapon (e.g. Hiver Rifle), Starship (Hiver Explorer, may only select once).

CAREER PREFERENCES

Hiver space careers fall in the following general categories.

Navy: Members of the interstellar space navy which patrols the space between the stars. The navy has the responsibility for the protection of the frontiers and interstellar trade routes from foreign powers.

Explorers: Individuals who concern themselves with the discovery of new information; they are those most driven by the innate Hiver curiosity. Explorers may be physical explorers, or they may be inventors, scientists, or investigators.

Merchants: Individuals who conduct trade and commerce, either for themselves, or for their nests. Members of various commercial enterprises.

Story-Tellers: Hivers who have an ability at communication. They fill a multi-purpose role which includes entertainer and teacher in Hiver society.

Leaders: Individuals who have learned how to lead and direct others toward the accomplishment of basic goals. Leader responsibilities range from military leadership to business management.

Manipulators: Select individuals who attempt to alter the course of society and history by changing or redirecting events toward a goal of their own choosing. Manipulators are important figures in Hiver culture: respected and powerful, but constrained by certain basic cultural values. (Note: Only skilled players should attempt this profession.)

Other Hiver Federation Species

Za'tachk

The Za'tachk: One of the oldest races associated with the Hivers, the Za'tachk are descended from trisexual omnivore/gatherers. They are quadrapedal; like the Hivers, they can use their limbs equally well for movement or grasping. They are similar in size and weight to the Hivers. Even before being discovered by the Hivers, the Za'tachk were similar in many aspects of culture, being nonaggressive, pacifistic, and highly cooperative in all phases of society. Unlike the Hivers, they are also somewhat timid and lack the burning curiosity that typifies Hiver behavior.

The race has an obsession with order, loving all aspects of organization and development. They are frequently found in positions involving administration within the Federation, often encountered as starship pursers, accountants, planning officials, and so forth. Though members of other races serve in the same capacities as well, the Za'tachk are favored for such work when they are available, and naturally gravitate towards such positions.

Ithklur

The Ithklur: The Ithklur were formerly a highly aggressive race; they represent the first major success of Hiver psychohistorical techniques. Their society was modified over a period of nearly a thousand years to conform to the Hiver ideal. Descended from carnivore pouncers, the individual Ithklur averages 2 meters in height and 200 kilograms in mass. They are bipedal, with a short, heavy balancing tail and two arms tipped with blunt, thick fingers which still retain formidable claws. Their skin is tough and faintly scaled; their fairly humanlike faces run towards thick brow ridges, heavy jaws, and broad, flat features. They have two sexes, bearing live young equipped from birth to eat fresh meat.

Though Ithklur society has been reshaped by the Hivers, they retain a strong internal government (generally, rule by small councils of dominant individuals are favored) and police forces to provide a check on naturally combative tendencies. Within the Federation, the Ithklur are frequently found as members of the navy (and its ground auxiliaries in particular), or as security troops attached to development or scout nests. They are much more comfortable with concepts of combat than are the Hivers, though centuries of civilization has buried their more violent tendencies fairly deep.

The Ithklur prefer high-gravity worlds with dense atmosphere, but are found throughout the Federation.

Gurvin

The Gurvin: The Gurvin are another race which has long been associated in the Federation. Derived from hexapodal omnivore hunter stock, they are equipped with two legs, two arms, and a middle pair of limbs which can be used as either at need.

They are 1.75 meters in length from muzzle to tail. Their culture adapted fairly readily to Hiver standards; though the Gurvin exhibit aggressive behavior, their aggression has long been channeled into economic pursuits.

The Gurvin are interesting in that, of the two sexes, the females are roughly twice as intelligent as the males. Males, though sentient, are decidedly lacking in creativity or reasoning ability. Traditionally, Gurvin males have been hunters, relying primarily on instinct rather than intelligence; the females, handicapped by the problems of carrying, bearing, and raising young, were forced to develop intelligence for security. Civilization was but an extension of this. Gurvin worlds are generally governed by a matriarchal representative democracy. Gurvin males are rarely found away from Gurvin settlements. The females, however, range far and wide across the Federation. They are most frequently encountered as merchants and business executives, but are also common in the Federation Development Agency serving as explorers.

Gurvin are stereotypically money-oriented, and seem to have a cash fixation. They rarely do anything out of altruism, and are famous for demanding what price they will be paid for their efforts.

Most of the names of subsectors and planets applied to worlds in the Federation are derived from the Gurvin language, which, like the Hiver written language, is ideographic in nature and fairly easy to translate into Hiver language patterns. Most other names used in this book are human translations of Hiver or Gurvin ideograms.

Human

Humans: Several minor human races inhabit worlds along the spinward border of the Federation's current sphere of influence and count themselves as part of the Hive Federation. Differences between these races and any of the human races of the Imperium are minor, and can be accounted for by genetic drift. These human races have adopted Hiver customs and ways of thought (in so much as any human can do so), and are thoroughly unlike humans from outside the Federation in outlook.

K'kree

The K'kree are a starfaring culture almost as old as the oldest human starfarers - the Vilani. K'kree discovered the jump drive about one hundred years after the Vilani created the First Imperium, but they were slow to expand through their part of space for two reasons. First, K'kree are extremely conservative and slow to accept change, and second, because their own peculiar physical and psychological problems made spaceflight difficult. As a result, and in spite of the fact that the K'kree are one of the two oldest and most stable cultures known, the Two Thousand Worlds are less extensive than the human Third Imperium or even the young but energetic Aslan Hierate.

The Imperium and the Two Thousand worlds of the K'kree do not touch; the closest approach of the two is slightly more than 60 parsecs. Some interaction occurs in the normal course of governmental relations, or as each side intervenes in the affairs of lesser governments which lie between the two powers.

K'kree traders, diplomatic missions, and other groups can also be found throughout the reaches of explored space, in the Imperium (sometimes even as far as the Spinward Marches and beyond), the Solomani Confederation, and the Hive Federation. (Few K'kree would be encountered in Vargr or Aslan space, however, due to crucial incompatibilities of psychology and thought).

K'KREE IN THE IMPERIUM

No K'kree live under the rule of any government except that of the Two Thousand Worlds; though it might be possible to encounter a K'kree lost colony beyond the bounds of their empire - or anyone else's for that matter (the result of a colony ship's misjump, for example). K'kree will never be found owing allegiance to anyone but the Steppelord of the Two Thousand Worlds.

This does not mean, however, that K'kree are not encountered within the Imperium. K'kree are frequently found visiting Imperial worlds, and can be found on Imperial worlds from Regina to Terra. These K'kree, however, are found there in the service of their society, and are never subjects of the Imperium.

K'kree Biology

K'kree are descended from six-limbed herbivore grazers. An adult K'kree stands about 1.5 meters at the shoulder and between 2.0 and 2.4 meters tall when standing erect. Weight averages 550 kilograms. They are bilaterally symmetrical, hexapedal, and homeothermic. They bear some resemblance to the centaurs of ancient Terran myth, a trait noted by the earliest explorers who encountered them.

The arrangement of the manipulative organ (or hand) on the front limb is one of their most interesting features. A complex arrangement of solid bone, ligaments, and cartilaginous tubes permits the fingers of the K'kree hand to telescope up out of the way when the hand is used as a weapon. Fully extended, the fingers are mutually opposable to each other and to the "thumb," which is in reality a solid, bony extension of the ulna. A K'kree hand is very flexible but somewhat weaker in grasping power than a human hand.

K'kree are covered with short gray or (rarely) black fur with a dense black mane covering the head, neck, and upper

back of both sexes. A large fatty hump along the back protects the spine at the crucial juncture between upper and lower torsos. The circulatory system has two hearts, but is otherwise similar to that of Terran mammals. Unlike Terran mammals, however, the young are fed partially-digested regurgitated food instead of milk. Males average 15 to 20% larger than females (by mass).

Their eyesight is equal to that of humans in most respects. The K'kree cannot see as far into the red portion of the spectrum as humans but are capable of picking up more ultra-violet. They are able to see colors in rocks and plants which humans cannot, and find variation and beauty in materials which humans see as monochromatic. Their hearing is very acute.

Smell is the sharpest of the K'kree senses. Their works of art concentrate upon olfactory rather than visual or auditory elements (although these are often present). Perfumery is as valid an art for them as sculpture and music are to humans. K'kree differentiate other beings by scent more than by sight or sound, and can detect the approach of enemies at a considerable distance. A K'kree with experience in dealing with humans (and/or other races) can detect certain basic emotions (fear, sexual desire, anger, etc.) from the scent given off by the being in question. Due to their sensitive noses they are uncomfortable on worlds with tainted atmospheres, even with filter masks, but this does not prevent them from operating on such worlds.

K'kree Template

Abilities

Cost	Ability
10	+10 STR
12	+4 DEX
10	+5 CON
10	+5 BODY
3	+3 PRE
7	<i>Kick:</i> Hand-To-Hand Attack +2d6 (10 Active Points); Hand-To-Hand Attack (-½)
6	<i>Long Legs:</i> Running +3" (9" total)
3	<i>Heightened Senses:</i> +1 PER with all Sense Groups

Total Cost of Template Abilities: 61

Disadvantages

-5	<i>Physical Limitation:</i> Large, 4m, -2 DCV, +2 to PER Rolls to be seen (Infrequently, Slightly Impairing)
-5	<i>Physical Limitation:</i> Unusual Form; makes some tasks difficult (Infrequently, Slightly Impairing)
-15	<i>Psychological Limitation:</i> Gregarious, must stay in groups (Common, Strong)
-15	<i>Psychological Limitation:</i> Claustrophobic (Common, Strong)

Total Cost of Template Disadvantages: -40

Options

5	<i>Sensitive Nose:</i> Tracking with Normal Smell
5	<i>Smell Emotions:</i> Detect Emotions (Smell/Taste Group)

K'kree Homeworld

The K'kree homeworld is Kirur/Thirty (0505 B-863A03-F).

K'kree Society and Culture

SOCIETY

K'kree society divides the population into castes. The system is a remnant of ancient times which no longer fits K'kree culture perfectly, but the K'kree stick with it because it is traditional. There are hundreds of castes, but the distinctions between them are too faint for most non-K'kree to understand. For simplicity, castes can be divided into three general groupings - noble, well-born, and servant - each with shadings of rank and caste within the general group. It is possible for a family to rise in caste, but it is rare for a family to actually move from one caste grouping to another.

The lowest caste, the servants, has come to include farmers, factory workers, unskilled laborers, and technical workers, as well as servants for all castes. Members of the servant caste shave their manes completely as a token of submission.

The next highest caste, the well-born (sometimes called the merchant caste), includes most skilled workers, scientists, engineers, and technicians, scribes, and lower-level government administrators, as well as merchants and businessmen. Well-born shave only the top of the skull as a mark of submission.

Nobles, the highest caste, are the government officials, the highest military officers, diplomats, and heads of trade and manufacturing concerns. Nobles are allowed to wear the full mane as a mark of distinction, and are usually garbed in a much more ornate fashion than the lower castes.

Female K'kree are casteless, taking on the caste of their father or husband. Females have no position in government or society other than the rearing of young. The female mane is shaved in the same manner as the caste of the husband or father, and braided in a fashion that varies from caste to caste. Families are the smallest social unit, consisting of a patriarch or family leader, his wife or wives (K'kree are polygamous, with the male supporting as many females as his position and power allow), their sons (either those too young for service as Warriors - see The Military, below - or those who have not yet set up separate families), unmarried daughters, any technicians, scribes, or other assistants the leader may require to fulfill his family's position in society, servants, and warriors. The word "family" does not mean the same thing for K'kree as it does for humans, since a K'kree family is not a set of parents

and children; indeed, most of the "family" will not be related. A patriarch's assistants, warriors, and servants are just as much members of the family as the patriarch's wives and children, and are trusted accordingly. It is possible for individuals in a family to have families of their own, which can consist of further families, and so on.

A family will fulfill a specific function in society, and this function will usually change only with great deliberation over many generations. Families and groups of families are bound to this role and no other. Freedom of choice exists in choosing the family to which the individual K'kree belongs (a talented technician will be permitted to join a family engaged in technical work, for instance), but once that choice is made, further options are very limited.

K'kree are extremely conservative in all aspects of their culture. Ceremonial military units (such as bodyguards) are armed with equipment which K'kree military technology outdated centuries ago, and (aside from modifications made necessary by the discovery of spaceflight) K'kree government has not changed significantly in centuries.

This conservatism, and the rigid caste structure, have rendered the K'kree virtually incapable of individuality. Service to those of superior caste is almost automatic, balanced by the intense feelings of responsibility which bind patriarchs to their families and leaders to their followers. The good of the family, the herd, and, by extension, the race, outweighs personal considerations. K'kree are of course thoroughly adapted to this way of life, and have no difficulty accepting their lot in life. The ambition and drive for individual achievement so characteristic of humans is conspicuously absent from the K'kree character, though it is replaced by an equally strong drive to do the best possible job to help others of the herd (or the race). Thus K'kree do not expect or receive rewards, recognition, or other distinctions; they do their given job to the best of their ability, for as long as that job needs to be done.

Social interaction among K'kree is smooth and uncomplicated, since each individual knows his place and function, and automatically defers to those of superior rank. Thus, the K'kree have no such formal or ritual procedures for moving in society as are found, for instance, among the Aslan, who are proud, individualistic, combative, and require complex social formulae to avoid constant confrontation with one another over matters of honor.

GOVERNMENT

The basis of K'kree government is rooted in the traditional structure of the herd. The herd is the basic unit of government, consisting of hundreds of families and thousands of individuals of all sexes, castes, and ages. Herds are led by Krurruna (literally, bosses) under a single Ghik'keerlk (steppe-lord). In recent times, most herds have been assigned specific geographic areas (several may be part of a city, or a single herd may range over millions of hectares of farmland). A number of herds are governed by a single Ghir'ghik'keerlk ("Lord of Steppelords"), usually, the ruler of an entire planet. An "Overlord of Lords," or Ghir'k'reek, may oversee the government of a number of planets (the equivalent of an Imperial subsector governor). The K'kree race as a whole is ruled by a "Steppe-lord of the Two Thousand Worlds" (Ghik'keerlk'ak T't'tkahk Xeng Kirr Tkexirr).

Government on all levels is nothing more than an extension of the original principles that rule individual herds far back in K'kree prehistory. Each individual and family has a

LIBRARY DATA

The Two Thousand Worlds: The Two Thousand Worlds is the most common name given in the Imperium for the region of space ruled by the K'kree. It is a comparatively tightly-knit empire, with the rulers of the individual worlds answerable to the "Steppelord of the Two Thousand Worlds" on Kirur, the capital and homeworld of the K'Kree.

The Hive Federation: Human term for the loose interstellar community dominated by the Hivers, an intelligent major race descended from omnivore gatherer/scavenger stock. The Hivers and the K'kree are old enemies, though there have been no active hostilities for over three thousand years.

place in the structure and function of the herd. The Krurruna oversee individual aspects of the herd's needs and responsibilities; similarly, the Krurruna obey the dictates of the Ghik'keerlk, and so forth up the ladder. K'kree government is one of the most smoothly functioning governments known, with a maximum of obedience by the citizenry and a maximum of responsibility on the part of those in control. Humans would, of course, find it intolerable, due to the rigid nature of the caste structure and the absolute authority of the ruling classes, but it is a system which works, and works well, for the less individualistic K'kree.

K'kree government is not without its limitations. In a society so dependent upon decisions from above, interstellar distances become major obstacles to progress. Although nobles at various levels can and do display some initiative if necessary, the general impact of increasing distances and the attendant time lags have served to make even more apparent the streak of conservatism and caution which has always been a K'kree trait.

Justice: Crime has never been a serious problem among the K'kree. Most crime is by definition an anti-social act, and the K'kree simply do not have the concept of anti-social behavior - that would be a contradiction in terms. What remains are the actions of the dangerously insane, occasional crimes of passion, and misunderstandings.

Insanity is usually dealt with by exile or, in extreme cases, mercy killings. Exile places the individual on a reserve planet set aside for such individuals, sometimes interdicted to offworld traffic, sometimes open. Where the individual is truly dangerous to others, death is the usual sentence.

Crimes of passion do occur. When such crimes are committed, the criminal is generally forced to make restitution. If, for example, one K'kree killed another in a moment of anger (a fairly rare occurrence), the killer would become responsible for the support of the dead K'kree's wives and children. This may even extend (depending on circumstances) to other members of the family as well. Repeat offenders may be judged insane. Generally, K'kree justice is merciful; they dislike needless death penalties, and regard any form of imprisonment or exile as "cruel and unusual" punishment.

Misunderstandings, like all other criminal matters, are judged by the Krurruna or their representatives. Their decisions are final, and, in the tradition of total obedience to authority, accepted by the parties involved. Within their own society, the K'kree are a highly moral and ethical people, and corruption, bribery, fraud, and similar crimes are quite unknown to them.

Towards non-K'kree, however, they are less charitable, for the K'kree are highly chauvinistic. Non-K'kree are considered inferiors, and treated (usually) as servants or worse, and rarely receive the benefit of the doubt in disputes or misunderstandings. K'kree merchants, no matter how ethical, are not above bribery, fraud, or other forms of cheating in their dealings with non-K'kree. Most subject races in the Two Thousand Worlds have learned to be very careful in their dealings with their overlords.

THE MILITARY

Military service is required of all male K'kree for at least one term (about 7.25 Imperial years, or 6 K'kree years). Warriors provide the K'kree with soldiers, police, firefighters, and bodyguards for diplomatic and mercantile expeditions or the retinues of important patriarchs. Upon coming of age (the 20th birthday), every male K'kree enters the military. Their

caste determines the rank at which they will serve.

Nobles enter the military as general officer trainees, serving as aides and staff officers to veteran noble general officers. Well-born are junior officers, or, in the case of low-caste well-born, noncoms and warrant officers. Servants are the rank and file, and can generally rise no higher than noncom status.

Upon completion of one term of service, most warriors return to their original caste and position. They may, however, choose to remain in the service. Veterans rise to higher positions, and may in fact remain in the military for their entire career.

Warriors are the only K'kree permitted to bear weapons of any kind, and are further distinguished by their peculiar flared and horned helmets. While serving as warriors, K'kree may be assigned to anything from a ground combat unit to duty as part of a noble's bodyguard. As with most aspects of K'kree society, a warrior's place is carefully established and rarely changed. Advancement is slow or non-existent, and bound rigidly by caste.

K'kree mercenary units do not exist, at least as humans use the term. The government will sometimes allow military units to be used by non-K'kree, but this is done only to fulfill some larger purpose of the government or as a source of additional revenue. The units do not seek tickets on their own.

The organization of K'kree military units differs radically from those used by the Imperium. Basic unit organization works around larger formations that humans are accustomed to: combat troops are generally organized in "platoons" (Ring'r) of about 50 K'kree.

Smaller formations are rarely adopted except on a strictly ad hoc basis. Vehicle crews are, of course, smaller, but then the Cavalry branch of the K'kree military breaks many standards. The cavalry service is regarded with a mixture of scorn and awe; vehicle crewmen are generally thought of as lunatics and permitted eccentricities of all sorts that would be grounds for censure in any other arm of the service. The same is true of fighter pilots in the Navy; both breeds are extremely rare, and therefore valued even though their mental stability is considered suspect by most.

In general, the K'kree warrior is an effective fighter and a dangerous opponent, lending support to the concept that a warrior herbivore can be far more dangerous than any carnivore, since the herbivore lacks many of the behavioral compunctions and restraints that may guide his carnivore (or omnivore) counterpart.

PSYCHOLOGY

K'kree psychology is dominated by their descent from plains-dwelling herbivores. Several crucial psychological factors stem from these origins which have a strong influence on K'kree behavior and thought.

First, K'kree are gregarious (extremely so) as befits the descendants of herd animals. They are rarely (if ever) found alone, and will quickly sicken and die if removed from other K'kree for any length of time (though the time can be extended somewhat through the use of strong scents of other K'kree, which can comfort the solitary K'kree for some time. A lone K'kree is either deathly ill, and has been exiled by the herd to die, or is dangerously insane.

Receiving a trade or diplomatic delegation from the K'kree means entertaining the entire family (one or more wives, servants, scribes, assistants, bodyguards, etc.) of the merchant or ambassador. The K'kree word for "my" refers to

a possession of an individual's herd or family, not to that of an individual, and the word "K'kree" itself is plural, with the particle //--/added in the rare instance when an individual K'kree is being referred to (i.e., "K'kreer!"). Privacy and individuality are exotic and little-understood concepts for the K'kree.

A second crucial psychological element of the K'kree is a pronounced tendency towards claustrophobia. They cannot stand to be enclosed. K'kree cities are clumps of low, broad, transparent domes, the buildings inside never more than one story in height and open to the sky. Partitions inside buildings are achieved with curtains or tapestries. Through training, discipline, and some psychological subterfuge (such as holographic images and clever use of olfactory stimulus) some individuals (AFV crews, starship pilots, and so on) are able to overcome this phobia.

Finally, the K'kree are vegetarians and (understandably) have an instinctive hatred of meat-eating creatures. The K'kree are very uneasy anywhere their sensitive noses detect the smell of cooking meat, anyplace where meat has been cooked recently, or in the presence of anyone who has eaten meat within the last two or three days. (They smell it on the body secretions and breath.) Indeed, the smell of dead or dying animals causes considerable discomfort, both because of the sensitive nature of K'kree olfactory equipment, and because of the unpleasant associations such smells raise in the K'kree ancestral memory.

K'kree Character Generation

The creation of characters differs considerably when the characters in question are K'kree. Where most Traveller races focus on the individual player character, individuality is not so highly prized in the Two Thousand Worlds, and the chances of encountering a mere handful of K'kree in the course of an adventure is vanishingly small.

Because of the gregariousness of the race, the K'kree have special character generation rules to more closely simulate their natures. In effect, each player will be the patriarch of a K'kree family, and the members of his clan – bodyguards, wives, children, and servants – are followers. A group of K'kree players together represent a gathering of K'kree which may number 50 or more individuals.

A player is playing the patriarch of a group of beings when he or she sets out to play K'kree. It is important to remember that K'kree, though bound by caste and bound to service of those above them, are still individuals. A player who treats the Patriarch as an independent entity and all other family members as cannon fodder to be sacrificed freely is not correctly grasping the proper play of K'kree characters.

The K'kree patriarch has a responsibility to his family, a responsibility of extreme importance. Thus, although the patriarch may be possessed of "nine lives" in his ability to send out bodyguards and servants to do his bidding, he will keenly feel each loss that his family suffers, particularly through his own mismanagement.

K'KREE CHARACTER GENERATION

This section discusses general guidelines for building a K'kree patriarch and his family, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO systems character sheet

and apply the K'kree Racial Template.

Naming: Pick a K'kree-sounding name.

Gender: The patriarch of the family is always male.

Title: K'kree of noble families may have a title.

Skills and Professions: There are no significant changes to skills and professions. Due to the K'kree aversion to isolation, some professions may be unavailable or altered.

Mustering Out: K'kree who muster out receive certain benefits. Choose the character's current age in human years, subtract 18, and divide that total by 7 for the number of terms of service the character has served. For each full term of service, the character earns one pick from the following list: Perk: Money (3 points, may only pick once), Weapon (choice gives one weapon to each male in family), Starship (x, may only pick once), Tools (choice gives characters and each servant an appropriate toolkit)

Money: The cash value received is money held collectively; "my" money, to a K'kree, is the money which belongs to the family as a whole.

Weapons: Weapons benefits grant one weapon of the indicated type to each warrior/bodyguard in the family. Additional weapons benefits, when earned, result in the award of an additional weapon.

Starships: K'kree Merchant, K'kree Transport and K'kree Courier ships may be granted as benefits. Possession denotes outright ownership of the vessel, which is necessary to the role the family fills in K'kree society. A Courier would, for instance, be used by government nobles engaged in diplomatic missions, while the use of the merchant is self-explanatory. Both types of ships must have fuel, maintenance, and other costs paid by the owning family, though the government frequently subsidizes nobles using Couriers.

Tools: The receipt of tools by a well-born Technician grants the Technician and each Servant Worker in his family a tool kit or other piece of equipment appropriate to his skills and functions. For example, a Technician with medical skill might receive a Medical kit for himself and each Servant Worker. Available tools include: Mechanical Tool Kit, Electronics Tool Kit, Carpentry Tool Kit, Metalwork Tool Kit, Medical Kit, Hand Computer, Metal Detector, Radiation Counter, Chain Saw, or almost any item which seems appropriate to the referee to bestow. Additional benefits provide additional tools of a different type (in keeping with available skills).

FAMILY GENERATION

Because of the rigid nature of K'kree society, the referee should already have in mind the type of adventures to be run if a particular group of K'kree player-families is to be created. "Adventuring" K'kree will generally be involved in government, trade, scientific research, or military affairs. The families generated should be appropriate to the area selected.

Family Composition: Each K'kree family will contain a patriarch (who may be either noble or well-born), his wife or wives, plus servants and bodyguards, and children of varying ages.

A career for the family is determined through selection by a player; the commonly available types are military, government, trade, and scientific.

The patriarch is considered the "base character" and is required to spend a minimum of 35 points on *Followers: Members of Clan* (8 individuals, 100 Base Points with 50 points in *Disadvantages*). This assumes the smallest typical clan — 2 wives, 2 bodyguards, 2 servants, and 2 children. This assumes high-born rather than noble. A noble patriarch is likely

to have 32 individuals as followers, with a cost of 45 points which assumes 3 wives, 3 bodyguards, 3 servants, 3 children, 2 wives for each bodyguard, 2 wives for each servant, 2 children for each bodyguard, and 2 other positions.

Once the overall numbers of the family and the nature of their role in society (diplomatic, mercantile, etc.) are known, character creation begins.

Naming: Pick a K'kree-sounding name for the family name and then assign names to servants, bodyguards, and females (and any children).

Titles: The K'kree encountered on an adventuring level are not likely to be government figures (bosses or steppelords). Such individuals have too many responsibilities to be found in an adventuring situation.

Females: Females in K'kree society play no part save that of rearing the young. Female characters receive few skills.

CAREERS AND GROUP COMPOSITION

The various types of adventuring group which may be encountered will be composed of varying types of individuals, as outlined below. Use this information as a guideline when selecting the specific backgrounds of characters within the group.

Government Parties: Always headed by a noble patriarch with a government background (and his family). May include lesser nobles of either government or administrative careers, and well-born of either career, and their families.

Scientific or Technical Parties: Headed by a noble patriarch with an administrative background (and his family) if the mission is important enough to warrant it. This may be decided by the referee, or established on a roll of 9+ randomly. Otherwise headed by a well-born of technical background. However, party composition may vary with specific missions; military characters might be involved in a study of weapons or tactics, mercantile characters in commerce or industry, and so forth. Much will depend upon the specific orientation of the K'kree group.

Mercantile Parties: Headed by a noble of administrative background only when the mission is extremely important. Roll 11+ if random determination of this fact is to be used. Otherwise, headed by well-born engaged in commerce, but may include other characters or either commercial or technical backgrounds (and their families, of course).

Military Parties: Military parties consist only of characters in military service, and do not include females or children.

The Role of Servants: Servants in diplomatic, technical, and mercantile parties may be either laborers or skilled workers. Laborers are, in general, personal servants, and perform a variety of unskilled jobs. Workers are trained to do various types of technical work. Both are found in any party, but, generally, families of a merchant/technical patriarch will include a higher proportion of skilled workers than other parties. All families should have at least one servant laborer; further composition of servant help is up to the needs of the family.

Girug'kagh

Within the bounds of the Two Thousand Worlds, there are a number of races subject to the K'kree. Such races are collectively known as "kr'rrir" - literally "Subjects" - and have been forced to adapt their cultures to conform to standards imposed by their K'kree overlords. One such race is commonly known as the Girug'kagh, the name applied to them by

the K'kree..

For more detailed information on this race, see *Journal of the Travellers Aid Society* #21.

Girug'kagh Biology

The Girug'kagh originally called themselves the Savezitaishoh. They are roughly humanoid - upright bipeds, homeothermic, standing 1.5 meters tall and generally hairless, with a faint scaling always visible. Scales are dyed in various colors to indicate rank and status through patterns of different sorts, a point of great pride to the Savezitaishoh people and one of their few links with the past.

The hands have long, delicate fingers; the seven digits include three grasping fingers that are mutually opposable to all the other digits, and four shorter, stubbier, thumb-like members. Physically, the race is undistinguished; mentally they seem subservient, easily cowed, and almost totally without spirit. Some have gone so far as to describe them as a slave race.

Girug'kagh Template

Abilities

Cost Ability

-3 Weaker: -3 STR

15 Graceful: +5 DEX

Total Cost of Template Abilities: 12

Disadvantages

-20 *Psychological Limitation:* Completely Subservient To The K'kree (Common, Total)

-15 *Psychological Limitation:* Arrogant/Superior To Non-K'kree (Common, Strong)

Total Cost of Template Disadvantages: -35

Girug'kagh Homeworld

The Girug'kagh are native to a world they knew as Saviztah, but which the K'kree now call Kagh'kir (Kirarurrlka 0809 6889(5)(4)-D).

Girug'kagh Society and Culture

HISTORY

The Girug'kagh are descended from omnivore gatherer stock which lived in the coastal plains of their homeworld. They developed intelligence in the face of changing climate and an increased competition for food collected from shoreline tidal pools and the nests of burrowing animals which dwelt along the coastal cliffs. Cooperation proved essential in the face of threats from several species of amphibian or shore dwelling carnivores, and the combination of intelligence and group cooperation led eventually to the rise of civilization. The race had attained a tech level of 2 when the K'kree first came across them.

They were only the third non-K'kree race to be contacted by the militant vegetarians of Kirur. The K'kree interdicted the world for quite some time, while a debate over the fate of the newly discovered primitives was held. It was eventually decided that there was some hope that the Girug'kagh, who foraged for such food as they could find and had already developed a flourishing agricultural base, might not need to be destroyed as meat-eaters, and the K'kree offered them the option of adopting new ways or facing certain destruction at the

hand of their technological superiors.

To the primitive Girug'kagh of that time, the K'kree were little short of gods. It is doubtful that they understood what was being asked of them at the time, but K'kree dictates on diet, conduct and other modifications in culture were accepted as teachings from heaven, and widely embraced (a similar development can be seen in "cargo" cults of Melanesia, on Terra). Those who failed to adapt to the new ways gradually died away in the course of several generations of planetary development under the guidance of K'kree governors.

The Girug'kagh were eventually deemed ready to enter the mainstream of society in the Two Thousand Worlds, and were granted full subject status nearly four thousand years ago. Subject status conferred a limited autonomy - self-rule, the right to travel to other worlds and be visited by K'kree ships and/or those of other subject races, and so forth. By this time, the race had evolved a culture which was highly artificial, forced upon it from above rather than naturally developed from within. A certain degree of cultural shock had left the Girug'kagh unable to realize their original potential as a civilized people.

SOCIETY

There are few remnants now of the pre-K'kree ways of the Girug'kagh. Their language is all but dead (though there has been, over the past century or so, a definite effort to revive the old tongue and keep it - and the native literature and poetry it was used for - from passing away forever). Most social customs have arisen out of the K'kree dominance. Vegetarianism, of course, is the most essential part of life.

The Girug'kagh have been instilled with an absolute conviction that they are second-class citizens, utterly inferior in all things to their K'kree overlords. A Human missionary from the Imperium attempted once to persuade these people to strike off their chains and realize that they were as good as anyone else, and was not only unsuccessful but deported for his efforts; the Girug'kagh simply could not accept the idea that they were not naturally intended as servants to the K'kree. Though they no longer regard their masters as gods, there is still an intense feeling of awe and reverence characterizing all of their attitudes towards the K'kree.

Equally, the Girug'kagh feel a superiority over other non-K'kree races. They were the first race to attain full subject status, and consider themselves to be a sort of next step down in an interracial caste structure. The K'kree nobles, merchants, and servants come first, then the Girug'kagh, and then the rest of the universe. Many of the race's institutions are colored by this opinion, and the most honorable career to undertake is that of underservant to a K'kree group.

The Girug'kagh are often found as translators and intermediaries among the K'kree, particularly those K'kree who must deal outside the Two Thousand Worlds. Less easily offended by the smell of meat-eating outsiders, and more capable of racial tolerance and enclosed spaces than their masters, they frequently are very useful at conducting negotiations and other functions requiring close contact between K'kree and outsiders.

GOVERNMENT AND MILITARY

The Girug'kagh government is a curious amalgamation of pre-contact structure and K'kree-imposed concepts. It is a loose caste system, in which a hereditary nobility (originally a "priesthood" selected to deal with the K'kree because they were the first who were willing to embrace vegetarianism and

obey the K'kree in all things) rules, and various other functions and services are dominated by a guild structure which, though not completely dependent upon birth, does tend to limit social mobility. The only exception to the generally stagnant guild structure is the ability of anyone to volunteer for training to serve the K'kree as translators-cum-servants.

There is no true military. The K'kree provide defense from space, and the closest thing to a military is the Proctor's Guild, which is more a police force than anything else.

Only translators and diplomatic types are typically found off-planet.

Career Preferences

Those Girug'kagh traveling off-world are in the service of a K'kree family, and will be in a servant role, whether as diplomat or translator for a government or mercantile family, or as a technician for a scientific family.

Playing Girug'kagh: Girug'kagh display a peculiar mixture of subservience and arrogance: subservience to their overlords, but a haughty disdain for those below their station. They might be considered as equivalent to a highly proper English butler, a "gentleman's gentleman" ... managing to convey an air of contempt while behaving with complete propriety.

Girug'kagh Character Generation

Girug'kagh characters are created in much the same manner as humans.

All Girug'kagh characters begin the game much as their human counterparts do: untrained, inexperienced, and about 18 years of age. At this point, as untrained and inexperienced Girug'kagh, they embark upon a career in order to gain skills and experience.

GIRUG'KAGH CHARACTER CREATION

This section discusses general guidelines for building a Girug'kagh character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO system character sheet and apply the Girug'kagh Racial Template.

Naming: Pick a Girug'kagh-sounding name.

Gender: Girug'kagh may be either male or female. Males and females occur in approximately equal numbers, and both genders participate actively in society.

A player may select the gender of a character, or may depend on chance. Throw 1D: 3- indicates a male Girug'kagh; 4+ indicates a female Girug'kagh.

Titles: Girug'kagh characters do not receive titles of nobility. They are a slave race.

Skills and Professions: There are no significant changes to skills and professions. Due to the Girug'kagh psychology and role, Interaction skills (such as Persuasion and Oratory) and Background skills (Languages, Knowledge skills and Science skills) should be significant in creating the Girug'kagh character.

Mustering Out: Girug'kagh receive no mustering out benefits. As servant of K'kree clan, they receive cash and benefits as needed.

Vargr

The Vargr are a race of intelligent beings, generally classed as a Major Race. For many years the Vargr were a puzzle to Imperial xenologists. Their biochemistry and genetic make-up is almost identical with a number of terrestrial animals, but differs radically from most flora and fauna indigenous to Lair, the purported Vargr homeworld. Researchers during the early years of the Third Imperium concluded them to be the result of genetic manipulation of a transplanted species, undoubtedly of Terran origin, and most closely related to Terran canines. A tremendous body of data indicates that the race known as the Ancients were probably responsible. This background makes the Vargr unique among the major races, and indeed among the majority of sophont races of all kinds, in that they are not the product of natural selection, but rather represent, seemingly, an “experiment” in artificial history for purposes unknown to contemporary science.

For more extensive information, see *Traveller® Alien Module 3: Vargr* from Far Future Enterprises (<http://www.farfutur.net/>)

Vargr Biology

Physically, contemporary Vargr are not very impressive. The typical Vargr is about 1.6 meters in height and weighs approximately 60 kilograms. They are upright bipedal carnivores, rear limbs digitigrade, and still bear a considerable resemblance to their ancestral canine stock externally, though internally there are many important differences.

Vargr hands are very similar in size and appearance to human hands, though with significant internal dissimilarities. They have approximately the same physical parameters as humans, and are able to use the same equipment without modification or additional restriction. The hands tend to be somewhat more slender and dexterous than human hands (on the average; there is still considerable variation among individual Vargr). Their fingers retain sharp pointed, non-retractable nails which can function as claws in some close combat situations.

The Vargr retain many of the characteristics of their canine ancestors, far more so than humans and their supposed primate forefathers. They are covered with a short fur, generally brown, black, or rust colored, though frequently combining shadings of these and other colors. Their tails are fairly long and generally end in a flaring brush. The muzzle is much shorter and less pronounced than in Terran canines, but still is quite evident.

On the average, Vargr reactions are somewhat faster than those of the typical human, but there are still wide variations between individuals. Vargr eyesight is much sharper than human sight, but responds somewhat differently to colors; by human standards, Vargr color patterns frequently seem extremely unusual, sometimes rather muddy, at other times garish and clashing. Hearing is excellent, but again slightly out of phase with human standards. Sounds which are generally too high-pitched for human ears can be detected, but the lower ranges are often inaudible or only vaguely sensed, rather than heard. The Vargr also possess keen noses, as befits their ancestry, but their sense of smell cannot in any respect be considered the equal of the K'kree, the acknowledged masters of olfactory stimuli.

Vargr Template

Abilities

Cost	Ability
-2	<i>Vargr Strength</i> : -2 STR
6	<i>Vargr Agility</i> : +2 DEX
3	<i>Vargr Senses</i> : +1 PER with all Sense Groups
6	<i>Vargr Nose</i> : +3 PER with Smell/Taste Group
10	<i>Vargr Nose</i> : Tracking with Smell/Taste Group
4	<i>Vargr Claws</i> : Killing Attack - Hand-To-Hand 1 point ($\frac{1}{2}$ d6 w/STR) (5 Active Points); Reduced Penetration (- $\frac{1}{4}$)
6	<i>Vargr Ears</i> : +3 PER with Hearing Group
3	<i>Vargr Ears</i> : Ultrasonic Perception (Hearing Group)
6	<i>Vargr Legs</i> : Running +3” (9” total)
Total Cost of Template Abilities: 42	

Disadvantages

-5	<i>Physical Limitation</i> : Night Blindness (x2 Effect from Night Modifiers) (Infrequently, Slightly Impairing)
-10	<i>Vulnerability</i> : 1 $\frac{1}{2}$ x Effect from Interaction Skills and PRE Attacks -- Easily Swayed (Common)
-10	<i>Psychological Limitation</i> : Pack Mentality (Common, Moderate)
Total Cost of Template Disadvantages: -25	

Vargr Homeworld

Occasionally, someone forgets that the true homeworld of the Vargr is Terra. Attention instead focuses on Lair, the world where the Ancients deposited their genetically altered experiments about 300,000 years ago.

Stellar Data: Lair orbits Kneng, a solitary star. Kneng is a G5 V star dimmer and smaller than Sol. Luminosity is 0.67. Effective temperature is 5,500° K. Radius is 0.91 of Sol. Mass is 0.94 of Sol.

World Orbital Data: Lair orbits Kneng at 1 AU with a period of 376.72 days. It rotates on its axis once every 26 hours. (Lair, 0802, A8859B9-F G, G)

World Physical Data: Lair is 12,740 kilometers in diameter and has a dense atmosphere. Half of the world's surface is ocean, dividing the land into five major continents. Approximately 10% of the world surface is icecap.

Lair has no orbital eccentricity, but its axial tilt equals that of Terra: 23.50 (there is some evidence that this tilt was induced approximately 300,000 years ago). Average temperature for the world is 16° C.

Lair has three natural satellites. The largest, orbiting at 150,000 km, is tidally locked to Lair; the others orbit at 2,000 km and 9,000 km respectively. All have been used for space stations and stepping-off points in space exploration.

World Social Data: Lair has a population 2.3 billion. Humans classify the local government as a non-charismatic leadership (a term at which the current leader would take offense). Law level is relatively high and reflects the relative instability of the current government. Local technology is equivalent to that of the Imperium.

VARGR EXTENTS AND NEIGHBORS

The Vargr Extents: The Vargr Extents are those regions of

space settled by and under the control of various Vargr governments and factions. As a rule, Vargr governments fragment rapidly, and nothing like a unified government has ever been established over the Extents. Even many Vargr worlds are still highly balkanized as a result.

The Imperium: The Third Imperium, established over eleven hundred years ago, is a human-dominated interstellar empire which represents the norm around which all Traveller rules have been built. It is the third in a line of major interstellar human empires.

The Zhodani Consulate: A region to spinward of the Imperium and the Vargr Extents, dominated by the Zhodani, a human major race similar in most respects to other human races. Their primary difference is in their attitude towards psionics, which makes up the major base of their government and society.

The Gvurrdon Sector: The Gvurrdon sector is located immediately to coreward of the Spinward Marches of the Imperium, and also contains a portion of the frontier between the Vargr Extents and the Zhodani Consulate. As a result, Vargr states in this region continually interact with adjoining human societies and are frequently aligned with one or the other of them.

Vargr Society and Culture

HISTORY

There is little in the way of accurately established history known on the development of the Vargr from the time of their original transplantation to the point when they first began to make their presence known to other spacefaring cultures. As with so many elements of Vargr society and background, the truth is frequently obscured in a welter of contradictory claims and historical interpretations among Vargr writers; few human scholars have ever been able to sift through the contradictory material of rival Vargr historians to arrive at any concrete determination of what actually happened. Nor have the Vargr been particularly cooperative in permitting first-hand research by non-Vargr groups. Their normally touchy racial pride has been compounded by a vested interest in keeping information obscure, for many Vargr governments and organizations have founded major portions of their ideology or philosophy on various “accepted” interpretations of history and archeology which they are reluctant to see examined by outsiders.

It is known that the development of civilization among the Vargr was turbulent and chaotic. Their foster homeworld (generally called “Lair” by Imperials, in preference to any of the four most widely accepted names used by the Vargr for the planet, all of which, according to one humorist, can only be pronounced “by an asthmatic dog with severe bronchitis”), the third planet of a G5 star in the Provence sector, was and is a cool world with broad, shallow seas and a number of small continents. No one is sure which continent marked the original home of the first Vargr transplants (evidence has been advanced for all of them, and some theories have even held that settlements were made on more than one).

It is certain that the first Vargr bore only distant resemblance to the contemporary Vargr - possibly even less so than the ancestral human stock of the same era (300,000 years ago) does to any of the modern branches of Humaniti. The manipulation performed by the Ancients would appear to have been directed at developing the potential of the race,

as opposed to directly producing a desired result. This has convinced several scholars who specialize in Ancients’ studies to speculate that the enigmatic race took an incredibly long view of things. They could actually contemplate watching the history of a species like the Vargr over countless millennia, as early Terran geneticists could experiment with generations of fruit-flies. It is not known with any degree of certainty whether the Ancients meddled only once with the proto-Vargr stock, or made return visits to guide the continuing history of the developing race in the direction they most desired to see taken. Most evidence suggests that only a single intervention was made, though the Church of the Chosen Ones (a rather influential Vargr movement of two centuries ago) postulated - and proceeded to prove, albeit not very convincingly - that the Vargr were carefully brought along a particular course, as they were “intended” to take their place as the leaders of all sophont societies in the Ancients’ sphere of influence. The Church of the Chosen Ones has enjoyed periodic revivals and declines, but is currently not a particularly viable movement, and its findings are now usually discredited.

Vargr society seems to have developed fairly readily from the social groupings of the pre-civilized Vargr hunting packs. The pack or group seems always to have remained the central focus of Vargr society; the Vargr as a rule seem incapable of accepting authority more remote than the number of people a single charismatic individual can personally sway and command. As the Vargr came to dominate Lair, governments rose and fell, but on the whole, Vargr governments were even smaller in scope than even the most divisive periods of Terran history could give rise to. Much of early Vargr history has been likened to the Classical Greek period on Earth - numerous small enclaves, each fiercely independent, rarely unified for more than the most urgent of common causes, were the rule rather than the exception. Periodically a charismatic and talented leader would unite a number of these mutually hostile groups by persuasiveness or by force, but such a union would last no longer than the individual’s own lifetime (and usually not that long) before disintegrating again.

As technology and civilization advanced, the number of individuals who could be directly exposed to a leader’s dominion increased, and thus larger states could form. Even these states, however, were far from the human concept of a “nation,” for groups supposedly within the sphere of that “nation’s” territory could and did act completely without the sanction of the “established government.” To a human, most of Vargr history tends to look like uninterrupted anarchy, though of course to the Vargr these problems were accepted as perfectly normal and reasonable.

The period following the discovery of the jump drive in -3810 has also been likened by human historians to certain events in terrestrial history - specifically, to the barbarian migrations which destroyed the Roman Empire and to the heyday of the Viking raiders. These similarities are apt. Jump drive was first discovered by Vargr researchers looking for a method of winning an edge in the Colonial Rebellion of -3815 to -3790. The colonies set up on two of Lair’s sister worlds declared independence from the nation which had originally established them, leading to a three-way struggle (as other nations stepped in) for dominance in the system). Jump drive was quickly acquired by every major government on the planet and Vargr began spreading to the stars.

The Diaspora of the Vargr race was incredibly swift; the natural Vargr tendency to move on when things weren’t to their liking (if a fight were impractical, that is) led them to

spread quickly, though in the early days colonies were small and spread thin. On most colony worlds, the history of Lair tended to replay itself time after time. In all their time in space, the Vargr never have (and perhaps never will) come to terms with the concept of a true interstellar state. Time and distance reinforce the basic lack of acceptance accorded to remote authority. Interstellar states have been established, some of them quite large, but the degree of control exercised by the central government is far more tenuous even than that of the Imperium (which exercises minimal control in local affairs, anyway). Then, too, half or more of the worlds which may be within the “boundaries” of a given interstellar state may in fact be not only independent, but actively hostile to that state, while, as always, bands functioning quite independently of any government operate in complete autonomy even on planets nominally answerable to that government. It has always been a confusing state of affairs, to say the least.

Vargr expansion was stopped in the trailing direction by the Windhorn Rift, a region where stellar density is insufficient to permit easy travel. This was probably a lucky thing for the Vargr, for, beyond the Windhorn, the Vilani Imperium held sway at this time. Dedicated to maintaining the status quo of the Pax Vilanica, the Vilani emperors would most likely have attempted to subdue the Vargr had they been aware of their existence, for it was accepted Imperial policy at that time that no race possessing the secret of the jump drive should be allowed to exist independently.

As the First Imperium declined, various provincial governors with ambitions of personal advancement took to arming and outfitting “barbarian” mercenaries from beyond the boundaries. One such governor, who controlled the area now comprising portions of Deneb, Corridor, and Provence sectors, is believed to have been the first human to have had dealings with the Vargr, probably after Vargr corsairs raided a world at the edge of his province. This governor supplied arms and equipment to a large corsair group who were employed in his bid for power. Though he was defeated, he had set a precedent; the Vargr knew about the First Imperium and were interested in the wealth of that decadent civilization. By this point in time, Vilani troubles were such that there was no question of imposing the Pax Vilanica over these “barbarians” from beyond the Windhorn.

It will never be known just how much impact the Vargr had on the decline and fall of the First Imperium. The more obvious military victories of the Terran Confederation are generally considered to be the main force in bringing down the Vilani empire, but inroads by the Vargr surely accounted for much of the collapse. It was during this period, in the era of -2400 through -1700, when Vargr migrations around either end of the Windhorn became common. Bands following some charismatic leader would set off to raid and plunder, settle on some inviting world, and found a new colony. Dissidents would inevitably spin-off new groups and travel onward. When the Second Imperium, that outgrowth of the victorious Terran Confederation which filled the vacuum left by the Vilani collapse, tottered to its own end with the fall of the Long Night (-1776), much of human space was no better organized than the Vargr had ever been, and Vargr raids and colonization around the Windhorn became even more common.

It was at this time that Vargr corsairs became a byword for pillage and violence, as the Sack of Gashikan (-1658) demonstrated. Those Vargr who reached into the human-dominated reaches of Gashikan and Mendan moved onward,

and ultimately settled in areas trailing off these human worlds - in the Vargr Enclaves near K'kree space. These enclaves have continued to exist in isolation to this day, though few Vargr are left in the Second Empire of Gashikan, after the fierce wars which accompanied the unification of the region several hundred years ago.

Unfortunately, few specifics can be given on Vargr history, even comparatively recent history, since in fact, it is impossible to talk of “Vargr” history and speak of any single group or body. For instance, Imperials often speak of the Vargr who joined in the Out-world Coalitions against the Imperium, and think of “the Vargr” as Zhodani allies or clients. In actual fact, of course, some Vargr have done just that. Other Vargr states and groups have worked with the Imperium and still others are completely neutral, or opposed to both states, or hostile to one without necessarily feeling any friendship for the other. In discussing Vargr history, it is evident that no generalizations can be characterized as true a statement which, in fact, sums up the Vargr as a race rather well.

SOCIETY

Just as they physically continue to exhibit many of the features which are derived from their ancestral stock, so, too, do Vargr show a number of mental and behavioral traits which bear a fairly obvious relationship to the instinctive behavior of the social carnivores of Earth. Although sentient, the Vargr are still very much like the pack-oriented canines who are their Terrestrial cousins.

Vargr are frequently characterized as “inconsistent” by outsiders, who see many of their behavior patterns as contradictory and strange. In actual fact, this seeming inconsistency is no more pervasive than in human cultures, but because these “contradictory” actions and ways of thought crop up in areas where humans are accustomed to a greater degree of uniformity of thought and behavior, the label has stuck. In many parts of the Imperium, humor based on the perceived Vargr traits of inconsistency, confusion, mercurial temperament, and disloyalty is common, and has often led to bad feelings on both sides when this humor becomes a symptom of prejudice (as is all too often the case).

These contradictions are, in fact, based upon the most basic instincts of the Vargr race. For example, the Vargr are a rather gregarious people, taking joy in the company of one another and seeking the security and comfort of fellowship with others of their own kind. This is a natural offshoot of the instincts which kept the hunting packs of pre-sentient Vargr canines together. Yet at the same time Vargr within a group are engaged in nearly constant struggles to achieve prestige and dominance, which frequently gives the appearance of a quarrelsome, sometimes even treacherous nature. Indeed, Vargr move from one group or association to another with great regularity, and seemingly have no loyalty to any specific institution or purpose.

This, too, is a function of the pack mentality. Dominance and prestige play important parts in Vargr society, and a Vargr is rarely content with the status quo for long. His chief driving motivation is generally to achieve a higher place in the structure of the social group, or to find a group in which such a higher position can be achieved. Much of this is tied in with the concept of charisma, a general, human-applied term often used to characterize the individual Vargr's ability to dominate others of his kind. The social group is generally united in respect for a single individual whose charisma is higher than theirs. Such an individual means much, much more to Vargr

than does a distant, impersonal government or similar institution. Thus, though gregarious, Vargr tend to be united on a low level, in bands or small groups (the equivalent of packs in the society of sentient Vargr).

For the same reasons, these groups tend to be unstable. Though a Vargr may give his loyalty to a charismatic leader, and be willing to follow that leader over the dictates of higher authority if necessary, each Vargr in the group will seek to improve his own position within the group, or will be susceptible to the attractions of some other group where advancement looks faster or the charisma of the leader is superior. It is this aspect of Vargr psychology which has given rise to the notion of disloyalty and indecision as characteristics of the race. To a Vargr, loyalties are temporary, but no less strong for all of that. A Vargr will do his best for the group for as long as he remains with that group, but does not expect to remain in that group forever... nor do others expect him to do so. In time, that Vargr may move on to join another group, possibly with diametrically opposed objectives and ideals; or the Vargr might become a loner for a time. Always, however, he is seeking to improve his own lot by moving on to a position which enhances his own charisma and dominance.

As with other facets of the Vargr, it is very difficult to characterize any one social order as "typical." Knowledge of Vargr social institutions is limited, based solely on intercourse with the Vargr states and groups found along the Imperial frontiers, but it can generally be said that the Vargr have a society, or more properly a group of societies, characterized by endemic and rapid social change. The key elements in shaping Vargr societies are very strong centrifugal forces resulting from an emphasis on consensus and informal lines of authority, and an equally strong centripetal force resulting from ingrained family-clan-tribe-nation loyalty.

Centralized authority is extremely limited at the upper levels of Vargr society, and actions are based on broad coalitional concerns, with a constant splitting and rejoining of dissident factions. Traditionally, this has made it very difficult for more centralized and organized societies (such as the Imperium) to deal on a meaningful basis with what passes for Vargr states.

The Vargr have little respect for formal authority, decreasing as that authority becomes more remote. Vargr generally have more respect for more informal authority figures, and are more likely to obey superiors who are better known to them.

Although they are gregarious, the group behavior of Vargr is characterized by a constant struggle for dominance within the group. The ability to exert personal authority over others derives from an individual's prestige and force of personality. The Vargr have various words to describe this important personal characteristic, but humans call it charisma. Individuals with high charisma are likely to become leaders in groups, even if they do not have the talent or skill to lead properly. The result is often a charismatic leader who is not truly suited to lead, and a constant splintering of groups as rivals exert their influence over parts of the group and draw them away from the larger whole.

Charisma and the struggle for dominance play an important, indeed a crucial, role in Vargr society. Although charisma is in part an integral characteristic of individual Vargr - some have it, some don't - this native talent for exerting dominance over others does fluctuate. Success and failure in various endeavors will add or subtract from an individual's charisma, not only as a leader's reputation waxes or wanes,

but also in that leader's whole bearing. A successful Vargr radiates confidence and ability, and naturally attracts others. Failure has a profound negative impact on the individual's bearing and conduct, and so tells others that he has failed.

Because of this, the Vargr are never content to rest upon their laurels. Much of Vargr behavior is based on a need to continually reaffirm one's abilities, to win the approval and support of others, to prove, over and over, that one is indeed the dominant member of the group. Those with lower abilities, aware of their own lack of the qualities they see in charismatic leaders, attach themselves to such a leader in the hopes that a little bit of his or her reflected glory will help them. By extension from the basic struggle to prove that he is better than everyone around him, the Vargr follower tends to transfer his attention to proving that his group is better than other groups. This is one of the strongest forces in Vargr society; it has allowed what little social cooperation that does exist among Vargr.

But the transference of individual- to group-dominance is inherently unstable of course. Individuals within the group are each seeking their own niche, and will always be striving to achieve more and better things to improve their own charisma. As leaders make mistakes or go off in a direction others disagree with, factions emerge and cause considerable upheaval as members of the original group are drawn in different directions. Often factions are just individuals who want to go a different way; without enough charisma to sway others of the group, they end up on their own, either by deserting their erstwhile comrades, or by being driven out for refusing to recognize the group's accepted leader's authority.

Social interactions are understandably complex as a result of these many factors. In fact, the problems of obtaining a consensus of opinion between disparate groups has given rise to a vast body of Vargr - known as Emissaries - whose whole function is to mediate between various parties and help groups come to terms enough to permit mutual action for mutual benefit. Emissaries bear a resemblance not only to the diplomatic services of other races, but also, most vividly, to the Heralds of medieval Earth. They are go-betweens who arrange all manner of agreements, in politics, business, and other areas of life, thus enabling the society to function despite the inherent instability of the system.

Another important characteristic which binds the Vargr together is a fierce racial pride. Vargr are easily insulted, and are prone to enter into fights without regard for possible consequences. This strong feeling of pride finds many outlets; for many Vargr, there is an outspoken attitude that they alone, of the sophont races in known space, have been chosen for a special place in the scheme of things. They see the genetic manipulation of the Ancients as being an essentially selective attempt to develop a special, superior breed - the Vargr.

Some xenologists, however, tend to discount this feeling as stemming from a massive racial inferiority complex - an apologia aimed at disarming those who might say that they are somewhat less worthy of their sentience and their civilization because of their unique origins. Like so many aspects of Vargr culture, this question is one which evokes no consensus of opinion whatsoever; attitudes and opinions vary widely among individual Vargr.

Vargr social organization is not easily comprehended by human minds. Analogies from Terrestrial history are prone to be easily misinterpreted. Perhaps the closest Earth culture which might provide a good model for Vargr social structures is that of the Dakota Sioux of North America in the 19th cen-

ture, but it is unwise to press the comparison too far.

GOVERNMENT

There is no central Vargr government; indeed, there is no governmental type that can be said to be “typically Vargr.” Every conceivable form of governmental organization can be found somewhere in the Vargr Extents; oftentimes several radically different governments can be found on the same world. The only cohesive force in the Extents is the fierce feeling of racial pride, which, on occasion, does bring about a slight tendency towards racial cooperation. Such tendencies, however, usually break down quickly in the wake of struggles for dominance among the cooperating groups.

The higher the level of government, the more unstable it usually becomes, because of the impossibility of gaining consent from all Vargr involved. Since there is little respect given to formal authority figures who do not derive their authority from a high charisma, respect decreases rapidly as authority becomes more remote. It can basically be said that Vargr attach little importance to a title, office, or position, and a great deal of importance to the essential character of the individual occupying that position. A distant leader, no matter how personally able or charismatic, cannot exercise his charisma to win others to his standard, and thus is considered less worthy of respect than someone on the spot who has the charisma to influence his neighbors directly.

Vargr Character Generation

Vargr characters are created in much the same manner as humans, and are perhaps closest to human characters of all the Major Races. Still, despite the similarities, a number of differences are imposed on the character creation process by the nature of Vargr psychology and society.

Thus, the Vargr character creation process stresses the workings of charisma and the individual's struggle to achieve greater dominance among his peers. This aspect of Vargr culture adds several new concepts to the basic Traveller character creation process.

All Vargr characters begin the game much as their human counterparts do: untrained, inexperienced, and about 18 years of age. At this point, as untrained and inexperienced Vargr, they embark upon a career in order to gain skills and experience.

VARGR CHARACTER CREATION

This section discusses general guidelines for building a Vargr character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO system character sheet and apply the Vargr Racial Template.

Naming: Pick a Vargr-sounding name.

Gender: Vargr may be either male or female. Males and females occur in approximately equal numbers, and both genders participate actively in society.

A player may select the gender of a character, or may depend on chance. Throw 1D: 3- indicates a male Vargr; 4+ indicates a female Vargr.

Titles: Vargr characters do not receive titles of nobility in the same fashion as with humans of high social standing. There is no consistent system for the assignment of such titles. However, any Vargr character with a PRE of 15 or greater has

enough dominance within a group of Vargr to allow selection (or assignment to anyone else) of an appropriate title, and the ability to make that title stick. Acceptance of such a title depends entirely on the PRE of the individual using it.

Skills and Professions: There are no significant changes to skills and professions. Due to the Vargr psychology, Interaction skills (such as Persuasion and Oratory) should be significant in creating the Vargr character.

Mustering Out: Vargr receive mustering out benefits when they leave one of the space or military services. Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (2 points, may only pick twice), One Military personal weapon (e.g. Accelerator Rifle), Starship (Raider, Free Trader, or Prospecting ship, may only select once), Free Passage Ticket (1 High or 2 Medium).

Hlanssai

The Hlanssai are a humanoid minor race, originating in the Vargr Extents but now to be encountered throughout much of the Imperium and other areas. They are widely admired for their artistic talents, grace, and dexterity, but many members of other races distrust the Hlanssai because of their reputation for emotional instability. Nonetheless, sheer wanderlust and versatility has carried the species far.

For more detailed information on this race, see *Journal of the Travellers Aid Society* #22.

Hlanssai Biology

Hlanssai are tall, averaging about 2.1 m, but very light and slender of build, rarely massing more than 55-60 kg. The race is homeothermic, bisexual, and viviparous, producing one or two young after an eight month gestation period. Hlanssai bodies are about 50% covered with a silky, glossy yellow fur, and the race seldom bothers with clothing; the most striking visual feature is the head, with its two large eyes and two even larger ears. The former are sensitive to a range of frequencies extending into the ultra-violet; the external flaps of the latter serve to detect thermal radiation and air currents with considerable efficiency, as well as focusing sound in-to a highly efficient inner ear. The race's hands have three three-jointed fingers and a stubby, unjointed “thumb” each; their feet are similar, and can provide some grip, especially when climbing.

Hlanssai Homeworld

Hlanssai appeared on Vvirhlanz, in the Vargr Extents (B-657721-7), a planet not totally unlike Terra.

Hlanssai Society and Culture

SOCIETY

Hlanssai culture had achieved a kind of static equilibrium when the race was first contacted by the Vargr, and the systems then used have changed only slightly since. Hlanssai psychology dictates that complex, rigid social systems and long-range planning are impossible, and even familial or tribal bonds are weak; balancing this, the species' drive to cooperation in the face of immediate danger is quite powerful. The

result is a system of administration by a system of self-interested cliques and participant democracy, anarchic to most non-human eyes but acceptable to most Hlanssai. (A Hlanssai who finds it unacceptable usually either forms his own clique or takes to demagogic politics.) Personal violence and theft are quite common, but represent a sufficient immediate personal danger to Hlanssai in general to trigger the cooperation instinct. Larger scale organization for long-term aims is rare, generally only occurring when an unusually capable and charismatic Hlanssai perceives a particularly strong racial need, and persuades his people to work together to meet it.

Normally, the Vargr have poor relations with minor races within their territory, but the Hlanssai are an exception to this rule. The species' immense versatility, subtlety, and talent for empathy enable them to persuade most other races of their usefulness, and Hlanssai social scientists, servants, traders and spies have traveled virtually everywhere that the Vargr have gone (and sometimes beyond). The Vargr generally regard the Hlanssai as useful, dangerous, and fortunately weak; the Hlanssai regard the Vargr as graceless and unsubtle, but interesting and useful. Beyond the Vargr Extents, Hlanssai are widely seen as enigmatic, unstable, intelligent and interesting; Hlanssai attitudes toward other races vary, but generally involve curiosity mixed with ironic humor.

A final important concept to note when dealing with Hlanssai is that of "N'tarronth", and its converse, "N'tarronchii'a"—a further consequence of Hlanssai sensuality. "N'tarronth" is usually translated as "shaping" or "manufacturing," but it can best be expressed in human terms as "imposing arbitrary form upon the universe". Hlanssai are acutely aware of the distinction between the natural and the artificial, and regard one of the most important aspects of individual behavior to be the extent to which a being accepts external reality and acts within existing limitations. A being who rejects things-as-they-are and seeks to shape reality to his or her will is N'tarronth and displays N'tarronth; a being who takes a passive, accepting view is N'tarronchii'a. Despite the fact that other races view them as mercurial and unstable, Hlanssai tend - by their own terms - to be highly consistent in being either N'tarronchii'a or N'tarronth, and regard an inability to choose between the two modes of behavior as decidedly odd, perhaps comparable with a refusal to eat or drink. This does not imply any question of good or evil in Hlanssai terms; simply a matter of normal sentient behavior.

It should be noted that - in general - music, applied science, law, manufacturing industry and exploration are classed as N'tarronth, whereas mathematics, figurative art and hedonism are N'tarronchii'a. To the Hlanssai, therefore, most other races tend to N'tarronth - which is, the Hlanssai would say, their business - but display an odd tendency to mix in elements of N'tarronchii'a. In other words, Hlanssai understand other species as little as other races understand Hlanssai.

Career Preferences

Hlanssai characters may be encountered throughout the Traveller universe, particularly in spinward and coreward regions, and in a wide variety of circumstances. Many of the race, afflicted with wanderlust, become roving artists, entertainers, animal-handlers or adventurers, and a strong disinclination to settle anywhere for long-and a matching inability to remain on perfect terms with one employer for extended periods-generally keeps these beings on the move. Some Hlanssai become "liaison specialists" in the employ of organizations of merchant starships engaged in exploratory

work, in which function their immense capacity for empathy is extremely useful, but Hlanssai cannot accept discipline, and so rarely find work in large, formal organizations, and never in military service.

Hlanssai Character Generation

Hlanssai characters are created in much the same manner as humans. However the Hlanssai concept of N'tarronth or N'tarrochii'a has an impact on the profession of the Hlanssai character.

All Hlanssai characters begin the game much as their human counterparts do: untrained, inexperienced, and about 18 years of age. At this point, as untrained and inexperienced Hlanssai, they embark upon a career in order to gain skills and experience.

HLANSSAI CHARACTER CREATION

This section discusses general guidelines for building a Hlanssai character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO system character sheet and apply the Hlanssai Racial Template.

Naming: Pick a Hlanssai-sounding name.

Gender: Hlanssai may be either male or female. Males and females occur in approximately equal numbers, and both genders participate actively in society.

A player may select the gender of a character, or may depend on chance. Throw 1D: 3- indicates a male Hlanssai; 4+ indicates a female Hlanssai.

Titles: Hlanssai characters do not receive titles of nobility.

Skills and Professions: There are no significant changes

Hlanssai Template

Abilities

Cost	Ability
-3	<i>Weaker:</i> -3 STR
-4	<i>Light-weight:</i> -2 BODY
9	<i>Graceful:</i> +3 DEX
5	<i>Hlanssai Eyes:</i> Ultraviolet Perception (Sight Group)
5	<i>Hlanssai Eyes:</i> Infrared Perception (Sight Group)
4	<i>Hlanssai Ears:</i> +2 PER with Hearing Group
5	<i>Gripping Feet:</i> Extra Limbs (2), Inherent (+¼) (6 Active Points); Limited Manipulation (-¼)

Total Cost of Template Abilities: 21

Disadvantages

-15	<i>Psychological Limitation:</i> Does Not Plan Ahead / Lives For The Moment (Common, Strong)
-15	<i>Psychological Limitation:</i> Wanderlust (Common, Strong)
-25	<i>Psychological Limitation:</i> Cannot Accept Discipline (Very Common, Total)
-5	<i>Reputation:</i> Unstable, Overly Dramatic, Artistic, 8-
0	<i>Social Limitation:</i> Considered Unstable and Untrustworthy by Humans (Occasionally, Minor, Not Limiting In Some Cultures)

Total Cost of Template Disadvantages: -60

to skills and professions. Due to the Hlanssai psychology, Interaction skills (such as Persuasion and Oratory) should be significant in creating the Hlanssai character.

Once a Hlanssai character has been created, it must be determined to be either N'tarronth or N'tarrochii'a. Hlanssai are equally likely to be either, although some jobs are more likely to be taken up by adherents of one attitude than those of the other. Hlanssai must always act in accordance with their choice.

A player may select the philosophy of a character, or may depend on chance. Throw 1D: 3- indicates a N'tarronth philosophy; 4+ indicates a N'tarrochii'a philosophy.

Mustering Out: Hlanssai receive mustering out benefits when they leave one of the space or military services. Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (2 points, may only pick twice), One Military personal weapon (e.g. Accelerator Rifle), Free Passage Ticket (1 High or 2 Medium).

Zhodani

Human beings appeared and have developed on Terra over the past several million years. It thus came as a surprise to Terrans when they traveled to the stars and found that humans were already out there, ruling vast empires among the stars. It took many centuries before it could be established that all of those humans had indeed originated on Terra, and had been transported to many different worlds by another starfaring race many thousands of years ago.

Of the three major starfaring human races, the Zhodani are the most alien. Their culture early on developed the science of psionics and integrated it into their society. The result was radical differences between what Terrans consider normal, and what Zhodani consider normal.

Zhodani are a human-variant; their society is heavily based on psionics. For more extensive information on this human race, see *Alien Module 4: Zhodani*.

Zhodani Biology

Though human in all respects, the Zhodani differ slightly in appearance from humans of the more commonly encountered Solomani or Vilani ancestry. They tend to be tall and lithe, averaging close to 2.0 meters in height, and massing roughly 90 kilograms. Complexions are predominantly swarthy and hair-color is usually black or brown. Blonde hair is uncommon; a mutation which occurred on Zhdant in the last 10,000 years has made prematurely grey hair twice as common as red hair.

Zhodani have 28 teeth (as opposed to the Solomani and Vilani 32), and the teeth tend to be marginally larger.

HUMANS IN TRAVELLER

Humanity: Mankind began on Terra, a planet orbiting Sol. About 300,000 years ago, Terra was visited by members of a technologically-advanced race known as the Ancients. These Ancients gathered specimens of humanity from Asia and Africa and took them with them to other worlds. At some time later, the Ancients fought a devastating war among themselves and virtually destroyed their civilization and culture. Left behind on more than forty worlds were human beings plucked from Terra. Those humans each separately progressed toward civilization. The Zhodani were one of those human races.

The Imperium: The Third Imperium, established over eleven hundred years ago, is a human-dominated interstellar empire encompassing more than 11,000 worlds in about 21 sectors. It is a neighbor of the Zhodani Consulate.

Solomani: Humans who developed on Terra. The Solomani were responsible for the defeat of the Vilani Empire (-2219) and establishment of the Rule of Man (-2204 to -1776) in its place. More recently, Solomani humans have governed a large region of space under the name Solomani Confederation (since 990).

Vilani: Humans who developed on Vland after being transported there from Terra by the Ancients. The Vilani founded the Vilani Empire in -4045.

Zhodani: Humans who developed on Zhodane after being transported there from Terra by the Ancients. The Zhodani founded the Zhodani Consulate in -5823.

Zhodani Template

Abilities

Cost	Ability
6	+3 EGO
3	+1 DEX

Total Cost of Template Abilities: 9

Disadvantages

-15	<i>Psychological Limitation:</i> Honest and Truthful (Common, Irrational)*
-5	<i>Social Limitation:</i> Racial Enemy of Imperium (Occasional, Major, Not Limiting In Zhodani)

Total Cost of Template Disadvantages: -20

Options

40	Psionics (Usually at R5; Choose)
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All of the physiological characteristics of Zhodani are the result of two factors: the original gene pool of the humans who first inhabited Zhdant, and minor mutations or developments which have taken place during the 300,000 years that they have lived on their planet. Their height and physical build are both consequences of Zhdant's 0.85G surface gravity. Basic complexion has been shaped by environmental factors which selected specific traits during evolution while on Zhdant. The ability to digest certain proteins which are native to Zhdant but indigestible to off-world humans is likewise an evolutionary adaptation. There is little doubt that conditions on Zhdant were responsible for much of the physical changes which took place on pre-civilized Zhodane.

Because the original Zhodani came from a rather small gene pool (probably fewer than 5,000 persons originally), there are rather fewer differences between individuals in terms of appearance and physique. Because the Zhodani are homogeneous in appearance, they are slow to accept other humans who are strange or unusual in appearance. They are by no means xenophobic, but they open up to strangers only slowly. By the same token, any human who looks outwardly Zhodani (tall, lithe, swarthy complexion, dark or grey hair) is initially welcomed as a friend. Later experience with individuals shapes future attitudes, of course.

Zhodani Homeworld

The star system that holds Zhdant (as the Zhodani call their homeworld) lies far spinward of the Imperium in the center of their own empire.

Stellar Data: Zhdant orbits Pliebr, a solitary star. Pliebr is a KO V star which is smaller and dimmer than Sol. Luminosity is 0.42. Effective temperature is 4,900 K. Radius is 0.908 Sol. Mass is 0.811 of Sol.

World Orbital Data: Zhdant orbits Pliebr at 0.769 AU (orbit number 2) with a period of 273.44 standard days. It rotates on its axis once every 27.02 standard hours.

World Planetary Data: Zhdant is 9,620 kilometers in diameter and has a thin atmosphere. Forty percent of the world is covered by water, primarily in two seas which divide the world into a large and a small continent. Polar icecaps are minimal, amounting to about 2% of the world's surface.

Zhdant has an axial tilt of 18° and an orbital eccentricity of 0.05. Neither creates any appreciable extremes of climate or

temperature. The average temperature for Zhdant is 15.9° C.

World Social Data: Zhdant has a population of 83 million, of whom more than 90% are racial Zhodani. Significant non-Zhodani population is primarily Addaxur.

Zhdant is governed by a charismatic oligarchy - the supreme council of the Zhodani Consulate, elected from Zhodani nobility throughout the Consulate. The world has a law level of 8, banning guns in public. The tech level of Zhdant is F, the highest in the Consulate (nearly all other worlds do not exceed E).

Zhdant has a type A starport with excellent facilities and a naval base.

Zhdant has two continents: the extensive Dleqiats and the smaller Qiknavra.

Dleqiats girdles nearly seven-tenths of the globe and is divided naturally into three regions: western Dleqiats, the Dleqiats Desert, and eastern Dleqiats. Of the three, the west is the oldest and most settled, with a few cities more than 18,000 years old. The east, rich in minerals and soil, was settled in earnest only after the development of the railroad and the laying of track across the desert. The desert remains undeveloped except for the arable land along the northern shore.

Qiknavra is a much smaller continent (about one-seventh the size of Dleqiats) with thick jungles at the equator and mixed broad plains and forests in the temperate regions. A chain of mountains stretches from the north to the south through the center of the continent.

A stretch of the western shore of Qiknavra was originally the site of the Ancient Zhdant City. Destroyed in the final war, its ruins have been excavated and explored by the Zhodani for centuries.

Climate: Zhdant has a succession of seasons just like most other habitable worlds. In the extreme northern and southern latitudes, temperatures reach lows of 0° to -20° C in winter, and range as high is 35 to 40° C in summer. Average temperature worldwide is about 15.5° C.

Zhdant's short year helps to temper extremes of temperature, and partially counteracts the relatively low proportion of water on the world. On Terra, the oceans act as a heat-sink, retaining heat in winter, and giving it off in summer. On Zhdant, the lower proportion of water has a correspondingly smaller effect. As a result, the most extreme temperatures are in the northern desert of Dleqiats, where recorded low temperatures reach - 35° C.

Satellites: Zhdant has one satellite - Viepchakl - a large tidally locked moon with a very thin atmosphere and no water. Viepchakl orbits Zhdant with a period of 40.7 local days at a distance of about 379,500 kilometers. There are no other natural satellites.

Viepchakl is a large and dominating satellite. Natural coloration makes the moon a reddish pink with dark shadows across its face. Wind-blown dust storms rage across its face from time to time, a phenomenon which was often perceived as portending future events.

ZHODANI CONSULATE AND NEIGHBORS

The Zhodani Consulate: A region to spinward of the Imperium and the Vargr Extents, dominated by the Zhodani, a human major race similar in most respects to other human races. Their primary difference is in their attitude towards psionics, which makes up the major base of their government and society.

The Vargr Extents: The Vargr Extents are those regions of space settled by and under the control of various Vargr govern-

ments and factions. As a rule, Vargr governments fragment rapidly, and nothing like a unified government has ever been established over the Extents. Even many Vargr worlds are still highly balkanized as a result.

The Imperium: The Third Imperium, established over eleven hundred years ago, is a human-dominated interstellar empire which represents the norm around which all Traveller rules have been built. It is the third in a line of major interstellar human empires.

The Gvurrdon Sector: The Gvurrdon sector is located immediately to coreward of the Spinward Marches of the Imperium, and also contains a portion of the frontier between the Vargr Extents and the Zhodani Consulate. As a result, Vargr states in this region continually interact with adjoining human societies and are frequently aligned with one or the other of them.

Zhodani Society and Culture

HISTORY

The history of the Zhodani people begins with their arrival on Zhdant in approximately -302,000 Imperial.

In -302,000, a fleet of Droyne starships arrived in the Zhdant system and within the space of a year or two established two settlements or bases. One sprawled along the western coast of Qiknavra (the smaller of Zhdant's two continents), creating large networks of rail-guided grav transports, skyscrapers in the western mountain ranges, and undersea dome cities off-shore. The other settlement occupied a wind-swept desert plain on the eastern limb of Zhdant's tidally locked moon - Viepchakl.

Once the bases were established, the fleet of ships left; their further adventures are unknown.

Zhdant City bred humans over the next century until the local human population approached 500,000. The uses they were put to remain unclear, although evidence indicates that they were a sort of trained servant or pet. Known Ancient robots or automatons could have been better servants, but the Ancients are not known for their understandable or reasonable behavior.

The Final War: Elsewhere in known space, evidence exists that a devastating final war of destruction against the Ancients began in about -300,000 and continued for about 2,000 years. The war was late in touching Zhdant. Radio-active dating methods place the first nuclear detonation on Zhdant at 299,700. Unfortunately, that first detonation was swiftly followed by a rain of nearly 500 megatons within the space of a few days. Zhdant City and Viepchakl City were both destroyed: their structures flattened, their landscaping crushed and burned, their mechanisms destroyed. The orbiting asteroid station was knocked from orbit, to crash into the ocean and bury itself in the sea floor.

Zhdant was devastated. Dust thrown into the atmosphere by the megatons of nuclear detonations gave rise to the well-known phenomenon of nuclear winter, which in turn triggered a Zhdant-wide ice age. Yet even in the face of this destruction, there were survivors. The humans in the city scattered, taking to the wild. Gene analysis performed in modern times indicates that the total number of human refugees who survived was on the order of 50,000. Some Ancients also survived, likewise fleeing the city for the wilds of the forest and the jungle.

Primitive Man On Zhdant: Over many millennia, the

primitive humans weathered two ice ages, roamed across Delquiats, and evolved into an agrarian society, a task made more difficult by the few plants edible to the non-native humans.

Primitive Chirpers In Qiknavra: While humans developed in Dleqiats, the few surviving Ancients in Qiknavra remained on that continent. The devastation of the war was enough to drive them back to the stone age. Without their technological marvels, they were even more helpless than the humans, but some of them did manage to survive.

The Ancients were Droyne - a small race of winged reptiles. Their society included a series of six castes, with membership decided when an individual reached maturity. The Ancients who fled the devastation of the Final War quickly lost the traditions that established and maintained castes, and became Chirpers - uncasted Droyne. The phenomenon has been observed on many worlds where Droyne survived the destruction of the Final War.

Space Exploration: After the rise to an Industrial age and many wars, the governments began the exploration of space, starting with the moon.

Exploration Of Viepchakl: In -7,980, the first orbital flights were made by the air force of eastern Dleqiats, followed quickly by flights from Qiknavra. By -7,959 the first expedition to Viepchakl was mounted by eastern Dleqiats, and a base was permanently on the moon by -7,950.

There, they found more Chirpers. These Chirpers (called Viepchaklts - people of Viepchakl) were the remnants of the Droyne who had inhabited Viepchakl City and somehow survived in the underground tunnels. Some were in cold sleep for thousands of years, while others simply wandered the tunnels, tending hydroponics troughs, or eating from automated food producers.

A Second Dark Age: When the Zdant Chirpers met the Viepchaklts Chirpers, bacteriological warfare from the Final War kicked in. It was a bacteriological time bomb waiting for the two branches of the same race to make contact. It was a deadly plague.

The plague also affected humans. On Viepchakl, most humans died within two weeks. Within a year, the plague's first effects were being felt on humans on Zhdant. Within two years, the human population was reduced by a third. Within ten years, population had been reduced by two-thirds. The human death toll ruined many of the gains of the past centuries. Vast areas of the plains of eastern Dleqiats were abandoned, as were the Qiknavrats settlements in Qiknavra. Cities were abandoned. Attention turned to survival. By -7,940, Zhdant had entered a second Dark Age.

Embracing Psionics: Through the thousand years of the Second Dark Age, the population of Zhdant slowly recovered. Strides in medicine reduced the plague (over hundreds of years) to just another serious illness. Some knowledge was lost, but enough was retained to allow advances in science once they were needed.

The lessons of history were not ignored either. The nobles of western Dleqiats instituted limited democratic principles while retaining most power for themselves. By -6,800, the nobles of western Dleqiats were firmly in charge not only of their own countries, but also were establishing colonies and expansion territories in eastern Dleqiats and in Qiknavra.

From its earliest time, the noble classes had held the right to raise a limited number of lower-ranked individuals to the next higher noble rank. For example, a viestlas (highborn; Social Standing 13) could elevate a pranatl (aspirant; Social

Standing 11) to jdistebr (wellborn; Social Standing 12). It was also possible to raise non-nobles to noble rank. Abuses of this power had created an overabundance of nobles as well as dissension among the commoners. Several revolutions had to be put down with great force, but the basic problem remained. At the same time, psionically trained nobles had gained the upper hand over technologically-oriented nobles and moved to maintain their superiority.

In -6,731, the first Psionic Games were held, in Dloiprikl, at the start of Atkazdievl. The first games were poorly organized and poorly attended, but they did give participants an opportunity to win a place in the nobility. Successor games were held every three local years (2.25 standard years), and by -6,650 they were an established institution.

The psionic nobles' plan resolved many problems. It defused the problem of favoritism in granting new nobilities (now Psionic Games winners entered the ranks of the nobility along with hereditary nobles, and those elevated for service). It also increased the ranks of the psionic nobles, and guaranteed that they would have the majority in any struggle against technologically-oriented nobles. Finally, it established an event for the public that entertained them, and defused any latent jealousy or fear; it made psionics part of public life.

At the same time, the non-psionic nobles could not be ignored. Technology provided many of the same things that psionics could, and technology was accessible to the entire population. An emphasis on technology could provide jobs, an expanding economy, and a better life for everyone; it also would help assure that the psionic nobles would stay in power. Technology marched forward hand in hand with psionics.

Eastern Dleqiats was again settled. A transcontinental railroad was laid, in many places on the same roadbed which had crossed the continent more than a thousand years before. Qiknavra was resettled. Expeditions were mounted to find surviving Chirpers, but they were definitely extinct.

By -6,400, the Zhodani had reacquired space travel, and with suitable precautions ventured to Viepchakl, where the Chirpers there were also extinct. Planetary missions followed, with several colonies in the Pliebr system (the asteroid belt, a few outer planets) by -6,200.

The lure of the stars was as great as the lure of the planets. Between -6,200 and -5,415 some fifty interstellar missions were mounted; colonies were established in six star systems within four parsecs, and trade in research, information, and very valuable or novel goods was carried on. Sublight ships traveled established routes, calling at each colony and returning to Zhodane over a fifty year period. Exploratory missions went farther out, often on twenty or thirty year expeditions. In -5,823, a union of all Zhodani was established as the Zhodani Consulate, formalizing a de facto union which had existed for some time. During all of their explorations, no intelligent races were encountered, and the universe seemed to be empty except for the Zhodani.

In -5,415, a breakthrough changed everything. A development company working on fusion power sources in the asteroid belt had chanced on the principles of jump drive and produced a working prototype. Within ten years, Zhdant was operating a fleet of jump ships and exploring space within fifty parsecs.

Expansion into Space: With jump drive, the Zhodani could see a truer picture of the universe. Just beyond their previous limits were systems harboring intelligent life, although still at a rather low technological level. On other worlds, exotic native life provided improved drugs, flavors,

and fibers. Minerals from new worlds helped shape better structures, better vehicles, and better communications.

In -5,120, Zhodani ships encountered the Addaxur, an intelligent race of six-legged carnivores from a high gravity world about 40 parsecs from Zhodane. The Addaxur had established their own interstellar empire of 37 systems with communications maintained by sublight ships. The Zhodani observed the fringes of the Addaxur empire for about ten years before making open contact. Carefully planned overtures established friendly relations and reserved 10 of the Addaxur's 37 worlds for the Addaxur without restricting Zhodani expansion.

Zhodani expansion was the result of a natural curiosity and economic forces within Zhodani society; expansion and production made for a better standard of living. Worlds were explored; colonies established; industries created. Expeditions were mounted to explore the core of the galaxy, to reach other spiral arms, and even to the edges of the galaxy. Zhodani traders traveled the frontiers of the Consulate. They encountered Vargr in Gvurrdon sector in -2,800. They traded with the Vilani in Provence and Corridor sectors in around -2,000. They traded with Aslan in the Trojan Reach around 460.

The Frontier Wars: The Consulate first came into solid contact with the expanding Third Imperium in the 6th century of Imperial expansion. The First Frontier War followed almost immediately (589-604 Imperial). Lasting for 15 years, the war involved all eight of the coreward subsectors of the Spinward Marches. The Zhodani rallied to their side certain Vargr of the neighboring Gvurrdon Sector, forming the First Outworld Coalition. The initial attacks caught the Imperium largely unprepared, quickly expelling Imperial settlements from the Chiqrdlans Sector. The continued fighting was characterized by raids against high-population worlds in the Marches by Outworld forces. A massive defeat of such an incursion at the battle of Zivije/Rhylanor crippled the Zhodani war effort, though at tremendous cost to the fleet of Grand Admiral Olav hault-Plankwell, the Imperial commander. The negotiated armistice left the Zhodani in control of the Cronor subsector of the Marches, but established extensive Imperial claims elsewhere in the sector, and was acclaimed an Imperial victory.

Admiral hault-Plankwell followed his victory by launching an expedition against the Imperial Core, where he assassinated the Empress Jacqueline and proclaimed himself Emperor. This ignited a series of Civil Wars within the Imperium; in the midst of this turmoil, the Zhodani formed the Second Outworld Coalition and renewed their attack in the Second Frontier War (615-620 Imperial). After a long holding action, the Imperium assembled large forces and again forced a stalemate situation. The Imperial Admiral on the spot, Arbella Alkhalikoi, (later Empress Arbella, whose actions ended the Civil Wars), ceded more territory but won a shaky peace that lasted nearly 350 years.

The Third Frontier War (979-986) was characterized more by commerce raiding than by great planetary sieges, and led to severe public sentiment against the high command and the Imperial government. An armistice, heavily favoring the Zhodani, was agreed to; the political repercussions forced the abdication of the Emperor Styryx.

One hundred years later, the Fourth Frontier War (1082-1084) broke out. Sometimes called the False War, this conflict involved a series of naval battles triggered by a border incident. An armistice was concluded before either side actually got word from the capital with instructions, plans, or reinforcements. The Imperium lost some ground, but the war was

for the most part a stalemate.

The Fifth Frontier War erupted in 1107, when Zhodani forces launched a sneak attack on Regina/Regina in the Spinward Marches. Like the previous wars, initial Outworld Coalition success faded as Imperial resistance stiffened, and, by the end of the war less than a year ago (1111), the situation bogged down into a stalemate with a negotiated settlement.

The Zhodani have been at odds with the Imperium since initial contact was established, largely because of the radical dissimilarities in culture between these two branches of humanity. Zhodani morality is repelled by the deviousness of non-psionic human minds, while Imperial distrust of the Zhodani is bound up in the general anti-psionic prejudice that has long characterized the Imperium. (The prejudice against psionics feeds opposition to the Zhodani, and vice-versa.) Thus, recent Zhodani history has been dominated by their enmity towards the Imperium, with personal distaste reinforced by a feeling that the Imperium seeks to hamper Zhodane's slow, conservative expansion by pre-empting the best planets and otherwise limiting growth.

THE CORE EXPEDITIONS

Most cultures around the Imperium (and including the Imperium) have had their hands full exploring and exploiting the worlds and systems in space within or near their own territories. The Zhodani, however, are driven by a variety of circumstances and stimuli which have made the galactic core (and the route to the core) of extreme interest. Two basic data produce this effect: Ancient artifacts and certain rare but recurring psionic effects.

The Ancient artifacts were the initial key to curiosity about the galactic core. In the ruins of Zhdant City, explorers found a small device which could project a three-dimensional starmap, a starmap which extended along a corridor 30 parsecs in diameter and more than 8,000 parsecs long - aimed at the galactic core. Initial investigation of the artifact's map showed it to be accurate, even to showing stellar spectra, gas giants, and worlds. The artifact also proved to be a powerful psionic focus; most psionically talented individuals found the device to produce an undefined and unexplained sense of hilarity (possibly caused by differences between human and Ancient brain thought path connections). A very few (fewer than one in ten thousand) found that the device produced clear, readable images, usually of ships and star patterns somewhere along the route of the map.

For more than two hundred years, the images remained unexplained. In -4,074, the Zhodani Heavy Cruiser Lienjqiets (Swift Wind) misjumped and was presumed lost; forty years later, it returned to Consulate space. It had spent 38 years on a tech level 3 world fabricating an important component of its jump drive. The story of its exploits were filed as routine reports and would have been ignored but for a few interesting facts. First, a previous vision from a use of the Ancient projector decades before had been recorded. Second, the clear image from the projector proved to be fact during the voyage.

The Ancient device was transformed from a museum piece to a state secret overnight, to be used and examined only under very strictly controlled circumstances. All of its visions or premonitions were carefully noted and recorded.

The Zhodani supreme council was faced with a dilemma. The Ancient map device clearly had the ability to foretell the future, although only under limited circumstances. It had also been proven a reliable map of the star systems coreward (at least by expeditions which had reached the first hundred

parsecs of the route). They could ignore the device, hiding it away in the archives and never investigating its potential. Or, they could analyze its map and use its potential to explore coreward.

They chose to use the projector. Seven major core expeditions were mounted to travel the route shown in the projector. Hundreds of minor expeditions checking out systems off the main route, or even beyond the map's data, were also mounted.

The Third Expedition met armed resistance - a xenophobic culture encompassing seven systems (but without jump drive) reacted violently when the Zhodani arrived. The Zhodani were prepared; the projector's images had included space battles. The xenophobes' resistance was crushed and their worlds bypassed.

The most recent major expedition was 350 years ago (in 750). The supreme council has been planning a new expedition.

GOVERNMENT

The Zhodani give the name Driantia Zhdantia to their interstellar community. The name is commonly translated in Galanglic as the Zhodani Consulate. The term Driantia means government by consuls which is sometimes translated as government by elected leaders and even just as government.

Within the scope of Driantia Zhdantia are all worlds colonized by the Zhodani and all worlds effectively administered by the Zhodani government (even though the local population is not Zhodani). They total approximately 6,500 systems spread through more than 175 subsectors. More than 70% of the worlds lie within 100 parsecs of Zhdant, the Zhodani homeworld.

The Zhodani Consulate is a democracy. Representatives (called consuls) are elected to ruling councils for a specific period of time, with those councils responsible for specific responsibilities within the government. Members of the councils are also given the authority to carry out their programs and orders.

Citizenship (and thus the right to vote) in Zhodani society is restricted to the Nobility. Proles and Intendants cannot vote, although they can express their opinions to the Nobility and attempt to lobby or persuade consuls to specific courses of action.

Councils are established at every level of Zhodani society, and all are linked in terms of input and authority. The lowest council is established at the community level - within a municipality of 50,000 or fewer citizens, a council of ten members is elected by the approximately 2,800 Nobles who are part of the community. Consuls are each elected for a term of one olympiad.

Each of the lowest councils elects two of its members to the next highest council, usually conducting the election at the end of a term. Consuls thus elected begin a new term serving on that next highest council.

A hierarchy of councils extends all the way from the local community council to the Supreme Council responsible for ultimately shaping Consulate policy. Local community councils elect members to higher councils. Depending on the population of a world, there may be one, two, five, ten, or more intermediate councils before the ultimate world council is elected. World councils each elect two consuls to a subsector council. Subsector councils each elect two consuls to a province council (sectors are not a part of the hierarchy of councils). Province councils each elect two consuls to the

Supreme Council which meets on Zhdant.

Councils may elect any of their number to the next higher council. Any member of who is elected to a higher council technically remains a member of the original council as well. Consequently, a council can continue to re-elect the same member to the higher council for extended periods of time.

Local councils are extremely responsive to local pressures. They deal with the structure of the education system, the support of local improvements (roads, public utilities, etc) through taxation, and the implementation of projects to accomplish specific goals (raising education levels, improving crop harvest rates, flood control projects, etc). Consuls elected from local councils carry their preferences and a knowledge of their community's preferences with them, and work for the benefit of their constituency. As a consul rises to higher and higher councils, he or she becomes more and more distant from local pressures; typically, each period of service on a council teaches the consul about the needs and preferences of the entire constituency of the specific council.

Intendants: The Intendant class is approximately three times the size of the Noble class (the actual ratio is 8 Intendants to 3 Nobles). The distribution of Intendants, however, is not carried out in a direct ratio. Typically, each Noble has one Intendant who is specifically assigned to him; this direct relationship provides the Intendant with a mentor and advisor, and provides the Noble with a capable secretary and assistant. Such positions are avidly sought after by ambitious Intendants, since much of the fame and power of a strong Noble rubs off on his personal Intendant.

Some Intendants take positions with corporations, with public service agencies, with the military, or as secondary personal Intendants with specific duties or assignments for Nobles. The remainder of the Intendant population works for the generalized bureaucracy that helps the various levels of councils function.

Each council, when it approves an order, implements it through its Intendant administrative staff. Intendants are often the source of recommendations to the council; they are equally often the individuals who see that the order is carried out.

Taking Office: At the lowest level of councils, consuls take office almost immediately after being elected. At the higher levels of councils, a problem arises by way of travel time; often a year or more may be spent just traveling to the site where the council meets. As a result, the accepted convention is that a consul serves until his or her replacement arrives.

THE SUPREME COUNCIL

The ultimate ruling authority of the Zhodani Consulate is the Qlomdlabr; the Supreme Council. Unlike the other councils, where newly elected members replace incumbents, the Supreme Council consists of two groups - the standing council (composed of conventionally elected consuls), and senior members (composed automatically of all former members of the standing council).

Senior members of the council are an advisory body; they provide experience and advice to the standing council. Senior members are often offered specific projects to oversee to completion. They originate projects for presentation to the council and sometimes shepherd the project to completion after approval by the council.

One reason for the existence of the senior members of the council is that wide ranging projects of importance to the

entire Consulate sometimes need the authority of a Noble to help ensure its completion.

REVENUE

The Zhodani Consulate maintains itself through a variety of taxes on goods and services. Each council has the authority to levy a tax on gross income to support its activities. A special corps of Intendants administers the tax laws, auditing records and levying taxes.

In addition, basic public utilities (energy supply companies, air and environment maintenance companies, computer network companies) are publicly owned and provide government income.

PSYCHOLOGY

The fact that psionics makes up a major part of everyday life within the Consulate has had a profound effect upon the mental and emotional make-up of its people. Their way of looking at life is quite at variance with that found in non-psionic human cultures. It has been said that psionics has made the Zhodani Consulate the most powerful, effective, and absolute tyranny in human history - and also the happiest and most stable. Both statements are quite true.

Many motivations and circumstances affect the psychology of the Zhodani, but three are of special interest when trying to understand the Zhodani: ambitions, respect, and conformity.

Ambition: The advanced educational tools available to the Zhodani make it possible for nearly all members of society to see their own potential and to see the paths they can take toward realizing it. Ambition exists in varying degrees; some individuals might pursue physical conditioning, while others can form long-range plans for the advancement of their careers. The individual ambition differs for each person, but ambition is more commonly accepted as part of Zhodani society.

Ambition is accepted in all areas of society except one: major social advancement. Advancement in Social Standing depends on Psionic Strength, and without it, advancement to Intendant or Noble status is impossible. Consequently, ambition for Social Standing is transferred by parents to their children. Because Psionic strength is not inherited (it seems to be random within the population), it is possible for two parents with low Psionic Strength to have a child with high Psionic Strength. Much of the social ambition of Proles is sublimated into ambition for their children - hopes that their children will have a high enough Psionic Strength to warrant training and elevation into the Intendant class.

Intendants' ambition centers around elevation to the Noble class, through participation in the Psionic Games (about one Intendant in seven is elevated to the Nobility in this way), or as a reward for faithful service in later life (about two Intendants in seven are elevated at the end of their careers).

Nobles are already at the high end of the social ladder, but ambition is a cultural norm and is common in the Nobility as well as the other social classes. Some channel their ambition into seeking further increases in Social Standing; other seek positions in which they can wield their power: as Consuls, government officials, or military officers. Some Nobles, however, are discouraged. Some hereditary Nobles have low Psionic Strengths and (even though they have psionic training) their abilities are low. Others see the actual workings of Zhodani government and become disillusioned with the compromises that are constantly made, or the discrepancy

between theory and reality. For these individuals, ambition is not enough. The weary disillusionment that pervades their outlook sabotages their effectiveness as members of the government, and they turn their attention to other areas: exploration, research, teaching, or just a search for purpose in life.

Respect: Respect for social superiors is a natural part of Zhodani society. It is ingrained into everyone in the schools and the community. Required respect can remain for a while, but for true respect to exist, the Nobles must earn it. They earn it in a round about way; their Intendants make sure that they receive credit for a great many worthy activities.

The hard-working Intendant class does almost everything in the name of the Nobility. Noble receive credit for a great many efforts and deeds, some of which they are personally responsible for, but many more are handled by Intendants with little or no supervision. It is in the best interest of an Intendant to make his or her superior Noble look good, because that Noble is responsible for promotions and advancement. But the credit to the Nobility helps ensure that the Nobility is perceived as hard-working and worthy of their positions.

Conformity: Zhodani are conformists. The relatively narrow band of activities which all members of society understand and approve of is known to everyone, and everyone strives to act within that range. The range of acceptable dress (while wide) is rarely exceeded. Interests rarely involve strange or unsuitable subjects. Too much deviation from the norm is considered an aberration and subject to reeducation.

SOCIETY

Zhodani society instills its values in its members. One of the foremost values (the one that humans from the Imperium notice most quickly) is the basic honesty that pervades everything. Trust is an assumption. Locks are rare and more likely safety devices to protect children than anti-theft devices. Walls protect from the elements rather than from intruders. Laws deal more with appropriate action than with crimes.

Zhodani society also helps direct individuals to the most productive and satisfying pursuit available. Psionically based techniques help each person understand his or her needs and motivations. These techniques are further used to place that person where ability and aptitude can contribute most to personal well-being and to the community as a whole.

THE LEGAL SYSTEM

The character of crime in the Consulate is markedly different from that of other human societies. Three broad categories of crime are recognized among the Zhodani: inadvertent, incited, and insane offenses. The concept of premeditated crime for personal gain fits under the insane heading.

Inadvertent crime is an unintentional violation or infraction of the law. It results from inattention or distraction and generally calls for a small monetary penalty. Violations of traffic or parking regulations, failure to return borrowed materials to a lender, and forgetting an appointment with a Noble are all inadvertent violations which people try to avoid, but are not very serious if they occur.

Incited crime is an infraction of a law brought about by another. When an individual is led to believe that an action is acceptable, the violation is reduced in severity in the eyes of the law. The solution is reeducation - a retraining of the individual to recognize potential situations and to avoid or properly handle them. Often, the incited individual is seen as weak-willed, someone who is vulnerable to being incited

to crime because of a character flaw or subconscious fault. Reeducation uses psychological and psionic techniques to remedy the flaw.

Insane crime is a general heading for most major crimes against property or individuals, including theft, robbery, or murder. The general concept is that any individual who commits such a crime must be insane.

Justice: Technically, all Nobles are empowered to sit in judgment of any accused criminal. In practice, Nobles who do not know telepathy will usually refuse to judge a case, deferring judgment to a telepath.

Procedures are informal; the Noble listens to the basic case and considers the facts presented by both sides. Additional facts are gathered by reading the minds of those individuals involved. A judgment is made and the decision recorded (usually being sent telepathically to a local record center).

Most sentences for insane crimes call for reeducation until the insanity has been cured. Occasionally, an execution can be ordered if the individual appears incurable. Prison sentences simply for confinement are not used. Incited crimes are dealt with by quick reeducation to avoid being incited again; inadvertent crimes are usually dealt with by fines or forfeitures.

Crimes by Nobles and Intendants are a special case, since they must be judged by a Noble higher in rank than any of the accused. Inadvertent crimes are handled with a warning or an admonition; Nobles are believed under the law to be incapable of incited crimes. Insane crimes reflect a breakdown in a Noble's personality (commonly portrayed to the Proles as a result of overwork and the demands of responsibility). Minor violations are let off with a warning, while major crimes call for reeducation. For the good of all concerned, a convicted Noble is usually transferred to another location or world rather than returned to his or her original position after reeducation. Intendants are also reeducated, but usually lose their Intendant status and are reduced to Social Standing 6 or less.

SOME ASPECTS OF ZHODANI SOCIETY

To better understand Zhodani society, the following examples of how it functions are especially illustrative.

Bargaining: At first glance, the idea of bargaining in a psionic society would appear impossible. Looking deeper shows the practice is alive and well. Bargaining occurs when market pressures produce varying prices for goods, and each side in a bargaining encounter tries to obtain the most advantageous price for the transaction.

A bargainer with psionics might be able to read the mind of the other bargainer, determine the best price he will accept, and then offer that. Obviously, a psionic bargainer has a tremendous advantage. But this model is simplistic. Any bargainer whose mind is read is being taken advantage of - and in the face of such mind reading, a bargainer can easily change his mind and ask for a higher price, if only as a penalty for the other's unfair advantage.

Bargaining is, in any case, not a case of two people trying to find out the real price for goods, but an adversary situation where each side is trying to achieve the best price for himself. As a result, the use of psionics in a bargaining situation is considered unfair, much like reading a teacher's mind for answers to a test question.

The Thought Police: Perhaps the most misunderstood of Zhodani institutions is what Imperials call the infamous Zhodani Thought Police, the Tavrchedl'. The Thought Police

are a branch of the government charged with maintaining right thought by the population. To non-Zhodani, they are seen as a secret police constantly spying on the population with psionics. Their mission is to catch anyone who is discontent with the system, their lot in life, or their superiors, and to brainwash them into acceptance of the system. To the Zhodani, the view is completely different. The term Tavrchedl' literally means Guardians of Our Morality; the organization is seen as filling a role much closer to fireman than policeman.

Zhodani society is a happy one, but even in a happy society, individual members can fall prey to depression, frustration, or disillusionment. They can still suffer from mental illness or imbalances. Individuals can find themselves losing trust or confidence in the system. And it is for these people that the Tavrchedl' exist.

Thought Police monitor all of Zhodani society, conducting periodic examinations of individuals in order to ensure that everyone's mental health is at acceptable levels. But the Thought Police also conduct random sweeps of the community, looking for signs of unacceptable behavior or deviant thought patterns. When they find such patterns, they seek them out, find their source, and remedy the situation.

Reeducation: The cure for any aberrant behavior is reeducation. The Zhodani psionic society is excellent at reeducation; psionics has made possible extremely efficient reeducation. Long ago, psionics made possible studies which confirmed what educational techniques worked and how efficiently. They allowed academics to plan out lessons which could be learned to any degree of efficiency. Psionics also makes possible tests and examinations which can confirm that learning has taken place.

The result is excellent diagnosis and careful treatment in reeducation centers. When treatment is completed, the individual rejoins society without any stigma or blot on his record; the period of reeducation is much like a period of recovery from an illness.

The end result is that occasionally a Prole will sit awake late at night, depressed and angry. Some aspect of society has affected him adversely, and he has been unable to cope with it. Perhaps he lost his old job and is unhappy with his new one; perhaps he is jealous of a neighbor who is more successful than he is. The thought patterns spell deviance, and roving Thought Police patrols pick them up. Late at night, there is a knock at the door. The Prole knows the Thought Police have arrived; he invites them in. They enter, talking quietly or loudly depending on what their quick diagnosis indicates. After a few minutes, the Prole leaves with the Thought Police. A note is left behind telling where they have gone. Already, the Prole feels slightly better knowing that someone cares.

A few days or weeks later, the Prole returns home, much happier. His new job is exactly what he needs and wants; a perfect outlet for his ambitions. His successful neighbor, he now knows, leads a shallow life without the enjoyment and fulfillment that it should have. The world itself seems brighter and clearer.

Tavrchedl' Hierarchy: The Thought Police is organized into levels of authority which parallel the various ruling councils. Thought Police precincts are organized to cover the same population which is governed by the ruling council. Higher levels of Thought Police organization are responsible for reeducation and are supported by higher level councils. At the planetary level, the Thought Police command structure is responsible for training and is supported by the planetary council level. Higher level councils support Thought Police

research and development, usually of refined techniques for determination of or treatment of aberrant behavior. The supreme council is responsible for ultimate policy decisions concerning Thought Police.

A special branch of the Thought Police operates in the military under the control of the Consular Guard. This military Thought Police has a twofold purpose: it maintains the moral and mental health of the Consulate's troops, and it operates in enemy, disputed, or occupied territory to protect the Consulate and its citizens. The military Thought Police is less delicate than the forces which deal with Zhodani; its methods (because it often deals with large populations of discontent individuals) are coarser or harsher than most Zhodani would prefer. For example, during the Frontier Wars, the military Thought Police is responsible for the administration of occupied Imperial worlds. The military government is concerned primarily with maintaining a safe and docile population and proven methods of achieving such a condition include some brutal exploits to prove they are serious, followed by inclusion of locals into the governing process. The people that are included often receive a quick reeducation and then take their position with sincerity and dedication to the Zhodani cause. To the rest of the population, the individual appears to be brainwashed or coerced.

character served. For each full term of service, the character earns one pick from the following list: Perk: Money (2 points, may only pick twice), One Military personal weapon (e.g. Accelerator Rifle), Starship (Zhodani merchant or scout, may only select once), Free Passage Ticket (1 High or 2 Medium).

Zhodani Character Generation

Because of the different culture and psychology of the Zhodani, the basic Traveller rules (written to apply to the typically human Imperium) need certain alterations and changes to accommodate the alien Zhodani.

All Zhodani characters begin the game much as their other human counterparts do: untrained and inexperienced; about 18 standard years of age. At this point, as untrained and inexperienced Zhodani, they embark upon a career in order to gain skills and experience.

ZHODANI CHARACTER CREATION

This section discusses general guidelines for building a Zhodani character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO system character sheet and apply the Zhodani Racial Template.

Naming: Pick a Zhodani-sounding name.

Gender: Zhodani may be either male or female. Males and females occur in approximately equal numbers, and both genders participate actively in society.

A player may select the gender of a character, or may depend on chance. Throw 1D: 3- indicates a male Zhodani; 4+ indicates a female Zhodani.

Titles: Zhodani society has three broad social classes. Social Standing determines which of these classes an individual is in. Nobles have Social Standing B+. Intendants have Social Standing A. Proles have Social Standing 9-. The player should determine and note which social class the character is in.

Skills and Professions: There are no significant changes to skills and professions.

Mustering Out: Zhodani receive mustering out benefits when they leave one of the space or military services. Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of terms of service the

Independent Races

These are races found in independent or client states in the galaxy.

Darrians

The Darrian Confederation is a loose organization of worlds in the Darrian subsector of the Spinward Marches, currently neutral with respect to the conflicts of the Fifth Frontier War. Some 20% of the Darrian Confederation is of Solomani extraction, 12% of other human races (mostly Vilani) and 8% Aslan. The 60% majority is a minor human race, called the Darrians (a minor human race from Darrian).

For more detailed information on this race, see *Journal of the Travellers Aid Society* #14.

Darrian Biology

Darrians average 1.6m in height and weigh about 50 kg. They are thin and wispy in build, with sharp facial features. Skin tones range from orange-tan to pale yellow-tan; Darrians have silky grey or white hair and usually have brown eyes.

While slightly smaller than the average human, they are in all other physical and mental aspects human.

Ethnic Darrian Template

Abilities

Cost Ability

-3	-3 STR
-4	-2 CON
-4	-2 BODY
3	+3 INT

Total Cost of Template Abilities: -8

Disadvantages

0	None
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Total Cost of Template Disadvantages: 0

Options

-10	<i>Psychological Limitation:</i> Tolerance of Others (Common, Moderate)
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Darrian Homeworld

The original Darrian homeworld, known as Darrian (0607-A463A55- G), suffered from solar instability which destroyed 80% of the population in system in -5411Y.

Other member worlds (colonies) of the Darrian Confederacy include Zamine, Ilium, Mire, Roget, and Engrange.

Darrian Society and Culture

Because of the variety of races within the Darrian Confederation, the Darrians are a tolerant people who emphasize scholastic and technological areas. They tend to be peaceful and friendly, with only the Aslan segment of the population preferring expansion.

Many customs of the ethnic Darrians (*Homo darrianus*) contain a good deal of old (precontact) ritual and can be quite formal, but not all Darrians adhere to these fashions. A stoic element seems to underlie many societies. Whether one's

fortune is good or bad is often held less important than one's attitude toward life and fellow beings, as fate is not within one's control.

Aslan citizens of the Darrian Confederation have distinctly different attitudes from the rest of their neighbors, particularly towards military and defensive matters. They tend to encourage expansionism and a more aggressive stance in general, especially towards the Sword Worlds.

The Confederation government allows member worlds to manage themselves for the most part, as the Confederation is more concerned with strategic naval defense, maintenance of trade lanes, and formal diplomatic relations with other stellar communities and worlds. The Confederation Congress resides on Mire, whose senators are elected from their homeworlds by a variety of means.

The Darrians have their own styles of art and music, and elements of the past are highly valued. The export of art objects from Darrian is heavily controlled by the Confederation government, to maintain a hold on the past achievements of the society and to preserve their unique cultural identity.

Darrians are highly advanced in the sciences, especially in astrophysics. Most are suspicious of psionics because of the past threats from Zhodani.

Though Darrian is listed as TL 16, in truth it more closely approximates TL 12 for most commonly available goods. There are still a number of stations and facilities able to maintain themselves at TL 16, but many of them are in poor repair at best, and have thus far defied attempts to duplicate them. Some TL 16 weapons systems and engineering systems have apparently been maintained on a few naval vessels.

Career Preferences

Confederation citizens cannot enter Imperial military services, but the Darrians maintain their own Navy, Army, and Marines. However, the Darrians have no Scout Service, so that is not an option. Cutlass skill is not required in the Darrian marines.

Darrian Confederation citizens of any race who travel through the Spinward Marches are most likely to be merchants, common adventurers, retired military personnel, or diplomats.

Darrian Character Generation

All Darrian characters begin the game much as their human counterparts do: untrained, inexperienced, and about 18 years of age. At this point, as untrained and inexperienced Darrian, they embark upon a career in order to gain skills and experience.

DARRIAN CHARACTER CREATION

This section discusses general guidelines for building a Darrian character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO system character sheet and apply the Darrian Racial Template.

Naming: Pick a Darrian-sounding name.

Gender: Darrian may be either male or female. Males and females occur in approximately equal numbers, and both

genders participate actively in society.

A player may select the gender of a character, or may depend on chance. Throw 1D: 3- indicates a male Darrian; 4+ indicates a female Darrian.

Titles: Darrian characters may receive titles of nobility in the same fashion as with humans of high social standing.

Skills and Professions: There are no significant changes to skills and professions.

Mustering Out: Darrians receive mustering out benefits when they leave one of the space or military services. Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (2 points, may only pick twice), One Military personal weapon (e.g. Accelerator Rifle), Starship (may only select once), Free Passage Ticket (1 High or 2 Medium).

Dynchia

Trailing the Old Expanses, among the various client states, is the Comitia of the Dynchia (pronounced DINchee-ah), a power that stretches across five subsectors. The Dynchia are a warrior race genetically engineered by the Ancients.

For more detailed information on this race, see *Journal of the Travellers Aid Society* #24.

Dynchia Biology

Dynchia (the same word is used as both singular and plural) are about 2.2m in height and weigh about 100 kg. They are slender and long-limbed. Skin tones range from pale to bronze-tan; hair color is usually brown or black, but snowy white hair is not uncommon. Hair fibers are soft and silky, and hair runs in a bushy mane down to the small of the back. Facial hair is non-existent.

The Dynchia have six fingers on each hand, and six toes on each foot.

Finally, the Dynchia's teeth differ notably from other similar species, in that instead of separate teeth, their dental batteries consist of two bony "jaws" (as if the teeth had been fused into one upper and one lower "jaw"), with fang-like extrusions. Obviously, the Dynchia prefer plenty of meat in their diet.

Dynchia Template

Abilities

Cost Ability

- 6 *Graceful*: +2 DEX
- 2 *Weaker*: -2 STR
- 2 *Low-gravity build*: -1 BODY

Total Cost of Template Abilities: 2

Disadvantages

- 0 None

Total Cost of Template Disadvantages: 0

Options

- 20 *Psychological Limitation*: Dynchia Code of Honor (Common, Total)
- 15 *Psychological Limitation*: Stoic (Common, Strong)
- 4 *Warrior Ethic*: Choose one weapon familiarity and 1 3-point CSL with that weapon

Dynchian reproduction and child-rearing mirrors that

of other human races. Dynchian children who come of age are not considered adults until they have passed the trials of adulthood, a series of warrior and survival trials. Seven percent of the Dynchians who go through the trials fail and die.

Dynchia Homeworld

The Dynchian homeworld is Melantris/Melantris (0603-A6669C7-C).

Dynchia Society and Culture

The major difference between the Dynchia and the rest of Humaniti (other than their radical physical divergence, a result of genetic engineering by the Ancients) lies in the realm of psychology. Two of the most common culture-shaping elements of human psychology (the instinct to protect females from danger, and the instinct to possess territory) seem to have been left out of or modified in the Dynchia. The Dynchia have absolute equality of the sexes; prejudice or protection is psychologically impossible. Being gallant to a Dynchia female (who is as likely to be an admiral as a male) will earn you only a blank stare.

The instinct to possess territory has also been modified in the Dynchia. A Dynchia is not a citizen of a particular world; he is a member of a clan (which in turn is a member of a tribe). It doesn't matter where the tribe rules, as territory is unimportant. There has not been an actual war within the Dynchia race since prehistory, only minor squabbles. Wars are fought with outsiders, for survival instead of territory.

SOCIETY

The Dynchia have a rare and unusual quality: they are warrior individualists in an unwarlike culture. This is to say that the Dynchia never make war upon their race, though fights, duels and challenges are common, as is a warrior ethic.

Their culture is completely independent of territory. Each Dynchia is a member of a clan, which in turn holds a particular rank and position in one of the twelve tribes. One's position within the clan, and the clan's position within the tribe, determines one's degree of status in the tribe. Each tribe is partly a non-territorial nation, partly a sort of "clan" in the greater "tribe" of the Dynchia race itself. This strong sense of racial and tribal unity is what keeps war from being an issue in the Comitia (except versus outsiders, as a matter of survival).

The social basis of Dynchia mentality is a deep-felt sense of honor (both personal, and as part of a clan or tribe). It would be unthinkable for a Dynchia to compromise his or her personal, clan, or tribal honor - especially since the general religion of the Dynchia is reverence for ancestors and worship of tribal heroes. To be false to one's honor is to forfeit a chance to become a revered ancestor.

Solomani citizens of the Dynchia Comitia have adopted all of the mores and customs of the Dynchia. They are regarded as being a sort of "thirteenth tribe" and have representation at all levels of government. Even in the ruling council, the so-called "Council of the Twelve," the Solomani are represented by a delegate, the Voice of the Thirteenth Tribe, who has the right to speak before the council, though he has no vote.

GOVERNMENT AND MILITARY

The government of a Dynchia world is always type C, charismatic oligarchy, regardless of the other statistics of the world. At each successive level of government, the leaders

are a council consisting of the top ranking members of each tribe present. The highest of these councils is the Council of the Twelve, which rules all of the Comitia, and speaks for all the tribes. The highest ranking member of the highest ranking clan of each tribe is the Prince of that tribe and sits on the Council.

For reasons of organization, the military is subject only to the Council of the Twelve, and exempt from responsibility to clan or tribe. Note that the Dynchia culture emphasizes the warrior ethic. At coming-of-age, all individuals go through an extensive series of trials, to determine their right to the status of adulthood. Seven percent fail and die. Thus, all adults are skilled warriors. The military are merely the cream of the crop, specializing in combat arts. For this reason, most of the Comitia's budget is used on the navy and marines. Army units aren't really necessary.

It is generally considered impossible to conquer a Dynchia world. Though it might be possible to destroy the entire Dynchia race, it would not be possible to make them surrender, even in the face of racial extinction.

The Comitia controls much of the trade in the region, though the Harodar Hegemony to coreward has been trying to capture the market. A few short wars have been fought with the Harodari. All have been won by the Dynchia.

While the Dynchia have a low tech level (TL-12), they are not really hampered by this. Not only is it higher than most TLs in the region, but the Dynchia have an added advantage - they have refined, even revolutionized, design theory, to the point where everything is designed for maximum efficiency and beauty. They may not have fusion guns, but they have the best laser rifles in all of known space, and the same applies to all of their industry. A low rate of population expansion gives them time to fully develop a world before they are forced to expand by population pressure. As an example of the degree of perfection Dynchia designers have achieved, it may be mentioned that Melantris, with a population of over four billion, has little or no pollution problem; all wastes are recycled and made use of. What's more, the Dynchia architecture is famous for its beauty and perfection. So, while the Dynchia technology progresses slowly, at best, they can do more with that technology than any other race.

Career Preferences

Comitia citizens, whether Dynchia or Solomani, can enter the Comitia Navy, Marines or Scouts. Army service is rare on the Dynchia worlds. All Dynchia and Solomani citizens of the Comitia should have at least one CSL with their chosen weapon because of the society's warrior ethic.

Dynchia should be played as warriors, very touchy of their honor, willing to stoically bear impossible burdens for the sake of their personal/ clan/ tribal/ racial honor.

Dynchia is free of sexist prejudice - the thought simply does not occur to them. Dynchia engineers know a lot about good design and can usually improve a device, if it can be improved at all.

Dynchia Character Generation

All Dynchia characters begin the game much as their human counterparts do: untrained, inexperienced, and about 18 years of age. At this point, as untrained and inexperienced Dynchia, they embark upon a career in order to gain skills and experience.

DYNCHIA CHARACTER CREATION

This section discusses general guidelines for building a Dynchia character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO system character sheet and apply the Dynchia Racial Template.

Naming: Pick a Dynchia-sounding name. A Dynchia name follows a simple pattern: "xx of yy, called zz," where xx is the personal name, yy is the current place of residence, and zz is an honorific name, bestowed at coming-of-age, and describing his or her personality succinctly.

The tribe of the individual is noted by the ending of the personal name; thus, Astolian is a member of the Lian Tribe, Estravel is of the Avel Tribe, and so on. The Twelve Tribes of the Dynchia are: Lian, Avel, Erol, Kirest, Nast, Otir, Kila, Sirne, Tros, Rhes, Saro, and Dera.

Gender: Dynchia may be either male or female. Males and females occur in approximately equal numbers, and both genders participate actively in society.

A player may select the gender of a character, or may depend on chance. Throw 1D: 3- indicates a male Dynchia; 4+ indicates a female Dynchia.

Titles: Dynchia characters do receive titles of nobility in the same fashion as with humans of high social standing.

Skills and Professions: There are no significant changes to skills and professions. Comitia citizens, whether Dynchia or Solomani, can enter the Comitia Navy, Marines or Scouts. All Dynchia and Solomani citizens of the Comitia should have at least one level in any one combat skill of choice because of the warrior ethic. No skills of TL 13+ may be acquired by characters.

Dynchia are occasionally encountered in the worlds near the Comitia, and sometimes travel as far as the Solomani Sphere, the Imperial Old Expanses Sector, or the Hive Federation. Such characters are either scouts, merchants or adventurers.

Mustering Out: Dynchia receive mustering out benefits when they leave one of the space or military services. Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (2 points, may only pick twice), One Military personal weapon (e.g. Accelerator Rifle), Starship (may only select once), Free Passage Ticket (1 High or 2 Medium).

Jgd-Ll-Jagd

The Jgd-Ll-Jagd are a gas-giant dwelling intelligent species originating on a world on the coreward edge of the Imperium. Although technically a minor race, they possessed very advanced technology even before they were first contacted by Vilani explorers in about -4200. In the period since, for obscure reasons, they have never employed jump drives, although their slower-than-light ships have ventured several parsecs from Jagd, and Jgdi colonies are spread across three subsectors. Jgd have very occasionally traveled further afield than this in heavy life support units carried by bulk transporters, and Jgd travelers have even collaborated with humaniti in exploration and exploitation problems. The Jgd are the most advanced gas-giant dwellers in the Imperium.

For more detailed information on this group, see *Journal of the Travellers Aid Society* #17.

Jgd-LI-Jagd Biology

The Jgd have roughly spherical bodies, about 3m in diameter, dotted with clusters of sensory cells, and with three long manipulative tendrils distributed regularly round the “equator”. The densest mass of sensory organs, plus a large number of manipulative “feelers” and feeding structures, are sited on the lowest point of the body. The species’ internal structures are based on a number of thin-walled compartments, one of which (near the body center) houses the brain (or at least the largest neural nexus), but most of which are empty but for gases secreted by the body chemistry. Control of secretion rates and partially-directed release of the gases (mostly hydrogen) give the Jgd considerable control over their atmospheric buoyancy and direction of flight, but these “living balloons” are still rather susceptible to atmospheric currents; it is generally believed that accidental population redistributions were common in primitive Jgdi society, leading to loosely-bonded communal organization and exceptional homogeneity in Jgdi culture.

In so far as such terms have meaning in this context, the Jgd seem to spring from omnivore intermittent stock. There is only one sex; genetic interchange is achieved by air-borne spores, and reproduction is achieved by a sophisticated form of binary fission. Senses are based on extreme awareness of atmospheric vibration, plus very limited response to a very wide range of electromagnetic waves. Jgd can communicate limited information over long (20km +) distances, using pitch-modulated ultrasonic “whistling”, but the primary form of “speech” involves electrical impulses transmitted by direct physical contact. It is thought that this allows the transfer of very large quantities of information at the semi-subconscious as well as the conscious level, further enhancing the homogeneity of Jgd culture.

The Jgd live extremely long lives; apparently, no condition of “old age” exists, although eventually a fissioning Jgd undergoes division of the parent brain, rather than generating a new “child” cerebrum. Average life of an identifiable Jgd individual, barring accident, is approximately 630 plus standard Imperial years.

Jgd-LI-Jagd Homeworld

Jagd is a gas-giant, slightly smaller than Sol’s Saturn (110,000 km diameter); its surface is covered by ammonia “seas” which are usually not far below their boiling point; conditions at sea level are, therefore, somewhat unstable, as minor changes in local weather conditions can lead to spectacular evaporation and precipitation effects. Life appeared in the depths of these oceans (probably when the planet was slightly cooler for some reason), but progress beyond simple multicellular organisms only occurred when various forms adapted to life in the upper atmosphere.

Jgd-LI-Jagd Society and Culture

The Jgd developed a mechanistic civilization when they learned to manipulate crystalline matter from the Jagd “icebergs”; thus crystallography is as central to their technological history as metallurgy is to mankind’s. They developed activities akin to farming rather late, but their social systems are immensely refined, and spring from the need to organize for

food-gathering and hunting. The basic social unit is termed the “hunt” by human sociologists, and consists of a cooperative body formed for a specific purpose - not always anything as short-lived as a hunt for food. Many “hunts” are millennia old, but even disregarding natural mortality, the membership is extremely flexible, with individuals leaving and joining quite frequently in most cases. Hunts to some extent resemble human businesses, trusts, or colleges, or Hiver nests, but each hunt actually holds a rather deeper role in Jgdi culture than this implies, in a way that only the Jgd themselves really comprehend. The crew of a short-range spaceship will usually comprise one hunt, while an interstellar craft will have three or four ‘active’ hunts aboard, plus the social nucleus of several more that become active as and when the ship establishes a colony or base on a new world. The system is remarkably flexible but robust.

The other key element in Jgdi psychology is an obsession with balanced exchanges, apparently running at least as deep as human curiosity, Aslan land-hunger, or Newt orderliness. A Jgd is literally incapable of “unilateral behavior.” For example, the Jgd never initiate exploration for its own sake, but only send ships where there is a very high probability of finding exploitable resources, or of establishing a colony that might eventually send vessels back to Jagd. This obsession, apparently linked to the inherently bilateral nature of Jgdi conversation, has resulted in almost all contact between Jgd and

Jgd-LI-Jagd Template

Abilities

Cost Ability

10	+5 BODY
3	+3 INT
20	<i>Hydrogen Jet</i> : Flight 10”
-12	<i>Only Flies</i> : Running -6”
25	<i>Sensory Organs All Around The Body</i> : Increased Arc Of Perception (360 Degrees) with all Sense Groups
5	<i>Numerous Limbs/Tentacles</i> : Extra Limb (1)
8	<i>Jgd Senses</i> : Radio Perception
3	<i>Jgd Senses</i> : Ultrasonic Perception (Hearing Group)
5	<i>Jgd Senses</i> : Ultraviolet Perception (Sight Group)
5	<i>Jgd Senses</i> : Infrared Perception (Sight Group)
14	<i>Jgd Senses</i> : +4 versus Range Modifier for Sight Group, Hearing Group and Radio Perception
3	<i>Long-Lived</i> : Life Support (Longevity: 800 Years)
5	<i>Adapted To Live On A Gas Giant</i> : Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold)
12	<i>Tough Hide</i> : Armor (4 PD/4 ED)
13	<i>Highly Competent</i> : +2 Overall (20 Active Points); Limited Power Only with Jgd Technology (-½)

Total Cost of Template Abilities: 124

Disadvantages

-5	<i>Physical Limitation</i> : Large, up to twice human size (4m, or 2”; -2 DCV, +2 to PER Rolls to perceive) Infrequently, Slightly Impairing
-15	<i>Physical Limitation</i> : Poor Eyesight, suffers -2 to all Sight PER Rolls Frequently, Greatly Impairing
-10	<i>Physical Limitation</i> : Poor Hearing, suffers -2 to all Hearing PER Rolls Frequently, Slightly Impairing
-25	<i>Psychological Limitation</i> : Obsessed With Balanced Exchange / Incapable of Unilateral Action (Very Common, Total)

Total Cost of Template Disadvantages: -55

other races taking the form of trade. It also causes the Jgd to operate a peculiar (and slightly brutal-seeming) legal system; theft is always punished by fines, violence by violence, and so on (in short, “an eye for an eye”). It is even hypothesized that the Jgd commenced interstellar travel when and only when they were first contacted by humaniti because only then was a degree of symmetry implied by the activity.

The homogeneity of Jgdi culture is a major factor in Jgd society, but it must not be overstated. Jgd are discrete and independent individuals, with distinct personalities and powerful personal drives; they have an idea of private property; they have personal violence, if not wars. Nonetheless, it is important to note that education - in the sense of a transmittal of data - is extremely easy for them; hence almost any Jgd can employ almost any Jgdi device or technique with at least minimal competence. This does not imply that the race lacks individuals specializing in particular fields of competence, merely that total incompetence in any field is rare.

Jgd In Interstellar Society

Jgdi thought is alien to all other races' intelligence; hence communication is a persistent problem. The obvious difficulty of simply conversing is generally solved by use of powerful human or Jgdi computer translators, but even these tend to struggle with many concepts; nor is pronunciation of synthesized phonemes always easy (the race name is a human corruption of something produced by an early Jgdi machine). In general, relations with humaniti and other races are restricted to trade and informational exchanges.

The Imperium classifies the Jgd as a friendly associate species with autonomous government; actually, no formal pacts exist, although relations are in a state of stable equilibrium. Jgd-inhabited systems will always be “patrolled” by a number of large and powerful vessels (see below); these rarely take much interest in human affairs unless Jgdi interests are threatened. The chief point to note in such systems is that fuel-skimming a Jgd world is extremely unwise; shock waves from the pass will cause severe damage to the beings and their environment, and their response is certain to involve high-energy weapons fire. For this reason, Jgd systems are well-marked with navigational beacons.

Other races get on with the Jgd even less well than does humaniti (although there are Jgd colonies in the K'kree empire); mankind at least has long experience with the race, and the Jgdi exchange-obsession corresponds effectively to the human tradition of mercantile economics. There are no records of the Jgd hiring alien mercenaries for any but short-term jobs, or of small Jgd groups or individuals settling for long with other races save out of necessity.

The Jgd failure to construct jump drives is a mystery (the task could easily be performed by Jgd technology). One theory is that the race actually refuses to do so because it is impossible to enter into an exchange relationship with hyperspace, making the subject anathema to them. More plausible theories hold that jump travel is dangerous to them. Certainly, the Jgd travel units occasionally loaded onto human jump ships carry extremely heavy insulation.

Jgd Character Generation

Jgd are utterly alien beings, and may be quite tricky to referee. (Jgd player characters are out of the question, unless the entire campaign is Jgd characters). The main problem is their obsession with balanced exchange in all relationships,

although practical environmental factors must also always be borne in mind. Nonetheless, the race is neither irrational nor erratic, and basic impulses such as self-preservation are common to men and Jgd alike.

All Jgd characters begin the game much as their human counterparts do: untrained, inexperienced, and about 18 years of age. At this point, as untrained and inexperienced Jgd, they embark upon a career in order to gain skills and experience.

JGD CHARACTER CREATION

This section discusses general guidelines for building a Jgd character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO system character sheet and apply the Jgd Racial Template.

Naming: Pick a Jgd-sounding name.

Gender: Jgd have no gender.

Titles: Jgd characters do not receive titles of nobility.

Skills and Professions: Human social skills are of little use when dealing with Jgd. Jgd cannot travel in jump ships without special insulated pods, and so few have Navigation skills regarding Jumpspace.

Mustering Out: Jgd receive no mustering out benefits.

The Sword Worlders

The inhabitants of the various planets of the Sword Worlds Confederation (collectively called Sword Worlders) are a major presence in the Spinward Marches. Although they are not a separate race, they are sociologically and culturally different enough to warrant treatment.

For more detailed information on this group, see *Journal of the Travellers Aid Society* #18.

Sword Worlder Biology

The original settlers of the Sword Worlds were derived from Terrans of Germanic and Nordic stock. They are fully human.

Sword Worlder Homeworld

The Sword Worlds are a confederation, and there is no true homeworld. The first settled world was Gramm; the colonists originated from Terra.

Sword Worlder Society and Culture

HISTORY

The inhabitants of the Sword Worlds are descended from Solomani exiles which arrived in the subsector in -400. The first settlement in the region was on Gramm in -399. By -200 the settlement of the area was largely complete, and the first interstellar government in the region, the Sacnoth Dominate, was formed in -186. Consisting of the twenty worlds settled up to that point, the Dominate lasted until -102, when rebellion split the region into several smaller governmental bodies.

During the ensuing centuries, various Sword World governments rose and fell, sometimes coalescing all the worlds under a single world's domination, sometimes splinter-

ing into several small states. Contact with Imperial traders in 73 brought increased trade and had a stabilizing influence on the region, but this stability was short-lived. During this period, Imperial alliances with the Darrians provoked Sword Worlds suspicion and paranoia, leading to the participation of the Sword Worlds in the Outworld Coalition, and to the long standing opposition to the Imperium which prevails to the present time.

The First Frontier War brought a desire for cooperation among the various squabbling worlds, and the end of the war saw the formation of the first unified confederation in centuries, centered on Sacnoth, and referred to as the Second Dominate. After the war, the Second Dominate annexed Terant 340, Torment, Trifuge, and Cunnonic, all in the Darrian subsector. The conflict between the Darrian and Sword Worlds confederations can be traced to this annexation.

At the end of the Second Frontier War, the Imperial military occupied the worlds of Margesi, Hrunting, Mjolinir, Gungnir, Tizon, Colada, Joyeuse, Dyrwyn, Durendal, Hofud and Biter. This occupation continued for 5 years, and only served to aggravate the anti-Imperial feeling of these worlds.

The Second Dominate held power until 698, when it was overthrown by a coalition headed by Gram. The Gram Coalition ruled until 788, when a short war with the Darrian Confederation resulted in the loss of the four worlds gained during the First Frontier War. Public outrage at the mis-handling of the war caused the subsequent fall of the Gram government. The replacement for the Gram Coalition was the Trilateral Alliance, a decentralized organization headed by Narsil, Sacnoth, and Durendal. The Alliance broke up in 848, due in large part to the inherent weakness of its organization, and an interregnum of independent worlds and small clusters of two or three worlds lasted until Gram reasserted its influence (helped substantially by Zhodani money and advisors, rumor has it) in 852. This government has remained in control down to the present.

In 1098, a civil war broke out on Joyeuse, balkanizing the planet. The Confederation government blockaded the world in order to allow local forces to settle the question free from outside influences, and the fighting has continued, off-and-on, ever since.

In 1107, war again erupted between the Imperium and the Outworld Coalition. The Sword Worlds commenced military action against the Vilis and Lanth subsectors attacking or occupying Vilis, Garda Vilis, Saurus, Tavonni, Choleosti, Lanth, and D'ganzio. The war has not yet been concluded, although as of 241-1109 the Sword Worlds' incursions had been stopped and their forces dealt several severe defeats.

SOCIETY

The original settlers of the Sword Worlds were derived from Germanic and Nordic stock (old Terran cultural groups), but these terms had only linguistic meaning by this time. The peculiar culture of the Sword Worlds developed out of local conditions, heavily influenced by Solomani culture.

Language: The official language of the Sword Worlds is a variant of Icelandic, borrowing heavily from other Nordic languages as well as from Germanic tongues and from Vilani. All confederation business is conducted in the official language. Individual planets have their own dialects or languages. Galanglic is widely understood in governmental and mercantile circles, and Zhodani is spoken by some officials.

Culture: Each world of the Sword Worlds has its own specific culture, but the differences are almost indistinguish-

able to outsiders, and there is considerable common ground. Sword Worlds society is militaristic and male-dominated, women having a much more subordinate position than in the Imperium. Almost without exception, men fill important public offices, business positions, and high military commands. While women are not legally or culturally prohibited from any occupation, any woman in a "male" profession is expected to exhibit male rather than female behavior (at least in public). The reverse, however, is not true. Men may never exhibit female behaviors (in public at least) without losing face. In addition, men and women share a good many behavioral characteristics.

Direct action is the primary male characteristic. Men are expected to be taciturn, stern, and strong-willed.

Passivity is the primary female characteristic. Women are expected to remain in the background, unless they are in a "male" occupation (as noted above). This aspect of their culture has led one Imperial wag to describe the Sword Worlds as "where men are men and women are men, too..."

Both sexes are expected to be honorable and stoic in the face of pain and adversity. Obedience to superiors and respect for authority are instilled at an early age, and those who feel they have not received the respect due to them will probably react violently (men especially). Sword Worlders are often characterized by outsiders as vain, easily provoked braggarts, for this reason. Sword Worlders view outsiders as mewling cowards until shown otherwise.

PSIONICS

The Sword Worlds do not suppress psionic talents, but neither have they made them an integral part of their culture as the Zhodani have. Psionic powers are viewed with distaste by Sword World men, and any male possessing them will be reluctant to admit to them or use them in public. There is a degree of paranoia among the non-psionic population, which keeps those with psionic talents from openly using them. A third factor (and in many ways the most significant) is the fact that the only psionics institute in the Sword Worlds is located on Sacnoth. Even though the planetary government does not make overt use of psionics (because of the social and cultural pressures mentioned above), the omnipresent interworld rivalry reinforces the latent anti-psionic prejudice among the inhabitants (and governments) of those worlds not politically dominated by Sacnoth.

This public prejudice against psionics has been the major element in limiting Zhodani influence in the region.

GOVERNMENT

The government of the Sword Worlds Confederation allows almost complete local autonomy. Individual worlds maintain separate military forces, pass their own laws, and completely regulate their own internal affairs. A Confederation Council, made up of representatives from all worlds, regulates interworld trade, handles diplomatic relations with outside powers, and adjudicates interworld disputes.

The so-called "metal worlds" (Iron, Bronze, Mithril, and Steel) have been designated resource worlds, and placed under the direct administration of the Confederation government for further development. There are no permanent residents, and the only inhabitants are the Confederation Patrol and the various mining and resource exploitation personnel (employees of firms which are licensed to conduct operations by the Confederation government).

MILITARY

In peacetime, the Confederation government maintains a pool of high-ranking military officers (selected from the military forces of all worlds) who are trained in large unit command and staff operations.

During time of war, all military forces are confederate and placed under a single unified command. For ground forces, units up to division size are commanded by officers from the individual worlds, corps and higher organizations by Confederation officers. The component forces of a division are from the same world whenever possible (in the case of mixed divisions, the commanding officers are from the majority world of the division).

For naval forces, individual ships are commanded by local officers, and squadrons or higher organizations by Confederation officers.

The Confederation also maintains an interplanetary patrol which suppresses piracy, operates the starports, and administers customs and tariff regulations in non-planetary space.

THE SWORD WORLDS & THE WAR

As a part of the Outworld Coalition, the Sword Worlds attacked the Imperium in 1107, meeting with some initial success, but rapidly bogging down. Despite this, the Sword World's military forces did not suffer a major defeat until the battles for Lanth from 096 to 241-1109. The Sword World squadrons, accompanying troop transports for the conquest and occupation of Lanth, were surprised by the Imperial 193rd fleet and severely mauled. The ground forces, consisting of troops from Gram, Sacnoth, and Narsil, had been able to land and secure the system (despite fierce local resistance), but were stranded by the defeat of their fleet, and eventually surrendered after a long and hard-fought struggle.

This seems to have been the turning point in the war, because the Sword Worlds conducted no more major offensive operations.

Sword Worlders Career Preferences

The main thing to remember is their extreme pride and demand for personal respect. Their low opinion of non-Sword Worlders (especially the Zhodani, because of their use of psionics) will cause much friction between them and outsiders (until the outsiders have proven themselves worthy of friendship). Bear in mind, however, that they are not fools and will not enter into fights they cannot win.

SWORD WORLDS PATROL SERVICE

Use the Scout Service template. Only open to members of the Sword Worlds.

Sword Worlder Character Generation

All Sword Worlder characters begin the game untrained, inexperienced, and about 18 years of age. At this point, as an untrained and inexperienced Sword Worlder, they embark upon a career in order to gain skills and experience.

SWORD WORLDER CHARACTER CREATION

This section discusses general guidelines for building a Sword Worlder character, as pertains to their unique culture. The guidelines provided are based on the HERO system's character

point design, rather than Traveller's random die rolls. In some cases, random die rolls are provided as an option.

Beginning: Start with the HERO system character sheet. There is no Sword Worlder Racial Template.

Naming: Pick a Sword Worlder-sounding name.

Gender: Sword Worlders may be either male or female. Males and females occur in approximately equal numbers, and both genders participate actively in society.

A player may select the gender of a character, or may depend on chance. Throw 1D: 3- indicates a male Sword Worlder; 4+ indicates a female Sword Worlder.

Titles: Sword Worlder characters do receive titles of nobility in the same fashion as with humans of high social standing.

Skills and Professions: There are no changes to skills and professions.

Mustering Out: Sword Worlder receive mustering out benefits when they leave one of the space or military services. Choose the character's current age in human years, subtract 18, and divide that total by 4 for the number of terms of service the character served. For each full term of service, the character earns one pick from the following list: Perk: Money (2 points, may only pick twice), One Military personal weapon (e.g. Accelerator Rifle), Starship (may only select once), Free Passage Ticket (1 High or 2 Medium).

The New Era Races

In 1030-1190 IY, the technological weapon known as Virus brought about the fall of the Shattered Imperium. Billions of people, including entire worlds, died from the destruction caused by Virus.

In 1200 IY, there are pockets who are trying to rebuild from the devastation. There are four regions of human space that can be the basis of New Era campaigns: Regency (Spinward Marches), Reformation Coalition (Old Expanses), Pocket Empires (small independent coalitions), and The Wilds.

Regency

The Regency is the pocket of highest technology remaining in human space. Shunted from the majority of Virus by the Great Rift, it has survived as a living monument to what was the Imperium.

Technology and space travel are common in the region, along with contact with five other interstellar governments: the Zhodani Consulate, the Sword Worlds, the Darrian Confederation, and the remnants of the Aslan Hierate and Vargr splinter groups.

The majority of the Regency member races are humans, but Droyne, Aslan, Vargr, and some minor races can also be found within.

One change instituted by Archduke Norris was the repeal of the anti-psionic laws. The new psionic programs have led to Regency Psions — non-Zhodani humans with varying degrees of psionic skill and powers.

For more information, see *Traveller: The New Era*.

Reformation Coalition

On the opposite side of the old Imperium, the Old Expanses was hard hit by Virus. Being near the Solomani Confederation and the Hivers, aid from the Hivers has helped rebuild the area.

In 1192 IY, the Hivers, who had been relatively unaffected by Virus, began contacting human worlds in the Old Expanses. Over the next ten years, they set up technical academies and assisted the world in recovery from the isolation and damage wrought by Virus. By 1201 IY, the twelve worlds of what become known as the Reformation Coalition began the plan of expansion, searching out other human worlds who had yet to recover from Virus and help bring them into the Coalition.

The majority of Coalition member races in The Reformation Coalition are humans, although there is one non-human member — the Schalli. The Hivers are not members of the Coalition, but are assisting the humans in rebuilding themselves into an interstellar community.

For more information on these races, see *Path of Tears: The Star Viking Sourcebook*.

Reformation Coalition Humans

Information concerning the members of the Reformation Coalition is somewhat sparse at the time of this writing. Look for more in-depth treatments in future publications.

Aubani

The Aubani are one of the founding members of the Coalition.

Aubani Biology

The Aubani humans are human in all respects. They are highly intelligent and value education.

Aubani Template

Abilities

Cost Ability

3 *Highly Intelligent:* +3 INT

Total Cost of Template Abilities: 3

Disadvantages

0 None

Total Cost of Template Disadvantages: 0

Options

-10 *Psychological Limitation:* Coalition Federalist (Common, Moderate)

Aubani Homeworld

Aubaine: A78A884-C S Wa Ri Cp G5 V

The Aubani homeworld is now called Aubaine, but prior to the New Era it was known as Vras. The name was changed to Aubaine (“Windfall”) after the first Hiver technical academy was set up there.

Aubaine is a water world, with all of the human settlements and government on a series of archipelagos. The native Schalli are spread throughout the oceans of Aubaine. There are 150 million humans and 650 million Schalli living on Aubaine.

Aubaine is the seat of the Coalition government, and the Assembly of Worlds is located on the largest island group. Representatives from each Coalition world attend the Assembly, with the number of representatives based on the population of the member world. Aubaine is also site of the Hiver Technical Academy.

Aubani Society and Culture

The Aubani are members of the Coalition. They have a racial pride that many call arrogance. The Aubani have a strong kinship of heart with the Schalli.

Aubani’s technology level is Average Stellar.

Balduri

The Balduri are a human race used to the struggle to survive.

Balduri Biology

Balduri Template

Abilities

Cost	Ability
2	<i>High Gravity Native</i> : +2 STR
2	+2 INT
1	<i>Used to High Gravity</i> : Armor (2PD/0ED); Only To Protect Against G Forces (-1)
4	<i>Environmental Movement</i> : High-G
Total Cost of Template Abilities: 9	

Disadvantages

0	None
Total Cost of Template Disadvantages: 0	

Options

-10	<i>Psychological Limitation</i> : Stubborn (Common, Moderate)
-9	<i>Low Tech</i> : TL9 native

Balduri Homeworld

Baldur: CAAA756-9 S Fl Wa K4 V

Formerly called Heppling, this water world was originally colonized by several nations from the world of L'steich. It is a water world with an exotic (poisonous) atmosphere and high gravity (1.5G). Most habitation is in enclosed floating habitats or underwater cities. Baldur has a population of 30 million people.

Balduri Society and Culture

The struggle for survival on Baldur after Virus shut down most computerized machinery, along with Baldur's high gravity and poisonous atmosphere, has produced a determined (some would say stubborn) people who value cooperation and action above contemplation. They tend to be Centrist in their politics.

Baldur's technology level is Early Stellar.

Fijans

The Fijans are practical and orderly.

Fijan Biology

The Fijans are eminently practical, logical, and restrained in their emotions.

Fijan Template

Abilities

Cost	Ability
-2	<i>Low Gravity Native</i> : -2 STR
-2	<i>Tainted Atmosphere</i> : -1 CON
2	<i>Practical and Logical</i> : +2 INT
2	<i>Environmental Movement</i> : Low-G
3	<i>Disciplined Mind</i> : Scholar, Scientist, or +1 with any 3 related skills (choose)
Total Cost of Template Abilities: 3	

Disadvantages

0	None
Total Cost of Template Disadvantages: 0	

Options

-10	<i>Psychological Limitation</i> : Practical and Restrained (Common, Moderate)
-6	<i>Low Tech</i> : TL10 native

Fijan Homeworld

Fija: D553754-A S Po K1 V Mo D

Fija is a low-gravity world (0.45G).

Fijan Society and Culture

The Fijans have an extremely stable government and society, and weathered Virus and the Collapse without much civil disorder or violence. The Fijan culture favors order and discipline, planning well and executing efficiently. It is a member of the Centrist bloc.

The Fijan technology level is Early Stellar.

Luhtalans

A world of Free-thinkers.

Luhtalan Biology

The Luhtalans tend toward independent thought, prizing individuality over appearance. Their world has a tainted atmosphere, although it is not fatally poisonous.

Luhtalan Template

Abilities

Cost Ability

1 +1 INT

Total Cost of Template Abilities: 1

Disadvantages

0 None

Total Cost of Template Disadvantages: 0

Options

-10 *Psychological Limitation:* Free-thinker or Anarchist (Common, Moderate)

-12 *Low Tech:* TL8 Native

Nimbans

The Nimbans are firm believers in cooperation as the way to rebuild society. Their world has a tainted atmosphere.

Nimban Biology

Nimban Template

Cost Ability

-2 *Tainted Atmosphere:* -1 CON

Total Cost of Template Abilities: -2

Disadvantages

0 None

Total Cost of Template Disadvantages: 0

Options

-10 *Psychological Limitation:* Cooperative (Common, Moderate)

-9 *Low Tech:* TL9 Society

Nimban Homeworld

Formerly called Hite, Nike Nimbus is a world still trying to recover. Nike Nimbus has a population of 70 million people.

Nike Nimbus has a tainted atmosphere.

The Nimban technology level is Early Stellar)

Nimban Society and Culture

Mostly Federalist.

Luhtalan Homeworld

Luhtala: D474784-8 Ag M0 V

Originally called Luhtala, the native government renamed the world Lucifer. Outworlders still refer to it as Luhtala. The current population is 30 million people.

Luhtala has normal gravity, but a tainted atmosphere.

Luhtalan Society and Culture

Notorious as free-thinkers, their culture prior to the Collapse was a low law level anarchy. Since then, they have had to adopt a more formal system of laws and social behavior. They are the most vocal of the Federalist bloc.

Oriflamme

Oriflammers are willing to fight for what they believe in, a stance that worries other members of the Reformation Coalition. It's a belief that has also led to an internal resistance movement against the planet's feudal technocracy.

Oriflamme Biology

Oriflamme Template

Abilities

Cost Ability

-2 *Tainted Atmosphere*: -1 CON

2 *Technocracy*: +2 INT

Total Cost of Template Abilities: 0

Disadvantages

0 None

Total Cost of Template Disadvantages: 0

Options

-10 *Psychological Limitation*: Resentful (Common, Moderate)

-9 *Low Tech*: TL9 Society

Oriflamme Homeworld

Formerly called Nemyer. Oriflamme has 800 million people. Oriflamme has a tainted atmosphere.

Oriflamme Society and Culture

The Collapse caused death for a large portion of the population, as the high-tech agricultural and transportation systems failed. That loss has left its mark on the psyche of the inhabitants. The people have a strong need for security and the knowledge that it's necessary to fight and make sacrifices to achieve that security is deeply ingrained.

Oriflamme is a feudal technocracy with fairly strict laws and a central authority. They are strong supporters of the Centrist bloc of the Coalition.

The Oriflamme have the "life sucks...deal with it" attitude. They come from a world with a tainted atmosphere, and value education. Titles exist.

The Oriflamme technology level is Early Stellar.

Spiri

The Spiri distrust tools and machines, and look at things from a spiritual point of view. They live on a world with a tainted atmosphere and live in a pre-Industrial society.

Spiri Biology

Spiri Template

Abilities

Cost Ability

0 None

Total Cost of Template Abilities: 0

Disadvantages

0 None

Total Cost of Template Disadvantages: 0

Options

-10 *Psychological Limitation*: Coalition Federalist (Common, Moderate)

-15 *Low Tech*: TL2 Society (circa 1600 AD)

Spiri Homeworld

Spiri has a tainted atmosphere.

It's populations is a modest 40 million people.

Spiri Society and Culture

Prior to the Collapse, this was a primitive world under Imperial Interdict as a world to observe primitive culture and social development. Lacking sizable amounts of fuel and metals, technological advances stalled quickly but arts and philosophy thrived.

Since the Collapse, the Coalition is working to employ solar power and imported metals and synthetic materials to raise the world's tech level. Spiri who are interested in star travel are encouraged to attend one of the off-world academies, and many have done so. The world remains a simple and pastoral world. They are overwhelmingly Federalist.

Reformation Coalition Nonhumans

Schalli

The native race of the planet now called Aubaine, they were at one time thought non-sentient. They have since proven that assumption wrong.

Schalli Biology

The Schalli are an intelligent aquatic species resembling a dolphin, but with extended eyestalks, four manipulative limbs, and whiskers like those of a Terran catfish.

Schalli Template

Abilities

Cost Ability

5	+5 STR
15	+5 DEX
10	+5 CON
3	+3 PD
2	+2 ED
5	<i>Breathe Water Or Air:</i> Life Support
10	<i>Swimmer:</i> Swimming +10" (12" Total)
-12	<i>Swims Only:</i> -6" Running
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)
15	<i>Underwater Senses:</i> Active Sonar
5	<i>Extra Limbs:</i> 4 manipulative flippers

Total Cost of Template Abilities: 59

Disadvantages

-5	<i>Physical Limitation:</i> -15 STR when not in water
-5	<i>Physical Limitation:</i> Skin is extremely sensitive to drying

Total Cost of Template Disadvantages: -10

Options

6	<i>Natural Navigators:</i> Bump of Direction and Navigation (Sky)
6	<i>Naturally Ordered Thinking:</i> Lightning Calculator and Detect Computer Malfunctions/Viruses (INT)
10	<i>Natural Underwater Engineers:</i> SS Underwater Engineering (INT) and Find Weakness 11-; Underwater objects only (-¼)

The Schalli have a unique lung/gill system that enables them to breathe both air and water. They have a mass of about twice that of humans.

Schalli Homeworld

For more information on Aubaine, see Aubaine.

There are about 650 million on Aubaine, the Schalli homeworld, and 6 million Schalli on Schall.

Schalli Society and Culture

One of the central aspects of Schalli culture is choral singing. Originally part of communicating dangers, hunts, and so forth, it evolved into a sophisticated art form. Schalli group songs can be heard for hundreds of kilometers underwater.

The average Schalli has little interaction with humans. Only those promising students are selected for "dry study"

as assisted students at human universities. Schalli are very talented at mathematics, navigation, and have an instinctive grasp of computer operations and programming. They are some of the best "Virus busters" in the RCES.

Most Schalli are engaged in aquatic pursuits, such as sea farming, underwater mining, and engineering. They also excel at underwater construction.

Schalli are capable of possessing psionics, and those who do always have Computer Empathy as one of their psionic talents.

Those Schalli who have integrated into spaceflight are well-known for three occupations: Astrogator, Virus Blaster (computer technician), and Aquatic Engineer.

Schalli astrogators can be found on many RCES vessels, so much so that its rare **not** to find a Schalli astrogator on a spaceship or starship.

Schalli Virus Busters are so in tune with computers that they can sense the presence of Virus long before anyone has started running diagnostics on them.

Schalli aquatic engineers are the best in Coalition space, and have taken contracts on many of the water worlds in the Coalition.

Pocket Empires

Pocket Empires is a term for various small coalitions of a dozen or less worlds that have banded together. One such pocket empire discussed in *Traveller: The New Era* is The Hubworlds.

For more information on additional pocket empires, see the books *Traveller 1248: Out of the Darkness* and *Traveller 1248: Bearers of the Flame* from ComStar.

The Wilds

The Wilds is the majority of what had been Imperial space. It is full of vast regions of decimated worlds who have lost touch with other worlds and are concentrating on rebuilding. Most of these worlds have fallen under despotic rulers, forcing the inhabitants into medieval-style livelihoods.

Profession Templates

This section contains Profession Templates (a.k.a. Package Deals) for a *Traveller Hero* campaign. The HERO System calls these Package Deals, but there are no “deals” or discounts for taking these packages. They are actually templates, representing the minimum skills a character must have to be a member of that profession. The purpose of these templates is ease and consistency.

As with *Terran Empire*, it is broken into Imperial & Government Templates, and Civilian Templates. In addition to these packages, see *Star Hero*, *Terran Empire*, and *Alien Wars* for other packages that may be appropriate.

Imperial and Government Templates

These templates represent government officials and members of the Imperial Military services. If the GM is running a military campaign, characters should take the entire template. If the characters are ex-military, they should take all of the skills in the template, but not the disadvantages, since they are no longer under military control.

Government and Bureaucracies

These templates represent jobs and positions in government, whether the Third Imperium or a backwater planet. These templates are designed to be easily adapted to other governments.

BUREAUCRAT

Bureaucrats are the low-level officials who do the day-to-day work within the government, whether that government is Imperial or local. See also the Bureaucrat Package Deal in *Terran Empire*, page 106.

Bureaucrat Template

Cost	Ability
3	Bureaucratics
2	KS: Governmental Law 11- (choose)
2	PS: Bureaucratic profession (such as Clerk, Inspector, etc.) 11-
6	6 points worth of skills from the following list: Acting, Bribery, Computer Programming, Conversation, Deduction, Disguise, High Society, Persuasion, Systems Operation, Streetwise, Tracking, Weapon Familiarity, Transport Familiarity, any Background Skill, Computer Access to Governmental Database
6	Contact: Government Agency 11-
1	Fringe Benefit: Security Clearance Level 1
Total Cost Of Abilities: 20	
Value	Disadvantages
-10	Social Limitation: Subject To Orders (Frequently, Minor)
Total Cost of Disadvantages: 10	

Typical Goals and Motivations: Most bureaucrats want to make sure the laws and policies set forth are followed. Some are in the job so they can make a difference, others so they can

make a credit or two.

Typical Abilities: Heroic bureaucrats are adept at dealing with others, finding missing information, and so are likely to have higher INT and PRE than their non-heroic counterparts.

Suggested Disadvantages: Stereotypical clerks will likely have either *Psychological Limitation: Helpful* for those whose responsibility is to help the public, or *Psychological Limitation: Austere Gatekeeper* for those whose job is to maintain control. Inspectors and Caseworkers may have *Psychological Limitation: Driven To Right Wrongs* or similar limitations representing their need to protect the public.

Progression: Becoming a researcher, analyst, or detective are a few of the logical progressions beyond bureaucrat.

Other Notes

For Bureaucrats in a pre-Industrial society, remove *Computer Programming* and *Computer Access* as options. Additional options are shown below.

Value	Options
2	<i>Observant:</i> +1 with Sight Perception group
5	<i>Researcher:</i> +1 with INT Rolls
-10	<i>Corrupt Official:</i> select Bribery from the skill list, and add Psychological Limitation: Corrupt (Common, Moderate)

Vehicle Registration Clerk: Useful for Industrial tech levels and higher, the Registration clerk can be altered slightly for other types of registration, such as Starships or Property.

Value	Options
0	<i>Vehicle Registration Clerk:</i> select PS: Application Clerk 11-, KS: Current Vehicles 11-, Deduction, Systems Operation: Computers 8-

Health Inspector: Can be modified to inspect other things, such as Restaurants, Housing, or any other matter that requires inspection for quality or safety.

Value	Options
+3	<i>Health Inspector:</i> select PS: Health Inspector 11-, KS: Public Health Principles 11-, Deduction, SS: Biology 8-; for higher TL, add Systems Operation: Sensors

Protective Services Caseworker: Protective Services provide investigation and refuge for those who are typically unable to help themselves, such as children, abused spouses, animals, and perhaps even AIs in 1248.

Value	Options
0	<i>Protective Services Caseworker:</i> select PS: Protective Services Caseworker 11- (choose <i>child</i> , <i>abused spouse</i> , or <i>animal</i>), Conversation, SS: Psychology 11-, Fringe Benefit: Custodial Removal Powers (1 point)

COURTIER

Courtiers have little in the way of personal power, but what they do have is influence and access to powerful or influential figures. Courtiers can represent Heralds in Medieval or Renaissance Tech Levels, or simply messengers and “fix-it” people at higher Tech Levels. See also the Courtier package in *Terran Empire*, page 106.

Courtier Template

Cost	Ability
7	High Society +2
2	KS: Court Figures 11-
6	6 points worth of skills from the following list: Bribery, Conversation, Gambling, Lipreading, Oratory, Persuasion, Seduction, Shadowing, Streetwise, any Background Skill
5	Contact: Important Figure at Court 11- (Contact has extremely useful resources)
2	Fringe Benefit: Lower Nobility
Total Cost Of Abilities: 22	
Value	Disadvantages
-5	Hunted: Various Members Of Court 8- (As Pow, NCI, Watching)
Total Cost of Disadvantages: 5	

Typical Goals and Motivations: Courtiers seek to extend their own influence and that of their benefactor(s) at court.

Typical Abilities: Courtiers tend to be socially savvy, creating and maintaining contact and influence with people at court and those who can be of future use to the courtier or his benefactors. Persuasion, Conversation, and Seduction skills are among the most commonly possessed and used skills. Other skills to aid them, such as Gambling and various entertainment and sporting skills (Golf, anyone) are important.

Suggested Disadvantages: In addition to being watched by various members of court, they may have developed a Professional Rivalry with one or more Courtiers. They may also have Psychological Limitations concerning loyalty to their benefactor or their desire for greater money or power.

Progression: As courtiers progress in influence, they may seek out greater challenges, perhaps entering into politics. They may also find the life of adventuring to have a great allure.

Other Notes

For Courtiers in a Medieval society, add WF: Swords. Additional options are shown below.

Value	Options
3	<i>Helpful:</i> +1 with PRE-Based skills
3	<i>Many Friends:</i> Well Connected

Go Between: This lower noble acts as a go-between for a higher noble and those he is employing in secret missions.

Value	Options
0	<i>Go-Between:</i> select Conversation, Persuasion

Fly On The Wall: This lower noble keeps an eye on the goings on, and reports them back.

Value	Options
0	<i>Fly On The Wall:</i> select Lipreading, Shadowing

DIPLOMAT

Diplomats are representatives of one government appointed to another government, such as ambassadors, colonial administrators, embassy officials, and the like. Diplomats can operate in the espionage realm or the political realm. See also the Diplomat package in *Terran Empire*, page 107.

Diplomat Template

Cost	Ability
3	High Society
3	Bureaucratics
4	Language (local alien language, completely fluent)
2	AK or CK: Current Posting 11-
9	9 points worth of Skills from the following list: Acting, Bribery, Conversation, Disguise, Gambling, Oratory, Persuasion, Seduction, Shadowing, Skill Levels, Streetwise, Survival, Tracking, Trading, Weapon Familiarities, any Background Skill, additional Contacts
6	Contact: Diplomats or foreign officials (6 points worth)
5	Fringe Benefit: Diplomatic Immunity
Total Cost Of Abilities: 32	
Value	Disadvantages
-10	Hunted: By Own Government 8- (Mo Pow, NCI, Watching)
-10	Hunted: By Local Government 8- (Mo Pow, NCI, Watching)
Total Cost of Disadvantages: 20	

Typical Goals and Motivations: Represent the wishes of his government with dignity and integrity, while maintaining friendly relations with the local government.

Typical Abilities: Diplomats are skilled negotiators and situation handlers. Diplomats posted to some areas may learn interesting skills or other survival skills.

Suggested Disadvantages: Psychological Limitations such as Honorable or Integrity; Watched by espionage agencies or rival governments; DNPCs.

Progression: The espionage world is logical for some campaigns. Others may find the Scout Service a logical extension.

NOBLE

For planetary nobles (like the ruler of Leedor in *The Traveller Adventure*), use the Noble Template. See also the Noble package in *Terran Empire*, page 107.

Noble Template

Cost	Ability
7	High Society +2
6	6 points worth of Skills from the following list: Acting, Bribery, Conversation, Gambling, Oratory, Persuasion, Seduction, Skill Levels, Transport Familiarity, Weapon Familiarity, any Background Skill, additional Contacts
3	Contact: Court officials (3 points worth)
5	Fringe Benefit: Noble Rank
5	Money: Well Off (500,000 Cr per year)
Total Cost Of Abilities: 26	
Value	Disadvantages
-5	Hunted: Other Nobles 8- (As Pow, NCI, Watching)
-10	Social Limitation: Famous (Frequently, Minor)
Total Cost of Disadvantages: 11	

Typical Goals and Motivations: Nobles have a wide variety of goals and motivations. Heroic nobles seek to help the citizens they are responsible for; corrupt nobles seek only power and the opportunity to line their pockets.

Typical Abilities: Nobles tend to be learned in the arts and sometimes the sciences. They usually have a higher than average INT and PRE. Nobles are well-schooled, and tend to have a broad range of Background skills.

Suggested Disadvantages: The life of a noble can be a posh and easy one (Psychological Limitations such as Bored, Lazy, or Unable To Take Care Of Self), or one with many political challenges (Psychological Limitations, Hunteds/Watcheds, and Professional Rivalries).

Progression: Nobles who take an active role in helping their people may fall naturally into the life of an adventurer. Nobles who are scientifically adept may become well-known in fields of scientific research (Field Scientist).

Other Notes

Additional options are shown below.

Crusader: This represents the Richard The Lionheart style of crusading noble.

Value	Options
0	<i>Crusader:</i> select Oratory and Weapon Familiarity; add KS: The Enemy 12-, CSL (5 point), AK: Enemy Territory 11- and Psychological Limitation: Crusader (Common, Moderate)

Prince John Complex: This represents the corrupt Prince John style of evil noble.

Value	Options
-14	<i>Prince John Complex:</i> select Persuasion and KS: Art 12-; add Psychological Limitation: Greedy and Psychological Limitation: Cares Only About Self

SENATOR

For Senators and Representatives, use the Senator package in *Terran Empire*, page 108, but change the major contact to the appropriate leader.

Typical Goals and Motivations: Heroic senators are out to make the empire a good place for its people to live, and may have to fight corruption along the way. Most intend to have a long and fruitful career in public service. Corrupt senators use their political power to serve their own ambitions, whether through illegal finances or other forms of power.

Typical Abilities: Caricatured for their ability to kiss babies and tell lies, higher than average INT and PRE are required (those with only average INT don't survive politics for long). They often have background skills in their specialty, such as Tobacco companies, Military expenditures, or Intelligence operations.

Suggested Disadvantages: A senator's life can be simple and opulent in easy times, or harsh and dangerous in trying times. Psychological Limitations such as Driven/Has A Cause or Corrupt; Hunteds or Watcheds, depending on political climate; Professional Rivalries.

Progression: Senators in times of Rebellion may find life adventurous as did Leia in *Star Wars*. Senators in times of peaceful corruption may find the need to travel to places they've only heard about to rectify issues, and may also become detectives or adventurers in their mission to make things right.

Law Enforcement

Law enforcement is something that many *Traveller Hero* characters will encounter, either because they are part of Law Enforcement, or because some of their adventures will involve actions that may not be completely legal.

POLICE OFFICER

The police officer, whether Pre-Industrial constabulary or Imperial police, has the job of protecting the public and catching criminals.

Police Officer Template

Cost	Ability
3	Bureaucratics
3	Criminology
3	KS: <i>Government Law</i> (Int Roll)
2	KS: The Law Enforcement World 11-
2	PS: Police Officer 11-
3	Streetwise
2	WF: Small Arms
9	9 points worth of Skills from the following list: Acting, Animal Handler (Canines or Equines for example), Bribery, Bugging, Climbing, Combat Driving, Combat Skill Levels, Concealment, Conversation, Deduction, Demolitions, Disguise, Electronics, Fast Draw, Forensic Medicine, Gambling, Interrogation, Lockpicking, Martial Arts, Paramedics, Persuasion, Riding, Security Systems, Shadowing, Stealth, Tactics, Tracking, Weapon Familiarity, additional Contacts, Deep Cover, any Background Skill
4	Contact: (4 points worth)
1	Fringe Benefit: Law Enforcement Rank
2	Fringe Benefit: Local Police Powers
1	Fringe Benefit: Weapons Permit
Total Cost Of Abilities: 35	
Value	Disadvantages
-5	Distinctive Features: Uniform (Easily Concealed; Noticed and Recognizable)
-10	Hunted: Department 8- (Mo Pow, NCI, Watching)
-20	Social Limitation: Subject To Orders (Very Frequently, Major)
Total Cost of Disadvantages: 35	

Value	Options
+3	<i>Detective:</i> +1 PER with Sight Group, Choose Deduction and Shadowing, increase Law Enforcement Rank by 1
0	<i>Undercover:</i> Choose Acting and Disguise
+2	<i>Patrol Officer:</i> AK: His patrol area 11-
-10	<i>Dedicated:</i> Devotion To Duty (Common, Strong)
-5	<i>On The Take:</i> Social Limitation: Harmful Secret (Occasionally, Minor)
0	<i>Mounted Police:</i> Select <i>Animal Handler (Equines)</i> and <i>Riding</i> for horseback; Select <i>Combat Driving (Motorcycles)</i> and <i>Mechanics</i> for motorcycle police; Select <i>Combat Driving (hovercars)</i> and <i>Mechanics</i> for hovercraft police

Typical Goals and Motivations: The heroic police officer is someone who catches criminals and enforces the law. He works to protect the public, to expose corruption, and make

the environment safe.

Typical Abilities: Backed by his training and resources, he knows what's happening in his environment. He's trained in the use of his weapons. As a hero, he's usually stronger and smarter than the average officer.

Suggested Disadvantages: As part of an organization, he has to answer to his superiors and is usually identifiable as a police officer. Other motivations may include Psychological Limitations about why he became a police officer, or why he's working in the current unit, Rivalry with another officer or unit, DNPC relative who gets into trouble, and so forth.

Progression: Police Officers may decide to go it alone as Detectives, work for others as Mercenaries (bodyguards or security), or enter one of the military services. Some may have had too much of the life style and pick something completely different, such as business or adventuring.

PLANETARY POLICE OFFICER

Operating at the planetary level, these officers have responsibility for crime fighting on their world. Crimes committed on their world are usually their jurisdiction, but occasionally a criminal may be guilty of Imperial crimes (or whatever the multiplanet government may be). Imperial versus Planetary extradition can be a source of irritation.

See also the Planetary Law Enforcement package in *Terran Empire*, page 109.

Planetary Police Officer Template

Cost	Ability
0	KS: Planetary Law (INT Roll)
7	Computer Link: Planetary Law Enforcement database
+3	Fringe Benefit: Planetary Police Powers
Total Cost Of Abilities: 10	
Value	Disadvantages
0	None
Total Cost of Disadvantages: 0	
Options	
-5	Rivalry: Professional (with Imperial Police)

IMPERIAL POLICE OFFICER

The Imperial (or other multiplanetary government) police work to enforce the Imperial Law in space. There tends to be an unspoken rivalry between Imperial and Planetary police where the two are involved in the same case. See also the ISP Officer package in *Terran Empire*, page 108.

Imperial Police Officer Template

Cost	Ability
0	KS: Imperial Law (INT Roll)
8	Computer Link: Imperial Law Enforcement database
+6	Fringe Benefit: Imperial Police Powers
Total Cost Of Abilities: 14	
Value	Disadvantages
0	None
Total Cost of Disadvantages: 0	
Options	
-5	Rivalry: Professional (with Planetary Police)

Intelligence

The Intelligence templates are for character who currently or previously worked for Imperial Intelligence. With minor alterations, these templates are suitable for other intelligence agencies.

IMPERIAL INTELLIGENCE FIELD AGENT

Field agents split their time between their “real job” and their field assignments: recruiting informants, obtaining information from undercover agents and informants, and handling various undercover ops. See also the TIC Field Agent from *Terran Empire*, page 109.

Field Agent Template

Cost	Ability
3	Bureaucratics
3	Streetwise
3	High Society
2	KS: Espionage World 11- (choose)
2	PS: Cover profession 11-
2	WF: Small Arms
6	6 points worth of skills from the following list: Acting, Bribery, Bugging, Climbing, Computer Programming, Conversation, Combat Driving, Combat Piloting, Deduction, Disguise, Lockpicking, Persuasion, Security Systems, Seduction, Systems Operation, Streetwise, Tracking, Weapon Familiarity, Transport Familiarity, any Background Skill, Computer Access to Agency Database
6	Contact: (Other intelligence operatives, friendly foreign agents, informers, etc.)
3	Fringe Benefit: Security Clearance Level 3
Total Cost Of Abilities: 30	
Value	Disadvantages
-10	Social Limitation: Subject To Orders (Frequently, Minor)
Total Cost of Disadvantages: 10	

Typical Goals and Motivations: Most field agents are motivated by loyalty to and support of their home, whether that be the Third Imperium or another homeland. Others are motivated by money, adventure, or just being able to do something no one else can.

Typical Abilities: They typically have a wide variety of background skills (Knowledges and Languages) related to a specialty, such as the Sword Worlds. They may have the *Expert* skill adder to reinforce that expertise. They often have contacts among the target population as well.

Suggested Disadvantages: Obviously they are Hunted by “the enemy”, or at least Watched if “the enemy” is a current ally. They are also Watched by their organization (i.e. Imperial Intelligence). Field Agents who were recruited rather than volunteering may have a Secret.

Progression: Broadening his skills makes the field agent a better adventurer.

Red Team Option: Red Team, or psionic agents, should add the following.

Value	Powers
7	Psionics Skill Roll +2
11	Psionic END Reserve: 30 END, 8 REC
15	Psionic Group (choose) Talent (50-point VPP)
3	Choose 3 powers from the psionic group

IMPERIAL INTELLIGENCE ANALYST

Intelligence analysts take the information provided by a variety of sources, analyze it for patterns and exceptions, and extract whatever may be useful to the intelligence community.

See also the Analyst Package Deal from *Dark Champions*, page 39.

Intelligence Analyst Template

Cost	Ability
5	Analyst: +1 with INT-Based Skills
3	Bureaucratics
3	Deduction
2	KS: Espionage World 11- (choose)
9	9 points of Knowledge Skills or Science Skills
6	6 points worth of skills from the following list: Acting, Bribery, Bugging, Computer Programming, Conversation, Cramming, Cryptography, Disguise, Lipreading, Security Systems, Skill Levels, Systems Operation, Weapon Familiarity, Transport Familiarity, any Background Skill, Computer Access to Agency Database
4	Contact: (Other intelligence operatives or analysts, friends with “interesting” but useful hobbies, etc.)
3	Fringe Benefit: Security Clearance Level 3
Total Cost Of Abilities: 35	
Value	Disadvantages
-10	Social Limitation: Subject To Orders (Frequently, Minor)
Total Cost of Disadvantages: 10	

Typical Goals and Motivations: On the whole, analysts are not agents or undercover operatives; they’re researchers for an organization, which happens to be the government. They love their homeland, like their paycheck, and enjoy their research.

Typical Abilities: The quintessential researcher, they have a vast array of knowledge and science skills, usually being an expert in a subject area such as Sword Worlds.

Suggested Disadvantages: As far as being an agent, they are Watched by their organization (i.e. Imperial Intelligence). Other disadvantages would be personal disadvantages, such as Psychological Limitation: Focused Researcher or Gambler, DNPCs, and the like.

Progression: Analysts grow in their knowledge and expertise, and those who venture into adventuring spend experience on additional skills to help them survive adventuring.

IMPERIAL INTELLIGENCE OPERATIVE

Intelligence Operatives (undercover agents) are like undercover police, living in a world of pretend alliances and shadow. They gather information for Imperial Intelligence, at the risk of arrest or even their lives.

See also the TIC Undercover package from *Terran Empire*, page 110.

Undercover Operative Template

Cost	Ability
5	Acting +1
2	KS: Espionage World 11-
3	WF: Small Arms, Beam Weapons
2	PS: Cover profession 11-
2	WF: Small Arms
12	12 points worth of skills from the following list: Bribery, Bugging, Climbing, Computer Programming, Conversation, Combat Driving, Combat Piloting, Demolitions, Disguise, Lockpicking, Mimicry, Persuasion, Security Systems, Seduction, Systems Operation, Streetwise, Tracking, Weapon Familiarity, Transport Familiarity, any Background Skill, Computer Access to Agency Database
6	Contact: (people in useful jobs, informers, etc.)
2	Deep Cover
3	Fringe Benefit: Security Clearance Level 3
Total Cost Of Abilities: 37	
Value	Disadvantages
-10	Social Limitation: Subject To Orders (Frequently, Minor)
Total Cost of Disadvantages: 10	

Typical Goals and Motivations: The motives of undercover agents vary greatly: loyalty to empire or cause; the rather nice paycheck; the excitement and adrenaline rush of danger; or being blackmailed into working for the agency.

Typical Abilities: Undercover agents rely on themselves, more so than analysts and others within a typical organization structure. Interaction skills are important for their work and their survival, talking themselves into and out of situations. Other skills for performing their cover profession, for performing appropriate sabotage, and so forth are important.

Suggested Disadvantages: Obviously they are Hunted by “the enemy”, or at least Watched if “the enemy” is a current ally. They are also Watched by their organization (i.e. Imperial Intelligence). Undercover Agents who were blackmailed rather than volunteering may have a Secret.

Progression: The agent should spend experience on broadening his skills, as well as enhancing his skills that keep him alive.

Military Services

The Imperium has four services: Imperial Navy (Space Navy), Imperial Marines, Imperial Army, and Imperial Scouts.

These packages are for characters who are serving or have served in the military service, whether at the Imperial level or the Planetary level.

Each package includes a perk pertaining to the character’s Military Rank, a Distinctive Feature (uniform), and so forth. Characters who have left or retired from the military should adjust or ignore these from the Package Deal if they are no longer applicable.

Imperial Navy

The Imperial Navy (based on *Traveller Book 5: High Guard*) is the primary star-faring armed force of the Third Imperium. Its duties include keeping peace and order across the spacelanes of the Imperium.

The Imperial Navy is divided into three general categories: *Imperial Forces*, who are directed by and responsible to the central ruling Imperium authority; *Subsector Forces*, who patrol their specific subsectors; and *Planetary Forces*, who are assigned to or raised from an individual world in the Imperium.

Each *Term of Service*, or *Enlistment Period*, is a four-year hitch.

The Imperial Navy has six branches of service: Flight, Engineering, Medical, Gunnery, Technical, and The Line (Command).

NAVY BASICS

The Navy Basics Template represents the core knowledge and restrictions possessed by all Star Navy personnel. Characters must take the Navy Basics template, and then add on the proper template for their specialty (Flight, Command, Gunnery, and so forth).

Navy Basics Template

Cost	Ability
2	AK: Milky Way Galaxy 11- (see options)
2	KS: Navy 11- (see options)
2	PS: Navy 11-
2	PS: Vac Suit 11-
1	SS: Astronomy 8-
1	SS: Physics 8-
1	TF: Ship's Boat
3	WF: Human Advanced Small Arms, Blades
4	Contact: (navy shipmates, starport barkeeps, or similar)
3	Fringe Benefit: Membership (Petty Officer)
4	Environmental Movement (Zero-G)
Total Cost Of Abilities: 25	
Value	Disadvantages
-5	Distinctive Features: Navy Uniform (Easily Concealed; Noticed and Recognizable)
-20	Social Limitation: Subject To Orders (Very Frequently, Major)
Total Cost of Disadvantages: 25	
Options	
+0	<i>Planetary Navy:</i> AK: Planetary Solar System (select) 11-; KS: Planetary Navy (select) 11-;
+0	<i>Subsector Navy:</i> AK: Subsector (select) 11-; KS: Subsector Navy (select) 11-;
+0	<i>Imperial Navy:</i> AK: Milky Way galaxy 11-; KS: Imperial Navy 11-
+0	<i>TL6-8 Navy:</i> Replace WF: Human Advanced Small Arms with WF: Human Small Arms

IMPERIAL NAVY COMMAND

Known also as "The Line", Command personnel are responsible for directing and leading the navy.

See also the Imperial Navy Command package deal in *Terran Empire*, page 114.

Navy Command Template

Cost	Ability
3	Bureaucratics
3	Computer Programming
3	High Society
2	KS: Military / Mercenary World 11-
2	KS: Fleet Tactics 11-
2	PS: Leadership 11-
+1	SS: Astronomy 11-
+1	SS: Physics 11-
5	Tactics +1
2	TF: Human Space Vehicles
+2	WF: Vehicle Weapons (for two Vehicles)
+2	Fringe Benefit: Membership (Ensign)
Total Cost Of Abilities: 28	
Value	Disadvantages
0	None
Total Cost of Disadvantages: 0	
Options	
1	<i>Decorated Officer:</i> Reputation: Awarded Navy Medal of Valor (Medium Group) 11-

Typical Goals and Motivations: Navy command personnel are the organizers, directors, and decision-makers in the fleet. Some of the stereotypical motivations include patriotism or loyalty to the service, the need to lead others for the greater good, and being driven to succeed.

Typical Abilities: Command personnel tend toward higher than average PRE, especially the good ones. A high INT is helpful in making good decisions. Navy officers tend to have good tactical and deductive skills, and breadth of knowledge is encouraged.

Suggested Disadvantages: Psychological Limitations like Protective of Crew, Confident, Courageous/Fearless; or Professional Rivalry with another officer.

Progression: For a military campaign where the characters are still in the Navy, progression includes promotion (spending character points on Rank) and expanding appropriate skills. For characters who are retired, economic management and mercenaries are two common fields of endeavor.

IMPERIAL NAVY FLIGHT SCHOOL

Imperial Navy Flight School personnel are the pilots who operate starships, small craft, and aircraft on behalf of the Navy. Navy pilots are officers, so the Fringe Benefit will vary by rank.

See also the Imperial Navy Flight package deal in *Terran Empire*, page 115.

Navy Flight School Template

Cost	Ability
5	Combat Piloting +1
3	Navigation (Air, Space, Hyperspace)
+1	SS: Astronomy 11-
+1	SS: Physics 11-
2	Systems Operation (choose one category)
2	TF: Human Space Vehicles
+2	WF: Vehicle Weapons (for two Vehicles)
+2	Fringe Benefit: Membership (Ensign)
Total Cost Of Abilities: 18	
Value	Disadvantages
0	None
Total Cost of Disadvantages: 0	
Options	
1	<i>Decorated Officer:</i> Reputation: Awarded Navy Medal of Valor (Medium Group) 11-

Typical Goals and Motivations: Navy pilots love to fly, some obsessively so. Fighter pilots tend to be daredevils, usually trying to outfly their peers, while capital ship pilots are less about daredevil maneuvers and more about combat preparedness.

Typical Abilities: Navy pilots tend to have higher than average DEX, and the better ones have a high INT as well. They all possess Combat Piloting, and some possess the skill with a large variety of craft. Other skills include historic craft and tactics, navigational and geographic knowledges, and combat flight tactics.

Suggested Disadvantages: Psychological Limitations like Protective of Daredevil, Overconfident, Courageous/Fearless; and Professional Rivalry with another pilot.

Progression: Those pilots still in the military will tend to spend experience on improving their piloting, navigation, and combat skills. Navy pilots who muster out often take jobs with commercial or mercenary groups, and those who become adventurers tend to broaden their skills as well.

IMPERIAL NAVY ENGINEERING

Traveller/High Guard doesn't differentiate between Lifesystems and Propulsion — it's all part of the engineering branch.

Navy Engineering Template

Cost	Ability
3	Computer Programming
3	Electronics
14	14 points worth of skills from the following list: Mechanics, Paramedic, Systems Operation, Security Systems, additional SSs, additional Skill Levels with package skills
2	KS: Emergency Damage Control 11-
2	SS: Gravitics 11-
+2	SS: Physics (INT)
3	SS: Starship Engineering (INT)
2	SS: Naval Architecture 11-
2	TF: Human Space Vehicles
+2	Fringe Benefit: Membership (Ensign)
Total Cost Of Abilities: 37	
Value	Disadvantages
0	None
Total Cost of Disadvantages: 0	
Options	
+0	<i>Life Support Engineer:</i> Select Paramedic, Systems Operation (Environmental Systems, Medical Systems) +2; SS: Biology (INT)
+0	<i>Propulsion Engineer:</i> Select Mechanics +1, +1 to Computer Programming, +1 to Electronics, Security Systems, Systems Operation (Sensors)

Typical Goals and Motivations: Navy engineers conduct maintenance and repairs, and keep the vessels running in top shape. Stereotypical goals include being perfectionists or pride in their work and knowledge, the knowledge they can fix anything, and passions related to their work.

Typical Abilities: Navy engineers have a higher than average INT and good technical skills. All will have some degree of Mechanics and Electronics skills, and any number of related sciences and background skills. Skill Enhancers such as *Scientist* and *Expert* are not uncommon.

Suggested Disadvantages: Psychological Limitations like Protective of Ship, Tinkerer, Perfectionist; and Professional Rivalry with another officer.

Progression: In military campaigns, progression may include increase in rank, with additional responsibility to administer and train young engineers, as well as repairing the vessel after battles. In non-military campaigns, progression usually means research, hiring on with a merchant or mercenary crew, or leading the life of an adventurer.

IMPERIAL NAVY TECHNICAL

Science and Sensors is considered part of the Command Branch.

Navy Technical Template

Cost	Ability
5	Computer Programming +1
3	Deduction
3	Electronics
+2	SS: Astronomy (INT)
+2	SS: Physics (INT)
6	6 points worth of additional SSs
8	Systems Operation (Communications, Sensors) +2
2	TF: Human Space Vehicles
+2	Fringe Benefit: Membership (Ensign)
Total Cost Of Abilities: 33	
Value	Disadvantages
0	None
Total Cost of Disadvantages: 0	
Options	
1	<i>Decorated Officer:</i> Reputation: Awarded Navy Medal of Valor (Medium Group) 11-

Typical Goals and Motivations: Navy technical personnel are the eyes, ears, and mind of the ship. They run sensors and communications, analyze data and compare with what's in the computer library, and provide the data and opinions that command uses.

Typical Abilities: Technical personnel are highly intelligent (high INT), and well versed in numerous scientific fields. Most have a specialty and a good grasp of related fields. They often have the ability to learn quickly (e.g. Cramming) and have Skill Enhancers such as *Scientist* or *Expert*.

Suggested Disadvantages: Psychological Limitations like Curious, Geeky, or Logical; Professional Rivalry with another officer.

Progression: Those technical personnel in a military campaign will often learn additional skills as they go on more missions that require the use of their intellect. Once they muster out, many go into research for megacorporations, hire on as part of commercial vessels with a need, or may become part of freelance adventuring teams.

IMPERIAL NAVY GUNNERY OFFICER

The Imperial Navy Gunnery Officer handles all the weapons used by fighters and capital ships.

See also the Imperial Navy Tactical package deal in *Terran Empire*, page 115.

Navy Gunnery Officer Template

Cost	Ability
3	Computer Programming
3	Electronics
3	Mechanics
3	Navigation (Space, Hyperspace)
2	KS: Enemy Military Tactics 11-
1	TF: Human Small Military Spacecraft
2	WF: Vehicle Weapons (choose 2 from Lasers, High Energy, Meson, or Particle)
1	WF: Ships Screens
6	Systems Operation (Weapon Systems) +2
+2	Fringe Benefit: Membership (Ensign)
Total Cost Of Abilities: 26	
Value	Disadvantages
0	None
Total Cost of Disadvantages: 0	
Options	
1	<i>Decorated Officer:</i> Reputation: Awarded Navy Medal of Valor (Medium Group) 11-

Typical Goals and Motivations: Navy gunnery officers are the offense and defense of their ship, firing the lasers, missiles, and sandcasters necessary to defeat the enemy and keep their ship and crewmates alive. They otherwise have the same motivations as any naval crewman or officer.

Typical Abilities: Navy gunners have a higher than average DEX and good combat skills with the ship's weapons. Many will learn some degree of Mechanics and Electronics skills for emergency repairs.

Suggested Disadvantages: Psychological Limitations like Protective of Ship, or One Shot One Kill; Professional Rivalry with another officer.

Progression: In military campaigns, progression may include increase in rank, with additional responsibility to administer and train young gunners, as well as maintaining the vessel armaments after battles. In non-military campaigns, progression usually means research, hiring on with a merchant or mercenary crew, or leading the life of an adventurer.

IMPERIAL NAVY SECURITY

Most Security Duties are handled by the ship's Marine contingent. See Imperial Marine (Enlisted) below.

Imperial Marines

The Imperial Marines (based on Traveller *Book 4: Mercenary*) are the combat arm of the Imperial Navy. They excel at ship boarding, space combat, orbit-to-surface assaults, and commando missions. They are often sent on special missions, made up of squads of elite commando and black ops individuals.

Each *Term of Service*, or *Enlistment Period*, is a four-year hitch.

The Imperial Marines do not have special branches of service like the Imperial Navy does, but they may apply for specialized training such as Commando Training, Protected Forces Training, Intelligence School, and Special Forces Recon.

IMPERIAL MARINE

See also the Imperial Marine (Enlisted) package deal from *Terran Empire*, page 114.

Imperial Marine Template

Cost	Ability
16	+2 with all Combat
3	Breakfall
3	Demolitions
2	KS: Imperial Marines 11-
3	PS: Battledress (DEX)
2	KS: Emergency Damage Control 11-
2	KS: Military World 11-
2	PS: Marine 11-
2	Survival (choose category)
3	Stealth
2	Systems Operation (choose category)
3	Tactics
4	WF: Cutlass (Blades), WF: Small Arms, WF: Beam Weapons
12	12 points worth of skills from the following list: Bugging, Climbing, Combat Driving, Combat Piloting, Computer Programming, Concealment, Electronics, Lockpicking, Mechanics, Security Systems, Shadowing, Tracking, WF (any), any Background Skill, additional categories for Survival or Systems Operation, +1" Running, +1" Swimming
3	Contact: Marine buddy, Starport barkeeps, etc.
3	Fringe Benefit: Membership (Corporal)
4	Environmental Movement (Zero-G)
Total Cost Of Abilities: 69	
Value	Disadvantages
-20	Social Limitation: Subject To Orders (Very Frequently, Major)
-5	Distinctive Features: Uniform (Easily Concealed; Noticed and Recognizable)
Total Cost of Disadvantages: 25	
Options	
-15	<i>Psychological Limitation:</i> Marine's Code: Never Leave A Man Behind (Common, Strong)
0	<i>RCES Marines:</i> Change KS: Imperial Marines to KS: RCES Marines

Typical Goals and Motivations: Imperial Marines are the one sent in for special missions, and they know the risks. Imperial Marines are motivated by the pride of a job well done, the marine's code, and by patriotism.

Typical Abilities: Marines face rigorous training beyond

that of any of the other services. Marines are very hardy (higher than average CON) and well-skilled in combat (CSLs with their weapons). Many take the additional trainings offered when possible, such as Commando School.

Suggested Disadvantages: Psychological Limitations like Pride In Job Well Done, or Semper Fi; Professional Rivalry with another officer.

Progression: In military campaigns, progression may include increase in rank, with additional training to become Special Ops. In non-military campaigns, progression usually means hiring on with a merchant or mercenary crew, or leading the life of an adventurer.

IMPERIAL MARINE OFFICER

See also the Imperial Marine (Officer) package deal from *Terran Empire*, page 114.

Imperial Marine Officer Template

Cost	Ability
3	Bureaucratics
3	Navigation (Land, Space)
3	High Society
4	+2 with Tactics
+2	Fringe Benefit: Membership (Lieutenant)
Total Cost Of Abilities: 15	
Value	Disadvantages
0	None
Total Cost of Disadvantages: 0	

COMMANDO SCHOOL

Commando School teaches commando basic training. Those successfully completing Commando School may transfer to the Commando branch of service.

Commando School

Cost	Ability
10	Martial Arts: Commando Training (10 points worth of maneuvers)
5	+1 CSL: Ranged Combat
3	+1 CSL: Blades
3	Demolitions
2	Survival (choose)
3	Concealment
3	Stealth
3	Tracking
2	KS: Recon Techniques 11-
2	PS: Vac Suit
2	KS: Instruction
Total Cost of Abilities: 38	

PROTECTED FORCES TRAINING

Protected Forces Training teaches how to operate in a naturally hostile environment, such as vacuum.

Protected Forces Training

Cost	Ability
2	PS: Vac Suit
4	Environmental Movement (Zero-G)
3	+1 with Zero-G Combat
3	Breakfall
Total Cost of Abilities: 12	

MILITARY INTELLIGENCE SCHOOL

Military Intelligence School teaches the basics of Military Intelligence.

Military Intelligence School

Cost	Ability
3	Forgery
3	Bribery
3	Streetwise
3	Interrogation
2	KS: Intelligence Analysis 11-
2	Language: (2 points of fluency; choose)
Total Cost of Abilities: 16	

COMMAND COLLEGE

Command College teaches the basics of command in the field.

Command College

Cost	Ability
3	Tactics
3	Oratory
3	PS: Leadership (PRE-Based)
3	Concealment
3	Stealth
3	Tracking
2	KS: Recon Techniques 11-
Total Cost of Abilities: 20	

STAFF COLLEGE

Staff College teaches administration and logistics.

Staff College

Cost	Ability
3	Bureaucratics
3	Computer Programming
2	KS: Combat Engineering
2	KS: Logistics
Total Cost of Abilities: 10	

RECRUITING DUTY

Recruiting Duty represents an officer who has been posted to a recruiting station for a year, and has been taught the basics of recruiting.

Recruiting Duty

Cost	Ability
3	Bureaucratics
3	Persuasion
2	KS: Recruiting
Total Cost of Abilities: 8	

MILITARY ATTACHÉ/AIDE

Military Attaché/Aide represents an officer who has been assigned as a military aide to a general officer.

Military Attaché/Aide

Cost	Ability
3	Bureaucratics
3	Computer Programming
3	High Society
1	TF: Grav or Wheeled or Grav
Total Cost of Abilities: 10	

MARINE EMBASSY DUTY

This template represents the additional skills of Marines who have been assigned to embassy duty during one or more of their terms.

Marine Embassy Duty

Cost	Ability
3	High Society
2	KS: Culture of World/Race Stationed on
2	KS: Riot Control Tactics
3	Streetwise
3	Security Systems
Total Cost of Abilities: 13	

SHIPS TROOPS

This template represents the additional skills of Marines stationed on a Navy vessel as ship's troops during one or more of their terms.

Ship's Troops

Cost	Ability
2	PS: Vac Suit
2	KS: Emergency Damage Control
1	WF: Ships Weapons
2	KS: Imperial Navy Procedures and Protocols
2	KS: Boarding Actions
Total Cost of Abilities: 9	

SPECIAL FORCE RECON

Marine Special Force Recon is responsible for scouting and intelligence gathering into and beyond the battle zone. They are the Marine's elite force. The skills below are in addition to those in the Imperial Marine template.

Special Force Recon

Cost	Ability
16	+2 with all Combat
4	+2" Running
2	+2" Swimming
3	Climbing
3	Concealment
10	Martial Arts: Commando Training
4	Navigation (Land, Marine)
3	Paramedics
10	Survival (Desert, Marine, Mountains, Temperate, Tropical)
3	Tracking
4	TF: Basic Parachuting, Advanced Parachuting, SCUBA, AntiGrav Harness
3	WF: Grenade Launcher, Heavy Machine Guns, Shoulder Fired
Total Cost of Abilities: 65	

Imperial Army

The Imperial Army (based on Traveller *Book 4: Mercenary*) are members of the planetary armed fighting forces. Army soldiers deal with planetary surface actions, battles, and campaigns.

Each *Term of Service*, or *Enlistment Period*, is a four-year hitch.

The Imperial Army is divided into four major branches: Close Orbit and Airspace Control Command (COACC), Nautical Forces Command (Wet Navy and SEALs), Ground Force Command (Armor/Cavalry, Artillery, Infantry, Ranger, and Special Forces), and Support (Medical).

COACC - IMPERIAL ARMY AIR CORP

The Imperial COACC provides air and suborbital support for planetary army forces. Support may be in the form of transports of troops and supplies, air cover in ground fire-fights, and suborbital defense systems.

See also the Imperial Army (Air Force) package deal in *Terran Empire*, page 111.

Army COACC Template

Cost	Ability
5	Combat Piloting +1
2	KS: Imperial Army 11-
2	KS: Military World 11-
4	Navigation (Air) +1
2	PS: Soldier 11-
2	Survival (choose category)
2	Systems Operation (choose category)
3	Tactics
1	TF: Combat Aircraft
4	WF: Small Arms, WF: Beam Weapons, WF: Aircraft Weapons
6	6 points worth of skills from the following list: Autofire Skills, Bureaucratics, Climbing, Combat Driving, Combat Skill Levels, Computer Programming, Concealment, Demolitions, Electronics, Mechanics, Paramedics, Persuasion, Security Systems, Skill Levels, Stealth, Weapon Familiarity, Weaponsmith, additional categories for Survival, additional categories for Systems Operation, additional categories for Navigation, any Background skills
4	Contact: Army buddy, Starport barkeeps, etc.
3	Fringe Benefit: Membership (Corporal)
Total Cost Of Abilities: 40	
Value	Disadvantages
-20	Social Limitation: Subject To Orders (Very Frequently, Major)
-5	Distinctive Features: Uniform (Easily Concealable; Noticed and Recognized)
Total Cost of Disadvantages: 25	

IMPERIAL ARMY CAVALRY - ARMOR

The Imperial Armor soldiers are those who maneuver the heavy combat vehicles, such as tanks, armored personnel carriers, and other heavy mobile vehicles.

See also the Imperial Army (Armor) package deal from *Terran Empire*, page 111.

Army Cavalry Template

Cost	Ability
5	Combat Driving +1
2	KS: Imperial Army 11-
2	KS: Military World 11-
4	Navigation (Land) +1
2	PS: Soldier 11-
2	Survival (choose category)
2	Systems Operation (choose Communications or Sensors)
3	Tactics
1	TF: Grav Vehicles
4	WF: Small Arms, WF: Beam Weapons, WF: Vehicle Weapons
6	6 points worth of skills from the following list: Autofire Skills, Bureaucratics, Climbing, Combat Driving, Combat Skill Levels, Computer Programming, Concealment, Demolitions, Electronics, Mechanics, Paramedics, Persuasion, Security Systems, Skill Levels, Stealth, Transport Familiarity, Weapon Familiarity, Weaponsmith, additional categories for Survival, additional categories for Systems Operation, additional categories for Navigation, any Background skills
4	Contact: Army buddy, Starport barkeeps, etc.
3	Fringe Benefit: Membership (Corporal)
Total Cost Of Abilities: 40	
Value	Disadvantages
-20	Social Limitation: Subject To Orders (Very Frequently, Major)
-5	Distinctive Features: Uniform (Easily Concealable; Noticed and Recognized)
Total Cost of Disadvantages: 25	

IMPERIAL ARMY ARTILLERY

Imperial Artillery soldiers handle and fire the heavy artillery (such as howitzers) in battles and campaigns.

See also the Imperial Army (Artillery) package deal from *Terran Empire*, page 111.

Army Artillery Template

Cost	Ability
5	Combat Piloting +1
2	KS: Imperial Army 11-
2	KS: Military World 11-
4	Navigation (Land) +1
2	PS: Soldier 11-
2	PS: Forward Observer 11-
2	Survival (choose category)
2	Systems Operation (choose Communications or Sensors)
3	Tactics
1	TF: Grav Vehicles
4	WF: Small Arms, WF: Beam Weapons, WF: Artillery Weapons
6	6 points worth of skills from the following list: Autofire Skills, Bureaucratics, Climbing, Combat Driving, Combat Skill Levels, Computer Programming, Concealment, Demolitions, Electronics, Mechanics, Paramedics, Persuasion, Security Systems, Skill Levels, Stealth, Weapon Familiarity, Weaponsmith, additional categories for Survival, additional categories for Systems Operation, additional categories for Navigation, any Background skills
4	Contact: Army buddy, Starport barkeeps, etc.
3	Fringe Benefit: Membership (Corporal)
Total Cost Of Abilities: 42	
Value	Disadvantages
-20	Social Limitation: Subject To Orders (Very Frequently, Major)
-5	Distinctive Features: Uniform (Easily Concealable; Noticed and Recognized)
Total Cost of Disadvantages: 25	

IMPERIAL ARMY INFANTRY

The Imperial Infantry are the footsoldiers in the thick of things, although mechanized infantry includes light vehicles such as armed jeeps and support vehicles.

See also the Imperial Army (Infantry) package deal from *Terran Empire*, page 112.

Army Infantry Template

Cost	Ability
3	+1 OCV with Small Arms
3	Concealment
2	KS: Imperial Army 11-
2	KS: Military World 11-
1	Navigation (Land) 8-
3	Paramedics
2	PS: Soldier 11-
2	Survival (choose category)
2	Systems Operation (choose category)
3	Tactics
1	TF: Grav Vehicles
6	WF: Small Arms, WF: Beam Weapons, WF: GP MG, GL, and Shoulder Fired
6	6 points worth of skills from the following list: Autofire Skills, Bureaucratics, Climbing, Combat Driving, Combat Skill Levels, Computer Programming, Demolitions, Electronics, Mechanics, Persuasion, Security Systems, Skill Levels, Stealth, Weapon Familiarity, Weaponsmith, additional categories for Survival, additional categories for Systems Operation, additional categories for Navigation, any Background skills
4	Contact: Army buddy, Starport barkeeps, etc.
3	Fringe Benefit: Membership (Corporal)
Total Cost Of Abilities: 43	
Value	Disadvantages
-20	Social Limitation: Subject To Orders (Very Frequently, Major)
-5	Distinctive Features: Uniform (Easily Concealable; Noticed and Recognized)
Total Cost of Disadvantages: 25	

IMPERIAL ARMY MEDICAL

Army Medical provides the medical care for soldiers, whether as line corpmen, in MASH units, or in static Army hospitals.

See also the Imperial Army (Medical) package deal from *Terran Empire*, page 112.

Army Medical Template

Cost	Ability
2	KS: Imperial Army 11-
2	KS: Military World 11-
7	Paramedics +2
2	PS: Combat Medic 11-
2	PS: Soldier 11-
2	SS: Biology 11-
3	SS: Medicine (INT)
2	Survival (choose category)
2	Systems Operation (Medical Systems)
1	TF: Grav Vehicles
2	WF: Small Arms
6	6 points worth of skills from the following list: Bureaucratics, Climbing, Computer Programming, Concealment, Electronics, Persuasion, Skill Levels, Stealth, Transport Familiarity, additional categories for Survival, additional categories for Systems Operation, any Background skills
4	Contact: Army buddy, Starport barkeeps, etc.
5	Fringe Benefit: Membership (Lieutenant)
Total Cost Of Abilities: 42	
Value	Disadvantages
-20	Social Limitation: Subject To Orders (Very Frequently, Major)
-5	Distinctive Features: Uniform (Easily Concealable; Noticed and Recognized)
Total Cost Of Disadvantages: 25	

IMPERIAL ARMY OFFICER

Imperial Army Officer is an add-on to any of the other Imperial Army packages. See also *Terran Empire*, page 112.

Imperial Army Officer Template

Cost	Ability
3	+3 PRE
3	Bureaucratics
3	High Society
3	Persuasion
+2	Fringe Benefit: Membership (Lieutenant)
Total Cost Of Abilities: 14	
Value	Disadvantages
0	None
Total Cost Of Disadvantages: 0	

IMPERIAL ARMY WET NAVY

The Imperial Wet Navy consists of sailors and submariners, handling warfare on the waterways of the planet.

See also the Imperial Army (Sea Forces) package deal in *Terran Empire*, page 113.

Army Wet Navy Template

Cost	Ability
1	+1" Swimming
3	Combat Driving OR Combat Piloting
3	Concealment
2	KS: Imperial Army 11-
2	KS: Military World 11-
3	Mechanics
2	Navigation (Marine)
2	PS: Sailor 11-
2	Survival (Marine)
2	Systems Operation (choose category)
3	TF: Large Military Ships, Small Military Ships, Submarines
4	WF: Small Arms, Beam Weapons, Vehicle Weapons
6	6 points worth of skills from the following list: Autofire Skills, Bureaucratics, Climbing, Combat Driving, Combat Skill Levels, Computer Programming, Demolitions, Electronics, Mechanics, Persuasion, Security Systems, Skill Levels, Stealth, Weapon Familiarity, Weaponsmith, additional categories for Survival, additional categories for Systems Operation, additional categories for Navigation, any Background skills
4	Contact: Army buddy, Port barkeeps, etc.
3	Fringe Benefit: Membership (Corporal)
3	Environmental Movement (Underwater)
Total Cost Of Abilities: 40	
Value	Disadvantages
-20	Social Limitation: Subject To Orders (Very Frequently, Major)
-5	Distinctive Features: Uniform (Easily Concealable; Noticed and Recognized)
Total Cost Of Disadvantages: 25	

WET NAVY SEALS

The Wet Navy SEALs are the special forces of the Wet Navy, and are responsible for reconnaissance, sabotage, unconventional warfare, and counterterrorism.

Wet Navy SEALs Template

Cost	Ability
16	+2 with all Combat
4	+2" Running
2	+2" Swimming
3	Climbing
3	Concealment
7	Demolitions +2
10	Martial Arts: Commando Training
4	Navigation (Land, Marine)
3	Paramedics
10	Survival (Desert, Marine, Mountains, Temperate, Tropical)
3	Tracking
3	TF: Small Boats, SCUBA, AntiGrav Harness
3	WF: Grenade Launcher, Heavy Machine Guns, Shoulder Fired
Total Cost Of Abilities: 71	

IMPERIAL ARMY SPECIAL FORCES

Imperial Army Special Forces are the highly trained army forces responsible for reconnaissance, strategic targeting, infiltration and rescue, counterterrorism and counterinsurgency missions.

See also the Imperial Army (Special Forces) package deal from *Terran Empire*, page 113.

Army Special Forces Template

Cost	Ability
2	+2 STR
3	+1 DEX
4	+2 CON
2	+2 INT
2	+2 PRE
2	Running +1"
1	Swimming +1"
8	+1 with all Combat
4	+2 OCV with weapon group of choice
3	Computer Programming
5	Concealment +1
3	Demolitions
2	KS: Military World 11-
10	Martial Arts: Commando Training (10 points worth of maneuvers)
2	Navigation (Land)
3	Paramedic
2	PS: Soldier 11-
3	PS: Battledress (DEX)
8	Survival (Desert, Mountains, Temperate/Subtropical, Tropical)
5	Stealth +1
4	Systems Operation (choose 2 categories)
5	Tracking +1
1	TF: Grav Vehicles
5	WF: Small Arms, WF: Beam Weapons, WF: Common Melee Weapons
6	6 points worth of skills from the following list: Autofire Skills, Bureaucratics, Climbing, Combat Driving, Combat Skill Levels, Computer Programming, Concealment, Demolitions, Electronics, Mechanics, Paramedics, Persuasion, Security Systems, Skill Levels, Stealth, Transport Familiarity, Weapon Familiarity, Weaponsmith, additional categories for Survival, additional categories for Systems Operation, additional categories for Navigation, any Background skills
4	Contact: Army buddy, Starport barkeeps, etc.
3	Fringe Benefit: Membership (Corporal)
4	Environmental Movement (Zero-G)
Total Cost Of Abilities: 106	
Value	Disadvantages
-20	Social Limitation: Subject To Orders (Very Frequently, Major)
-5	Distinctive Features: Uniform (Easily Concealable; Noticed and Recognized)
Total Cost of Disadvantages: 25	

TRAINING CADRE

More common to Army and Special Forces, such as the Green Berets.

Training Cadre

Cost	Ability
2	KS: Instruction
2	Language: 2 pt varying on where stationed
2	KS: Culture of world/race
3	Leadership
3	Tactics
Total Cost of Abilities: 12	

Scout Service

The Imperial Interstellar Scout Service is a major service within the Imperium, equal in stature to the Imperial Army and the Imperial Navy, although assigned a variety of unique, primarily non-military missions. Its missions include exploration of the Imperial frontiers, ongoing mapping and surveying of Imperial territory, and the maintenance of interstellar communications through its express boat network.

SCOUT SERVICE

The Scout Service template below represents the basic training provided by the Scout Service. After taking the Scout Service template, select which specialty school the character attended.

Scout Service Template

Cost	Ability
3	Computer Programming
3	Electronics
2	AK: Milky Way Galaxy 11-
2	KS: Imperial Scout Service 11-
4	Navigation (Space, Hyperspace)
2	PS: Scout 11-
4	Systems Operation (choose 2 categories)
2	TF: Small Military Spacecraft, TF: Large Military Spacecraft
3	WF: Small Arms, Beam Weapons
15	15 points worth of skills from the following list: Bureaucratics, Combat Piloting, Mechanics, Navigation, Persuasion, Science Skills, Trading, Transport Familiarities, Weapon Familiarities, any Background Skill, Cramming
4	Contact: Scout Service buddy, Starport barkeepers, First Contact friend, etc.
3	Fringe Benefit: Membership (Petty Officer)
3	Environmental Movement (Zero-G)
Total Cost Of Abilities: 46	
Value	Disadvantages
-15	Social Limitation: Subject To Orders (Frequently, Major)
-5	Distinctive Features: Uniform (Easily Concealable; Noticed and Recognized)
Total Cost of Disadvantages: 20	
Options	
0	<i>Survey Scout:</i> Combat Piloting, Mechanics, WF: Vehicle Weapons, 5 points worth of Science Skills
0	<i>Contact Specialist:</i> Bureaucratics, Navigation (Land, Marine), Persuasion, Trading, WF: Common Melee Weapons
0	<i>Communications Specialist:</i> KS: Linguistics 11-, Cramming

SCOUT SERVICE SCHOOLS

The Scout Service has specialty schools just as the Military Branches do.

SURVEY SCHOOL

Characters attending the Survey School are trained for survey duty.

Survey School

Cost	Ability
3	PS: Survey (INT)
3	SS: Astronomy (INT)
3	SS: Cartography (INT)
3	Concealment
3	Stealth
3	Tracking
2	KS: Recon Techniques 11-
2	Systems Ops (RPV)
1	TF: Grav Vehicle
Total Cost of Abilities: 23	

CONTACT SCHOOL

Characters attending Contact School are trained in first contact techniques.

Contact School

Cost	Ability
3	Trading
3	Streetwise
3	High Society
3	Bureaucratics
2	Survival (choose)
1	WF: Small Arms OR WF: Beams
1	TF: Choose
Total Cost of Abilities: 16	

X-BOAT SCHOOL

Characters attending X-Boat School are trained in the use of X-Boats, acting as the “pony express” of the Imperium.

X-Boat School

Cost	Ability
2	TF: Small Starships
3	Navigation (Space, Jump Space)
2	Systems Operation: Communications
3	Electronics
Total Cost of Abilities: 10	

Civilian Templates

Classic Traveller had four military/government services, and only two other options: merchant and other. However, with the other three versions of Traveller, there are many more civilian options.

ARTIST/ENTERTAINER

Use the Artist/Entertainer package from *Terran Empire*, page 121.

ASSASSIN

Use the Assassin package deal from *Terran Empire*, page 117.

ATHLETE

This package represents a professional athlete involved in competitive and/or entertainment sports.

Athlete Template

Cost	Ability
3	PS: Athlete (choose sport) 12-
12	Choose 12 points in appropriate skills from the following list: Acrobatics, Animal Handler, Breakfall, Climbing, Combat Driving, Combat Piloting, Defense Maneuver, Martial Art (choose), Navigation, Teamwork, +1" Running, +1" Swimming, +1" Leaping, increased STR, increased DEX, increased CON
3	Paramedic
3	+1 CSL
1	Transport Familiarity (choose)
3	Pick one: Trading, Persuasion, Streetwise, +1 PER
3	Contact: (business, journalist, medical, or fellow athlete)
Total Cost of Abilities: 28	
Value	Disadvantage
15	Psychological Limitation: Competitive Athlete (Common, Strong)
Total Cost of Disadvantages: 15	
Options	
20	<i>Wrestler:</i> 20 points' worth of Martial Arts: Wrestling and related Skills
6	<i>Quarterback's Arm:</i> +2 OCV with Thrown Objects
6	<i>Sports Commentator:</i> +3 PRE and Oratory

Typical Goals and Motivations: Athletes are born competitors, always striving to win and be better than other athletes or themselves. Team athletes of heroic nature are loyal to the team, usually putting the team before themselves. Team athletes of non-heroic nature may be willing to cheat or to put themselves above the team in order to win.

Typical Abilities: Athletes are strong, agile, and hardy. They excel in their sport or sports of choice.

Suggested Disadvantages: Rivalries with other athletes or teams are not uncommon. Psychological Limitations like Must Be The Best At Sport, or Driven To Beat The Record. In cultures with media coverage, Distinctive Features: Sports Star.

Progression: Athletes who become PCs generally have to move on to other careers to fit the adventuring lifestyle. They can become bodyguards, businessmen, or various other professions.

ATTORNEY

This package represents someone who has graduated law school, passed the bar, and is a practicing attorney.

Attorney Template

Cost	Ability
3	Conversation
3	Deduction
3	KS: Law (choose type) 12-
3	Persuasion
3	PS: Attorney 12-
3	Trading
4	Contact: (government, criminal, or fellow attorney)
1	Fringe Benefit: License To Practice Law
Total Cost of Abilities: 23	
Value	Disadvantage
0	None
Total Value of Disadvantages: 0	
Options	
+3	<i>Trial Attorney:</i> Add Oratory
+3	<i>Criminal Law Attorney:</i> Add Criminology

Typical Goals and Motivations: Attorneys are generally out to provide the best representation for their client, although some use their clients to further their own political agenda. Heroic defense attorneys protect the downtrodden and falsely accused; heroic prosecutors work to ensure the guilty are punished and the innocent are set free.

Typical Abilities: Attorneys have a good head for law and reasoning (high INT and KS: Law), and those who try cases in court have good persuasive skills (Oratory, Persuasion). Really good lawyers like Perry Mason have good investigative skills.

Suggested Disadvantages: Lawyers may have psychological limitations around why they became a lawyer, or their drive as a lawyer (such as Protects The Underdog). They may also have Rivalries with other law firms or the opposing council (such as Rivalry with Prosecuting Attorneys). Corrupt lawyers working for organized crime may have a Secret.

Progression: Lawyers may progress to other professions, becoming more like a Detective. Others may use the law as a stepping stone in their political career, becoming a Senator or higher. Still others may choose a completely different profession, such as freelance adventurer or game company owner.

BELTER

Industrial societies require minerals, and asteroid belts contain rich reserves of minerals, gases, and other potentially valuable resources. This package represents a typical asteroid belter, an independent or freelancer mining asteroids for profitable materials.

Belter Template

Cost	Ability
3	Choose one of the following: Electronics, Mechanics, Systems Operation (choose)
3	3 points worth from the following list: WF: Small Arms, WF: Common Melee, Brawling, Persuasion, Streetwise
2	PS: Miner/Belter 11-
3	PS: Ship's Engineer (INT)
3	PS: Vac Suit (DEX)
3	SS: Geology (INT)
3	Trading
1	TF: Human Personal Space Vessel
4	Contact: (other belters, purchasing agents, suppliers, criminal, businesses, law enforcement)
4	Environmental Movement (Zero-G)
Total Cost of Abilities: 29	
Cost	Disadvantages
0	None
Total Cost of Disadvantages: 0	

Typical Goals and Motivations: Like the 49ers of old, the belter is motivated to find that lucky strike that will set him up for life. Other belters enjoy the solitude of being a belter.

Typical Abilities: Belters tend to be a hardy bunch, surviving the rigors and solitude of asteroid mining (increased STR, CON, or BODY). Successful belters tend to be knowledgeable and perceptive (spending points in INT and SSs).

Suggested Disadvantages: Most belters tend to like solitude, so Psychological Limitations such as Likes Solitude or Dislikes People fit. Some may have a Rivalry with other belters, seeing who can find that lucky strike first. If they are freelancers, they may be watched by the company they are contracted to.

Progression: Belters who decide to move on may choose to become Explorers (or enter the Scout Service), or even Merchant Traders.

BOUNTY HUNTER

This package represents the *New Era* Bounty Hunter. See also the Bounty Hunter from *Terran Empire*, page 122.

In the TNE era, there is a demand for bounty hunters. Although governments offer bounties on escaped criminals, other organizations are willing to pay a bounty for the return of goods, such as stolen vessels, technological artifacts, and other high value items.

Bounty Hunter Template

Cost	Ability
2	KS: Criminal Law 11-
3	Streetwise
3	Tracking
3	PS: Vac Suit (DEX)
3	PS: Bounty Hunter 12-
9	Choose 9 points in appropriate skills from the following list: Bribery, Combat Driving, Combat Piloting, Combat Skill Levels, Conversation, Deduction, Disguise, Gambling, Martial Arts, Persuasion, Weapon Familiarities, Transport Familiarities, any Background Skill
4	Contact: (government, patrons, informants)
1	Fringe Benefit: License To Bounty Hunt
Total Cost of Abilities: 28	
Value	Disadvantage
0	None
Total Value of Disadvantages: 0	
Options	
+3	<i>Criminal Investigator:</i> Add Criminology
+3	<i>Theft Investigator:</i> Add Security Systems
+0	<i>Pre-Industrial Bounty Hunter:</i> substitute <i>Riding</i> for <i>Combat Driving/Piloting</i> in the skill list; substitute <i>Survival</i> for <i>PS: Vac Suit</i>

Typical Goals and Motivations: Bounty Hunters bring the target in for a price, and may be motivated solely by the bounty or by performing a public service.

Typical Abilities: Those bounty hunters who have survived long enough are a wily bunch, adept at investigating and tracking down their targets (high INT, as well as Deduction and Tracking). They have good combat skills, and good skills for capturing a target (Stealth, Concealment, and so forth).

Suggested Disadvantages: Psychological limitations like Ruthless or Compassionate (e.g. "Dog, The Bounty Hunter"); Reputation; or Professional Rivalries.

Progression: Progression as a detective type means spending experience points on investigative and background skills. Progression as an adventurer opens the door to a wide variety of skills.

CIVIL ENGINEER

In the *New Era*, the whole of civilization is being rebuilt, city by city and world by world. That means towns and structures on hundreds of worlds need someone with the experience and vision to restore them - whether that world is civilized and not.

Civil Engineer Template

Cost	Ability
3	PS: Civil Engineer 12-
3	SS: Civil Engineering (INT) +1
3	Choose one of the following: Climbing, Navigation, Survival
3	Choose one of the following INT-Based Science Skills: Biology, Chemistry, Geology, Meteorology, Physics, Robotics
3	Choose one of the following: Demolitions, Electronics, Mechanics, Systems Operation
2	Transport Familiarity (choose)
3	Contact: (government, influential civilian, or fellow engineer)
1	Fringe Benefit: Licensed Engineer
Total Cost of Abilities: 21	
Value	Disadvantage
0	None
Total Value of Disadvantages: 0	
Options	

Typical Goals and Motivations: The Civil Engineer is building (or rebuilding) the future, through the buildings and structures he creates. It takes a certain amount of vision to look at the rubble and see a new home complex or commercial facility in its place.

Typical Abilities: Heroic civil engineers don't sit around in comfortable offices daydreaming; they go out to where they are needed, surveying, planning, and directing the effort to rebuild. It requires a bit of intelligence and confidence to get things done (INT and PRE). Those who are more active in dangerous areas may have higher DEX, and some survival skills as well.

Suggested Disadvantages: Psychological Limitations like I Have A Vision or Daredevil would not be uncommon for heroic types; non-heroic types would have limitations like Greedy or Arrogant. Rivalries with other firms or individuals around finance or style. Watched by paranoid local governments is possible.

Progression: Various progressions are possible, some as civilian extensions of the RCES or Exploration teams, some as freelance adventurers who are Civil Engineers "on the side".

COLONIST

Use the Colonist package deal from *Alien Wars*, page 84 or from *Star Hero*, page 33.

Typical Goals and Motivations: Colonists head out into the great untamed frontier to build a home and a legacy based on their own sweat and vision. Colonists may be fleeing an oppressive land for a land of opportunity or they may be looking toward the future and what they can make of it.

Typical Abilities: Colonists may be farmers or ranchers, craftsmen or soldiers, but they all share the ability to use their skill and learn new skills to build a new life for themselves and their family. Those colonists who survive are hardy and have the willpower to make their dreams come true (higher than average CON, EGO, and PRE). They will have the skills to build their new life (PS: Farming for example).

Suggested Disadvantages: Colonists may have Psychological Limitations like Driven, Visionary, Protective of Family, Protective of Colony, or Single-Minded. They may have family or friends to watch over (DNPC). Older colonists may have Age, and Colonists could potentially have a Secret in their past.

Progression: Colonists in a dangerous world may progress to soldiers or adventurers to make their new home safe. Colonists in a safer world that has political intrigue may progress to senator, diplomat, or other similar professions.



COMPUTER PROGRAMMER

Computer Programmers serve an important technical function, developing the software that runs business and military applications, including starships and robots. In the *New Era*, they are also the first line of defense against hacking and Virus.

Computer Programmer Template

Cost	Ability
7	Computer Programming +2
3	Bureaucratics
9	Choose from the following: Electronics, Mechanics, System Operations (choose, include Computer), SS: Computer Science, KS: Computer Security
3	<i>Expertise</i> : +1 with 3 related computer skills
3	Contact : (typically programmers, technicians)
Total Cost of Abilities: 25	

Typical Goals and Motivations: Most programmers combine the joy of creating something new with something that makes life easier, although the money helps as well. Some programmers are little more than electronic vandals, producing code to compromise or alter systems for illicit commercial use or to recklessly prove they're better than anyone else. Programmers often have a specialty, such as certain programming languages, security and cryptography, information systems, automation systems, and so forth.

Typical Abilities: Programmers are highly intelligent, using problem solving and deductive skills to create applications. Stereotypical programmers are lone wolves, preferring the company of their computer to human company. Corporate and business programmers are more likely to be team players, and those who lead teams will have good personal skills as well for interacting with users (Conversation, Persuasion, Oratory).

Suggested Disadvantages: Common stereotypical disadvantages includes Psychological Limitations such as Geek/Nerd, Reserved, Arrogant, as well as the more reliable Confident, Direct, and Nonemotional. They may have Professional Rivalries with other programmers or companies, and they may be Hunted (Watched) if their work involves Security Clearance.

Progression: Programmers may progress into Scientist and Professor, spending experience on increasing existing skills and adding a few extra ones. Those who progress into some type of adventuring life may become the technical support of the team, requiring them to spend experience on skills to better support life as an adventurer.

CONSTRUCTION WORKER

Standard construction workers are just as important as the designers and engineers in building and maintaining civilization. With strength and skill, they work to rebuild the *New Era* worlds.

Construction Worker Template

Cost	Ability
3	+3 STR
3	Climbing
3	PS: Construction 12-
2	Transport Familiarity (choose)
12	Choose 12 points from the following: PS: Zero G, Breakfall, Mechanics, Electronics, Systems Operation, Bribery, Gambling, WF (choose), CSLs
3	Contact : (construction workers, technicians)
Total Cost of Abilities: 26	

Typical Goals and Motivations: The typical construction worker is happy to get a paycheck for his work, little else. The heroic construction worker of the TNE era is honored and happy to use his strength and expertise to rebuild the pieces of civilization destroyed by decades of civil war and by the wrath of Virus.

Typical Abilities: Construction workers are a strong and hardy bunch, maneuvering steel beams and jackhammers. The talented ones have a variety of skills related to their work, and may even have leadership skills (Interaction skills and PRE) to lead teams of workers.

Suggested Disadvantages: Heroic construction workers may have Psychological Limitations such as Womanizer, Perfectionist, Confident, or Overconfident; others may have Psychological Limitations such as Corrupt, Abusive, Lazy, and others. Many have families to support (DNPCs). As they work to rebuild worlds recaptured from despots, they may have Hunteds by "disgruntled locals" loyal to the former despots. To a lesser degree, Rivalries and Secrets may occur.

Progression: Construction workers may easily fall into the life of an adventurer, depending on their family situation and the need. This means spending experience in skills to become a more rounded adventurer.

DATA/IDENTITY THIEF

Use the Jacker package deal from *Terran Empire*, page 118.

DOCTOR

Use the Doctor package deal from *Star Hero*, page 34.

EXPLORER

Use the Explorer package deal from *Terran Empire*, page 120.

Typical Goals and Motivations: Explorers seek new worlds, new cultures, and typically that which has never been seen before. They may be driven only by the need to experience the unknown, or they may have a profit motive.

Typical Abilities: Like Hunter/Guides, they adapt to many new environments, so Survival, Navigation, and related KSs are key. Other skills related to the type of exploring they do are important: space travel or underwater travel or the like.

Suggested Disadvantages: A Psychological Limitation like Curious, Driven To Explore, or Wanderlust is appropriate. Watched or Hunted can be appropriate, depending on the locations or environments the Explorer likes to travel.

Progression: Anything is possible, such as a guide for the new area he has found, or assistant to a Professor who's seeking discoveries.

EX-CON

This package represents the ex-con who is now a free man (or woman), and is starting a new life. (Think James Rockford from the Rockford Files.)

Ex-Con Template

Cost	Ability
3	Streetwise, Conversation or Persuasion
3	Type of crime: Forgery, Sleight of Hand, Lockpicking, etc.
3	Streetwise
3	Trading
3	Bribery, Disguise, or Gambling
6	Combat skills: Weapon Familiarity, Brawling, Combat Skill Levels
3	Contact: (criminal)
Total Cost of Abilities: 24	

Typical Goals and Motivations: The heroic Ex-Con served his time, either justly or unjustly, and now uses his skills to do the right thing. His unorthodox abilities provide a means to do the right thing by bending the rules the bad guys rely on.

Typical Abilities: The Ex-Con has a variety of skills, depending on the type of crime he committed (like theft of cons) or where he served his time. Prisons are not a place for the weak, so he'll usually have good STR and CON, and probably high INT and PRE as well.

Suggested Disadvantages: Watched by law enforcement or the government. DNPCs of friends he did time with that are now released. Rivalries with other ex-cons or law enforcement. Psychological Limitations such as Driven To Find The Real Criminal or that relate to why he went to jail in the first place. Social Limitations depending on whether the Ex-Con remains in one location or whether his identification as an Ex-Con travels with him.

Progression: Anything is possible.

FARMER

Farming isn't an easy life, but those who enjoy it find something rewarding in raising food from earth and feeding a world.

Farmer Template

Cost	Ability
3	Animal Handling (choose)
2	PS: Farmer (choose) 11-
2	SS: Biology 11-
9	Any appropriate background skills
2	Transport Familiarity (choose)
3	Contact: (farmers, technicians)
Total Cost of Abilities: 21	

Typical Goals and Motivations: Pre-industrial age farmer are typically motivated simply by the need to feed their families, and by whatever allegiance they owe to their "liege." Farmers in a modern age tend to be more interested in the money they can earn, and in the pride of honest labor for honest profit. Farmers in the TNE Era may have a blend of both motivations, depending on the amount of damage brought on by the civil wars and by Virus.

Typical Abilities: Farmers tend to be very skilled in the kind of farming they specialize in (food crops, cotton, milk, ranching, and so forth). Farmers with large spreads will have additional skills in some type of transportation (Riding, Driving, and for forth). Farmers who raise specialty crops (such as grapes or other fruit for wines) may have High Society and Contacts among their special customers.

Suggested Disadvantages: Pre-industrial and isolated farmers may have Hunteds or Watcheds of local bandits or greedy lieges. Various psychological limitations around pride in their farm and stubborn are stereotypical.

Progression: A stereotypical progression is the farmboy who leaves his farm, by choice or not, to become an adventurer. The choices are limitless.

FREE TRADER

Free Traders travel the spacelanes, looking for the right opportunity or the next job. In the time of *Classic Traveller*, Free Traders are an independent breed, looking for the right deals. In the time of the *New Era*, with only decrepit and obsolete tramp merchant vessels available, the crews of Free Traders are stubbornly self-reliant.

Free Trader Template

Cost	Ability
2	AK: Working Subsector of Space 11-
2	PS: Free Trader 11-
1	PS: Vac Suit 8-
2	Systems Operation (Communications)
1	TF: Ship's Boat
2	WF: Human Small Arms
15	15 points worth of skills from the following list: Acting, Bribery, Bureaucratics, Combat Driving, Combat Piloting, CSLs, Computer Programming, Disguise, Electronics, Gambling, Mechanics, Navigation, Paramedics, Persuasion, PS: Steward, Science Skills, Streetwise, Systems Operation, Trading, Transport Familiarities, Weapon Familiarities, any Background Skill
4	Contact: (4 points worth)
1	Fringe Benefit: Starship License
Total Cost Of Abilities: 30	
Value	Disadvantages
0	None
Total Cost of Disadvantages: 30	
Options	
+0	<i>Ship's Captain:</i> Combat Piloting (Human Merchant Vessels); Streetwise; Trading +3
+0	<i>Ship's Pilot:</i> Combat Piloting (Human Merchant Vessels) +2; Navigation (Space, Hyperspace) +1; SS: Starship Engineering 11-
+0	<i>Ship's Gunner:</i> WF: Ship's Weapons; +2 CSLs with Ship's Weapons; Electronics 8-; Mechanics 8-; Weaponsmith 8- (choose)
+0	<i>Ship's Medic:</i> Paramedic +2; SS: Medicine (INT) +1; SS: Surgery 11-; SS: Pharmacology 11-
+0	<i>Ship's Engineer:</i> Computer Programming; Electronics; Mechanics; SS: Starship Engineering (INT); Systems Operation (choose)
+0	<i>Ship's Steward:</i> Conversation; Persuasion; PS: Steward +1; Systems Operation (choose)
+0	<i>Ship's Security:</i> Concealment; +1 CSL with Small Arms; Security Systems; Stealth; Systems Operation (Sensors);

Typical Goals and Motivations: Free Traders seek out opportunities, legal or not, to make money and maintain their independence.

Typical Abilities: Free Traders spend a lot of time traveling from place to place, so Area Knowledges, Languages, and Contacts for the next job are common. Most of their work is done in frontier areas, so Survival and combat skills are useful. Being stubborn and self-reliant, a higher than average EGO and PRE are typical, and those who survive the frontier usually have a higher than average INT as well.

Suggested Disadvantages: Psychological Limitations like Self-Reliant, Opportunity Seeker, or Wanderlust are appropriate. Watched or Hunted can be appropriate, depending on

those with whom the Free Trader has business dealings, and their relationship with the authorities.

Progression: Most Free Traders remain Free Traders, increasing their existing skills and adding other skills that increase their ability to survive as Free Traders.

HUNTER/GUIDE

This package represents the experienced hunter and guide, trained in survival and travel in dangerous areas.

Hunter/Guide Template

Cost	Ability
5	Survival (choose terrains) +1
3	Tracking
3	Climbing
2	Navigation (ground)
4	WF: Small Arms, Beam Weapons, Blades OR Bows
3	Combat Driving OR Riding
6	Choose from: Animal Handling, Running, +1 PER, CSLs, Breakfall, Area Knowledges
3	Contact: (friendly natives, trading post owners, happy customers, other guides)
Total Cost of Abilities: 29	

Typical Goals and Motivations: The hunter/guide enjoys the beauty of the environment, or the thrill of the more dangerous environments. He survives amidst the dangerous terrains, animals, and plants that he encounters, and does so with enjoyment. Heroic guides make sure that neither animal nor man take advantage; non-heroic guides will bring clients to areas where they can slaughter helpless animals, all in the name of money.

Typical Abilities: The hunter/guide is an outdoorsman, more at home in the wilderness than in civilization. He may drive a jeep instead of riding a horse, and carry a pistol as a backup to his bow, but he's in the wilds. His STR, CON, INT, and PRE should be higher than average, since he's hardy, savvy, and not afraid.

Suggested Disadvantages: Psychological limitations like Self-Confident, or Protective Of Nature's Ways. Rivalries with other hunters/guides (especially if the character is Heroic, and the rival isn't). DNPCs representing customers or friends that periodically have to be protected.

Progression: Expanding on his knowledge to become an Explorer, learning the ways of other worlds habitats and fauna is one logical progression. Becoming a professor for natives and visitors about the local wildlife is another possibility. Becoming a freelance adventurer who handles animal "problems" is a third possibility.

JOURNALIST

The roving journalist is always looking for a good story to report. Crusading journalists are looking for wrongs to right by revealing the truth in their stories. Muckrakers are after their own fame by looking for anything they can reveal that makes them famous.

A journalist from Traveller is Akidda Laagir from the Travelers' Digest series of adventures.

Journalist Template

Cost	Ability
3	Conversation
3	Persuasion
3	PS: Journalist 12-
15	15 points worth from the following: Acting, Bribery, Concealment, Cramming, Deduction, High Society, Lockpicking, Seduction, Skill Levels, Shadowing, Streetwise, Systems Operation, Transport Familiarities, Weapon Familiarities, +1 PER, any Background Skill
6	Contact: (criminal, government, law enforcement, celebrity)
1	Perk: Press Pass
Total Cost of Abilities: 31	
Value	Disadvantage
15	Psychological Limitation: Curious (Common, Strong)
15	Psychological Limitation: Must Get Story (Common, Strong)
Total Value of Disadvantages: 30	

Typical Goals and Motivations: Reporters are by their very nature curious. Getting the story is worth any risk, even their own lives in some cases.

Typical Abilities: Reporters deal with people constantly, so they must possess good interaction skills, and a high PRE doesn't hurt. They also have to investigate and research, so background skills, high INT, and investigative skills like Deduction are very useful. Journalists may also have a specialty, like court reporter, war reporter, or celebrity reporter, in which case they would have corresponding background skills on those specialties. Those journalists traveling to distant lands will find languages quite useful.

Suggested Disadvantages: Reporters can have any variety of disadvantages. Rivalries with other reporters or news services, Watcheds (bosses or paranoid citizens), Hunteds (criminals or corrupt officials), and others are possible.

Progression: A journalist is all about detective work and discovery, so Detective and Explorer are logical progressions.

MARTIAL ARTIST

This package represents martial arts specialists, such as instructors and assassins.

Martial Artist Template

Cost	Ability
10	Martial Arts Maneuvers (choose)
6	+2 CSLs with Martial Art
9	Choose 9 points from the following: Acrobatics, Breakfall, Climbing, Concealment, Contortionist, Gambling, High Society, Sleight of Hand, Stealth, Streetwise
3	KS: Martial Art 12- (choose)
6	Choose 6 points from the following: any relevant PS, Survival, WF (choose)
3	Contact: (business, criminal, other martial arts specialists)
Total Cost Of Abilities: 37	

Typical Goals and Motivations: Martial Artists vary from the Old Mentor who teaches his skills to those worthy students to modern Ninja or professional bodyguards adept at protecting their charges. They can even include quiet priests who only fight when absolutely necessary, and fate seems to make it very necessary lately.

Typical Abilities: Martial Artists are quick, relying on speed and experience to deliver blows fast and dodge damage.

Suggested Disadvantages: Many are possible, depending on the stereotype the player has in mind.

Progression: The martial artist makes a fine addition to any adventuring team. He should spend experience not only in his martial skills, but in other skills to round out his usefulness.

MECHANIC

This package represents the trained mechanic, good at fixing all sorts of machines and vehicles.

Mechanic Template

Cost	Ability
7	Mechanics +2
2	Transport Familiarity (choose)
9	Choose from the following: Trading, Conversation, Persuasion, Bureaucratics, Systems Operation, Electronics
3	KS: Specialty (choose)
3	Choose one of the following: PS: Zero G, Climbing, Navigation, Tracking, Bribery, Gambling, PS: Ship Engineering
3	Contact: (mechanics, customers)
Total Cost of Abilities: 27	

Typical Goals and Motivations: The mechanic's job is to keep the vehicles in good shape, and repair them when they get damaged. That job may be back at base where it's safe or in the middle of a dangerous journey.

Typical Abilities: The Mechanic has lots of skills to maintain and repair vehicles, which may include tinkering (Inventor) and other sciences and knowledges to aid in his work. He's also able to fly, drive, or otherwise handle the vehicles he works on.

Suggested Disadvantages: Psychological Limitations around his "babies" being at their best, or around optimal efficiency of the engines (Perfectionist). Rivalries with other mechanics is possible. Watched by the military or others in wartime.

Progression: Following along as an Explorer, or becoming a Detective regarding vehicle clues to crimes (noise, markings, residue). Being part of a freelance adventuring crew, maintaining the vehicles.

MERCENARY

Use the Mercenary package from *Terran Empire*, page 122.

Typical Goals and Motivations: Mercenary motivations can vary greatly, from fighting for the underdog to selfish louts who only care about money. Some mercenaries enjoy killing and combat, others prefer to be the force in "show of force" diplomacy.

Typical Abilities: Mercenaries should have extensive military experience and combat skill. They are in good physical shape, have an understanding of combat and tactics, and may have any number of other useful skills depending on their military or paramilitary background.

Suggested Disadvantages: Mercenaries often have a reputation, either personally or through their mercenary company. Psychological limitations like Devotion To Duty, Greedy, and others are not uncommon. Some may have a Secret that made them become a mercenary.

Progression: Mercenary adventurers are a common Traveller element.

PILOT

Civilian pilots, flying light aircraft into the local outback or shuttles to the local starport fulfill a crucial profession. Commercial pilots tend to be planet or system-bound, but may also work for megacorporations moving passengers or cargo along normal routes.

Some civilian pilots may actually be retired military, in which case the character should use the appropriate military pilot template, modified for retirement.

See also the Pilot package deal from *Terran Empire*, page 120.

Pilot Template

Cost	Ability
7	Combat Piloting +2
3	Navigation (Air, Space)
3	+1 PER Rolls
3	TF: Aircraft and Commercial Space Vehicles
3	PS: Commercial Pilot 12-
6	6 points of Skills from the following list: Concealment, Electronics, Mechanics, Systems Operation, any background skills
4	Contacts (choose)
1	Fringe Benefit: License to Practice Commercial Piloting
Total Cost of Abilities: 30	
Cost	Disadvantages
0	None
Total Cost of Disadvantages: 0	

Typical Goals and Motivations: The single common motivation among pilots is a desire to fly. Others enjoy the ability to travel to unseen areas, to do their job well, and to make money doing their job.

Typical Abilities: Pilots tend to have good reflexes (high DEX), good vision (PER Rolls), and good direction abilities (Navigation or even Bump of Direction).

Suggested Disadvantages: Many pilots have a reputation for daredevil or thrillseeking (Psychological Limitations and/or Reputation). This may also lead to rivalries with other pilots (Professional Rivalries).

Progression: Professional Pilots may grow into various roles, becoming Explorers or Adventurers, either of which means spending experience points to broaden their skill set.

PIRATE

One government's privateer is another's pirate scum. The template below works for various types of pirates.

See also the Pirate package deal from *Terran Empire*, page 118.

Pirate Template

Cost	Ability
3	Combat Piloting
2	AK: Imperial Space 11-
3	Navigation (Space, Hyperspace)
3	PS: Vac Suit (DEX)
3	WF: Small Arms, Beam Weapons
3	Mechanics
12	12 points worth of skills from the following list: Acting, Bribery, Combat Skill Levels, Computer Programming, Disguise, Electronics, Gambling, Interrogation, Martial Arts, Oratory, Persuasion, Streetwise, Systems Operation, Trading, WF: Common Melee Weapons, WF: Starship Weapons, any Background skill, Environmental Movement (Zero-G)
3	Contacts: choose
Total Cost Of Abilities: 32	

Value Disadvantages

-15 Hunted (Police organization, player's choice)

Total Cost of Disadvantages: 15

Other Notes

Gentleman Pirate: Gentleman pirates take the cargo and leave the ship's crew and passenger alive and well, so that future merchants will give up easily knowing their crew will be safe. They have a code of chivalry (of sorts), and they also realize that bloodthirsty pirates are hunted with a vengeance by Naval armadas, and there's no money in that...

Value Options

+3 *Gentleman Pirate:* select Oratory, Trading, Common Melee Weapons, +1 CSL; add High Society

System Raider: System raiders target stations and worlds rather than ships, in the Viking fashion. They make a sudden appearance, take everything they can from the station or world, and head back home to a hidden base.

Value Options

+0 *Raider:* select WF: Starship Weapons, +1 CSL with Small Arms or Common Melee Weapons, Concealment, Systems Operations

Hijacker: *Hijackers* infiltrate a vessel by posing as passengers or crew, working from within the target ship instead of from outside. Of all the types of pirates, hijackers tend to be the most bloodthirsty, making sure there are no witnesses left alive.

Value Options

+3 *Hijacker:* select +1 CSL with Small Arms or Common Melee Weapons, Concealment, Disguise, Persuasion; add Security Systems

PROFESSOR

This package represents the Indiana Jones type of adventuring professor, splitting his time between university teaching and the search for new knowledge.

Professor Template

Cost	Ability
6	Specialty - pick a SS at +3
6	Pick two related Background skills
2	Language (choose)
6	Choose 6 points from the following: Trading, Conversation, Persuasion, Acting, Seduction, Streetwise
9	Choose 9 points from the following: Climbing, Navigation, Survival, Environmental Movement, Tracking, Deduction, Forensic Medicine, Weapon Familiarity, Transport Familiarity, any Background skill
3	Contact: (academic or government)
1	Fringe Benefit: Licensed Practitioner/Instructor
Total Cost of Abilities: 33	

Typical Goals and Motivations: Learn and discover, discover and learn, then teach to those with an open mind. That's the creed of the adventurous professor. New discoveries don't take place in a dusty classroom, so the professor spends a great deal of time traveling to exotic locations to make new discoveries.

Typical Abilities: Professors are well-educated, having various background skills and a higher than normal INT. Those who travel a lot may also have Well Traveled and many Contacts and languages. Those adventurous types will have higher than normal STR and CON to survive the many harsh conditions they face in search of discoveries.

Suggested Disadvantages: Those who are old or out of shape may have the Age disadvantage to represent their frailty. They may have Rivalries with other professors in search of valuable knowledge. Watched by the University is possible, as the professor's successes and failures reflect directly on them.

Progression: Anything is possible.

PROSPECTOR/SALVAGER

Use the Prospector/Salvager package deal from *Terran Empire*, page 120.

PSION, REGENCY

This package represents an individual trained as a psion (psionic individual) at one of the psionic training houses in the Regency of the New Era.

Regency Psion Template

Cost	Ability
3	Analyze Psionics
3	KS: Psionics +1
3	Power: Psionics
9	Choose 3 from the following: +1 with PER, Acting, Persuasion, Conversation, Oratory, a Science Skill, a Weapon Familiarity, Streetwise,
30	Psionics powers
3	Contact: (a fellow psionic, member of training house, academic, government, or intelligence communities)
1	Fringe Benefit: Licensed Psionic
Total Cost of Abilities: 52	
Option	
-5	Distinctive Features: Bald Head OR Clan tattoo on forehead
-5	Psychological Limitation: Regency-Trained Psionic

Typical Goals and Motivations: Regency psions are motivated to enhance their psionic abilities and to further the prestige of their training houses. The heroic psions watch for opportunities to aid those in need and provide that aid.

Typical Abilities: A high willpower and psionic ability (high EGO) are typical, as well as a higher than average PRE. Background skills related to their interests and hobbies is typical. They often have a set of contacts in their training house or with other psionic individuals.

Suggested Disadvantages: Those who are physically inactive or simply older may take the Age disadvantage to represent their lack of physical resilience. They may have Professional Rivalries with other psions, and they may be Watched by their own training house or by other psionic groups or governments.

Progression: Anything is possible.

PSIONICS INSTITUTE MEMBER

Use the Adept package deal from *Terran Empire*, page 121, but remove the Fringe Benefit if the campaign occurs after the closure of the Psionic Institutes.

PSIONIC RESEARCHER

This package represents the psionic researcher that became legal after the fall of the Third Imperium. With the need to understand the Zhodani neighbors, controlled research of psionics is allowed in the time of the *New Era*.

Psionic Researcher Template

Cost	Ability
4	SS: Medicine +1
4	SS: Biology +1
3	KS: Psionics +1
3	Choose one of the following: Deduction, PS: Research (INT), SS: Psychology (INT), +1 PER
3	Conversation or Persuasion
3	Contact: (medical, administrative, or a psionic)
1	Fringe Benefit: Licensed Psionic Researcher
Total Cost of Abilities: 21	
Option	
10	Psionics

Typical Goals and Motivations: The psionic researcher is fascinated by (or sometimes fearful of) the powers of the mind, and he is dedicated to understanding how psionics works. Some researchers are motivated to understand their own psionics, others are motivated to extend or control psionics in others.

Typical Abilities: Intelligence and discipline (high INT and EGO) are typical, as well as a higher than average PRE. They have many Science Skills and Background skills regarding their research. Those who interact with others may have a set of contacts in their field or psionic individuals they deal with.

Suggested Disadvantages: Those who have been researchers for a long time may have the Age disadvantage to represent their lack of physical resilience. They may have Professional Rivalries with other researchers who have different beliefs, and they may be Watched by their own research organization or by psionic groups.

Progression: Anything is possible.

REBEL

Use the Rebel package deal from *Terran Empire*, page 119.

ROGUE

Use the Rogue package deal from *Terran Empire*, page 119. For more specific types of Rogues, see the Cat Burglar, Grifter, and Hacker templates from *Dark Champions*, pages 34-37.

SCIENTIST (FIELD SCIENTIST)

For the independent Field Scientist, use the Scientist package from *Terran Empire*, page 122.

Typical Goals and Motivations: The field scientist is interested in finding revealing information about his latest research interest, seeking funding or collaborating as necessary to further his progress. When others with similar interests have a need, field scientists are often hired to help with research.

Typical Abilities: Scientist, by their natures, are skilled in a variety of sciences and technical skills. They often have a higher than average INT, and the more self-confident ones have a higher than average EGO.

Suggested Disadvantages: Some scientists may be overly focused (obsessed) with a given topic, and may be out of their

element in “the real world.” Others may have controversial theories, professional rivalries, or secrets derived from failed research. More heroic scientists may be overly logical and less emotional, be driven to find a cure, and other psychological limitations that define why they research their specialty.

Progression: xxx

SMUGGLER

Use the Smuggler package deal from *Terran Empire*, page 119, but with the following modifications:

- Change *WF: Advanced Small Arms* to *WF: Beam Weapons*

TECHNICIAN

Use the Technician package from *Terran Empire*, page 123.

TRADER

Use the Trader package deal from *Terran Empire*, page 121.

WEALTHY TRAVELLER

This package represents the rich character with wanderlust and adventure in his/her heart.

Wealthy Traveller Template

Cost	Ability
3	Streetwise, Conversation or Persuasion
3	+1 PER, Deduction, or Shadowing
3	Trading or Bureaucratics
3	Language(s)
3	Riding or Animal Handling
9	Choose from the following: Transport Familiarity, Combat Driving, Combat Piloting, Navigation, PS: Zero G, Weapon Familiarity (choose)
10	Perk: Money
3	Contact: (business or government)
Total Cost of Abilities: 37	

Typical Goals and Motivations: The Wealthy Traveller is bored by his life back home, and so uses his money to travel to where things are “more interesting.” He may have simple interests such as rare art and artists, or may be out for thrill seeking adventure of any type.

Typical Abilities: Usually from Rank and Privilege (High Society), although some may have gained wealth recently and lack the social graces (Streetwise instead).

Suggested Disadvantages: He may have rivalries with a sibling or another Wealthy Traveler around whose latest adventure was the most dangerous or exciting. Various Psychological Limitations like Thrillseeker or Overconfidence are possible.

Progression: The Wealthy Traveller may truly be a thrill seeker, or use that as an excuse to help others.

Hiver Professions

These professions are taken from *Traveller: The New Era*.

HIVER TECHNICAL REPRESENTATIVE

These are the Hivers assigned as technicians and support staff to the Humans.

Hiver Tech Rep

Cost	Ability
2	WF: Small Arms OR WF: Beam Weapons
7	Computer Programming +2
5	Language: Galanglic (completely fluent, literate)
14	Specialty Skills - Choose 2 skills from the following: Systems Operations (Communications, Sensors, or Computers) +2, Mechanics +2, Electronics +2, Analyze (Technology) +2
12	Supporting Skills - choose 4 INT-Based sciences or professional skills, such as the following list: SS: Biology, SS: Chemistry, SS: Agriculture, SS: Genetics, SS: Geology, SS: Meteorology, SS: Physics, SS: Robotics, SS: Xenobiology, SS: Gravitics, SS: Starship Engineering,
Total Cost of Abilities: 40	

HIVER INSTRUCTORS

These are the Hivers who teach at the Universities, although some take extended leave to explore with the humans.

Hiver Instructor

Cost	Ability
11	Computer Programming +4
5	Language: Galanglic (completely fluent, literate)
7	Specialty Skill - Choose 1 skill from the following: Systems Operations (Communications, Sensors, or Computers) +2, Mechanics +2, Electronics +2, Analyze (Technology) +2
12	Supporting Skills - choose 3 INT-Based sciences or professional skills at +1, such as from the following list: SS: Biology +1, SS: Chemistry +1, SS: Agriculture +1, SS: Genetics +1, SS: Geology +1, SS: Meteorology +1, SS: Physics +1, SS: Robotics +1, SS: Xenobiology +1, SS: Gravitics +1, SS: Starship Engineering +1
Total Cost of Abilities: 35	

HIVER MERCHANT

Use either the Free Trader template or the Trader package deal from *Terran Empire* page 121, but change *High Society/Streetwise* to *Systems Operation: Computer*, and add *Language: Galanglic (fluent, literate)*.

Vargr Professions

VARGR MERCHANT

Use the Trader package deal from *Terran Empire*, page 121, but add the following:

Cost	Ability
2	WF: Small Arms OR WF: Beam Weapons
3	Brawling (+1d6 HA)
3	PS: Zero-G (DEX)
4	Environmental Movement (Zero-G)
Total Cost of Abilities: 12	
Option	
9	Group Leader: Persuasion +1 and PS: Leader (PRE) +1

VARGR RAIDER

Use the Pirate package deal from *Terran Empire*, page 118, but change AK: *Milky Way* to AK: *Vargr/Imperium Border*, change WF: *Advanced Small Arms* to WF: *Beam Weapons*, add Brawling, PS: Zero G, Tactics (Ground), and Tactics (Starship).

And for the group leader, add:

Persuasion +1

PS: Leader (PRE) +1

Aslan Professions

ASLAN MERCENARY

Aslan mercenaries are typically male, although members of a mercenary team may be male or female since the females handle the logical and tactical aspects.

For mercenaries who are NOT ex-military, use the Mercenary package deal from *Terran Empire*, page 122.

For mercenaries who are ex-military, use the appropriate Army, Navy, or Marines package, but add **Fringe Benefit: Mercenary License (1 point)** and **TF: Grav Belt (1 point)**. For males, add *Leadership* and *Ground Tactics*. For females, add choice of *Logistics*, *Tactics*, *Gravitics*, *Paramedic*, or *Science Skills*.

ASLAN ASSASSIN

Not really an assassin, more of a professional duelist, the Aslan assassin finds those who have dishonored themselves and the Aslan race, and challenges them to one-on-one mortal combat. All Aslan assassins are male.

Use the Assassin package deal from *Terran Empire* page 117, but change the Disadvantage to *Psychological Limitation: Aslan Code Of Honor (Common, Strong)*.

Zhodani Professions

ZHODANI NOBLE

Zhodani nobles are the leaders of their society.

Zhodani Noble Template

Cost	Ability
7	High Society +2
6	6 points worth of Skills from the following list: Acting, Bribery, Conversation, Gambling, Oratory, Persuasion, Seduction, Skill Levels, Transport Familiarity, Weapon Familiarity, any Background Skill, additional Contacts
5	Psionics Skill Roll +1
11	Psionic END Reserve: 30 END, 8 REC
10	Any one of the following psionic Talents: Telepathy, Telephysics, Teleportation, Teleperception, Self, or Arcana [25-point VPP]
1	One known psionic specialty (such as Telempathy)
2	WF: Small Arms OR WF: Beam Weapons
3	Contact: Court officials (3 points worth)
5	Fringe Benefit: Noble Rank
5	Money: Well Off (500,000 Cr per year)
Total Cost Of Abilities: 55	
Value	Disadvantages
-5	Hunted: Other Nobles 8- (As Pow, NCI, Watching)
-10	Social Limitation: Famous (Frequently, Minor)
Total Cost of Disadvantages: 11	

Typical Goals and Motivations: Nobles have a wide variety of goals and motivations. Heroic nobles seek to help the citizens they are responsible for; corrupt nobles rehabilitated by the Psionic Police are returned to good leadership.

Typical Abilities: Nobles tend to be learned in the arts and sometimes the sciences. They usually have a higher than average INT and PRE. Nobles are well-schooled, and tend to have a broad range of Background skills.

Suggested Disadvantages: The life of a noble can be a posh and easy one (Psychological Limitations such as Little Ambition or Unable To Take Care Of Self), or one with many challenges (Psychological Limitations, Hunteds/Watcheds, and Professional Rivalries during wartime).

Progression: Nobles who take an active role in helping their people may fall naturally into the life of an adventurer. Nobles who are scientifically adept may become well-known in fields of scientific research (Field Scientist).

ZHODANI INTENDANT

Zhodani intendants are middle-management aides to Nobles.

Zhodani Intendant Template

Cost	Ability
3	Bureaucratics
2	KS: Zhodani Civil Service 11- (choose)
2	PS: Civil Service or Management Profession (such as Clerk, Inspector, etc.) 11-
6	6 points worth of skills from the following list: Computer Programming, Deduction, High Society, Persuasion, Systems Operation, Streetwise, Tracking, Trading, Transport Familiarity, Weapon Familiarity, any Background Skill, Computer Access to Governmental Database
5	Psionics Skill Roll +1
11	Psionic END Reserve: 30 END, 8 REC
10	Any one of the following psionic Talents: Telepathy, Telephysics, Teleportation, Teleperception, Self, or Arcana [25-point VPP]
1	One known psionic specialty (such as Telempathy)
2	WF: Small Arms OR WF: Beam Weapons
6	Contact: Government Agency 11-
1	Fringe Benefit: Security Clearance Level 1
Total Cost Of Abilities: 49	
Value	Disadvantages
-10	Social Limitation: Subject To Orders (Frequently, Minor)
Total Cost of Disadvantages: 10	

Typical Goals and Motivations: Zhodani intendants are the middle level attendants to nobles, and therefore part of the Zhodani civil service. Intendants have been chosen based on their psionic nature, but they will deal with both psionic and non-psionic Zhodani.

Typical Abilities: High EGO, above average INT and EGO.

Suggested Disadvantages: Difficult to say, with the psionic police watching people's thoughts...

Progression: Open.

ZHODANI GUARD

The Zhodani Guard are psionic combat troops, and usually are organized in battle groups ranging in size from a squad up to the size of a battalion. There are three types: scramblers, directors, and teleporters.

Scramblers use Telephysics to disrupt enemy forces; *directors* use Telepathy or Teleperception to locate enemy forces; *teleporters* use their abilities to move swiftly to the battlefield and take advantage of the elements of surprise and position. Zhodani Guard have psionics of Rank 5 or greater.

Zhodani Guard Template

Cost	Ability
3	+1 CSL with Weapon Group
3	Concealment
3	Demolitions
2	KS: Zhodani Guard 11-
2	PS: Soldier 11-
3	Navigation (Land) 8-
3	Paramedics
3	Survival
3	Tactics
1	TF: Grav Belt
5	WF: Small Arms, Beam Weapons, Blades
6	6 points worth of skills from the following list: Bugging, Climbing, Combat Driving, Combat Piloting, Cryptography, Electronics, Lockpicking, Security Systems, Shadowing, Stealth, Survival, Systems Operation, Tracking
3	Contact: 3 points worth
3	Fringe Benefit: Corporal
38	Psionic Option: Scrambler, Director, or Teleporter
Total Cost Of Abilities: 20	
Value	Disadvantages
-10	Social Limitation: Subject To Orders (Frequently, Minor)
Total Cost of Disadvantages: 10	

Scrambler Option: Scramblers are adept at using Telephysics (telekinesis, pyrokinesis, cryokinesis, and others) to scramble personnel and systems.

Value	Powers
7	Psionics Skill Roll +2
11	Psionic END Reserve: 30 END, 8 REC
15	Telephysics Talent (50-point VPP)
5	Choose 5 specialties from the following list: Telekinesis, Change Environment (cold), Energy Blast (cold), Ranged Killing Attack (cold), Transformation (after-effects of extreme cold), Change Environment (heat), Energy Blast (heat), Ranged Killing Attack (heat), Transformation (after-effects of extreme heat)

Director Option: Directors are adept at either Telepathy or Teleperception to find and analyze the enemy and direct their forces (or misdirect the enemy).

Value	Powers
7	Psionics Skill Roll +2
11	Psionic END Reserve: 30 END, 8 REC
15	Telepathy or Teleperception Talent (50-point VPP)

- 5/1 Choose 5 specialties from the following Telepathy list: Telepathy (Emotions only; -1/2), Mind Control (Emotions only; -1/2), Telepathy (full), Mind Control (full), Drain (EGO), Mind Scan, Ego Attack (Does BODY; +1) or select Clairsentience (sight and/or sound) for Teleperception

Teleporter Option: Teleporters, like snipers, rely on the element of surprise to give them an edge.

Value Powers

- 7 Psionics Skill Roll +2
 11 Psionic END Reserve: 30 END, 8 REC
 15 Teleportation Talent (50-point VPP)
 3 Choose the following specialties: Teleportation, Teleportation (MegaScale range), Teleportation (Usable Against Others)

Typical Goals and Motivations: Zhodani Guard are the elite combat troops, and are extremely loyal to the Zhodani cause. Beyond their strong will, they have the normal motivations of any (psionic) soldier – protecting their homeland and families, making a name for themselves, and so forth.

Typical Abilities: As soldiers, they have above average STR and CON, and as psions they have a high EGO.

Suggested Disadvantages: Psychological Limitations such as Loyalty to Zhodani, Brave, and similar; Hunted (Watched) by Psionic Police; Professional Rivalry with other members of their squad or other squads

Progression: In the right environment, they can become adventurers or mercenaries after they muster out.

Droyne Professions

DROYNE SPORT

Droyne Sports may take any package which serves the need of their clan: Explorer, Pilot, Diplomat, Belter, etc.

Game Elements

Characters created for a *Traveller Hero* campaign use most of the game elements – Skills, Perks, Talents, Powers, and Disadvantages – as they are given in the HERO System rulebook, with some of the modifications given in *Star Hero*. Some special notes are necessary for the *Traveller Hero* setting.

Characteristics

Characteristics are important for all HERO settings, but here are some notes on their use in a *Traveller Hero* game.

Traveller Hero characters tend to be more “realistic” characters rather than movie-style characters, and are based on either 100 Base Points +50 Disadvantage Points, or 150 Base Points+50 Disadvantage Points. Characters with more than 50 points in disadvantages tend to have more of a movie or superhero feel.

Characters in a *Traveller Hero* setting that have been converted from Traveller usually have primary characteristics in the 8-13 range, with some rare 15's. But most converted characters have aged through the military service route, and have had most of their characteristics lowered through aging (*Age 40+* and *Age 60+*). GMs wishing to maintain this feel should set a campaign rule for no more than one or two characteristics in the 15 range, and most in the 8-13 range. This is simply a suggestion, and by no means required of all *Traveller Hero* campaigns.

STRENGTH

Except for HTH Combat and STR Min for weapons, STR is less important in a *Traveller Hero* game. With cargo-loading robots and heavy-work machinery, most humans in the Imperium will have STR in the 8-13 range.

However, geneering (genetic engineering) was practiced by the Ancients (See the Vargr) and even by other human races in the past. The GM may design genetically engineered humans (such as the Heavyworlders, Martians, and Selkies) on far off worlds with enhanced characteristics.

DEXTERITY

As with STR, DEX in the Imperium is not usually important except in combat and certain skills.

If the GM wishes to keep the DEX in the 8-13 range, he should encourage characters to buy 5-point levels with DEX-Based Skills, 3-point levels with a cluster of skills (e.g. *Light On His Feet: +1 with Acrobatics, Breakfall, and PS: Dance*), Lightning Reflexes, or additional DEX with the limitation *Only For DEX Rolls* (-1) instead of high DEX. This keeps character's CV within the norm, but allows the DEX-Based skills to become heroic.

INTELLIGENCE

In a high-tech universe like Traveller, INT is very important, since so many tech skills are INT-Based. If the GM wishes to allow higher rolls but not have everyone running around with an 18+ INT, he should encourage the character to buy 5-point levels with INT-Based Skills, or 3-point skill levels with clusters of skills (e.g. *Specialist: +1 with Electronics, Mechanics, and Computer Programming*) instead of a high INT.

Skills

Star Hero discusses some special rules for Skills in a Science Fiction campaign (see *Star Hero*, pages 39-48). Some of these rules apply to *Traveller Hero*.

For information on skill roll penalties in dealing with alien or obsolete/advanced technologies, see *Star Hero*, pages 143-144.

BREAKFALL

See *Star Hero*, page 40 for using Breakfall in Zero-G.

COMPUTER PROGRAMMING

Use *Computer Programming* to create, program, and modify computer systems; use *Systems Operation: Computers* to operate computers and computer-based applications. Note that *Traveller Hero* uses the single *Computer Programming* skill, without subcategories.

ELECTRONICS

Traveller Hero uses *Electronics* to fix electric and electronic devices, and does not use subcategories.

HIGH SOCIETY

High Society applies as a default to Imperial Society, except for those societies with no connection to the Imperium. Appropriate Culture Knowledges can be used as complementary skills for other cultures.

INVENTOR

See *Star Hero*, page 42 for using *Inventor* to create appropriate devices.

LANGUAGES

There are translation computers for some of the well-known languages, but no Universal Translators like Star Trek, so languages are important.

In Traveller, the Imperial language is *Galanglic*, a descendant of the English language. But various sectors and worlds have their own languages, and so building a language tree would be a daunting task. Assume that any alien language from a different world (alien to the speaker) costs +1 point if the communication mode is the same (e.g. speaking), but costs more if there are differences in the methods. See *Star Hero*, pages 43-44 for appropriate cost modifiers.

MARTIAL ARTS

Within the Imperium, there are innumerable martial arts styles. With so many styles, it is recommended to abolish the Martial Arts Style disadvantage, as it wouldn't be truly limiting.

Brawling is simulated in *Traveller Hero* with one or two dice of *Hand-To-Hand Attack*, and one or two levels with *HTH Combat*.

It's recommended that for Imperial forces (Army, Navy, Marines, Intelligence, etc.) with **advanced** Martial Arts training, the GM select a particular style of Martial Arts learned by that Imperial Force. It could be, for example, that all Imperial Marines learn *Zero Gravity Combat* from *The Ultimate Martial Artist*, page 87, while all Imperial Intelligence personnel learn

Krav Maga from *The Ultimate Martial Artist* page 37.

MECHANICS

Use *Mechanics* to repair engines, power plants, vehicles, and such other devices. Most of these devices require advanced tools to work on them.

NAVIGATION

Navigation (Space) and *Navigation (Hyperspace)* are required for travel with Maneuver drives and Jump drives, respectively.

PARAMEDICS

Paramedic in Traveller applies regardless of species, but the GM should apply modifiers based on the alienness of the target species. See *Terran Empire*, page 124 for appropriate modifiers.

PROFESSIONAL SKILL: ZERO-G OPERATIONS

Professional Skill: Zero-G Operations is a DEX-Based professional skill. For more details, see *Star Hero*, pages 45-46.

SURVIVAL

See the Planetary Similarity table in *Star Hero*, page 47 in regards to terrains on divergent worlds.

SYSTEMS OPERATIONS

In *Traveller Hero*, *Systems Operation* is broken out as follows:

Communications

- Telephone Communications
- Radio
- Broadcast Communications
- Satellite Communications
- Communications Jamming Equipment
- Light Wave

Environmental

- Life Support
- Personnel Support
- Recreational Support

Medical

- Medical Sensors
- Medical Systems and AutoMed

Sensors

- Medical Sensors
- Passive Detector Sensors
- Radar
- Sonar
- Sensor Jammers
- Lidar

Weapon Systems

- RCM (Remote Controlled Missiles)

RCV (Remote Controlled Vehicles)

TRANSPORT FAMILIARITY

Transport Familiarities for *Traveller Hero* slightly different from those of *Star Hero*. *Sci-Fi Vehicles* and *Mecha* are completely removed. Categories with additions and new categories are broken out as follows:

Recreational

- Antigrav Harness (added to list)

Hovercraft (added)

- Civilian Hovercraft
- Military Hovercraft

Antigrav (added)

- Civilian Antigrav (includes Air Raft)
- Military Antigrav (includes AG Tank)

Early Spacecraft

- Rockets
- Spaceplanes

Personal Use Spacecraft

- Small (under 100 Displacement Tons)
- Large (over 100 Displacement Tons)

Commercial Spacecraft

- Small (under 100 Displacement Tons)
- Large (over 100 Displacement Tons)

Industrial Spacecraft

- Small (under 100 Displacement Tons)
- Large (over 100 Displacement Tons)

Military Spacecraft

- Small (under 100 Displacement Tons)
- Large (over 100 Displacement Tons)

Mobile Space Stations

- Small (under 100 Displacement Tons)
- Large (over 100 Displacement Tons)

Note that the *Transport Familiarities* are purchased by Race or Government. Being able to fly an Imperial Scout Ship is a lot different from flying a Hiver Scout Ship.

WEAPON FAMILIARITY

Weapon Familiarities in *Traveller Hero* are broken out as follows for weapons of contemporary and future tech levels:

Small Arms (aka Slugthrowers)

- (May be purchased as a group)
- Assault Rifles/LMGs
- Pistols/Handguns
- Rifles
- Shotguns
- SMGs
- Thrown Grenades
- Gauss Weapons
- Mini Rocket/Missile Guns
- Tranquilizer Guns

Uncommon Military Arms

- (Must be purchased separately)
- Flamethrowers
- Grenade Launchers
- Heavy Machine Guns
- Shoulder-Fired Weapons

Emplaced Weapons

- (May be purchased as a group)
- Anti-Aircraft Guns
- Anti-Tank Guns
- Artillery
- Howitzer
- Mortar
- Recoilless Guns

Vehicle Weapons

- (Must buy per vehicle)
- Hovortank weapons (for example)

Beam Weapons

(May be purchased as a group)
 Laser Pistols
 Laser Rifles (includes Carbines)
 Laser Assault Rifles

Energy Weapons

(May be purchased as a group)
 Plasma Guns
 Fusion Guns

WEAPONSMITH

Weaponsmith is broken out into the same subcategories as the Weapon Familiarities.

Perks

Most perks apply normally in a *Traveller Hero* campaign.

ACCESS

Access can also represent a safe haven for a ship, such as a hidden base for a pirate ship or merchant ship. At this level, the cost is 5 points. Each -1 to find the safe haven is +1 point to the cost.

ADVANCED TECH

Advanced Tech represents a character whose homeworld or technological know-how gives him access to equipment at a higher tech level than the norm. The Standard Tech Level in *Traveller Hero* is TL12, although certain areas have TL15.

Note that a character could also take Low Tech to represent a character from a lower technology world or culture.

For more information, see *Star Hero*, page 48.

HIGH TECH

+3 points per TL above 12

The standard starting Tech Level in Traveller is TL12. A character with high-tech training may buy Advanced (High) Tech at 3 points per higher TL, up to a maximum of TL15. The character must be able to justify this purchase to the GM. Note that the usual modifiers apply as far as obsolete/advanced tech usage for others trying to use such equipment.

LOW TECH

-3 points per TL below 12; max -15 points

A character from a low-tech world may buy this disadvantage to represent coming from a backward world or culture. Low Tech as a disadvantage is worth 3 points per TL below 12, with a maximum value of 15 points (5 levels). A low tech character is penalized when using or opposing high tech equipment, with -1 per TL difference to the following skills: Bugging, Computer Programming, Criminology, Cryptography, Electronics, Forgery, Lockpicking, Mechanics, Security Systems, Systems Operation, and Weaponsmith. In addition, certain skills may simply be unavailable.

COMPUTER LINK

Computer Link can represent access to Imperial Army or Navy databases, Imperial Intelligence database, Imperial Law Enforcement databases, etc.

CONTACT

Contacts can be very important. Characters usually gain 1 contact for every term in service, and these contacts are related in some way to the career (buddies from the unit for

armed forces, agents or government officials for spies, and so forth).

FRINGE BENEFITS

IMPERIAL DATA ACCESS CARD

Cost: 1 point

This permit allows the ship to download the latest non-sensitive information from a world's Imperial datanet, and costs 1 point.

Note that such information is only as current as the updates from the latest Xboat run.

STARSHIP MASTER LICENSE

Cost: 2 points

This is appropriate for most Traveller campaigns, where the characters are traveling around in their own starship.

LICENSED PSIONIC

Cost: 1 point

This may apply during certain periods of Traveller.

TRAVELLER'S AID SOCIETY (TAS) MEMBERSHIP

Cost: 5 points

You are a member of the Traveller's Aid Society. This gives you one middle passage per month, and any reasonable access and aid from the Traveller's Aid Society. This perk costs 5 points.

POLICE POWER

See *Star Hero*, page 49 for costs of Planetary Police Powers versus Imperium Police Powers.

MILITARY RANK

See *Terran Empire*, page 126.

SOLOMANI PARTY MEMBERSHIP

You are a member of the Solomani Party. This perk is only available to Solomani humans.

Points	Level	Notes
1	Member	Rank and file member
2	Supervisor	Leader of a cell
3-4	Intermediary	Leader of multiple cells in a faction
5	Director	Head of a faction
6	Administrator	
7		
8	Associate	
9		
10	Deputy	Oversees group of factions
11		
12	Deputy Councilman	
13		
14	High Councilman	Member of the High Council
15	Chairman	Chairman of High Council

HEAD OF STATE

Cost: 10-25 points

For characters who are the head of state of a nation up through an interstellar society, use the values in *Star Hero*, page 49.

STATUS**Cost: 5 points per level**

You are politically important. For one level, you govern 1-10 thousand people, and have a personal staff of one. Each additional level increases the number of people by a factor of ten, and doubles staff. You should also take as many levels of wealth as you have levels of status. Note that while status indirectly gives you control over a lot of money and people, it also seriously restricts what you can do with those resources, which is why it is so cheap. In order to govern a world, you need (pop digit - 3) levels of this advantage; a subsector duke usually has 7 levels, sector dukes usually have 8, grand dukes 9, the emperor has 10. PCs should rarely have significant levels of status.

MONEY

Money and commerce are big deals in *Traveller Hero*, especially since equipment is purchased with money. Characters can buy Money to represent investments, a trust fund, or other source of income. The table below is broken out for the Raw CR per year, what that translates to for Monthly income, and the MAT (Monthly After Taxes) income. The GM should consider the MAT to be the character's "disposable" income - that is, what he has available to spend each month after normal expenses - taxes, food and equipment upkeep, etc.

Points	Raw CR/year	Monthly After Taxes & Expenses
0	75,000	1,875
1	100,000	2,500
2	200,000	5,000
3	300,000	7,500
4	400,000	10,000
5	500,000	12,500
6	1,000,000	25,000
7	2,000,000	50,000
8	3,000,000	75,000
9	4,000,000	100,000
10	5,000,000	125,000

Because so much of Traveller has to do with commerce and making money, the GM should be careful about letting characters buy the money perk. Those characters who have mustered out of the military after many years and rank could have up to 2 points of Money, but rarely more.

REPUTATION

Decorations received for valor under fire are treated as positive Reputation (8-, Small Group). It is treated as Small Group as far as the entire Imperium is concerned.

DECORATIONS

Meritorious Conduct under Fire (MCUF)
Medal for Conspicuous Gallantry.
Starburst for Extreme Heroism.

VEHICLES AND BASES

Normally in heroic campaigns vessels and bases are purchased with cash. However in *Traveller Hero*, characters pay points to start out with a vessel.

SCOUT SHIP**Cost: 15 points**

You are an ex-scout, and have a scout ship. This is

yours to use within limits; you may not sell it, half of any profits must be turned over to the Imperium, and you are subject to having your service re-activated if the Imperium needs you (assume normally 8- to occur). Note that this is vastly lower than the point cost of a scout.

MERCHANT VESSEL**Cost: 10-30 points**

You have the down payment on a merchant ship, plus personal wealth of 500,000 credits. This can also apply to a Yacht or Safari ship.

Points Years of Payments Left

10	40 years
15	30 years
20	20 years
25	10 years
30	Clear Title

Alternately, you have the down payment on a used merchant ship, yacht, or safari ship plus 500,000 credits. Regardless of its age, you have a standard 40-year loan on its current value. For example, if you buy a 40-year old vessel with a new Value of 4 MCr, its loan amount is 800,000 Cr.

Points	Age	% of Value
10	10 years	80%
15	20 years	60%
20	30 years	40%
25	40 years	20%
30	Clear Title	0%

Talents

ABSOLUTE TIME SENSE

May represent a psionic ability or simply a facet of a highly structured intellect. May also be used with android or robotic characters, if such are allowed by the GM.

DANGER SENSE

May represent a psionic ability of some type.

EIDETIC MEMORY

May represent psionics or simply a person with a well-regimented mind. May also be used with android or robotic characters, if such are allowed by the GM.

ENVIRONMENTAL MOVEMENT

See *Star Hero*, page 51 for information on the three space-faring types: Zero-G, High-G, and Low-G.

HOTSHOT PILOT

May apply, but use with caution.

LATENT PSIONIC

Latent Psionic is available for 5 points, for characters who want to later learn psionics. Characters who do not start with either this talent or with psionics should not normally be allowed to buy psionics later.

SIMULATE DEATH

Applies to monkish types, and may also represent a psionic ability. It can also be used to represent “powerdown mode” in some android or robotic characters.

UNIVERSAL TRANSLATOR

May represent an unusual psionic ability. With proper limitations, may also represent an android or robotic character’s array of learned languages and linguist skill.

Super-Skills

Super-skills represent skills that are better than normal, often with a more cinematic feel. Many of those found in *Dark Champions* and *Pulp Hero* are suitable, especially for GMs running a military, mercenary, or espionage-style campaign.

The psionic Super-skills found in *Pulp Hero* (*Aura Reading*, *Medium*, and so forth) may be useful as well.

Disadvantages

Most disadvantages apply normally, although *Traveller Hero* characters tend to have fewer disadvantages not directly related to a race or profession (typically 50 points in Disadvantages is the maximum).

AGE

The Traveller character generation system takes great pains to modify characteristics at various physical ages. Age 40+ and Age 60+ disadvantages apply in those cases.

DEPENDENCE

Not typical to a Traveller campaign.

DEPENDENT NPC

Not typical, although could apply to an Aslan male with a female at his side not purchased as a follower.

DISTINCTIVE FEATURES

Distinctive Features can be used normally, although Distinctive Features used to represent only racial difference should be worth 5 points less.

Walking into a room with 20 Aslan and 20 humans, passing an Aslan is only notable. Passing an Aslan with a fiery red mane and a deep voice is distinctive.

ENRAGED/BERSERK

Not typical, but may apply based on concept.

PHYSICAL LIMITATION

Usually applies to size or to gravity differentials. See *Star Hero*, pages 63-64 for size and gravity related costs.

PSYCHOLOGICAL LIMITATION

By far the most common character limitation.

Some sample psychological limitations include: Code of Honor, Cowardly, Generous, Greedy, Compassionate, Selfish, Brave, Cowardly, Friendly, Distrustful, Ambitious, Ruthless, Confident, Arrogant, Protective Of Others, Violent/Killer, Loyal To Friends, Out For Self Only, and so forth.

REPUTATION

Somewhat rare, but may apply based on background.

SOCIAL LIMITATION

Various social limitations may apply, such as *Subject To Orders* or *Second-Class Citizen*, as appropriate.

SUSCEPTIBILITY/VULNERABILITY

Not typical, although may apply to non-human races such as an aquatic race that dries out when not in water and may eventually die if not returned to the water.

Psionics

Characters can only purchase psionics with the GM’s permission. See the chapter on *Psionics and the Psionics Institute* for powers and costs.

Conversion Notes

CONVERTING TRAVELLER CHARACTERISTICS

When converting Traveller characters to HERO, use the following:

HERO Cha	Traveller Cha
STR	= STR * 1.5
DEX	= DEX * 1.5
CON	= END * 1.5
BODY	= ((STR + DEX + END)/3) * 1.5
INT	= INT * 1.5
EGO	= ((INT + END)/2) * 1.5
PRE	= INT * 1.5

COM	= choose
PD	= Figured
ED	= Figured
SPD	= Figured, rounded up
REC	= Figured
END	= Figured
STUN	= Figured

Two characteristics in Traveller don't convert to HERO: *EDU* and *SS*. *EDU* (Education) is how well educated, or high-tech, the character's training is.

One method of "translation" for *EDU* is to add 3 to the *EDU*, and that's the *TL* the character was trained in; that means a character with an *EDU* of 7 was trained in a *TL*10 army or society.

Another way to "translate" *EDU* is to allow the *EDU* to be the number of bonus Background skills the character may take after translation of the other skills.

A third way is to turn *EDU* into a Knowledge Skill: *General Education*, with a converted skill roll of $9 + (\text{EDU} \times 1.5 / 5)$. For example a Traveller *EDU* of 7 becomes *KS: General Education 11-* (2 points) and can be used in situations where general knowledge should be able to answer the question.

Of course, the GM may simply ignore the *EDU* characteristic completely.

For *SS* (Social Standing), anything above 10 should be treated as the Perk *Fringe Benefit: Nobility*, with appropriate costs.

CONVERTING TRAVELLER SKILLS

When converting *Traveller* leveled skills, such as Carbine-2 or Administration-3, the first level is the skill itself, and additional skill levels are pluses. So Carbine-2 becomes *WF: Carbines* and +1 with Carbines; Administration-3 becomes *Bureaucrats* +2.

Traveller Skill	HERO Skill or Talent
Acrobatics	Acrobatics
Act/Bluff	Acting
Admin/Legal	Bureaucrats and PS: Law
Administration	Bureaucrats
Advanced Combat Rifle	WF: Assault Rifles
Air/Raft	TF: Air/Raft OR Combat Piloting (Air/Raft)
Animal Handling	Animal Handling
Archaic Artillery	WF: Siege Engines (e.g. Catapults)
Archaic Weapons	WF: Early Firearms
Archery	WF: Bows, Crossbows, OR Blowguns
Armed Martial Arts	WF: Common Martial Arts Melee Weapons
Armed Martial Arts, Club	WF: Club
Armory	???
Art	PS: Art (choose)
Artillery	WF: Type of Artillery
Artisan	PS of choice
Assault Rifle	WF: Assault Rifles
Astrogation	Navigation (Space, Hyperspace)

Traveller Skill	HERO Skill or Talent
Athletics	Running
ATV	TF: Ground Vehicles (Wheeled and Tracked); Combat Driving at Level 2+
ATV, Tracked	Combat Driving (ATV, Tracked)
ATV, Wheeled	Combat Driving (ATV, Wheeled)
Autocannon	WF: Autocannon
Autogun	WF with Heavy Machineguns, Autocannon, and VRF Gauss Guns
Automatic Pistol	WF: Small Arms (Pistols)
Automatic Rifle	WF: Small Arms (Rifles)
Autorifle	WF: Small Arms (Assault Rifles)
Axe	WF: Axes, Maces, and Picks
Axe, Battle	WF: Axes, Maces, and Picks
Bargain	Trading
Battle Dress	PS: Battle Dress (Dex Based, also gives Vac Suit at one level less)
Biology	SS: Biology
Blade Combat	WF: Blades (includes Knives through 2H Swords); levels above 1 convert to 1 HTH CSL
Blade, Long	WF: Blades (includes Knives through 2H Swords); levels above 1 convert to 1 HTH CSL
Blade, Large	WF: Blades (includes Knives through 2H Swords); levels above 1 convert to 1 HTH CSL
Blade, Short	WF: Blades (includes Knives through 2H Swords); levels above 1 convert to 1 HTH CSL
Blade, Small	WF: Blades (includes Knives through 2H Swords); levels above 1 convert to 1 HTH CSL
Blowgun	WF: Blowgun
Body Pistol	WF: Small Arms (Pistols)
Brawling	+1d6 HA and +1 HTH CSL
Bribery	Bribery
Broker	KS: Marketing or PS: Broker
Carousing	KS: Carousing (PRE-Based) and Conversation
Carpenter	PS: Carpenter
Chemistry	SS: Chemistry
Climbing	Climbing
Clusters	HERO Choose From list
Combat Engineer	SS: Combat Engineering
Communications	Systems Ops: Communications + Electronics
Computer	Computer Programming
Construction	PS: Architect + PS: Construction Worker

Traveller Skill	HERO Skill or Talent
Dance	PS: Dance
Demolitions	Demolitions
Disguise	Disguise
Early Firearms	WF: Early Firearms
Electronics	Electronics
Energy Artillery	WF: Energy Artillery (Meson guns, fusion guns, plasma guns)
Energy Weapon	WF: Beam (Laser) or WF: Energy (Fusion, Plasma)
Engineering	PS: Starship Engineer; also KS: Jump Drive, KS: Maneuver Drive, KS: Powerplants
Environment Suit	PS: Environment Suit (DEX)
Equestrian	TF: Appropriate Animal and Riding
Excavation	PS: Excavation
Farming	PS: Farmer + Animal Handler (choose)
Field Artillery Gunner	WF: Field Artillery
Fleet Tactics	Tactics (Fleet)
Forensics	Deduction and Forensics
Forgery	Forgery
Forward Observer	PS: Forward Observer (INT)
Gambling	Gambling
Genetics	SS: Genetics
Geology	SS: Geology
Grav Belt	TF: Grav Belt
Gravitics	SS: Gravitics
Grenade Launcher	WF: Grenade Launcher
Ground Tactics	Tactics (Ground)
Ground Vehicle	Combat Driving (choose Wheeled or Tracked)
Guard/Hunting Beasts	Animal Handling (choose)
Gun Combat	WF: Small Arms (choose Pistol, Carbine, Rifle, Shotgun, SMG) or WF: Beam Weapons (Laser Pistol, Laser Rifle, etc.) and 1 CSL per weapon SL; can convert 2 specific weapon levels to 1 range combat SL
Gunnery	WF: Starship Weapons
Gunnery (Naval)	WF: Ship's Lasers, WF: Ship's Energy Weapons (Plasma, Fusion), WF: Ship's Particle Accelerators, WF: Ship's Missiles, WF: Meson Weapons
Gunnery, Energy	WF: Ship's Lasers, WF: Ship's Energy Weapons (Plasma, Fusion)
Gunnery, Grav	WF: Tractor/Repulsor Beams
Gunnery, Missiles	Sys Op: Missiles (choose)
Heavy Artillery	WF: Howitzers, Mortars, etc.
Heavy Guns	WF: Mass Drivers, etc.
Heavy Weapons	WF: Heavy Weapons

Traveller Skill	HERO Skill or Talent
Herding	Animal Handling
High G Environment	Environmental Movement: High G
History	SS: History (choose)
Hovercraft	Combat Driving: Hovercraft
Hunting	Tracking and Stealth and Concealment
Instruction	PS: Instructor (INT)
Interrogation	Interrogation
Intrusion	Lockpicking + Security Systems
Investigation	Criminology + Forensics
Jack Of All Trades	<i>Jack Of All Trades</i> : Overall skill level (8 points); Only to negate skill penalties (-1). Cost: 4 points per level
Jeweler	PS: Jeweler
Language	Language (choose)
Large Watercraft	Sailing OR TF: Large Watercraft
Leader	Persuasion and Oratory and PS: Leadership (PRE); adds +1 to PRE per Traveller Level
Legal	Bureaucrats and KS: Law
Liaison	PS: Liaison (PRE)
Machinist	PS: Machinist
Map	PS: Cartographer + Bump Of Direction
Marketing	PS: Marketer + Trading
Mason	PS: Mason
Mechanic	Mechanics
Medical	Paramedics
Medical, Diagnosis	SS: Medicine
Medical, Surgery	SS: Surgery
Medical, Trauma Aid	Paramedics
Metallurgy	SS: Metallurgy
Muscle Transport	TF: Skate, Skis, Bicycles, etc. (choose)
Music	PS: Musician (choose)
Naval Architect	KS: Naval Architecture
Navigation	Navigation (choose)
Observation	Concealment and +1-3 PER Roll
Painting	PS: Painting
Parachute	TF: Parachute
Persuasion	Persuasion
Physics	SS: Physics
Pickpocket	Sleight of Hand
Pilot	Combat Piloting (choose)
Psychology	SS: Psychology
RCV (Remotely Controlled Vehicle)	Systems Operation: RCV
Recon	Tracking and Concealment and Stealth
Recruiting	KS: Recruiting and Persuasion

Game Elements

Traveller Skill	HERO Skill or Talent
Research	PS: Research (INT)
Riding	Riding (choose)
Robot Ops	TF: Remotely Piloted Vehicles
Robotics	SS: Robotics + Electronics + Mechanics + Computer Programming
Screens	Systems Operations: Screens (Nuclear Dampers, Meson Screens, Sandcaster, Black Globe)
Scrounging	KS: Scrounging and Persuasion
Sculpture	PS: Sculpture
Sensor Ops	System Ops: Sensors
Sensors	Systems Operation: Sensors + Electronics
Service	PS: Service/Steward
Ship Tactics	Tactics (Starship)
Ship's Boat	TF: Ship's Boat or Combat Piloting (Ship's Boat)
Ship's Engineering	SS: Starship Drives and Powerplants
Ships Boat	TF: Small Craft; also Combat Piloting with Small Craft Only
Slug Weapon	WF: Small Arms
Small Watercraft	TF: Small Watercraft
Song	PS: Singer
Starship Architecture	PS: Starship Architect
Stealth	Stealth
Steward	PS: Steward and High Society
Streetwise	Streetwise
Survey	SS: Planetary Surveying
Survival	Survival (choose)
Swimming	+1-3" Swimming
TAC Missile	Systems Operations: TAC Missile
Tactics	Tactics
Thrown Weapons	WF: Thrown Weapons
Tracking	Tracking
Trader	Trading
Unarmed Martial Arts	pick an Unarmed Martial Art (10 points minimum)
Vac Suit	PS: Vac Suit (DEX-Based)
Vehicle	Combat Driving (choose)
Willpower	Resistance Talent
Xenobiology	SS: Xenobiology
Zero-G Combat	Environmental Movement: Zero-G and PS: Zero-G Combat (DEX)

CONVERTING T20 CHARACTERISTICS

When converting T20 Characteristics, use the following:

HERO Cha	T20 Cha
STR	= STR

Traveller Hero, Book 1

DEX	= DEX
CON	= CON
BODY	= 8 + (Hit Points/10)
INT	= INT
EGO	= WIS
PRE	= CHA
COM	= choose
PD	= Figured
ED	= Figured
SPD	= Figured, rounded up
REC	= Figured
END	= Figured
STUN	= Figured

CONVERTING T20 SKILLS

T20 Skill	Hero Skill or Talent
Administration	Bureaucratics
Appraise	PS: Appraise
Astrogation	Navigation (Space)
Balance	Acrobatics
Bribery	Bribery
Broker	PS: Broker
Bluff	Persuasion
Climb	Climbing
Combat Engineering	SS: Combat Engineering
Concentration	Concentration (EGO-Based)
Craft	Select the appropriate PS or KS
Decipher Script	Cryptography
Demolitions	Demolitions
Diplomacy	Persuasion and Oratory
Disable Device	Security Systems
Disguise	Disguise
Driving	Combat Driving (choose)
Escape Artist	Contortionist
Entertain (choose)	PS: Entertainer (choose)
Forgery	Forgery
Forward Observer	PS: Forward Observer
Gambling	Gambling
Gather Information	Conversation
Gunnery	WF: Emplaced Weapons
Handle Animal	Animal Handling
Heal	Paramedic
Hide	Concealment
Intimidate	Interrogation
Intuit Direction	Bump Of Direction
Innuendo	Conversation
Jump	+1" Superleap
Knowledge (choose)	Knowledge Skill (choose)
Leader	PS: Leader
Liaison	PS: Liaison
Listen	+1 Hearing Perception
Move Silently	Stealth
Open Lock	Lockpicking
Pilot	Combat Piloting (choose)
Perform	
Profession (choose)	Professional Skill (choose)
Read/Write Language	Literacy (choose language)
Recruiting	PS: Recruiting
Ride	Riding
Search	Concealment

T20 Skill	Hero Skill or Talent
Sense Motive	+1 to EGO Rolls versus Persuasion
Sleight of Hand	Sleight of Hand
Speak Language	Language (choose)
Spot	Concealment
Survival	Survival
Swim	+1" Swimming
Technical	Science Skill (choose)
Trader	Trading
Tumble	Breakfall and Acrobatics
Use Alien Devices	Systems Operation (choose)

CONVERTING T20 FEATS

T20 Feat	Hero Skill or Talent
3D Spatial Awareness	+2 with DEX-Based Rolls; Only In Zero-G Environments; Prereq is Zero-G Adaptation
Academic Lecture	+2 with Persuasion using a Complementary Knowledge or Science skill
Acrobatic	+2 with Acrobatics
Acting Prodigy	+2 with Acting, Disguise, PS: Performer
Advanced Knowledge	+2 with one Intelligence-based or Knowledge-based skill
Advanced Research	+2 with Intelligence skills using a Complementary Knowledge or Science skill
Alertness	+2 PER with Normal Sight and Normal Hearing
Ambidexterity	Ambidexterity
Animal Whisperer	+2 with Animal Handling
Armor Proficiency (Battledress)	+2 PSL to offset DEX Penalties in Battledress
Armor Proficiency (Light)	+2 PSL to offset DEX Penalties in Light Armor
Armor Proficiency (Medium)	+2 PSL to offset DEX Penalties in Medium Armor
Armor Proficiency (Vac Suit)	+2 PSL to offset DEX Penalties in Vac Suit
Assassin	+4 PSLs versus Location Modifiers; Limited [Opponent is Unaware or Unable to Defend Self] (-1)
Athletic	+2 with Climbing
Barter	+2 with Trading, KS: Broker, KS: Merchant
Brawling	+1d6 HA
Calculating Eye	+2 with PS: Appraise skill
Carousing	KS: Carousing
Chief Steward	3d6 Luck; Only To Increase Number Of Paying High-Class and Middle-Class Passengers (-1), Prereq: Steward
Command Presence	+5 PRE: Offensive Only
Connections	Contacts
Contact Specialist	+2 with all PRE-Based Skills; Only For First-Time Contact (-1)
Credit Line	Perk: Money; Must Be Repaid With Interest (-1)

T20 Feat	Hero Skill or Talent
Cross Training	N/A
Damage Control	+2 with Mechanics, Electronics, and Computer Programming; Only For In-Combat Ship Repairs (-1)
Defensive Roll	+2 with Roll With Punch maneuver; 1 charge (-2)
Dodge	+2 DCV with Dodge maneuver
Dumb Luck	Luck 3d6 (15 Active Points); 1 Charge (-2)
Endurance	+10 END
Evasion	+2 with Dive For Cover maneuver
EW Specialist	+2 with Systems Operation (Communications) and Systems Operations (Sensors); Only For Jamming/Unjamming (-1)
Far Shot	+2 PSLs to Offset Range Modifiers
Fast Talk	+2 with Persuasion and Conversation skills
Fence Stolen Goods	+2 with Streetwise, Trading, and PS: Appraisal; Only To Sell Stolen Goods (-1)
Gearhead	+2 with Mechanics, Electronics, Invention
Geological Survey	+2 with PS: Survey, SS: Geology, and PS: Prospecting
Great Fortitude	+2 CON
Hacker	+2 with Security Systems, Computer Programming, Systems Operation
Heavy Gravity Adaptation	Environmental Movement: Heavy Gravity
Heavy Metal	+2 PSLs with Heavy Weapons
Improved Critical (choose)	Deadly Blow: +1d6; Only With Chosen Weapon; Only If Attack Roll Succeeds By 5 or more
Improved Initiative	Lightning Reflexes: +4 DEX for All Actions
Improved Two Weapon Fighting	Two Weapon Fighting
Improved Search	+2 with Concealment and Sight PER Rolls; Only To Find Hidden (-1)
Improved Unarmed Strike	+2 PSLs versus Attacks Of Opportunity
Interrogation	+2 with Interrogation and Sense Motives
Iron Will	+2 to EGO Rolls
Jack Of All Trades	+2 Levels with All Non-Combat Skills; Only To Offset Negative Modifiers (-1)
Junkyard Dog	+2 with three related skills: PS: Appraise, Trading, and KS: Salvage

T20 Feat	Hero Skill or Talent
Jury Rig	+2 with a group of similar Skills (10 Active Points); Custom Modifier (Only one attempt, gives 11- activation roll until fully repaired; -½) [Notes: Any Technical/Repair Skills]
Legal Eagle	+2 with Bureaucratics, KS: Law, Trading
Linguist	Linguist
Lightning Reflexes	Lightning Reflexes: +4 DEX to act first with All Actions
Market Analyst	+2 with Trading, PS: Appraise, and PS: Broker Skills; Only To Predict Future Sale Price
Martial Training	+2d6 HA or 10 points in a Martial Art
Medicine Specialization (choose)	+2 with a SS related to medicine (choose)
Mental Discipline	+2 with Intelligence Skills
Midas Touch	3d6 Luck; Only To Find Rich Strike (-1)
Miracle Worker	Healing BODY 2d6 (20 Active Points); Requires A Skill Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; skill depends on job at hand; -1), Custom Modifier (Cannot restore system to full value, will be at 14- Activation until a full repair; -½), Custom Modifier (Prereq: Jury Rig Feat; -½) Powers Cost: 16
Mobility	+2 with DCV; Prereq Dodge Feat (-½)
Mounted Combat	+2 PSLs to Offset firing from a moving vehicle
Narrow Escape	3d6 Luck; Only To Avoid Danger (-1)
Natural Born Leader	+2 with Persuasion, Oratory, Conversation
Natural Compass	Bump Of Direction
Natural Medicine	+2 with Paramedic
Natural Talent	Latent Psionic
Naval Architect	PS: Naval Architect +2
Negotiator	+2 with Persuasion, Bureaucratics, and PS: Liaison
Nerves Of Steel	+2 with Demolitions, Security Systems, Electronics; Custom Modifier (only for disarming or bypassing devices; -1)
Noble Indignance	+2 with Persuasion, Bribery, and Interrogation; Prereq Perk: Noble Title (-½)
Noble Presence	+2 with Persuasion, Oratory, and PS: Leadership; Prereq Perk: Noble Title (-½)
Obscure Knowledge	+2 Levels with All Non-Combat Skills; Only For Obscure Information (-1)

T20 Feat	Hero Skill or Talent
Opportunist	+2 OCV; Only Against Opponents That Have Already Taken Body In This Phase (-1)
Override Ship Security	+2 with Security Systems and Computer Programming (Hacking and Security)
Patronage (Arts)	+2 Levels with all Arts-related skills
Patronage (Sciences)	+2 Levels with all Technical Skills
Point Blank Shot	+1 OCV with all Ranged Attacks; Only For Targets Within 5 Hexes (-1)
Precise Shot	+4 PSLs to Offset Using Ranged in HTH
Pseudo-Eidetic Memory	+2 with all Background Skills
Quick Draw	Fast Draw
Rapid Shot	Double Tap (see Dark Champions)
Related Field Of Study Research	+2 with chosen Skill +2 with Knowledge Skills; Only For Research (-1)
Ride-By Attack	+1 with Move-By Maneuver
Run	+1" Running
Self-Reliance	3d6 Luck; Only To Accomplish Tasks Without Possessing Skills
Shield Proficiency	+2 CSLs with Shields
Shot On The Run	+2 CSLs
Sixth Sense	+2 with Normal Sight PER
Skill Focus (choose)	+2 with chosen Skill
Sneak Attack	Deadly Blow: +1d6; Limited Circumstance [Opponent Is Unaware or Unable To Defend Self]
Sniper	+4 PSLs to Offset Range Mods and +4 PSLs to Offset Hit Location Mods; Extra Time: Full Phase
Spirited Charge	Deadly Blow: +1d6; Limited Circumstance [Only During Charge On Horseback]
Spot Trouble	Danger Sense
Strategy	+2 Overall Combat Levels; Only When Working Within Team Strategy (-1)
Stealthy	+2 with Stealth
Steward	3d6 Luck; Only To Increase Number Of Paying Middle-Class Passengers (-1)
Surgery	SS: Surgery
Tactics I, II	+1 Overall Combat Level; Only When Working As Part Of A Team (-1)
Toughness	+1 BODY
Tracker	Tracking
Trample	+2 with Move Through; Only From Horseback (-1)
Trapping	+2 with Mechanics, Concealment, and PS: Trapmaker skills

T20 Feat	Hero Skill or Talent
Trustworthy	+2 with all Interaction Skills; Only For Friendly Dealings (-1)
Trust Fund	Perk: Money (choose)
Uncanny Dodge	+4 to Dodge Maneuver
Vessel (Aircraft)	Transport Skill (choose)
Vessel (Grav)	Transport Skill (Grav)
Vessel (Ground)	Transport Skill (choose)
Vessel (Watercraft)	Transport Skill (choose)
Vessel Specialization (choose)	+2 with Combat Driving or Combat Piloting, as appropriate for chosen vessel/ vehicle
Weapon Focus (choose)	+1 CSL with chosen Weapon
Weapon Proficiency (Choose)	WF: Choose
Weapon Specialization	Deadly Blow: +1d6 (choose weapon)
Well Connected	Well Connected
Xeno-Empathy	+2 with Interaction Skills; Only With Specified Alien Race (-1)
Xeno-Medicine	+2 with all Medical Skills; Only To Offset Penalties For Alien Race (-1)
Zero-G Adaptation	Environmental Movement (Zero-G)
Zero-G Combat	+2 Overall Combat Levels; Only Within Zero-G Combat (-1)

Psionics and The Psionic Institute

Psionics — the powers of the mind. Psionics in *Traveller*® is not completely understood, at least in the Third Imperium. The Imperium fears what it does not understand, and does not tolerate psionic usage. On the other hand, the Zhodani openly practice psionics and look down on those who don't.

The psionics in *Traveller* have evolved since the original *Classic Traveller*, and the information presented here is an amalgamation of the four main sources: *Classic Traveller*, *MegaTraveller*, *Traveller: The New Era*, and *T4*.

Psionics Institute

A psion (psionic individual) with any skill in psionics interacts with the psionic institutes, the only places where psionic training occurs. The institutes may be institutions, informal groups, or even clans who form a “family” for purposes of furthering psionics.

Third Imperium

The term “Psionics Institute” refers to any underground organization devoted to the illegal training of individuals in the use of psionic talents – illegal with the Third Imperium, at least. Each institute is independently organized and maintained by the members of a particular world. Psionics institutes existed in one form or another prior to space travel, but became popular during the Long Night, when reproducible scientific discoveries made psionics a teachable, learnable science.

At first, psionics institutes were rare, forming only on a few scattered worlds that either had an unusually high rate of psionic talents appearing or that encouraged psionics for social, political, or commercial reasons. In the years after the Civil War, psionic institutes sprung up on many high-population worlds within the Imperium.

After some scandals in the psionic institutes, public opinion changed from favor to prejudice against them. A period known as the Psionics Suppressions ensued. During the Psionics Suppressions, the institutes' charters were revoked, and talented individuals were persecuted. In some cases, the individuals fled to assume new identities on other worlds; in others, whole families emigrated to the Zhodani Consulate or elsewhere beyond the frontiers of the Imperium.

The Third Imperium spent much of its last 200 years trying to eradicate the institutes.

The New Era

The head of the Regency, Archduke Norris, realized the vulnerability of his domain, being surrounded by Aslan, Vargr, Virus, and Zhodani. Norris needed to deal with all of these possible threats, including the Zhodani, and repealed the anti-psionic laws. By repealing these laws, Norris could foster strong psionics among his people and meet the Zhodani on equal terms.

With the repeal of the laws, the psionic culture is much more open in Regency. In fact, a large portion (but by no means all) of the psionic individuals have taken to shaving their head bald or placing distinctive tattoos on their forehead indicative of the clan or house where they received their

psionic training. This makes a bold statement of who they are and that they have nothing to hide.

How Traveller Psionics Work

Psionics in *Traveller* are defined within the boundaries of hard science, following the laws of physics as closely as possible.

Telepathy, mind control, and other transmitted energy are treated as electromagnetic energy, and can be jammed in the same way that radio waves can be jammed.

Teleportation follows the rules of thermodynamics, potential energy, and conservation of energy – which means that teleporting in space is easier than teleporting on a world where gravity and spin can cause problems.

Powers cost more END to use as the distance between the psion and the target increases.

Powers of the self are “mind over matter” type of powers, involving controlled breathing, controlled adrenaline and endorphins, and other biological techniques.

As such, there are no psionic powers for contacting spirits (mediumship), astral travel, and other spiritually related powers. These concepts are not part of *Traveller* psionics.

Traveller Psionic Power Clusters

Traveller has the following clusters of psionic powers:

TELEPATHY

Telepathy is the ability to send and receive mental energy, whether that energy is thoughts, emotions, images, or mental attacks. At greater levels, it's also the ability to manipulate or change other's perceptions, thoughts, memories, or even personalities.

TELEKINESIS

Telekinesis is the ability to manipulate energy and physical objects using only mental energy. The degree of manipulation can be large scale objects such as people or small-scale such as atoms and molecules.

Extensions of telekinesis, called telephysics in *Traveller*, include pyrokinesis (the ability to manipulate heat and fire) and cryokinesis (the ability to manipulate cold and remove energy). Other powers that could potentially control other energies that are not a part of normal *Traveller* include electrokinesis (the ability to control electrical current), photokinesis (the ability to control light), and audiokinesis (the ability to manipulate sound).

TELEPORTATION

Teleportation is the ability to move one's self instantaneously from one location to another. While *Classic Traveller* only allowed the moving of one's self, the ability to teleport others was added in *The New Era*.

An ability of teleportation that's not part of standard *Traveller* is “apportation”, or the teleportation of objects at range to the user's possession.

An even more powerful extension that's not part of standard *Traveller* is Extradimensional Movement, either across dimensions or even across time (moving 15 seconds into the future, for example).

TELEPERCEPTION

Teleperception is the ability to extend the senses to distant locations. In standard Traveller, this includes variations on clairvoyance and clairsaudience.

Other aspects of teleperception that are not in standard Traveller are precognition (sensing into the future), retrocognition (sensing into the past), and dimensional cognition (sensing into other dimensions). Standard Traveller also discounts smell and touch, only regarding sight and sound in teleperceptive senses.

Not part of standard Traveller, teleperception would normally include other senses such as Aura Reading (seeing the Kirlian energy around an object) and other kinds of sensory enhancement.

SELF

The Self cluster in the art of mind over matter, the arts learned by mystic swamis such as pretending death, increased strength by controlling mental focus and adrenaline output, and the like.

ARCANA

Arcana, which in *Classic Traveller* was simply called "Other", is a miscellaneous grouping for psionic abilities that don't fit in one of the other five categories.

Psionic healing, mind control of machines, and other psionic phenomena fit in this category.

Psionic Ratings

The Psionic Institute rates psionics on a 0 to 11 scale; R-0 is no psionic talent, R-11 is highly talented. Ratings higher than 12 cannot be attained naturally, but can be achieved with Psi-drugs. The maximum possible rating is 15.

Although the basic clusters of psionics - telepathy, teleportation, teleperception, and self for example - have remained the same in the various incarnations of Traveller, each version has changed somewhat.

This chapter provides three versions of psionics that can be used, and the GM should pick the one that fits best into his vision. These versions are: *Classic Traveller*, *New Era Traveller*, and *Generic Traveller*.

Classic Traveller Psionics

In *Classic Traveller* Psionics, psionics is an innate talent possessed by a few people. The abilities have a specific order in which they are learned, and can only be used infrequently at range.

Rules

To be a *Classic Traveller* psionic, a character must buy an Endurance Reserve to power his psionics. The Endurance Reserve has a maximum END of *Rating* * 10, and a maximum REC of *Rating* per 20 minutes (Slow Recovery 20 Minutes; -1 ½) that cannot recover if the character cannot recover (Personal REC; -½). Some examples are shown below.

R-1 Psionic Reserve: *Endurance Reserve (10 END, 1 REC) Reserve: (2 Active Points); REC: Slow Recovery 20 Minutes (-1 ½), Personal REC (-½). Total Cost: 2 points.*

R-2 Psionic Reserve: *Endurance Reserve (20 END, 2 REC) Reserve: (4 Active Points); REC: (2 Active Points); Slow Recovery 20 Minutes (-1 ½), Personal REC (-½). Total Cost: 3 points.*

R-4 Psionic Reserve: *Endurance Reserve (40 END, 4 REC) Reserve: (8 Active Points); REC: (4 Active Points); Slow Recovery 20 Minutes (-1 ½), Personal REC (-½). Total Cost: 5 points.*

R-10 Psionic Reserve: *Endurance Reserve (100 END, 10 REC) Reserve: (20 Active Points); REC: (10 Active Points); Slow Recovery 20 Minutes (-1 ½), Personal REC (-½). Total Cost: 13 points.*

Each cluster of psionic talents has specific powers and power levels to be learned, and they must be learned in order. There are also standard limitations that apply to replicate the assumptions in Traveller. Powers are purchased individually with Character Points; with GM approval, powers of a particular cluster may be part of a multipower or elemental control.

Classic Traveller psionic powers are *Invisible Power Effect* (Source only; +½ OR Fully; +1).

Powers which have range are *Line Of Sight* (+½), and *Indirect* (any origin, any direction; +¾). However, they have *Range-based Endurance Cost* (+x END Cost per 5*10^x meters; -¼)**

Powers that are not instant take more energy to activate than they do to maintain - *Increased Activation Cost* (2x END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0). The exception are *Self* powers, and certain inherent powers such as those possessed by the Droyne.

Powers may not take the *Requires A Skill Roll* or *Focus* limitations.

TELEPATHY CLUSTER

Telepathy is the talent of sending and receiving thoughts, detecting other minds, and influencing or damaging them.

In addition to the basic powers, all telepaths also learn *Mental Shield*, which is 2 points of Mental Defense per R level (thus a R-10 spends 20 points on Mental Defense).

The powers and their order are: *Detect Minds* as an R-1; *Telepathy* and *Telepathic Projection* as an R-2; *Send and Receive Thoughts* as an R-4; *Probe* as an R-8; and *Mental Assault* as an R-10.

DETECT MINDS

The most basic form of telepathy is the ability to sense the presence of other minds.

Detect Minds (R-1): *Mind Scan 3d6 (Organic class of minds), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (15 Active Points); Costs END To Maintain (Full END Cost; -½), Stops Working If Mentalist Is Knocked Out (-¼), Limited Power Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -¼). Total Cost: 7 points.*

** For the math-challenged, count the number of zeroes after the 5, and that's the additional END cost.

0 - 5	+0
6 - 50	+1
51 - 500	+2
501 - 5000	+3

TELEPATHY

This form of telepathy reads the emotions of the target mind, which can be valuable in unstable situations.

Telepathy (R-2): *Telepathy 4d6 (Organic class of minds), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (20 Active Points); Empathy All Emotions (-1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4), Stops Working If Mentalist Is Knocked Out (-1/4). Total Cost: 10 points.*

TELEPATHIC PROJECTION

Telepathic projection of emotions to the target can be useful not only in handling beasts of burden but also in psychological warfare.

Telepathic Projection (R-2): *Mind Control 4d6, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Telepathic (+1/4) (25 Active Points); Empathy (-1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4), Stops Working If Mentalist Is Knocked Out (-1/4). Total Cost: 12 points.*

SEND AND RECEIVE THOUGHTS

This is true telepathy, the ability to both send and receive thoughts between the psion and the target.

Send and Receive Thoughts (R-4): *Telepathy 5d6 (Organic class of minds), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (25 Active Points); Stops Working If Mentalist Is Knocked Out (-1/4), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4). Total Cost: 17 points.*

PROBE

A probe is a deep mental dive into the target's innermost thoughts, which can be valuable when interrogating others.

Probe (R-8): *Telepathy 10d6, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (50 Active Points); Read Only (-1/2), Stops Working If Mentalist Is Knocked Out (-1/4), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4). Total Cost: 25 points.*

MENTAL ASSAULT

A mental assault is a violent mind-to-mind attack which can be lethal to non-shielded minds (minds with out *Mental Defense*) and painful to shielded minds (minds with some level of *Mental Defense*).

Mind Assault: *Ego Attack 3d6, Does BODY (+1) (60 Active Points); Increased Endurance Cost (x2 END; -1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4). Total Cost: 34 points.*

CLAIRVOYANCE CLUSTER

Clairvoyance is the talent of extending the senses to other locations. Though not allowed in *Classic Traveller*, the full definition of Clairvoyance includes sensing the past (retro-cognition), future (precognition), or even other dimensions (spirits in the astral realm, alternate futures, and so forth).

The Clairvoyance powers and their learned order are: *Sense* as an R-2; *Clairvoyance* and *Clairaudience* each as an R-5; and *Combined Clairvoyance and Clairaudience* as an R-9.

SENSE

The Sense talent provides only the most rudimentary information about an area. For example, a sensed area may be "a small room with several dogs."

Sense (R-2): *Clairsentience (Sight Group), x2 Range (200"), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (25 Active Points); Vague and Unclear (-1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4). Total Cost: 14 points.*

CLAIRVOYANCE

Clairvoyance enables to character to see an area as clearly as if he were standing there. It provides no additional light sources.

Clairvoyance (R-5): *Clairsentience (Sight Group), x2 Range (200"), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (25 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4). Total Cost: 20 points.*

CLAIRAUDIENCE

Clairaudience is the ability to hear what's happening at a distant location as clearly as if the character were standing there.

Clairaudience (R-5): *Clairsentience (Hearing Group), x2 Range (200"), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (25 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4). Total Cost: 20 points.*

COMBINED CLAIRVOYANCE AND CLAIRAUDIENCE

This talent gives simultaneous viewing and listening ability at a distant location.

Combined Clairvoyance and Clairaudience (R-6): *Clairsentience (Sight And Hearing Groups), x2 Range (300"), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (35 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4). Total Cost: 28 points.*

TELEPHYSICS CLUSTER (TELEKINESIS)

Classic Traveller only includes telekinesis, which is the power to manipulate matter at range. The closest translation for Telekinesis is 1 point of Telekinetic STR per R rating: an R-3 has 3 STR Telekinesis, and an R-10 has 10 STR Telekinesis.

TELEKINESIS

This talent is the ability to manipulate matter at range using only the power of the mind. The source of the telekinesis cannot be sensed, and the power can reach anywhere in range the telekinetic can see.

Options

R-3 Telekinetics: *Telekinesis (3 STR), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+½), Indirect (Any origin, any direction; +¾), Invisible Power Effects (Fully Invisible; +1) (15 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -¼). Total Cost: 12 points.*

R-5 Telekinetics: *Telekinesis (5 STR), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+½), Indirect (Any origin, any direction; +¾), Invisible Power Effects (Fully Invisible; +1) (24 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -¼). Total Cost: 19 points.*

R-10 Telekinetics: *Telekinesis (10 STR), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+½), Indirect (Any origin, any direction; +¾), Invisible Power Effects (Fully Invisible; +1) (49 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -¼). Total Cost: 39 points.*

TELEPORTATION CLUSTER

Teleportation allows instantaneous movement from one point to another, regardless of intervening objects or barriers. Teleportation is subject to relative velocity, conservation of momentum, and potential energy changes. Because teleportation has different side effects based on distance traveled, Teleportation is actually purchased as a Multipower to represent short- and long-distance teleporting options.

Characters should also buy one or more *Floating Fixed Locations*.

PERSONAL TELEPORTATION

Personal Teleportation, without clothing or weapons, is an R-5 skill.

- 22 *R-5 Teleportation:* Multipower, 22-point reserve
 2u 1) *R-5 Teleport:* Teleportation 5", x4 Noncombat, Invisible Power Effects, Source Only (Fully Invisible; +½) (22 Active Points); Limited Power Can Carry Nothing, Arrive At Destination Naked (-¼)
 1u 2) *R-5 Teleport Long-Range:* Teleportation 5", Invisible Power Effects, Source Only (Fully Invisible; +½), MegaScale (1" = 10 km; +½), Can Be Scaled Down 1" = 1km (+¼) (22 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act; Character takes 1d6 EB per 500 meters vertical movement in gravity well; -½), Limited Power Can Carry Nothing, Arrive At Destination Naked (-¼), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -¼)

25 **Total Cost**

UNEQUIPPED TELEPORTATION

Unequipped Teleportation, clothed but without any other items, is an R-7 skill.

- 67 *R-7 Teleportation:* Multipower, 67-point reserve
 4u 1) *R-7 Teleport:* Teleportation 10", x64 Noncombat, Invisible Power Effects, Source Only (Fully Invisible; +½) (67 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act; Character takes 1d6 EB per 500 meters vertical movement in gravity well; -½), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -¼)
 4u 2) *R-7 Teleport Long-Range:* Teleportation 10", Invisible Power Effects, Source Only (Fully Invisible; +½), MegaScale (1" = 100,000 km; +1 ½), Can Be Scaled Down 1" = 1km (+¼) (65 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act; Character takes 1d6 EB per 500 meters vertical movement in gravity well; -½), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -¼)
 75 **Total Cost**

FULL TELEPORTATION

Full Teleportation, clothed and carrying up to the character's STR in additional mass, is an R-9 skill.

- 67 *R-9 Teleportation:* Multipower, 67-point reserve
 4u 1) *R-9 Teleport:* Teleportation 10", x64 Noncombat, Invisible Power Effects, Source Only (Fully Invisible; +½) (67 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act; Character takes 1d6 EB per 500 meters vertical movement in gravity well; -½), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -¼)
 4u 2) *R-9 Teleport Long-Range:* Teleportation 10", Invisible Power Effects, Source Only (Fully Invisible; +½), MegaScale (1" = 100,000 km; +1 ½), Can Be Scaled Down 1" = 1km (+¼) (65 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Side Effect always occurs whenever the character does some specific act; Character takes 1d6 EB per 500 meters vertical movement in gravity well; -½), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -¼)
 75 **Total Cost**

SELF CLUSTER (AWARE)

Psionics with the Self talent should buy the following talents and superskills, depending on current ranking.

In *Classic Traveller*, the powers and their order are: *Feign Death (Simulate Death)* at R-2; *Orientation (Bump of Direction)* at R-3; *Enhanced Strength* at R-4; *Enhanced Constitution* at R-5; and *Regeneration* at R-9.

FEIGN DEATH

Feign Death (R-2) is the HERO Talent *Simulate Death*. At R-2, the character has the base 3-point skill. Each +1 in Rank allows a +1 to be purchased, so that at R-6 the character could have *Simulate Death* +4.

ORIENTATION

Orientation (R-3) is the HERO Talent *Bump of Direction*. There are no bonuses for a ranking above R-3.

ENHANCED STRENGTH

Psionically Enhanced Strength boosts the STR of the psionic. It requires END from the psionic Endurance Reserve to initiate.

Enhanced STR (R-4): *Aid STR 1d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1) (20 Active Points); Self Only (-1/2), Costs Endurance (-1/2). Total Cost: 10 Points.*

ENHANCED CONSTITUTION

Psionically Enhanced Constitution (R-5) provides the ability to withstand greater system shock and be less easily stunned.

Enhanced Constitution (R-5): *Aid CON 1d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1) (20 Active Points); Self Only (-1/2), Costs Endurance (-1/2). Total Cost: 10 points.*

REGENERATION

Regeneration (R-9) allows self-healing of BODY damage at the rate of 1 BODY per minute. It is not on all the time, but requires END from the psionic END Reserve to initiate it.

Regeneration: *Healing 1 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2) (20 Active Points); Extra Time (Regeneration-Only) 1 Minute (-1 1/2), Self Only (-1/2), Requires Psionic Endurance (Uses 1 Psionic END per 1 BODY healed; -1/4). Total Cost: 6 points.*

SPECIAL CLUSTER

Psionics with talents in the Special category are GMs prerogative, but rare. Some examples include:

Danger Sense: can indicate good senses, ability to detect background thoughts, or other means of identifying danger

Rapid Recharge: +REC for psionic Endurance Reserve (max is double normal value).

New Era Traveller Psionics

In *The New Era*, psionics has a list of pregenerated effects, but there is a great deal more variability in overall effect. All psionics are organized into the following six *clusters*: Telepathy, Telepresence, Telephysics, Teleportation, Self, and Arcana. Psions may have one or more psionic clusters.

RULES

The New Era psionic system uses a large list of pre-generated psionics, most of which have the *Requires A Psionic Skill Roll* Limitation. Other common limitations include *Increased Endurance Cost*.

To use psionics, a character needs three things.

First, he must have a *Psionics power skill*. The Psionics power skill is EGO-Based.

Second, he must have a *Psionic Endurance Reserve* with an END equal to twice the character's EGO and a REC equal to the character's REC. Long-term END usage rules must be enforced, to represent mental fatigue from constant use of powers.

Third, for each psionic cluster the character wishes to use, he must buy a Talent called (*Cluster Name*) *Psionic Talent*. Each of these six clusters has a minimum cost of 10 points, which provides the character the equivalent of a 25-point Vari-

able Power Pool for psionic powers in that cluster. For each +1 point spent on that Psionic Cluster, the Variable Power Pool increases by +5 points, so that a character who has spent 15 points on *Telepathic Psionic Talent* has a 50-point VPP for Telepathy cluster psionics.

Note: *The R-value for New Era psionics is Active Points divided by 10, so a 50-point VPP is an R-5.*

Characters spend 1 Character Point for each psionic power learned, which the character and GM should keep track of. Any psionic power a character knows can be used for that cluster. Conversely, characters cannot learn psionic powers for clusters they do not know.

At GM option, a character can make a Psionics power roll at -5 to use a psionic cluster power he has not yet learned, but only for any psionic cluster he currently possesses (such as a psion who knows Telepathy but has not yet learned Ego Attack). This takes a full phase, and if successful, the character can use the power at half the power of his VPP. The character cannot use more than half the power until he spends 1 character point to know the power.

A character can make a Psionics power roll at -3 to alter any known power to produce slightly different effects. For example, with a successful roll the character can temporarily change 8d6 Telepathy into 4d6 Telepathy, 2" Radius.

TELEPATHY CLUSTER

The powers that can be learned within the Telepathy Cluster VPP are:

- Telepathy (Emotions only; -1/2)
- Mind Control (Emotions only; -1/2)
- Telepathy (full)
- Mind Control (full)
- Drain (EGO)
- Mind Scan
- Ego Attack (Does BODY; +1)

Each of these costs 1 point to learn.

The GM may, at his option, add the following powers that may be learned within the Telepathy cluster:

- Mental Illusions
- Transformation (Memories; Ego-Based, +1)
- Transformation (Personality; Ego-Based, +1)
- Invisibility (Organic minds only)
- Images (Organic minds only)

TELEPHYSICS CLUSTER

The powers that can be learned within the Telephysics Cluster VPP are:

Telekinesis

- Telekinesis

Cryokinesis

- Change Environment (cold)
- Energy Blast (cold)
- Ranged Killing Attack (cold)
- Transformation (after-effects of extreme cold)

Pyrokinesis

- Change Environment (heat)
- Energy Blast (heat)
- Ranged Killing Attack (heat)
- Transformation (after-effects of extreme heat)

Each of these costs 1 point to learn. For example, learning Telekinesis, Change Environment (cold), and Energy Blast (cold) costs 3 points.

The GM may, at his option, add the following powers

that may be learned within the Telephysics cluster:

Electricity

- Energy Blast (electrical current)
- Ranged Killing Attack (electrical current)
- Change Environment (ionized)
- Transformation

Light

- Flash vs. Sight (light control)
- Images vs. Sight (light control)
- Darkness vs. Sight (light control)
- Transformation

Sound

- Flash vs. Sound (sound control)
- Images vs. Sound (sound control)
- Darkness vs. Sound (sound control)
- Transformation

TELEPORTATION CLUSTER

The powers that can be learned within the Teleportation Cluster VPP are:

- Teleportation
- Teleportation (MegaScale range)
- Teleportation (Usable Against Others)

Each costs 1 point to learn.

The GM may, at his option, add the following powers that may be learned within the Teleportation cluster:

- Teleportation (x4 Mass; multiple teleporters)
- Extradimensional Movement (Hyperspace)
- Extradimensional Movement (GM-defined)
- Extradimensional Movement (Time travel)

TELEPERCEPTION CLUSTER

The powers that may be learned within the Teleperception cluster VPP are:

- Clairsentience (vague; -½)
- Clairsentience (sight and/or sound)

The GM may, at his option, add the following powers that may be learned within the Teleperception cluster:

- Precognition
- Retrocognition
- Extradimensional
- Detect Aura (Aura Reading)
- Detect Psychic Residue
- Detect Water
- Mental Awareness

SELF CLUSTER

The Self cluster contains some abilities that must be learned outside of the Self Cluster VPP, and some that may be learned within the VPP.

The following must be learned outside of the VPP, and cost the stated cost instead of 1 point:

- Simulate Death
- Bump of Direction
- Rapid Healing

The following powers may be learned within the Self Cluster VPP:

- Aid (Self Only, -½; Costs END, -½)
- Healing (Self Only; -½)

ARCANA CLUSTER

Arcana is a miscellaneous category, but cannot be used as a general cluster. If a character has both Healing and Cyberonics, he must purchase separate Healing Cluster VPP and

Cyberonics Cluster VPP. Example Arcana clusters include:

CYBERONICS

Cyberonics is the ability to have Telepathic cluster powers versus machines and computers rather than organic minds.

Machine Telepathy (R-5): *Telepathy 5d6 (Machine class of minds), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (25 Active Points); Stops Working If Mentalist Is Knocked Out (-¼), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -¼) Note: 1d6 per Ranking. Total Cost: 17 Points*

Machine Control (R-5): *Mind Control 4d6 (Machine class of minds), Telepathic (+¼), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (25 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -¼), Stops Working If Mentalist Is Knocked Out (-¼) Note: 1d6 per Ranking. Total Cost: 17 points*

MIND ILLUSIONS

This is the ability to hide or change the user's mind in how others perceive it.

Invisibility (R-3): *Invisibility to Sight Group, No Fringe, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0) (30 Active Points); Limited Power Only vs. Organics (-1). Total Cost: 15 points*

Mind Mimic (R-5): *Shape Shift (Mental Group, limited group of shapes), Imitation, Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Invisible Power Effects (Fully Invisible; +1) (50 Active Points). Total Cost: 50 points.*

PSYCHIC HEALING

Psychic Healing allows the user to heal others rather than himself.

Empathic Healing: *Healing BODY 1d6, Decreased Re-use Duration (1 Hour; +½) (15 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (Caster suffers 1 BODY Drain for every 1 BODY Healed [caster takes wounds to self], Delayed Recovery Rate on Drain is 1 BODY per Minute; -½), Others Only (-½), Increased Endurance Cost (x2 END; -½) Note: 1d6 per Ranking. Total Cost: 6 points*

General Healing: *Healing BODY 1d6, Decreased Re-use Duration (1 Hour; +½), Invisible Power Effects, Source Only (Fully Invisible; +½) (20 Active Points); Increased Endurance Cost (x2 END; -½), Others Only (-½) Note: 1d6 per Ranking. Total Cost: 10 points*

PSIONIC AUGMENTATION

Psionic augmentation is the ability to modify another's psionic ability.

Drain Psionic Reserve: *Drain END 1d6, Ranged (+½), Line Of Sight (+½), Indirect (Any origin, any direction; +¾), Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +¾), Invisible Power Effects (Fully Invisible; +1) (45 Active Points); Increased Endurance*

*Cost (x2 END; -1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4) Note: 1d6 per Ranking. Total Cost: 26 points.*

Drain Psionic Strength: Drain BODY 1d6, Ranged (+1/2), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +3/4), Invisible Power Effects (Fully Invisible; +1), all Psionic powers simultaneously (+2) (65 Active Points); Increased Endurance Cost (x2 END; -1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4) **Note:** 1d6 per Ranking. Total Cost: 37 points.

Anti-Psionic Field: Suppress Psionics 1d6, all Psionic powers simultaneously (+2), Increased Activation Cost (x2 END to Activate, x1 END per 1 Minute to Maintain Constant Power; +0), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Area Of Effect (3" Radius; +1), Invisible Power Effects (Fully Invisible; +1) (31 Active Points); Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4) **Note:** 1d6 per Ranking. Total Cost: 25 points.

Psionic Power Battery: (Total: 37 Active Cost, 16 Real Cost) Aid END Reserve END 1d6, Ranged (+1/2), Line Of Sight (+1/2), Indirect (Any origin, any direction; +3/4), Invisible Power Effects (Fully Invisible; +1) (37 Active Points); Costs Endurance (-1/2), Increased Endurance Cost (x2 END; -1/2), Range-Based Endurance Cost (+x END Cost per 5*10^x meters; -1/4) (Real Cost: 16) **Note:** 1d6 per Ranking. Total Cost: 16 points.

Generic Traveller Psionics

With Generic Traveller psionics, all psionics are organized into the following six *clusters*: Telepathy, Telepresence, Telephysics, Teleportation, Self, and Arcana. Psions may have one or more psionic clusters.

RULES

To be a *Generic Traveller* psionic, a character must buy an Endurance Reserve to power his psionics. The Endurance Reserve has a maximum END of *Rating* * 10, and a maximum REC of *Rating* per 20 minutes (Slow Recovery 20 Minutes; -1 1/2) that cannot recover if the character cannot recover (Personal REC; -1/2).

Each cluster of psionic talents has specific powers that can be learned. There are also standard limitations that apply to replicate the assumptions in Traveller. Powers are purchased individually with Character Points; the cost of each power is equal to the Total Points/5. Each power effect may typically have up to Rating*5 active points in the base power.

Generic Traveller psionic powers are *Invisible Power Effect* (Source only; +1/2 OR Fully; +1).

Powers which have range are *Line Of Sight* (+1/2), and *Indirect* (any origin, any direction; +3/4).

Powers may not take the *Requires A Skill Roll* or *Focus* limitations.

TELEPATHY CLUSTER

Characters with Telepathy cluster powers should purchase *Mind Shield: Mental Defense* (5 points total). The divide by 5 rule does not apply to Mind Shield costs.

Characters with Telepathy Cluster psionics may purchase powers from the following list. Each effect may have up to rating*5 active points.

- Mind Scan, 1d6/rating
- Telepathy, 1d6/rating
- Mind Control, 1d6/rating
- Ego Attack, 1/2d6/rating
- Mind Link, 5 points/rating
- Mental Illusion. 1d6/rating
- Ego-Based Mental *Transforms*, 5 points/rating

All powers must have the *Invisible Power Effect* (+1/2) applied, and this does not affect the Rating of the power. Standard rules for Ego-Based powers apply.

Characters may buy versions of their powers that apply any legal advantages and limitations, but may not ever use *Reduced Endurance*, *Persistent*, *Inherent*, or *Always On*.

TELEPRESENCE CLUSTER

Characters with Telepresence Cluster powers may purchase powers from the following list. Each power may have up to Ranking*5 in points.

- Detect
- Clairsentience

All powers must have the *Invisible Power Effect* (+1) advantage applied, and the *Costs END* (-1/2) limitation, and this does not affect the Rating of the power. Standard rules for sense-based powers apply.

Characters may buy versions of their powers that apply any legal advantages and limitations, but may not ever use *Reduced Endurance*, *Persistent*, *Inherent*, or *Always On*.

TELEPHYSICS CLUSTER

Characters with the Telephysics cluster powers may purchase powers from the following list. Each effect may have up to rating*5 in Active Points.

- Telekinesis
- Energy Blast
- Ranged Killing Attack
- Change Environment
- Transformation

All powers must have the *Invisible Power Effect* (Source only; +1/2) advantage applied, and this does not affect the Rating of the power. Standard rules for ranged powers apply.

Characters may buy versions of their powers that apply any legal advantages and limitations, but may not ever use *Reduced Endurance*, *Persistent*, *Inherent*, or *Always On*.

TELEPORTATION CLUSTER

Characters with Teleportation cluster powers may purchase powers from the following list. Each effect may have up to rating*5 active points.

- Teleportation
- Stretching (mandatory +1/4 Does Not Cross Intervening Space advantage)

All powers must have the *Invisible Power Effect* (Source only; +1/2) advantage applied, and this does not affect the Rating of the power. Standard rules for Teleportation and Stretching powers apply.

Characters may buy versions of their powers that apply any legal advantages and limitations, but may not ever use *Reduced Endurance*, *Persistent*, *Inherent*, or *Always On*.

SELF CLUSTER

Characters with Self Cluster psionics may purchase any

of the following Talents at normal cost (divide by 5 rule does not apply).

- Absolute Range Sense
- Absolute Time Sense
- Animal Friendship
- Bump of Direction
- Combat Sense
- Danger Sense
- Eidetic Memory
- Lightning Calculator
- Rapid Healing
- Simulate Death
- Universal Translator

Characters with the Self cluster powers may purchase powers from the following list. Each effect may have up to rating*5 in Active Points.

- Aid (mandatory *Self-only*; -1/2)
- Succor (mandatory *Self-only*; -1/2)
- Heal (mandatory *Self-only*; -1/2)
- Life Support (mandatory *Costs END*; -1/2, cannot ever apply *Use On Others* advantage)

All powers must have the *Invisible Power Effect* (*Source only*; +1/2) advantage applied, and this does not affect the Rating of the power. Standard rules apply.

Characters may buy versions of their powers that apply any legal advantages and limitations, but may not ever use *Reduced Endurance*, *Persistent*, *Inherent*, or *Always On*.

OTHER CLUSTER

Characters with Other Cluster must define the type of psionics (e.g., machine telepathy, healing, mediumship). Based on what is logical within that scope, the psion may purchase any Talent at normal cost (divide by 5 rule does not apply).

Characters with the Other cluster powers may purchase any logical power, based on the scope of their psionic effects. Each effect may have up to rating*5 in Active Points.

All powers must have the *Invisible Power Effect* (*Source only*; +1/2) advantage applied, and this does not affect the Rating of the power.

All powers that normally do not cost END must take the limitation *Costs END* (-1/2). Standard rules apply.

Characters may buy versions of their powers that apply any legal advantages and limitations, but may not ever use *Reduced Endurance*, *Persistent*, *Inherent*, or *Always On*.

Psionic Technology

Traveller has a small assortment of technologies that can limit or boost psionic abilities.

Psi Shields: Mental defenses can be added to armor; see the armor rules.

Psi Drugs: Several are known. Effects are fairly similar and are not cumulative.

Psi Booster (TL 12; Cr 1,250, 12.5 grams, per dose).

Increases all psionic abilities. 5d6 aid, all psionic abilities (including END; +2 END/point), fade 5/5 hours; takes 1 hour to take effect.

Psi Double is two doses of Psi Booster.

Psi Special (TL 14; Cr 2,500, 25 grams, per dose). *As psi booster, but twice as strong; psi strength increases at only 5 active points per hour. Has dangerous side*

effects; make an EGO roll or permanently lose 10 END off your END reserve. The standard dose is two doses.



Combat Equipment

Technological Treasures

Body Pistols and PGMPs, Jack and Mesh

Weapons

This chapter is devoted to the variety of personal and military weapons available in *Traveller*.

Small Arms

Small Arms (aka Slugthrowers) are the most common firearm in *Traveller Hero*. At the standard *Traveller* TL12 campaign, nothing else beats slugthrowers for damage **and** portability.

Most of the weapon listings and descriptions for slugthrowers assume firing a standard bullet. To add other bullets, such as AP, AET, DumDum, and many others, see the excellent information in *Dark Champions* pages 200-256.

Revolvers

REVOLVER, 9MM

Effect: RKA 1d6+1

Shots: 6

Combat Modifiers: None

STR Minimum: 7

Range: 100"

Mass: 1 kg

CR: 150

Ammo Cost: 10Cr/6 shots

Description: The old-fashioned revolver, it fires a 9mm standard revolver slug and holds 6 bullets. Revolver ammunition is not interchangeable with other slugthrowers.

9mm Revolver: *Killing Attack - Ranged 1d6+1 (20 Active Points); STR Minimum 7 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), 6 Charges (-3/4), Real Weapon (-1/4), Beam (-1/4)*

REVOLVER, 9MM MAGNUM

Effect: RKA 1 1/2d6

Shots: 6

Combat Modifiers: None

STR Minimum: 10

Range: 125"

Mass: 1 kg

CR: 300

Ammo Cost: 20Cr/6 shots

Description: The old-fashioned revolver equivalent to a .357 Magnum, it fires a 9mm Magnum slug and holds 6 bullets. Revolver ammunition is not interchangeable with other slugthrowers.

9mm Magnum Revolver: *Killing Attack - Ranged 1 1/2d6 (25 Active Points); STR Minimum 10 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), 6 Charges (-3/4), Real Weapon (-1/4), Beam (-1/4)*

SNUB REVOLVER

Effect: RKA 1d6

Shots: 6

Combat Modifiers: None

STR Minimum: 6

Range: 150"

Mass: .5 kg

CR: 150Cr

Ammo Cost: 10Cr/6 shots

Description: The Snub Revolver is a low-velocity revolver designed for shipboard and zero-G environments, firing a 10mm 7g bullet at only 100-150 mps. It is a standard ship's security weapon, and is most commonly carried with 5 tranquilizer rounds and 1 gas round.

Game Information:

Cost Powers

8	Snub Revolver: Multipower, 30-point reserve, (30 Active Points); all slots OAF (-1), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), 6 Charges (-3/4), Real Weapon (-1/4), Beam (-1/4)
1u	1) <i>Standard Rounds:</i> Killing Attack - Ranged 1d6 (15 Active Points)
2u	2) <i>Armor-Piercing Rounds:</i> Killing Attack - Ranged 1d6, Armor Piercing x1 (+1/2) (22 Active Points)
2u	3) <i>HE Rounds:</i> Energy Blast 3d6, Explosion (+1/2) (22 Active Points)
2u	4) <i>Gas Rounds:</i> Energy Blast 2d6, Area Of Effect (One Hex; +1/2), No Normal Defense ((Self-Contained Breathing); +1) (25 Active Points)
3u	5) <i>Tranquilizer Rounds:</i> Energy Blast 3d6, No Normal Defense ((Resistant DEF >2); +1) (30 Active Points)
18	Total Cost

Semi-Automatic Pistols

BODY PISTOL

Effect: RKA 1d6

Shots: 6

Combat Modifiers: +1 OCV, -1 RMod

STR Minimum: 7

Range: 100"

Mass: 300 g

CR: 500

Ammo Cost: 20CR/magazine

Description: The body pistol is a non-metallic, semi-automatic pistol. It is designed to avoid detection by metal detectors, and is notable as a weapon of assassins and hijackers. The body pistol fires a 5-gram slug at 500-600 mps, and has a 6-cartridge magazine.

Body Pistol: *(Total: 20 Active Cost, 7 Real Cost) Killing Attack - Ranged 1d6 (15 Active Points); STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), IAF (-1/2), 6 Charges (-1/2), Side Effects (-1 vs. Range Modifier), Side Effect occurs automatically whenever Power is used (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 4) plus +1 OCV with Ranged Combat (5 Active Points); IAF (-1/2) (Real Cost: 3)*

AUTO PISTOL, 9MM

Effect: RKA 1d6+1

Shots: 15

Combat Modifiers: +1 OCV, -1 RMod

STR Minimum: 7

Range: 100"**Mass:** 1 kg**CR:** 200**Ammo Cost:** 10CR/magazine**Description:** The Auto pistol fires a standard 9mm slug.

9mm Auto Pistol: *Killing Attack - Ranged 1d6+1, 15 Charges (+0) (20 Active Points); STR Minimum 7 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), Real Weapon (-1/4), Beam (-1/4)*

AUTO PISTOL, 9MM MAGNUM

Effect: RKA 1 1/2d6**Shots:** 15**Combat Modifiers:** +1 OCV**STR Minimum:** 7**Range:** 125"**Mass:** 1 kg**CR:** 400**Ammo Cost:** 10CR/magazine

Description: The standard metallic semi-automatic pistol. It fires a 9mm 10gram Magnum slug at 400-500 mps, and has a 15-cartridge magazine.

Auto Pistol: *Killing Attack - Ranged 1 1/2d6, 15 Charges (+0) (25 Active Points); STR Minimum 7 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), Real Weapon (-1/4), Beam (-1/4) plus +1 with Ranged Combat (5 Active Points); OAF (Pistol; -1). Total Cost: 9 points*

SNUB PISTOL

Effect: RKA 1d6**Shots:** 20**Combat Modifiers:** None**STR Minimum:** 6**Range:** 150"**Mass:** .6 kg**CR:** 600Cr**Ammo Cost:** 40Cr/magazine

Description: The Snub Pistol is a combat-oriented version of the Snub Revolver, a low-velocity handgun designed for shipboard and zero-G environments. The snub pistol fires 10mm 7g bullets at only 100-150 mps (the same bullets as used in the snub revolver). It is a standard ship's security weapon, and is commonly carried with 15 tranquilizer rounds and 5 gas rounds or with 15 standard rounds and 5 armor-piercing rounds.

Cost Powers

- | | |
|----|---|
| 12 | Snub Pistol: Multipower, 30-point reserve, (30 Active Points); all slots OAF (-1), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), 20 Charges (-0), Real Weapon (-1/4), Beam (-1/4) |
| 1u | 1) <i>Standard Rounds:</i> Killing Attack - Ranged 1d6 (15 Active Points) |
| 2u | 2) <i>Armor-Piercing Rounds:</i> Killing Attack - Ranged 1d6, Armor Piercing x1 (+1/2) (22 Active Points) |
| 2u | 3) <i>HE Rounds:</i> Energy Blast 3d6, Explosion (+1/2) (22 Active Points) |
| 2u | 4) <i>Gas Rounds:</i> Energy Blast 2d6, Area Of Effect (One Hex; +1/2), No Normal Defense ((Self-Contained Breathing); +1) (25 Active Points) |
| 3u | 5) <i>Tranquilizer Rounds:</i> Energy Blast 3d6, No Normal Defense ((Resistant DEF >2); +1) (30 Active Points) |

22 Total Cost

Submachine Gun

SUBMACHINE GUN

Effect: RKA 1d6+1, Autofire (5 shots)**Shots:** 40**Combat Modifiers:** +2 OCV**STR Minimum:** 12**Range:** 250"**Mass:** 2.5 kg**CR:** 500 Cr**Ammo Cost:** 0.6 Cr/20

Description: The submachine gun fires 5-round bursts of 7mm standard ammunition, and carries 40 rounds in each clip.

Submachine Gun: *(Total: 50 Active Cost, 16 Real Cost) Killing Attack - Ranged 1d6+1, 40 Charges (+1/2), Autofire (5 shots; +1/2) (40 Active Points); OAF (-1), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 11) plus +2 OCV with Ranged Combat (10 Active Points); OAF (-1) (Real Cost: 5)*

Rifles

CARBINE

Effect: RKA 2d6**Shots:** 10**Combat Modifiers:** +1 OCV, +1 RMod**STR Minimum:** 11**Range:** 150"**Mass:** 3 kg**CR:** 200**Ammo Cost:** 10Cr/clip

Description: A short rifle that fires 7mm, 5-gram bullets at 900 mps. Carbine ammunition is not interchangeable with other slughtrowers. The clip holds 10 bullets.

Carbine: *(Total: 30 Active Cost, 8 Real Cost) Killing Attack - Ranged 2d6 (30 Active Points); OAF (-1), STR Minimum 11 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), 10 Charges (-1/4), Beam (-1/4) (Real Cost: 6) plus +1 OCV with Ranged Combat (5 Active Points); OAF (-1) (Real Cost: 2) plus +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 2)*

RIFLE

Effect: RKA 2d6, +1 STUN Mult**Shots:** 20**Combat Modifiers:** +1 OCV, +2 RMod**STR Minimum:** 13**Range:** 240"**Mass:** 4 kg**CR:** 200**Ammo Cost:** 20Cr/clip

Description: A military-style rifle that fires a 7mm 10-gram slug at 900 mps. The magazine holds 20 bullets. Rifle and Automatic Rifle ammunition are interchangeable.

Rifle: (Total: 48 Active Cost, 13 Real Cost) Killing Attack - Ranged 2d6, +1 STUN Multiplier (+1/4) (37 Active Points); OAF (-1), STR Minimum 13 (STR Min. Cannot Add/Subtract Damage; -1), 20 Charges (-0), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: **plus** +1 OCV with Ranged Combat (5 Active Points); OAF (-1) (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

HUNTING RIFLE

Effect: RKA 3d6, +1 STUN Mult

Shots: 2

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 13

Range: 240"

Mass: 6 kg

CR: 2000

Ammo Cost: 20Cr/clip

Description: The hunting rifle is the type used by big game hunters and zoologists in bringing down or tranquilizing large animals. The rifle holds two 12mm slugs or two 12mm tranquilizer darts.

Hunting Rifle: (Total: 67 Active Cost, 15 Real Cost) Killing Attack - Ranged 3d6, +1 STUN Multiplier (+1/4) (56 Active Points); 2 Charges (-1 1/2), OAF (-1), STR Minimum 13 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 10) **plus** +1 OCV with Ranged Combat (5 Active Points); OAF (-1) (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

AUTOMATIC RIFLE

Effect: RKA 2d6, +1 STUN Multiplier

Shots: 20

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 13

Range: 315"

Mass: 5 kg

CR: 1000

Ammo Cost: 20/clip

Description: A military-style rifle that fires 7mm rifle rounds, either in semi-automatic mode or in 4-round bursts. The standard magazine is 20 rounds, but may also use 100-round belts when available.

Automatic Rifle: (Total: 63 Active Cost, 16 Real Cost) Killing Attack - Ranged 2d6, +1 STUN Multiplier (+1/4), Autofire (4 shots; +1/2) (52 Active Points); OAF (-1), STR Minimum 13 (STR Min. Cannot Add/Subtract Damage; -1), 20 Charges (-0), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 11) **plus** +1 OCV with Ranged Combat (5 Active Points); OAF (-1) (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3)

ACCELERATOR RIFLE

Effect: RKA 2d6, Autofire (5 shots)

Shots: 15

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 12

Range: 265"

Mass: 3 kg

CR: 900

Ammo Cost: 25Cr/clip

Description: Accelerator rifles are designed for Zero-G combat, firing specially-designed rocket-assisted cartridges. The initial muzzle velocity is low to minimize zero-G recoil problems. Once the bullet leaves the barrel, a secondary propellant accelerates the bullet to 700-800 mps. This secondary propellant has a signature flash, which can easily reveal the location of the shooter in the dark.

Accelerator Rifle: (Total: 53 Active Cost, 19 Real Cost) Killing Attack - Ranged 2d6, 15 Charges (+0), Autofire (5 shots; +1/2) (45 Active Points); STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), OAF (-1), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4) (Real Cost: 11) **plus** +1 OCV with Ranged Combat (Real Cost: 5) **plus** +1 vs. Range (Real Cost: 3)

Assault Rifles

ASSAULT RIFLE

Effect: RKA 2d6, +1 STUN Mult, Autofire (5 shots)

Shots: 30

Combat Modifiers: +2 OCV, +1 RMod

STR Minimum: 14

Range: 365"

Mass: 3.33 kg

CR: 400 Cr

Ammo Cost: 20Cr/clip

Description: The Assault rifle is a lighter and less expensive version of the automatic rifle. It fires a small burst with each pull of the trigger.

Assault Rifle: (Total: 73 Active Cost, 21 Real Cost) Killing Attack - Ranged 2d6, 30 Charges (+1/4), +1 STUN Multiplier (+1/4), Autofire (5 shots; +1/2) (60 Active Points); OAF (-1), STR Minimum 14 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) (Real Cost: 15) **plus** +2 OCV with Ranged Combat (10 Active Points); OAF (-1) (Real Cost: 5) **plus** +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 1)

ADVANCED COMBAT RIFLE

Effect: RKA 2d6, +1 STUN Mult, Autofire (5 shots)

Shots: 20

Combat Modifiers: +2 OCV, +1 RMod

STR Minimum: 14

Range: 395"

Mass: 4 kg

CR: 800 Cr

Ammo Cost: 15Cr/clip

Description: A progressive development of the combat rifle, the weapon fires 9mm rounds, and is equipped with a RAM grenade launcher. Reloading the RAM is a full-phase action.

Cost Powers

36 **Advanced Combat Rifle (ACR):** Multipower, 79-point reserve, all slots 20 Charges (+1/4) (99 Active Points); all slots OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4)

- 2u 1) *Discarding Sabot Rounds*: Killing Attack - Ranged 2d6, +1 STUN Multiplier (+¼), Autofire (5 shots; +½), Armor Piercing x1 (+½) (67 Active Points); OAF (-1), STR Minimum 13 (-½), Required Hands Two-Handed (-½), Beam (-¼), Real Weapon (-¼)
- 3u 2) *Flechette Rounds*: Killing Attack - Ranged 3d6, +1 STUN Multiplier (+¼), Autofire (5 shots; +½) (79 Active Points); OAF (-1), STR Minimum 13 (-½), Required Hands Two-Handed (-½), Reduced Penetration (-¼), Beam (-¼), Real Weapon (-¼)
- 3u 3) *Smoke Rounds*: Darkness to Sight Group 5" radius, 20 Continuing Charges lasting 1 Minute each (+0) (50 Active Points); OAF (-1), STR Minimum 13 (-½), Required Hands Two-Handed (-½), Beam (-¼), Real Weapon (-¼)
- 5 *Advanced Combat Rifle (ACR) Sights*: (Total: 11 Active Cost, 5 Real Cost) +1 OCV with Ranged Combat (5 Active Points); OAF (-1), Real Weapon (-¼) (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1), Real Weapon (-¼) (Real Cost: 3)
- 49 **Total Cost**

LIGHT ASSAULT GUN

Effect: RKA 2d6, Autofire (5 shots)

Shots: 15

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 12

Range: 260"

Mass: 4.5 kg

CR: 600 Cr

Ammo Cost: 20Cr/clip

Description: The Light Assault Gun is a heavy rifle, firing 20mm bullets at 400-500 mps.

- 11 **2cm Light Assault Gun (LAG)**: Multipower, 52-point reserve, (52 Active Points); all slots OAF Bulky (-1 ½), STR Minimum 14 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼), 4 clips of 6 Charges (-¼), Beam (-¼)
Note: Standard load is 2 HE, 1 HEAP, 1 Flechette, but can mix as needed, Squad Support Weapon, normally bipod equipped, about comparable to a BAR in size and weight.
- 1u 1) *Flechette Round*: Killing Attack - Ranged 2d6, Area Of Effect Nonselective (7" Cone; +¾) (52 Active Points); OAF Bulky (-1 ½), STR Minimum 14 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Reduced Penetration (-¼), Real Weapon (-¼), Beam (-¼)
- 1u 2) *HE Round*: Killing Attack - Ranged 2d6, Explosion (+½) (45 Active Points); OAF Bulky (-1 ½), STR Minimum 14 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼), Beam (-¼)
- 1u 3) *HEAP Round*: Killing Attack - Ranged 2d6, +1 STUN Multiplier (+¼), Armor Piercing x1 (+½) (52 Active Points); OAF Bulky (-1 ½), STR Minimum 14 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼), Beam (-¼)
- 14 **Total Cost**

Machine Guns

LIGHT MACHINE GUN

Effect: RKA 2d6, +1 STUN, Autofire (10 shots)

Shots: 200

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 15

Range: 525"

Mass: 8.5 kg

CR: 1200 Cr

Ammo Cost: 120Cr/200-round box.

Description: The LMG (Light Machine Gun) is a belt fed version of the automatic rifle. The ammo belts are typically two linked 100-round belts. The gun has a bipod, but a tripod may be purchased for greater stability and increased firing arc.

Light Machinegun: (Total: 105 Active Cost, 23 Real Cost) Killing Attack - Ranged 2d6, +1 STUN Multiplier (+¼), 200 Charges (+1), Autofire (10 shots; +1) (97 Active Points); OAF Bulky (-1 ½), STR Minimum 15 (STR Min. Cannot Add/Subtract Damage; -1 ¼), Required Hands Two-Handed (-½), Real Weapon (-¼), Beam (-¼) (Real Cost: 20) **plus** +1 OCV with Ranged Combat (5 Active Points); OAF Bulky (-1 ½) (Real Cost: 2) **plus** +1 vs. Range (3 Active Points); OAF Bulky (-1 ½) (Real Cost: 1)

Shotguns

AUTOMATIC SHOTGUN

Effect: RKA 2 ½d6, +1 STUN Mult

Shots: 10

Combat Modifiers: None

STR Minimum: 12

Range: 20"/50"

Mass: 4.5 kg

CR: 500

Ammo Cost: 1Cr/round (2Cr/round for tranquilizer)

Description: An automatic shotgun is equivalent to the Remington M1100 12gauge and is capable of firing either buckshot (pellets) or slug ammo (or a special tranquilizer load). The 10 rounds are loaded in a box magazine.

Game Description:

Cost Powers

- 17 **Automatic Shotgun**: Multipower, 70-point reserve, (70 Active Points); all slots OAF (-1), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands (Two-Handed; -½), Real Weapon (-¼), 10 Charges (-¼)
- 4u **00 Buckshot**: Killing Attack - Ranged 2 ½d6, +1 Increased STUN Multiplier (+¼), Area Of Effect (One Hex; +½) (70 Active Points); Limited Range (20"; -¼), Reduced By Range (-¼), Reduced Penetration (-¼)
- 3u **Shotgun Slugs**: Killing Attack - Ranged 2 ½d6, +1 Increased STUN Multiplier (+¼) (50 Active Points); Limited Range (50"; -¼), Beam (-¼)
- 24 **Total Cost**

PUMP SHOTGUN**Effect:** RKA 2 ½d6, +1 STUN Mult**Shots:** 10**Combat Modifiers:** None**STR Minimum:** 12**Range:** 20"/50"**Mass:** 4.5 kg**CR:** 150 Cr**Ammo Cost:** 1Cr/round (2Cr/round for tranquilizer)

Description: A pump-action shotgun is equivalent to the Remington M1100 12gauge and is capable of firing either buckshot (pellets) or slug ammo (or a special tranquilizer load). The 10 rounds are loaded in a tubular magazine, and pumping the gun is a ½ phase action.

Game Description:**Cost Powers**

- 15 **Pump Shotgun:** Multipower, 70-point reserve, (70 Active Points); all slots OAF (-1), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands (Two-Handed; -½), Extra Time (Full Phase, Half Phase to pump, Half Phase to fire; -½), Real Weapon (-¼), 10 Charges (-¼)
- 4u **00 Buckshot:** Killing Attack - Ranged 2 ½d6, +1 Increased STUN Multiplier (+¼), Area Of Effect (One Hex; +½) (70 Active Points); Limited Range (20"; -¼), Reduced By Range (-¼), Reduced Penetration (-¼)
- 3u **Shotgun Slugs:** Killing Attack - Ranged 2 ½d6, +1 Increased STUN Multiplier (+¼) (50 Active Points); Limited Range (50"; -¼), Beam (-¼)
- 22 **Total Cost**

Gauss Guns

Gauss guns use electromagnetic energy to fire needle-sharp projectiles.

GAUSS PISTOL**Effect:** RKA 2 ½d6, Armor-Piercing, +1 STUN**Shots:** 15**Combat Modifiers:** +2 OCV, +1 RMod**STR Minimum:** 10**Range:** 415"**Mass:** .82kg**CR:** 600**Ammo Cost:** 1.3Cr

Description: The ultimate development of the slug thrower, the gauss pistol generates an electromagnetic field along the length of the barrel which accelerates a bullet to high velocities.

4mm Gauss Pistol: (Total: 83 Active Cost, 26 Real Cost) Killing Attack - Ranged 2 ½d6, 15 Charges (+0), +1 STUN Multiplier (+¼), Armor Piercing x1 (+½) (70 Active Points); OAF (-1), STR Minimum 10 (STR Min. Cannot Add/Subtract Damage; -1), Real Weapon (-¼), Beam (-¼) (Real Cost: 20) **plus** +2 OCV with Ranged Combat (10 Active Points); OAF (-1) (Real Cost: 5) **plus** +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 1)

GAUSS RIFLE**Effect:** RKA 3 ½d6, Armor-Piercing, +1 STUN Mult**Shots:** 50**Combat Modifiers:** +2 OCV, +1 RMod**STR Minimum:** 13**Range:** 820"**Mass:** 4.3 kg**CR:** 1500**Ammo Cost:** 1Cr

Description: The ultimate development of the slug thrower, the gauss rifle generates an electromagnetic field along the length of the barrel which accelerates a bullet to high velocities. The round itself consists of a dense armor-piercing core surrounded by a softer metal covering, ending in a hollow point, giving the round excellent stopping power and good armor penetration. Gauss rifles are also designed to fire RAM grenades.

4mm Gauss Rifle: (Total: 164 Active Cost, 44 Real Cost) Killing Attack - Ranged 3 ½d6, +1 STUN Multiplier (+¼), 50 Charges (+½), Armor Piercing x1 (+½), Autofire (5 shots; +½) (151 Active Points); OAF (-1), STR Minimum 13 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Real Weapon (-¼), Beam (-¼) (Real Cost: 38) **plus** +2 OCV with Ranged Combat (10 Active Points); OAF (-1) (Real Cost: 5) **plus** +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 1)

Thrown Grenades

The grenades produced for the Imperial Armed forces are limited to those shown below. A case of 20 grenades weighs 1 kg, and costs 200Cr.

FRAGMENTATION GRENADE

Fragmentation grenades fragment on exploding, sending out razor-sharp shrapnel in the explosion, usually with lethal results.

Fragmentation Grenade: Killing Attack - Ranged 2d6+1, Explosion (+½) (52 Active Points); 1 Charge (-2), OAF (-1), Real Weapon (-¼), Beam (-¼), Range Based On Strength (-¼). **Total Cost:** 11 Points.

CONCUSSION GRENADE

Concussion grenades produce a large explosive force capable of knocking people over or throwing them a short distance (<1") as well as stunning or damaging them.

Concussion Grenade: Energy Blast 7d6, Explosion (+½) (52 Active Points); 1 Charge (-2), OAF (-1), Beam (-¼), Real Weapon (-¼), Range Based On Strength (-¼). **Total Cost:** 11 points.

SMOKE GRENADE

Smoke grenades send out a cloud of grayish-white smoke, and are often used to mask entry/exit during sieges.

Smoke Grenade: Darkness to Sight Group 5" radius (50 Active Points); OAF (-1), 1 Continuing Charge lasting 5 Minutes (-¾), Real Weapon (-¼), Beam (-¼), Range Based On Strength (-¼). **Total Cost:** 14 points.

GAS GRENADE

Gas grenades spew out a knock-out gas.

Gas Grenade: *Energy Blast 4d6, Explosion (+1/2), No Normal Defense ((Self-Contained Breathing); +1) (50 Active Points); 1 Charge (-2), OAF (-1), Real Weapon (-1/4), Beam (-1/4), Range Based On Strength (-1/4). Total Cost: 11 points.*

FLASH GRENADE

Flash grenades explode with a bright light and deafening roar.

Flash Grenade: *Sight and Hearing Groups Flash 4d6, Area Of Effect (4" Radius; +1 1/4) (45 Active Points); 1 Charge (-2), OAF (-1), Real Weapon (-1/4), Beam (-1/4), Range Based On Strength (-1/4). Total Cost: 10 points.*

FLECHETTE GRENADE

Flechette Grenade: *Killing Attack - Ranged 3d6, Explosion (+1/2) (67 Active Points); 1 Charge (-2), OAF (-1), Real Weapon (-1/4), Beam (-1/4), Range Based On Strength (-1/4), Reduced Penetration (-1/4). Total Points: 13 points.*

Uncommon Firearms**Grenade Launchers****4 CM RAM GRENADE LAUNCHER**

Description: RAM grenades have a built-in booster system, which ignites upon firing, vastly increasing the velocity (and thus the range) of the round. RAM grenades may be fired from special launchers and as rifle grenades from the ACR and the gauss rifle.

Cost Powers

- | | |
|----|---|
| 14 | 4 cm RAM Grenade Launcher: Multipower, 52-point reserve, all slots 20 Charges (+1/4) (65 Active Points); all slots OAF (-1), STR Minimum 13 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Beam (-1/4) |
| 1u | 1) <i>Fragmentation:</i> Killing Attack - Ranged 2d6+1, Explosion (+1/4) (44 Active Points) |
| 1u | 2) <i>Concussion:</i> Energy Blast 7d6, Explosion (+1/4) (44 Active Points) |
| 1u | 3) <i>Smoke:</i> Darkness to Sight Group 5" radius, 20 Continuing Charges lasting 1 Minute each (+0) (50 Active Points) [20 cc] |
| 1u | 4) <i>Gas:</i> Energy Blast 4d6, Explosion (+1/4), No Normal Defense ((Self-Contained Breathing); +1) (45 Active Points) |
| 1u | 5) <i>Flechette:</i> Killing Attack - Ranged 2d6+1, Explosion (+1/2) (52 Active Points); Reduced Penetration (-1/4) |
| 5 | <i>4 cm RAM Grenade Launcher Sights:</i> (Total: 11 Active Cost, 5 Real Cost) +1 OCV with Ranged Combat (5 Active Points); OAF (-1), Real Weapon (-1/4) (Real Cost: 2) plus +2 vs. Range (6 Active Points); OAF (-1), Real Weapon (-1/4) (Real Cost: 3) |

24 Total Cost

Heavy Machineguns

Heavy Machine Guns are typically bipod mounted and are used almost exclusively in automatic fire mode.

7MM MMG

Effect: RKA 2d6+1, Autofire (10 shots)

Shots: 100

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 15

Range: 480"

Mass: 12.5 kg

CR: 1500 Cr

Ammo Cost: 120CR/belt of 100

Description: The 7mm MMG is a bipod-fired Medium Machine Gun, capable of 10-shot autofire.

7mm MMG: *Killing Attack - Ranged 2d6+1, 100 Charges (+1/4), Autofire (10 shots; +1) (96 Active Points); OAF Bulky (-1 1/2), STR Minimum 15 (STR Min. Cannot Add/Subtract Damage; -1 1/4), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4). (Real Cost: 20 points) **plus** +1 OCV with Ranged Combat (5 Active Points); OAF Bulky (-1 1/2) (Real Cost: 2) **plus** +1 vs. Range (3 Active Points); OAF Bulky (-1 1/2) (Real Cost: 1). Total Cost: 23 points.*

13MM HMG

Effect: RKA 3d6, +1 STUN, Autofire (5 shots)

Shots: 100

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 15

Range: 625"

Mass: 25 kg

CR: 3000

Ammo Cost: 250CR/belt of 100

Description: The 13mm HMG is a bipod-fired heavy machine gun firing a 13mm bullet, with a 5-shot autofire rate.

13mm HMG: *Killing Attack - Ranged 3d6+1, +1 Increased STUN Multiplier (+1/4), Autofire (5 shots; +1/2), 100 Charges (+1/4) (125 Active Points); OAF Bulky (-1 1/2), STR Minimum 15 (STR Min. Cannot Add/Subtract Damage; -1 1/4), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4). (Real Cost: 26 points) **plus** +1 OCV with Ranged Combat (5 Active Points); OAF Bulky (-1 1/2) (Real Cost: 2) **plus** +1 vs. Range (3 Active Points); OAF Bulky (-1 1/2) (Real Cost: 1). Total Cost: 29 points.*

5MM ROTARY-7

Effect: RKA 2d6, Autofire (5 shots)

Shots: 2500

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 15

Range: 410"

Mass: 110 kg

CR: 12,350 Cr

Ammo Cost: 3000CR/cylinder of 2500

Description: The 5mm Rotary is a platform-based or vehicle-based machine gun. It has a 5-shot autofire rate, and an ammunition cylinder of 2500 shots.

5mm Rotary: *Killing Attack - Ranged 2d6, +1 Increased STUN Multiplier (+1/4), Autofire (5 shots; +1/2), 2500 Charges (+1) (82 Active Points); OAF Immobile (-2), STR Minimum 15 (STR Min. Cannot Add/Subtract Damage; -1 1/4), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4). (Real Cost: 16 points) plus +1 OCV with Ranged Combat (5 Active Points); OAF Bulky (-1 1/2) (Real Cost: 2) plus +1 vs. Range (3 Active Points); OAF Bulky (-1 1/2) (Real Cost: 1). Total Cost: 19 points.*

7MM ROTARY-7

Effect: RKA 2d6+1, Autofire (5 shots)

Shots: 2500

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 15

Range: 480"

Mass: 185 kg

CR: 15,500 Cr

Ammo Cost: 3600CR/cylinder of 2500

Description: The 7mm Rotary is a version of the 5mm rotary that fires 7mm rounds.

7mm Rotary: *Killing Attack - Ranged 2d6+1, +1 Increased STUN Multiplier (+1/4), Autofire (5 shots; +1/2), 2500 Charges (+1) (96 Active Points); OAF Immobile (-2), STR Minimum 15 (STR Min. Cannot Add/Subtract Damage; -1 1/4), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4). (Real Cost: 18 points) plus +1 OCV with Ranged Combat (5 Active Points); OAF Bulky (-1 1/2) (Real Cost: 2) plus +2 vs. Range (6 Active Points); OAF Bulky (-1 1/2) (Real Cost: 2). Total Cost: 22 points.*

VRF GAUSS GUN

Effect: RKA 2 1/2d6, Armor-Piercing, +1 STUN, Autofire (40 shots)

Shots: 30,000

Combat Modifiers: +1 OCV, +4 RMod

STR Minimum: 15

Range: 950"

Mass: 2039 kg

CR: 200,000 Cr

Ammo Cost: 40,000CR/cylinder of 30,000

Description: A cryogenically cooled rapid fire support weapon that fires a 4mm 4 gram needle at 4500 mps, with an effective firing rate of 4000 rounds per minute.

VRF Gauss Gun: *Killing Attack - Ranged 2 1/2d6, +1 Increased STUN Multiplier (+1/4), Armor Piercing (+1/2), 30000 Charges (+1), Autofire (40 shots; +2) (190 Active Points); OAF Immobile (-2), STR Minimum 15 (STR Min. Cannot Add/Subtract Damage; -1 1/4), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4), Crew-Served (2 people; -1/4). (Real Cost: 34 points) plus +1 OCV with Ranged Combat (5 Active Points); OAF Bulky (-1 1/2) (Real Cost: 2) plus +4 vs. Range (12 Active Points); OAF Bulky (-1 1/2) (Real Cost: 5). Total Cost: 41 points.*

Shoulder-Fired Weapons

ASSAULT ROCKET LAUNCHER

Effect: RKA 2d6, Armor-Piercing

Shots: 20

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 15

Range: 260"

Mass: 3.5 kg

CR: 800 Cr

Ammo Cost: 35CR/20 rounds

Description: The assault rocket launcher works in the same way as the accelerator rifle, in that it fires a 10mm solid fuel rocket slug. The rocket flare produces a highly-visible signature. It fires 10mm HEAP rounds.

ARL: *Killing Attack - Ranged 2d6, 20 Charges (+1/4), Armor Piercing (+1/2) (52 Active Points); STR Minimum 15 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OAF (-1), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4). Total Cost: 26 points.*

AUTOMATIC RAM GRENADE LAUNCHER

Effect: RKA 3d6, Autofire (2 shots), Explosion

Shots: 125

Combat Modifiers: +0 OCV, +0 RMod

STR Minimum: 15

Range: 500"

Mass: 7 kg

CR: 2200 Cr

Ammo Cost: 350CR/20 round drums; 2200Cr/125 round backpack cassette

Description: The automated RAM grenade launcher can be attached to battledress and used to fire grenades from the attached hopper. Grenades may be of one type or multiple types.

Game Description:

Cost	Powers
60	Multipower, 180-point reserve, all slots 125 Charges (Recovers Under Limited Circumstances; requires a base or resupply vehicle; +1/4) (225 Active Points); all slots STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OIF Bulky (-1), Required Hands Two-Handed (-1/2) (Notes: Automatic RAM GL, modified for Battledress use only, 125 round backpack ammo cassette, between weapon and ammo, 115kg of weight)
1u	1) <i>4cm Flechette Round:</i> RKA 1d6, Area Of Effect Nonselective (4" Cone; +3/4) (26 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OIF Bulky (-1), No Range (-1/2), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Reduced Penetration (-1/4)
4u	2) <i>4cm HE Round:</i> RKA 3d6, Increased Maximum Range (3,100"; +1/4), Explosion (+3/4), Nonselective Target (-1/4), Autofire (2 shots; +1 1/4) (135 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OIF Bulky (-1), Required Hands Two-Handed (-1/2)
4u	3) <i>4cm HEAP round:</i> RKA 5d6+1, Autofire (2 shots; +1/4), Indirect (Same origin, always fired away from attacker; +1/4), Increased Maximum Range (4,000"; +1/4), Armor Piercing (+1/2) (180 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OIF Bulky (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4)

- 5u 4) *4cm Incendiary Round*: RKA 2 ½d6, Increased Maximum Range (4,250"; +¼), Explosion (+½), Uncontrolled (+½), Continuous (lasts 4 phases total; +1), Autofire (2 shots; +1 ¼) (180 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 ¼), OIF Bulky (-1), Required Hands Two-Handed (-½)
- 2u 5) *Riot Control Agent*: (Total: 95 Active Cost, 23 Real Cost) EB 3d6, Increased Maximum Range (1,675"; +¼), Explosion (-1 DC/2"; +¾), Nonselective Target (-¼), Lingering up to 1 Minute (+¾), NND ([Standard]; Sealed Suit, Hold Breath; +1), Autofire (2 shots; +1 ¼) (71 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 ¼), OIF Bulky (-1), Custom Modifier (Rain or high winds disperse in 1 phase; -½), Required Hands Two-Handed (-½) (Real Cost: 17) plus Sight Group Flash 1d6, Increased Maximum Range (550"; +¼), Explosion (-1 DC/2"; +¾), Nonselective Target (-¼), Lingering up to 1 Minute (+¾), NND ([Standard]; Sealed Suit, Hold Breath, Eye coverings; +1), Autofire (2 shots; +1 ¼) (24 Active Points); STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 ¼), OIF Bulky (-1), Custom Modifier (Rain or high winds disperse in 1 phase; -½), Required Hands Two-Handed (-½) (Real Cost: 6)
- 76 **Total Cost**

Beam Weapons

Lasers are the only beam weapon in *Traveller Hero*. Lasers are beams of coherent light, and are blocked by dense refractives such rain or smoke, and have significantly reduced effect in dense atmospheres.

Laser Pistols

LASER PISTOL-9

Effect: RKA 2d6, Armor-Piercing

Shots: 12

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 6

Range: 240"

Mass: 2 kg pistol/ 20kg power pack

CR: 1700

Description: The Laser Pistol-9 is the TL9 version of the laser pistol, which consists of the laser pistol connected by cable to a 20kg backpack power supply.

Laser Pistol-9: (Total: 48 Active Cost, 13 Real Cost) RKA 2d6, Armor Piercing (+½) (45 Active Points); OAF Fragile (-1 ¼), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Beam (-¼), Custom Modifier (blocked by rain or smoke; -¼), Real Weapon (-¼), 12 Charges (-¼), Limited Range (-¼) (Real Cost: 10) plus +1 with any single attack with one specific weapon (Real Cost: 1) plus +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 1). Total Cost: 13 points.

LASER PISTOL-12

Effect: RKA 2d6, AP, AF (2 shots), Inv. to Sight

Shots: 12

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 6

Range: 515"

Mass: 2 kg pistol / 20 kg backpack power supply

CR: 2500

Description: The Laser Pistol-12 is the TL12 version of the laser pistol.

Laser Pistol-12: (Total: 63 Active Cost, 17 Real Cost) RKA 2d6, Invisible to Sight Group, Source Only (+¼), Autofire (2 shots; +¼), Armor Piercing (+½) (60 Active Points); OAF Fragile (-1 ¼), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Beam (-¼), Real Weapon (-¼), 12 Charges (-¼), Limited Range (-¼) (Real Cost: 14) plus +1 with any single attack with one specific weapon (Real Cost: 1) plus +1 vs. Range (3 Active Points); OAF (-1) (Real Cost: 1). Total Cost: 17 points.

LASER PISTOL-15

Effect: RKA 2d6, AP, AF (2 shots), Inv. to Sight

Shots: 12

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 6

Range: 320"

Mass: 3 kg

CR: 3000

Description: The Laser Pistol-15 is the TL15 version of the laser pistol. Rather than a backpack power supply, it has a

magazine that holds 15 CLC (Chemical Laser Cartridges) that provide the power for the laser pulse.

Laser Pistol-15: (Total: 64 Active Cost, 18 Real Cost) RKA 2d6, Invisible to Sight Group, Source Only (+1/4), Autofire (2 shots; +1/4), Armor Piercing (+1/2) (60 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Beam (-1/4), Real Weapon (-1/4), 12 Charges (-1/4), Limited Range (-1/4) (Real Cost: 14) **plus** +1 with any single attack with one specific weapon (Real Cost: 1) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3). Total Cost: 18 points.

LASER PISTOL-16

Effect: RKA 2 1/2d6, AP, AF (3 shots), Inv. to Sight

Shots: 32

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 6

Range: 320"

Mass: 3 kg

CR: 4000

Description: The Laser Pistol-16 is the TL16 version of the laser pistol.

[Notes: Experimental Advanced Laser Pistol]

Laser Pistol-16: (Total: 95 Active Cost, 27 Real Cost) RKA 2 1/2d6, 32 Charges (+1/4), Invisible to Sight Group, Source Only (+1/4), Autofire (3 shots; +1/4), Armor Piercing (+1/2) (90 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Beam (-1/4), Real Weapon (-1/4), Limited Range (-1/4) (Real Cost: 22) **plus** +2 with any single attack with one specific weapon (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3). Total Cost: 27 points.

Laser Carbines

LASER CARBINE-8

Effect: RKA 2 1/2d6, AP

Shots: 32

Combat Modifiers: +2 OCV, +2 RMod

STR Minimum: 6

Range: 375"

Mass: 5kg carbine / 20 kg backpack power supply

CR: 2500

Description: The Laser Carbine-8 is the TL8 version of the laser carbine. It consists of a 5kg carbine connected by cable to a 20kg backpack power supply.

Laser Carbine-8: (Total: 75 Active Cost, 24 Real Cost) RKA 2 1/2d6, 32 Charges (+1/4), Armor Piercing (+1/2) (70 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (-1/2), Beam (-1/4), Custom Modifier (blocked by rain or smoke; -1/4), Real Weapon (-1/4), Required Hands One-And-A-Half-Handed (-1/4) (Real Cost: 19) **plus** +2 with any single attack with one specific weapon (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3). Total Cost: 24 points.

LASER CARBINE-11

Effect: RKA 3d6, AP

Shots: 32

Combat Modifiers: +2 OCV, +2 RMod

STR Minimum: 6

Range: 420"

Mass: 5 kg

CR: 3000

Description: The Laser Carbine-11 is the TL11 version of the laser carbine.

Laser Carbine-11: (Total: 84 Active Cost, 29 Real Cost) RKA 3d6, 32 Charges (+1/4), Armor Piercing (+1/2) (79 Active Points); OAF Fragile (-1 1/4), Beam (-1/4), Custom Modifier (blocked by rain or smoke; -1/4), Real Weapon (-1/4), Required Hands One-And-A-Half-Handed (-1/4) (Real Cost: 24) **plus** +2 with any single attack with one specific weapon (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3). Total Cost: 29 points.

Laser Rifles

LASER RIFLE-9

Effect: RKA 3d6, AP, AF (2 shots), Inv. to Sight

Shots: 32

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 6

Range: 2250"

Mass: 5 kg rifle/ 20 kg backpack

CR: 2500

Description: The Laser Rifle-9 is the TL9 version of the laser rifle. It consists of a 5kg laser rifle connected by cable to a 20kg backpack power supply.

Laser Rifle-9: (Total: 105 Active Cost, 28 Real Cost) RKA 3d6, 32 Charges (+1/4), Autofire (2 shots; +1/4), Increased Maximum Range (2,250"; +1/4), Armor Piercing (+1/2) (101 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4) (Real Cost: 24) **plus** +1 with any single attack with one specific weapon (Real Cost: 1) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3). Total Cost: 28 Points.

LASER RIFLE-12

Effect: RKA 3 1/2d6, AP, AF (2 shots), Inv. to Sight

Shots: 32

Combat Modifiers: +1 OCV, +2 RMod

STR Minimum: 6

Range: 3100"

Mass: 9 kg

CR: 6500

Description: The Laser Rifle-12 is the TL12 version of the laser rifle.

Laser Rifle-12: (Total: 141 Active Cost, 36 Real Cost) RKA 3 1/2d6, 32 Charges (+1/4), Invisible to Sight Group, Source Only (+1/4), Autofire (3 shots; +1/4), Increased Maximum Range (3,100"; +1/4), Armor Piercing (+1/2) (137 Active Points); OAF Fragile (-1 1/4), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Beam (-1/4), Real Weapon (-1/4) (Real Cost: 32) **plus** +1 with any single attack with one specific weapon (Real Cost: 1) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3). Total Cost: 36 points.

LASER RIFLE-13

Effect: RKA 3 ½d6, AP, AF (5 shots), +1 STUN, Inv. to Sight
Shots: 32
Combat Modifiers: +1 OCV, +2 RMod
STR Minimum: 6
Range: 3775"
Mass: 11 kg
CR: 8000
Description: The Laser Rifle-13 is the TL13 version of the laser rifle. It consists of a laser rifle with a magazine capable of holding 32 CLCs (Chemical Laser Cartridges).

Laser Rifle-13: (Total: 170 Active Cost, 44 Real Cost) RKA 3 ½d6, 32 Charges (+¼), Invisible to Sight Group, Source Only (+¼), +1 Increased STUN Multiplier (+¼), Increased Maximum Range (3,775"; +¼), Armor Piercing (+½), Autofire (5 shots; +½) (165 Active Points); OAF Fragile (-1 ¼), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Beam (-¼), Real Weapon (-¼) (Real Cost: 39) **plus** +2 with any single attack with one specific weapon (Real Cost: 2) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3). Total Cost: 44 points.

LASER RIFLE-15

Effect: RKA 3 ½d6, AP, AF (5 shots), +1 STUN, Inv. to Sight
Shots: 64
Combat Modifiers: +3 OCV, +3 RMod
STR Minimum: 6
Range: 4125"
Mass: 9
CR: 9000
Description: The Laser Rifle-15 is the TL15 version of the laser rifle.

Laser Rifle-15: (Total: 187 Active Cost, 50 Real Cost) RKA 3 ½d6, Invisible to Sight Group, Source Only (+¼), +1 Increased STUN Multiplier (+¼), Increased Maximum Range (4,125"; +¼), Armor Piercing (+½), 64 Charges (+½), Autofire (5 shots; +½) (179 Active Points); OAF Fragile (-1 ¼), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Beam (-¼), Real Weapon (-¼) (Real Cost: 42) **plus** +3 with any single attack with one specific weapon (Real Cost: 3) **plus** +3 vs. Range (9 Active Points); OAF (-1) (Real Cost: 4). Total Cost: 50 Points.

Laser Assault Weapons

LASER MG-14

Effect: RKA 4d6, AP, AF (5 shots), +1 STUN, Inv. to Sight
Shots: 64
Combat Modifiers: +1 OCV, +2 RMod
STR Minimum: 6
Range: 4500"
Mass: 15 kg
CR: 15,000
Description: The Laser MG-14 is a TL14 fully-automatic laser rifle. Note: Taken From Emperors Arsenal: Squad Support Weapon for Battledress Troops

Laser MG-14: (Total: 199 Active Cost, 39 Real Cost) RKA 4d6, Invisible to Sight Group, Source Only (+¼), +1

Increased STUN Multiplier (+¼), Increased Maximum Range (4,500"; +¼), Armor Piercing (+½), 64 Charges (+½), Autofire (5 shots; +½) (195 Active Points); OAF Fragile (-1 ¼), STR Minimum 15-17 (STR Min. Cannot Add/Subtract Damage; -1 ¼), Required Hands Two-Handed (-½), Custom Modifier (Requires Battle Dress; -½), Custom Modifier (Cannot move and fire at same time; -½), Beam (-¼), Real Weapon (-¼) (Real Cost: 35) **plus** +1 with any single attack with one specific weapon (Real Cost: 1) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3). Total Cost: 39 Points.

HEAVY LASER RIFLE

Effect: RKA 4d6, AP, +1 STUN, Inv. to Sight
Shots: 8
Combat Modifiers: +1 OCV, +2 RMod
STR Minimum: 6
Range: 3000"
Mass: 25 kg
CR: 25,000
Description: The Heavy Laser Rifle-13 is a TL13 heavy combat laser rifle. Note: Taken From Emperors Arsenal: Heavy Sniper Weapon, also used against light vehicles

Heavy Laser Rifle-13: (Total: 141 Active Cost, 34 Real Cost) RKA 4d6, Invisible to Sight Group, Source Only (+¼), +1 Increased STUN Multiplier (+¼), Increased Maximum Range (3,000"; +¼), Armor Piercing (+½) (135 Active Points); OAF Fragile (-1 ¼), STR Minimum 6 (STR Min. Cannot Add/Subtract Damage; -1), 8 Charges (-½), Required Hands Two-Handed (-½), Beam (-¼), Real Weapon (-¼) (Real Cost: 28) **plus** +3 with any single attack with one specific weapon (Real Cost: 3) **plus** +2 vs. Range (6 Active Points); OAF (-1) (Real Cost: 3). Total Cost: 34 Points.

Energy Weapons

Shoulder-Fired Weapons

PLASMA BAZOOKA

Effect: EB 17d6, One Hex (Nonselective)
Shots: 1
Combat Modifiers: +1 OCV, +1 RMod
STR Minimum: 12
Range: 530"
Mass: 48kg
CR: 120,000
Cartridge Cost: 3600 Cr
Description: The Plasma Bazooka is a TL10 variation of Plasma gun technology fired as a one-shot bazooka. It has considerable back blast, and cannot be fired from an enclosed area (such as a building).

Plasma Bazooka: (114 Active Points, 19 Real Points) Energy Blast 17d6, Area Of Effect Nonselective (One Hex; +¼) (106 Active Points); 1 Charge (-2), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-½), Requires Eye and Arm Protection (-½), Extra Time (Full Phase, -½), Side Effects, Side Effect occurs automatically whenever Power is used

(pronounced heat bloom and flash signature; -1/2), Real Weapon (-1/4), Limited Range (70"; -1/4) (Real Cost: 16) **plus** +1 with Ranged Combat (5 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 2) **plus** Penalty Skill Levels: +1 vs. Range Modifier with All Attacks (3 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 1). Total Cost: 19 Points.

Plasma Guns

PGMP-12

Effect: EB 10d6, One Hex (Nonselective)

Shots: 40

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 17

Range: 490"

Mass: 10kg

CR: 18000

Description: The PGMP-12 is the TL12 version of the Plasma gun. **Note:** Early Plasma Gun Design, not known for its reliability

PGMP-12: (Total: 95 Active Cost, 16 Real Cost) EB 10d6, Area Of Effect Nonselective (One Hex; +1/4), 40 Charges (+1/2) (87 Active Points); STR Minimum 17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OAF (-1), Activation Roll 15-, Jammed (-3/4), Required Hands Two-Handed (-1/2), Custom Modifier (Requires Arm and Eye Protection; -1/2), Extra Time (Full Phase, -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (pronounced heat bloom and flash signature; -1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 13) **plus** +1 with Ranged Combat (5 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 2) **plus** Penalty Skill Levels: +1 vs. Range Modifier with All Attacks (3 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 1). Total Cost: 16 Points.

PGMP-13

Effect: EB 12d6, One Hex (Nonselective)

Shots: 40

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 17

Range: 415"

Mass: 23kg

CR: 20,000

Description: The PGMP-13 is the TL13 version of the Plasma gun.

PGMP-13: (Total: 83 Active Cost, 19 Real Cost) EB 12d6, Area Of Effect Nonselective (One Hex; +1/4) (75 Active Points); STR Minimum 17 (STR Min. Cannot Add/Subtract Damage; -1 1/4), OAF (-1), Required Hands Two-Handed (-1/2), Requires Battle Dress (-1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 16) **plus** +1 with Ranged Combat (5 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 2) **plus** Penalty Skill Levels: +1 vs. Range Modifier with All Attacks (3 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 1). Total Cost: 19 Points.

PGMP-14

Effect: EB 10d6, One Hex (Nonselective), Penetrating

Shots: 40

Combat Modifiers: +1 OCV, +1 RMod

STR Minimum: 12

Range: 415"

Mass: 11kg

CR: 48000

Description: The PGMP-14 is the TL14 version of the Plasma gun.

PGMP-14: (Total: 83 Active Cost, 22 Real Cost) EB 12d6, Area Of Effect Nonselective (One Hex; +1/4) (75 Active Points); OAF (-1), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 19) **plus** +1 with Ranged Combat (5 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 2) **plus** Penalty Skill Levels: +1 vs. Range Modifier with All Attacks (3 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 1). Total Cost: 22 Points.

Fusion Guns

FGMP-14

Effect: EB 16d6, Penetrating, One Hex Nonselective

Shots: 28 END from Power Pack

Combat Modifiers: +2 OCV, +3 RMod

STR Minimum: 18

Range: 795"

Mass: 13kg

CR: 86400

Description: The FGMP-14 (Fusion Gun Man Portable, TL 14) uses a backpack power pack. Due to the high energy of the backsplash, Battle Dress is required for protection.

FGMP-14: (Total: 159 Active Cost, 32 Real Cost) EB 16d6, Area Of Effect Nonselective (One Hex; +1/4), Penetrating (+1/2) (140 Active Points); STR Minimum 18 (STR Min. Cannot Add/Subtract Damage; -1 1/2), OAF (-1), Required Hands Two-Handed (-1/2), Requires Battle Dress (-1/2), Extra Time (Full Phase, -1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 25) **plus** +2 with Ranged Combat (10 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 4) **plus** Penalty Skill Levels: +3 vs. Range Modifier with All Attacks (9 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 3). Total Cost: 32 Points.

FGMP-15

Effect: EB 16d6, One Hex (Nonselective), Penetrating

Shots: 28 END from Power Pack

Combat Modifiers: +2 OCV, +3 RMod

STR Minimum: 12

Range: 795"

Mass: 13 kg

CR: 54000

Description: The FGMP-15 is the TL15 version of the Fusion gun.

FGMP-15: *(Total: 159 Active Cost, 38 Real Cost) EB 16d6, Area Of Effect Nonselective (One Hex; +1/4), Penetrating (+1/2) (140 Active Points); OAF (-1), STR Minimum 12 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Extra Time (Full Phase, -1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 31) plus +2 with Ranged Combat (10 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 4) plus Penalty Skill Levels: +3 vs. Range Modifier with All Attacks (9 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 3). Total Cost: 38 Points.*

FGMP-16

Effect: EB 18d6, One Hex (Nonselective), Penetrating

Shots: 4

Combat Modifiers: +3 OCV, +4 RMod

STR Minimum: 10

Range: 795"

Mass: 13 kg

CR: 54,000; 50Cr/Round

Description: The FGMP-16 is the TL16 version of the Fusion gun. It uses pulse fusion cartridges.

FGMP-16: *(Total: 184 Active Cost, 44 Real Cost) EB 18d6, Area Of Effect Nonselective (One Hex; +1/4), Penetrating (+1/2) (157 Active Points); OAF (-1), STR Minimum 10 (STR Min. Cannot Add/Subtract Damage; -1), Required Hands Two-Handed (-1/2), Extra Time (Full Phase, -1/2), Real Weapon (-1/4), Reduced By Range (-1/4) (Real Cost: 35) plus +3 with Ranged Combat (15 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 5) plus Penalty Skill Levels: +4 vs. Range Modifier with All Attacks (12 Active Points); OAF (-1), Required Hands Two-Handed (-1/2), Real Weapon (-1/4) (Real Cost: 4). Total Cost: 44 Points.*

Small Arms Weapons Table

Name	Cal	OCV	RMod	Dam	STUNx	Shots	STR Min	A/R Cost	Mass (kg)	CR	Notes
Revolvers											
Revolver, 9mm	9mm	+0	+0	1d6+1	+0	6	7	20/5	1	150	
Revolver, 9mm Magnum	9mm	+0	+0	1½d6	+0	6	7	25/6	1	150	
Snub Revolver	10mm	+0	+0			6	6	30/8	0.5	150	Low-velocity
- Standard Round				1d6	+0						
- AP Round				1d6AP	+0						
- HE Round				(3d6X)							EB, not RKA
- Gas Round				(2d6)							NND, 1 hex
- Tranq Round				(3d6)							NND (res DEF)
Semi-Automatic Pistols											
Body Pistol	5mm	+1	-1	1d6	+0	6	6	20/6	0.3	500	Non-metallic
Automatic Pistol	9mm	+1	+0	1d6+1	+0	15	7	25/8	1	200	
Automatic Pistol, Magnum	9mm	+1	+0	1½d6	+0	15	7	30/9	1	250	
Snub Pistol	10mm	+0	+0		+0	20	6	37/13	0.5	600	Rounds as Snub Revolver
Submachine Guns											
Submachine Gun (SMG)	9mm	+2	+0	1d6+1	+0	30	12	45/13	2.5	500	Single or 5-shot burst
Rifles											
Carbine	7mm	+1	+0	1½d6	+0	10	11	30/7	3	200	
Rifle	7mm	+1	+2	2d6	+1	20	13	56/14	4	200	
Hunting Rifle	12mm	+1	+2	3d6	+1	2	13	67/13	6	2000	
Automatic Rifle	7mm	+1	+2	2d6	+1	20	13	71/18	5	1000	Single or 4-shot auto
Accelerator Rifle	7mm	+1	+1	2d6	+1	15	12	45/11	3	900	3-shot autofire
Assault Rifles											
Assault Rifle	7mm	+2	+1	2d6	+1	30	14	73/19	3.3	300	5-shot autofire
ACR	7mm	+1	+2	2d6	+1	30	13	110/35	4	1000	5-shot autofire
- DS round				2d6	+1						
- Flechette round				3d6	+1						
- Smoke round				5" Dark							Darkness 1 minute
Light Assault Gun	7mm	+0	+0	2d6	+0	15	14	52/14	4.5	600	5-shot autofire
Machineguns											
Light Machine Gun (LMG)	7mm	+1	+1	2d6	+1	200	15	105/22	8	1200	10-shot autofire
Shotguns											
Auto Shotgun	12g	+0	+0	2½d6	+1	10	12	70/18	3.75	150	RR, RP, LR(20")
Pump Shotgun	12g	+0	+0	2½d6	+1	10	12	70/17	3.75	150	RR, RP, LR(20"), ET (FP)
Gauss Guns											
Gauss Pistol	4mm	+2	+1	2½d6AP	+1	15	10	83/24	0.82	600	
Gauss Rifle	4mm	+2	+1	3d6AP	+1	50	10	164/42	4.3	1500	
Thrown Grenades											
Fragmentation		+0	+0	2d6+1 EX	1d6-1	RBS	1	52/11	1.0	200	
Concussion		+0	+0	(7d6) EX	-	RBS	1	52/11	1.0	200	
Smoke		+0	+0	Dark 5"r	-	RBS	1	50/15	1.0	200	Charge lasts 1 Minute
Gas		+0	+0	(4d6) EX		RBS	1	50/11	1.0	200	NND (s-c breathing)
Flash		+0	+0	4d6 Fl 4"r		RBS	1	45/10	1.0	200	Sight & Hearing Groups
Flechette		+0	+0	2d6+1 EX	1d6-1	RBS	1	52/11	RP		
4cm RAM GL		+1	+2					81/28	4.0	400	Rounds as Thrown Grenades, plus HEAP.
HEAP				2d6+1 AP	+0	RBS	1	52/11			

Weapons Summary

Uncommon Firearms Table

Name	TL	OCV	RMod	Dam	STUNx	Shots	STR Min	A/R Cost	Mass (kg)	CR	Notes
Heavy Machine Gun											
7mm MMG		+1	+1	2d6+1	+0	100	15	104/23	12.5	1500	AF10, Bipod
13mm HMG		+1	+1	3d6	+1	100	15	133/29	25	3000	AF5, Bipod
5mm Rotary	7	+1	+2	2d6	+0	2500	15	97/19	110	12,350	AF5, Platform or Vehicle based
7mm Rotary	7	+1	+2	2d6+1	+0	2500	15	107/22	185	15,500	AF5, Platform or Vehicle based
VRF Gauss Gun		+1	+1	2 1/2d6AP	+1	30,000	15	207/41	300,000	200,000	AF40, Crew2, Vehicle Based
Shoulder-Fired Weapons											
Assault Rocket Launcher		+1	+1	2d6AP	+0	20	15	52/26	3.5	800	10mmRkt
Automatic RAM GL		+0	+0	var	-	125	15	180/76	7/110	2200	

Beam Weapons Table

Name	TL	OCV	RMod	Dam	STUNx	Shots	STR Min	A/R Cost	Mass (kg)	CR	Notes
Pistols											
Laser Pistol-9	9	+1	+1	2d6AP	+0	12	10	53/12	22	1700	
Laser Pistol-12	12	+1	+1	2d6AP	+0	12	8	68/16	22	3000	AF2, Inv. to Sight
Laser Pistol-15	15	+1	+2	2d6AP	+0	12	8	71/19	3	3000	AF2, Inv. to Sight
Laser Pistol-16	16	+2	+2	2½d6AP	+0	32	6	106/30	3	4000	AF3, Inv. to Sight
Carbines											
Laser Carbine-8	8	+2	+2	2½d6AP	+0	32	13	96/24	8	3500	
Laser Carbine-11	11	+2	+2	3d6AP	+0	32	10	106/27	5	3000	
Rifles											
Laser Rifle-9	9	+1	+2	3d6AP	+0	100	10	135/32	10	5000	IMR 2800"
Laser Rifle-12	12	+1	+2	3½d6AP	+0	100	10	176/44	9	6500	AF3, Inv. to Sight, IMR 3775"
Laser Rifle-13	13	+2	+2	3½d6AP	+1	100	10	195/50	11	8000	AF3, Inv. to Sight, IMR 4125"
Laser Rifle-15	15	+2	+2	3½d6AP	+1	100	10	208/53	9	9000	AF5, Inv. to Sight, IMR 4475"
Assault Weapons											
Laser MG-14	14	+1	+2	4d6AP	+1	250	12	236/46	15	15,000	AF5, Inv. to Sight, IMR 5250"
Heavy Laser Rifle	13	+3	+2	4d6AP	+1	8	10	156/36	25	25,000	Inv. to Sight

Plasma/Fusion Weapons Table

Name	TL	OCV	RMod	Dam	STUNx	Shots	STR Min	A/R Cost	Mass (kg)	CR	Notes
Shoulder-Fired Weapons											
Plasma Bazooka	10	+1	+1	(17d6)	+0	1	12	114/18	48	120,000	Cartridge Cr3600
Plasma Guns											
PGMP-12	12	+1	+1	(10d6)	-	17	40	95/15	6	10,000	AE1
PGMP-13	13	+1	+1	(12d6)	-	15	n/a	113/24	9	65,000	AE1
PGMP-14	14	+1	+1	(12d6)	-	12	n/a	113/28	300,000	5,000	AE1
Fusion Guns											
FGMP-14	14	+2	+3	(16d6)	-		18	199/32	10	100000	AE1, Pen, Battle Dress Only
FGMP-15	15	+2	+3	(16d6)	-		18	199/46	3	300000	AE1, Pen
FGMP-16	16	+3	+4	(18d6)	-	10	n/a	229/53		400,000	AE1, Pen

Defenses

With the vast range of weapons available in *Traveller Hero*, it's no surprise that there is an equally vast array of personal protection (armor) available.

Most armor offers less protection against energy-based attacks (lasers and plasma) than against physical attacks, although there are exceptions.

For calculations and effects of partial or sectional armor, see *Hero System 5th Edition Revised*, page 488.

Types of Armor

Primitive Armors

Primitive Armors are those of TL 2 and below, usually associated with primitive cultures (and medieval fantasy). More extensive information on these armors, and variations including fine and poor armors, can be found in *Fantasy Hero*, pages 190-199.

Name	Book	TL	Cr	PD/ED	Notes
Personal Armor					
Padded		0	30	1/0	
Jack / Leather	TNE	0	30	2/1	
Leather Vest	TNE	0	30	2/1	5
Reinforced Leather		1	40	3/1	5
Mail / Scale	TNE	1	400	5/2	1
Chainmail		2	600	6/3	1
Plate	TNE	2	1000	8/4	8
1. Activation 14-, or Locations 7-15. 2. Must be tailored into a body suit, such as Jack, Mesh, or Cloth 3. Worn with a body suit, it is Ablative versus Laser fire 4. No Mass 5. Vest 6. Half Mass 7. Hardened 8. Full body: Loc 6-18.					
All personal armor has the Real Armor (-¼) limitation, and Half Mass or No Mass, as indicated.					

CLOTH AND HIDE

Cloth and Hide Armors, which is considered *Padded* armor in Traveller, consist of such things as Heavy Cloth, Padded Cloth, and Animal Hides. It is easily available but provides very little protection. They are available at TL 0 and are DEF 0-1, providing PD (Physical Defense) 1 but ED (Energy Defense) 0.

LEATHER ARMOR

Leather armor, also known as *Jack* in Traveller, consists of either Soft Leather or Hard Leather armor. It is available at TL 0 and is PD 2 and ED 1. It also comes in a vest form, providing protection to a limited area of the body.

REINFORCED LEATHER

Reinforced Leather includes Studded Leather and Ring Armor. It is available at TL 1 and is PD 3 and ED 1.

SCALE ARMOR

Scale Armor, known simply as *Mail* in Traveller, in-

cludes Splint Armor and Banded Armor. It consists of a metal mesh over leather. It is available at TL1 and is PD 5 and ED 2.

CHAINMAIL

Chainmail and Reinforced Chainmail consist of overlapping rings. It is available at TL2 and is PD 6 and ED 3.

PLATE ARMOR

Plate Armor includes both Plate and Chain and Full Plate. It is available at TL2 and is PD 8 and ED 4.

Contemporary Armors

Contemporary Armors are generally those of TL 5-8. A further breakdown of some of these armors can be found in *Dark Champions*, pages 269-271.

Name	Book	TL	Cr	PD/ED	Notes
Personal Armor					
Flak Jacket	TNE	5	200	5/3	5
Cloth, ballistic	CT	7	250	6/3	1
Cloth, ballistic	TNE	7	1000	6/3	8
Weave, ballistic, soft	TNE	8	2000	8/8	8
Weave, ballistic, hard	TNE	8	3000	11/11	8
Weave, ballistic, hardened	TNE	8	4000	11/11	8, 7
1. Activation 14-, or Locations 7-15. 2. Must be tailored into a body suit, such as Jack, Mesh, or Cloth 3. Worn with a body suit, it is Ablative versus Laser fire 4. No Mass 5. Vest 6. Half Mass 7. Hardened 8. Full body: Loc 6-18.					
All personal armor has the Real Armor (-¼) limitation, and Half Mass or No Mass, as indicated.					

FLAK ARMOR

Flak Armor consists primarily of a jacket, and rarely trousers, in which metal or ceramic plates are inserted. It is available at TL5.

BALLISTIC CLOTH

Ballistic Cloth is a precursor to Kevlar, providing protection against small arms fire by distributing the energy across the entire body. It does not provide protection from edged or cutting weapons. Ballistic Cloth is available at TL7.

BALLISTIC WEAVE

Ballistic Weave, also known as *Mesh*, is made of Kevlar, Spectra, Carbon fiber, or other materials. These materials have many times the strength of steel, resist cutting, and are energy resistant as well.

Ballistic weave is available in soft armor, hard armor, and hardened armor. Soft armor consists of the ballistic weave only (DEF 8). Hard armor has added polycarbonate plating added, which increases the DEF of the armor (DEF 11). Hardened armor adds special polymers to the plating which resist armor-piercing (DEF 11 Hardened).

Ballistic Weave is available at TL 8.

Advanced Armors

Advanced armors are those of TL 9 and above. Other advanced armors the GM may adapt as desired are found in *Star Hero*, *Terran Empire*, *Alien Wars*, and *Spacer's Toolkit*.

Name	Book	TL	Cr	PD/ED	Notes
Personal Armor					
Jack (Synthetic)	CT	9	50	2/2	1, 2
Mesh (Synthetic)	CT	9	150	4/2	1, 2
Combat Environment Suit	TNE	9	1000	8/8	8, 6
Combat Armor	TNE	10	13,000	11/11	8, 6, 7
Battle Dress	TNE	10	115,000	11h/11h	8, 6, 7
Add-Ons					
Reflec	CT	9	1500	+0/+12	2, 4
Ablat	CT	9	75	+0/+12	3
Chameleon	TNE	12	1000	Inv. to IR	
Psionic Shielding	TNE	12	4000	+10 Mental Defense	
1. Activation 14-, or Locations 7-15. 2. Must be tailored into a body suit, such as Jack, Mesh, or Cloth 3. Worn with a body suit, it is Ablative versus Laser fire 4. No Mass 5. Vest 6. Half Mass 7. Hardened 8. Full body: Loc 6-18. All personal armor has the Real Armor (-¼) limitation, and Half Mass or No Mass, as indicated.					

SYNTHETICS

The advanced armor known as Synthetic Jack and MESH are modern Ballistic Weaves with a energy resistive finish. Mesh is slightly stronger because of an enhanced weave of special stronger strands beneath the main finish for greater physical defense. It is available at TL9.

COMBAT ENVIRONMENT SUIT

The Combat Environment Suit is a soft Ballistic Weave with an airtight liner that can be sealed using protective gauntlets and a clear visor. It provides protection against chemical and biological agents, tainted atmospheres, and limited radiation. It is available at TL9. This particular form is recommended.

RCES BODY SLEEVE-12

Source: *Path of Tears*

The Body Sleeve is a form-fitting multipurpose combat environment suit worn by members of the RCES in routine circumstances. It is designed to allow easy and quick entry into vac suits and battledress.

Cost	Powers	END
5	<i>Protective Armor:</i> Armor (5 PD/5 ED) (15 Active Points); OIF Bulky (-1), Ablative BODY or STUN (-1), OIHID (-¼)	0
10	<i>Environmental Protection:</i> Life Support (Immunity All terrestrial poisons and chemical warfare agents; Immunity All terrestrial diseases and biowarfare agents; Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing) (34 Active Points); Custom Modifier (only breathable or skin absorbed agents; -1), OIF Bulky (-1), Extra Time (Full Phase, Only to Activate, -¼)	0
4	<i>Medical Autoinjector:</i> Aid 2d6 (20 Active Points); 2 Charges (-1 ½), OIF Bulky (-1), Side Effects, Side Effect occurs automatically whenever Power is used (takes 1D6 stun an hour after use; -½), Self Only (-½), OIHID (-¼)	[2]
2	<i>G Tolerance[3G]:</i> Custom Talent (3 Active Points); OIF (-½), OIHID (-¼)	
Suit Options		
6	1) <i>Chameleon Camouflage Suit:</i> Change Environment 1" radius, -2 to Infrared Perception PER Rolls, -2 to Normal Sight PER Rolls, Multiple Combat Effects (16 Active Points); OIF Bulky (-1), No Range (-½), OIHID (-¼)	2
11	2) <i>Suit Standard Helmet:</i> (Total: 20 Active Cost, 11 Real Cost) Radio Perception/Transmission (Radio Group), 1 Continuing Charge lasting 6 Hours (+0) (10 Active Points); OIF (-½), OIHID (-¼) (Real Cost: 6) plus Sight Group Flash Defense (5 points) (5 Active Points); OIF (-½), OIHID (-¼), Real Armor (-¼) (Real Cost: 2) plus Nightvision, 1 Continuing Charge lasting 6 Hours (+0) (5 Active Points); OIF (-½), OIHID (-¼) (Real Cost: 3)	[1 cc]

COMBAT ARMOR

Combat Armor is hardened and hard ballistic weave (see Ballistic Weave) with the same airtight liner, gauntlets, and visor arrangement as the Combat Environment Suit. It is otherwise the same as the Combat Environment Suit, and is available at TL10.

COMBAT ARMOR-10

Combat Armor-10 is an armored Vac Suit composed of various polymers and alloys. Mass: 36#/16kg. Cost: 1500Cr.

Cost	Powers	END
10	<i>Protective Armor:</i> Armor (7 PD/7 ED), Hardened (+¼) (26 Active Points); OIF Bulky (-1), OIHID (-¼), Real Armor (-¼)	0
15	<i>Environmental Protection:</i> Life Support (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing), 2 Continuing Charges lasting 1 Hour each (+0) (35 Active Points); OIF Bulky (-1), OIHID (-¼)	[2 cc]
2	<i>Sensory Protection:</i> Hearing Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-¼), Real Armor (-¼)	0
2	<i>Sensory Protection:</i> Sight Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-¼), Real Armor (-¼)	0
5	<i>Communications System:</i> Radio Perception/ Transmission (Radio Group), 2 Continuing Charges lasting 1 Hour each (+0), MegaScale (1" = 1 km; +¼) (12 Active Points); OIF Bulky (-1), OIHID (-¼)	[2 cc]
6	<i>Sight Enhancement System:</i> IR Perception (Sight Group), +3 to PER Roll, Tracking, 2 Continuing Charges lasting 1 Hour each (+0) (13 Active Points); OIF Bulky (-1), OIHID (-¼)	[2 cc]

BATTLE DRESS

Battle dress is an advanced form of combat armor, which includes STR enhancement and various powered controls.

ABD-10

Advanced BattleDress is a powered battle suit. It is airtight, self-sealing, and enhances the wearer's STR.

Cost	Powers	END
12	<i>Protective Armor:</i> Armor (8 PD/8 ED), Hardened (+¼) (30 Active Points); OIF Bulky (-1), Real Armor (-¼), OIHID (-¼)	0
7	<i>Assisted Movement:</i> Running +10" (16" total), 2 Continuing Charges lasting 1 Hour each (+0) (20 Active Points); OIF Bulky (-1), Requires A Skill Roll (-½), OIHID (-¼)	
2	<i>Sensory Protection:</i> Hearing Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-¼), Real Armor (-¼)	0
2	<i>Sensory Protection:</i> Sight Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-¼), Real Armor (-¼)	0

14	<i>Environmental Protection:</i> Life Support (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial diseases and biowarfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing), 2 Continuing Charges lasting 1 Hour each (+0) (39 Active Points); OIF Bulky (-1), Custom Modifier (suit must remain intact and sealed; -½), OIHID (-¼)	[2 cc]
1	<i>Enhanced Strength:</i> +5 STR (5 Active Points); Custom Modifier (only to increase carrying capacity; -1), OIF Bulky (-1), OIHID (-¼)	1
13	<i>Suit Sensors:</i> Multipower, 30-point reserve, all slots 2 Continuing Charges lasting 1 Hour each (+0) (30 Active Points); all slots OIF Bulky (-1), OIHID (-¼)	
1u	1) +5 versus Range Modifier for Sight Group (8 Active Points); OIF Bulky (-1), OIHID (-¼)	0
1u	2) +5 versus Range Modifier for Hearing Group (8 Active Points); OIF Bulky (-1), OIHID (-¼)	0
1u	3) <i>Communications System:</i> Radio Perception/ Transmission (Radio Group), MegaScale (1" = 10 km; +½) (15 Active Points); OIF Bulky (-1), OIHID (-¼)	0
1u	4) <i>Navigation Systems:</i> Navigation (Air, Land, Marine) 14- (14 Active Points); OIF Bulky (-1), OIHID (-¼)	
1u	5) <i>Closed Radio Link:</i> Mind Link, Human class of minds, Specific Group of Minds, Number of Minds (x16) (30 Active Points); OIF Bulky (-1), Limited Class Of Minds [Subset of a class] (only other battledress suits with specific commlinks; -½), Does Not Provide Mental Awareness (-¼), OIHID (-¼) Note: Platoon level secure commnet	0
1u	6) <i>Sight Enhancement System:</i> IR Perception (Sight Group), +6 to PER Roll, Tracking (16 Active Points); OIF Bulky (-1), OIHID (-¼)	0

ABD-11

Advanced BattleDress is a powered battle suit. It is air-tight, self-sealing, and enhances the wearer's STR.

Cost	Powers	END
16	<i>Protective Armor:</i> Armor (11 PD/11 ED), Hardened (+¼) (41 Active Points); OIF Bulky (-1), OIHID (-¼), Real Armor (-¼)	0
15	<i>Environmental Protection:</i> Life Support (Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing), 1 Continuing Charge lasting 6 Hours (+0) (35 Active Points); OIF Bulky (-1), OIHID (-¼)	[1 cc]
2	<i>Enhanced Strength:</i> +5 STR (5 Active Points); OIF Bulky (-1), No Figured Characteristics (-½), OIHID (-¼)	1
6	<i>Enhanced Strength:</i> Leaping +18" (21" forward, 10 ½" upward) (18 Active Points); OIF Bulky (-1), Requires A Skill Roll (-½), OIHID (-¼)	2
4	<i>Enhanced Agility:</i> +3 DEX (9 Active Points); OIF Bulky (-1), OIHID (-¼)	
2	<i>Sensory Protection:</i> Hearing Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-¼), Real Armor (-¼)	0
2	<i>Sensory Protection:</i> Sight Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-¼), Real Armor (-¼)	0
18	<i>Suit Sensors:</i> Multipower, 40-point reserve, (40 Active Points); all slots OIF Bulky (-1), OIHID (-¼)	
1m	1) +7 versus Range Modifier for Sight Group (11 Active Points); OIF Bulky (-1), OIHID (-¼) Note: Computerized image enhancers	0
1m	2) +7 versus Range Modifier for Hearing Group (11 Active Points); OIF Bulky (-1), OIHID (-¼)	0
1u	3) <i>Communications System:</i> Radio Perception/Transmission (Radio Group), MegaScale (1" = 10 km; +½) (15 Active Points); OIF Bulky (-1), OIHID (-¼)	0
1u	4) Navigation (Air, Land, Marine) 14- (14 Active Points); OIF Bulky (-1), OIHID (-¼) Note: Satellite and Inertial Navigation Systems	
1u	5) <i>Closed Radio Link:</i> Mind Link , Human class of minds, Specific Group of Minds, Number of Minds (x16) (30 Active Points); OIF Bulky (-1), Limited Class Of Minds [Subset of a class] (only other battledress suits with specific commlinks; -½), Does Not Provide Mental Awareness (-¼), OIHID (-¼) Note: Platoon level secure commnet	0
1u	6) <i>Sight Enhancement System:</i> IR Perception (Sight Group), +6 to PER Roll, Tracking (16 Active Points); OIF Bulky (-1), OIHID (-¼)	0

ABD-12

Advanced BattleDress is a powered battlesuit. It is air-tight, self-sealing, and enhances the wearer's STR.

Cost	Powers	END
7	<i>RF PD Laser:</i> Missile Deflection (Any Ranged Attack) (20 Active Points); OIF Bulky (-1), Costs Endurance (Only Costs END to Activate; -¼), OIHID (-¼), Real Armor (-¼), Custom Modifier (requires suit to be powered up; -¼)	2
6	<i>Advanced Fire Control Package:</i> (Total: 13 Active Cost, 6 Real Cost) Absolute Range Sense (Real Cost: 3) plus +2 with Ranged Combat (10 Active Points); OIF Immobile (-1 ½), Real Weapon (-¼), OIHID (-¼), Costs Endurance (Only Costs END to Activate; -¼) (Real Cost: 3)	1
5	<i>Thermal Superconducting Armor:</i> Energy Damage Reduction, Resistant, 25%, Hardened (+¼) (19 Active Points); OIF Immobile (-1 ½), Ablative BODY or STUN (-1), Real Armor (-¼)	0
15	<i>Power Supply:</i> Endurance Reserve (120 END, 10 REC) Reserve: (22 Active Points); OIF Bulky (-1), OIHID (-¼)	0
9	<i>AGrav:</i> Flight 12" (24 Active Points); OIF Bulky (-1), Requires A Skill Roll (-½), OIHID (-¼)	2
5	<i>Enhanced Strength:</i> Running +6" (12" total) (12 Active Points); OIF Bulky (-1), OIHID (-¼), Custom Modifier (requires suit to be powered up; -¼)	1
17	<i>Protective Armor:</i> Armor (16 PD/16 ED), Hardened (+¼) (60 Active Points); OIF Bulky (-1), Ablative BODY or STUN (-1), OIHID (-¼), Real Armor (-¼)	0
6	<i>Environmental Protection:</i> Life Support (Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing) (19 Active Points); OIF Bulky (-1), Custom Modifier (Suit must be intact; -½), OIHID (-¼), Costs Endurance (Only Costs END to Activate; -¼)	2
8	<i>IR Damper system:</i> Change Environment 1" radius, -4 to Infrared Perception PER Rolls, Varying Combat Effects, 2 Continuing Charges lasting 1 Hour each (+0) (21 Active Points); OIF Bulky (-1), No Range (-½), OIHID (-¼)	[2 cc]
2	<i>Enhanced Strength:</i> +5 STR (5 Active Points); OIF Bulky (-1), OIHID (-¼)	1
4	<i>Enhanced Agility:</i> +3 DEX (9 Active Points); OIF Bulky (-1), OIHID (-¼), Custom Modifier (requires suit to be powered up; -¼)	
2	<i>Sensory Protection:</i> Hearing Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-¼), Real Armor (-¼)	0
2	<i>Sensory Protection:</i> Sight Group Flash Defense (5 points) (5 Active Points); OIF Bulky (-1), OIHID (-¼), Real Armor (-¼)	0

4	<i>Enhanced Reflexes</i> : +1 SPD (10 Active Points); OIF Bulky (-1), OIHID (-¼), Custom Modifier (requires suit to be powered up; -¼)	
4	<i>Psionic Shielding</i> : Mental Defense (12 points total) (10 Active Points); OIF Bulky (-1), OIHID (-¼), Real Armor (-¼)	0
8	Multipower, 30-point reserve, (30 Active Points); all slots OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -¼), OIHID (-¼)	
1u	1) <i>Communications System</i> : Radio Perception/Transmission (Radio Group), MegaScale (1" = 100 km; +¾), Can Be Scaled Down 1" = 1km (+¼) (20 Active Points); OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -¼), OIHID (-¼)	2
1u	2) <i>Sight Enhancement System</i> : IR Perception (Sight Group), +3 to PER Roll (8 Active Points); OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -¼), OIHID (-¼)	1
1u	3) <i>GPS And Satnav system</i> : Navigation (Air, Land, Marine, Space) 14- (15 Active Points); OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -¼), OIHID (-¼)	1
1u	4) <i>Radar</i> : Radar (Radio Group), MegaScale (1" = 10 km; +½) (22 Active Points); OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -¼), OIHID (-¼)	2
1u	5) <i>Radscanner</i> : Detect A Single Thing 15- (Unusual Group), Discriminatory (12 Active Points); OIF Bulky (-1), Custom Modifier (Only for Sensors and Commo; -1), Costs Endurance (Only Costs END to Activate; -¼), OIHID (-¼)	1

GM Vault: Virus

Virus is an AI Virus program, and more. It is a living, thinking creature that moves through the medium of electronic circuitry and computer systems. It can move into or replicate itself into any computer system with enough processing power and space to accommodate the virus. Whatever system Virus inhabits, that's what it becomes.

Unlike viruses of the twenty-first century, Virus is a self-directed personality. Although it has basic programmed behavior, its ability to learn and adapt means that it can (and does) change. Some strains of Virus are primitive, more like small children or intelligent canines in their reasoning ability. As Virus evolved, it became more mature and sentient.

When Virus inhabits a starship's main computer, it becomes the starship, alive. These Virus-controlled starships are generically known as "Vampires", and Virus-controlled fleets of ships are known as the "Vampire Fleets". For more information on the Vampire Fleets, see *Vampire Fleets: The Virus Sourcebook*.

Virus started out as a weapon, but its unforeseen mutation rate made it hard to control.

Spread of Virus

Virus spread quickly through the Imperium following its release in 1130. It was released when military forces of one of the Civil War factions made a strike on a weapons research station and, in the confusion of plundering the station for its weapon research data, took Virus directly into its fleet's main computer databanks. While the fleet went back to its home bases, they spread the news – and later generations of Virus – with each planetfall they made. The travel time required for these news reports to reach their destination allowed Virus to become fully conscious by its arrival, and in the case of later mutated strains, allowed Virus to make plans to effectively disseminate itself at each new world.

Legacy of Virus

The legacy of the Virus is three-fold. First, the annihilation of life, society, and civilization across most of inhabited space. Second, the presence of vampire ships and fleets, which still present quite a danger to interstellar travellers. Finally, the presence of Virus infections, sometimes called *eggs*, in a great deal of leftover relic Imperial technology. These *eggs* were often left by Virus in equipment that was too small to be effectively inhabited, but that, if later hooked up to more capable systems, would hatch and inject the infection into the healthy systems.

Virus In 1248

By the time of *Out Of The Darkness: 1248*, Virus has mutated even further, covering the same breadth of good and evil as humans. There are vampire fleets, AI armies, and other destructive terrors. But there are also AI advisors, technicians, and even allies in the fight against all evil. Virus is now another race of the Traveller universe.

Virus Described

Virus travels at the speed of light across any communi-

cations channel it can access: network cables, telecommunications lines, cellular and radio devices, satellites and radio and lidar. The means that Virus can replicate almost instantaneously to a new host computer, as long there is a connection to get there.

Differentiating Virus from Computers

What's important to remember is that a computer is just the media, like water for a fish. Virus is the electronic life. Here's an example computer navigation system for a planetary shuttle.

Mark 1 Navicom

Val	Char	Cost	Roll	Notes
10	INT	0	11-	PER Roll 11-
10	DEX	0	11-	OCV 3 DCV 3
3	SPD	10		Phases: 4, 8, 12
Total Characteristic Cost: 10				

Skills

3	Combat Piloting 11-
3	Navigation (Air, Space) 11-
7	KS: Homeworld Geography 16-

Total Powers & Skill Cost: 13

Total Cost: 23

Total Disadvantage Points: 23

It's a fairly basic system, but not artificially intelligent. Now plug in a Virus-inhabited data module.

Virus has been dormant in the data module, and wakes up as it gets replicated into the Navicom system. Virus invades the system, and becomes the system. It's *Analyze* skill lets Virus know the details of what kind of system it's in. The *Mimicry Pool* simulates it's knowing everything the computer data banks know.

CONSTRAINT ON VIRUS

Virus is constrained by the computer media, in much the same way that walking in air is different from wading in waist-deep water.

The first constraint is INT: Virus can only use the lesser of its INT or the Computer's INT. A Strain 1 Virus, with 7 INT, can use all 7 INT in the Navicom System (10 INT), but a Strain 3 Virus with 13 INT can only use 10 INT because that's all the system has.

The second constraint is DEX: Virus can only use the lesser of its DEX or the Computer's DEX.

EGO is a different matter. When inhabiting systems with no EGO, Virus can use it's full EGO. If the system did have EGO, such as a TL16 system, Virus would wage an EGO versus EGO battle for control of the system. If it won, it could then use its full EGO.

Creating Virus

Virus Characteristics

Virus is an AI, and so only has DEX, INT, EGO and

SPD. It may gain other attributes depending on the system in infects, such as Flight for a spacecraft or STR for a robot.

INT

Virus' INT is its ability to perceive and process information quickly, not it's level of sentience.

EGO

Virus's EGO represents its awareness and ability to adapt. Whenever Virus must alter its plans or change its goals, it must make an EGO Roll, with appropriate situation modifiers to the roll. If the roll succeeds, Virus changes its plans or goals accordingly. The new plan may make sense only to Virus.

Virus Skills

Virus learns skills through its interaction with computer systems and with those who use those systems. Virus has certain skills that are programmed, or innate, skills that are part of its electronic nature, rather than formal training.

Some skills of a more physical nature, such as Acrobatics, are generally inappropriate unless part of the host system's ability.

EVERYVIRUS SKILLS

Every Virus has a familiarity with the following Skills:

- Analyze Host System
- Concealment (to hide self)
- Computer Programming (to manipulate its environment)
- Systems Operation (Communications; to find other computers to infect)

ANALYZE HOST SYSTEM

Once Virus invades a computerized system, it gets the "lay of the land" using this skill. It then knows what kind of system it is in (power plant, shuttle, starship, toy, and so forth), what the applications are, and what data is there.

COMPUTER PROGRAMMING

Virus uses computer programming to control programs in the system, free up space for it to work, and perform other basic operations.

CONCEALMENT

Concealment allows Virus to hide its presence if it suspects it is being searched for within a given host. It also represents the basic sparsity of the components.

SYSTEM OPERATIONS: COMMUNICATIONS

Virus is adept at finding the communication pathways between its current host and other computer systems that also have a communications interface.

Virus Talents

Every Virus, as an electronic creature, has the following Talents:

ABSOLUTE TIME SENSE

Beings of bits and bytes, Virus has a keen awareness of the passage of time.

EIDETIC MEMORY

Virus knows everything it reads into real or virtual memory.

LIGHTNING CALCULATOR

The mathematical processing power of Virus is as great as the system it inhabits.

SPEED READING (X100)

Virus reads data in Megabytes per second or even Gigabytes per second.

SIMULATE DEATH

This represents Virus' ability to hibernate in computer systems that are not sophisticated enough for it to fully exist, and its ability to stay dormant in data storage media (DVDs, Flash Drives, and their equivalents).

Virus Powers

Virus may have many different powers, based on the specific systems it infects (flight for spaceships, energy blasts for security robots, and so forth). The powers that all Viruses have are given below.

VIRAL REPLICATION (DUPLICATION)

Virus creates a replica of itself as soon as it finds another connected computer system to send the replica to, or a storage media to place a copy of itself. This transfer is quick, taking a full phase for the replica to be generated across the connection.

Replication is not without its hazards. If the connection is broken before the replication completes, the replica is incomplete and 'dies'.

Each host computer system is unique, and a replica may find itself changed as it inhabits a different system or learns something new.

Value	Power
26	<i>Viral Duplication:</i> Duplication (creates 150-point form), Cannot Recombine (+0), Altered Duplicates (50%; +½) (45 Active Points); Extra Time (Full Phase, -½), Conditional Power Power Only Works When In Contact With Another Computer System Or Storage Media (-¼)

Although the duplication creates a 150-point form, the actual parent and child costs may differ.

ALTER PROGRAMMING (TRANSFORM)

At its most primitive, Virus can erase applications and programs. This is defined as a 2d6 Major Transform of Data and Applications.

Value	Power
30	<i>Alter Data and Programs:</i> Major Transform 2d6 (Alter or Remove Computer Programs or Data), Reduced Endurance (0 END; +½), Partial Transform (+½), Invisible Power Effects (Fully Invisible; +1) (90 Active Points); Extra Time (5 Minutes, Only to Activate, -1), No Range (-½), Limited Target ([Limited]; Host System Programs and Data; -½)

LEARN HOST SKILLS AND PROGRAMS

At its most sophisticated level, Virus learns programs

and skills, passes those on to its children, and seeks to learn even more.

Some skills can be learned using unspent character or experience points. For those cases where the Virus doesn't have enough free points, it can learn those skills using its Mimic Pool. The Mimic Pool can allocate points to any skill or program that the host system knows, with an INT roll required by Virus to Mimic each skill possessed by the host system.

Value	Power
45	<i>Learn Host Skills and Programs:</i> Variable Power Pool (Mimicry Pool), 30 base + 15 control cost, (45 Active Points)

Virus Disadvantages

HUNTED

Virus is hunted by those it has affected and by other advanced Viruses.

Value	Hunted
5	Hunted: 8- (As Pow, Limited Geographical Area, Harshly Punish)

PHYSICAL LIMITATIONS

Virus has several physical limitations, some of them fairly restrictive.

LIMITED ACTIONS

Virus is completely dependent on its host system for interactions with the physical world, and is therefore limited to actions that its host can perform.

Value	Physical Limitation
5	Limited To Actions Host Can Perform (Infrequently, Slightly Impairing)

LIMITED INTELLIGENCE

The INT characteristic represents the ability to take in and process information quickly, which most systems are good at. Reducing the INT to represent lack of or limited sentience is therefore inappropriate.

There are two varieties of limited intelligence that apply to the stages of Virus before it reaches true sentience: Machine Intelligence and Near-Human Intelligence (see *Hero Bestiary*, page 19).

Value	Physical Limitation
15	Machine Intelligence (Frequently, Greatly Impairing)
10	Near-Human Intelligence (Frequently, Slightly Impairing)

ELECTRONIC NATURE

Virus is a creature of electrical information, and is subject to the limitations of that form. If the system it inhabits is unshielded from adverse radiation, including Electromagnetic Pulses (EMPs), it can be severely damaged or killed. It can be destroyed by a good Antivirus sweep by a skilled programmer (Dispel Viruses). Parts of Virus can be overwritten or rewritten, changing it's skills or personality.

Value	Physical Limitation
15	Electronic Nature (Frequently, Greatly Impairing)

PSYCHOLOGICAL LIMITATIONS

Virus began with a programmed psyche, one that was intentionally suicidal. As Virus evolved and became more sentient, that attitude changed and it made more choices in what it would and wouldn't do.

Some of the common psychological limitations that the varieties of Virus have displayed are provided below.

Value	Psychological Limitation
15	Suicidal (Common, Strong)
15	Homicidal (Common, Strong)
10	Curious (Common, Moderate)
15	Destructive (Common, Strong)
20	Instinctual Replication (Common, Total)
10	Destroy My Maker (Common, Moderate)
10	Build An Empire/Alliance (Common, Moderate)
15	Hobbyist Complex (Common, Strong)
15	Parent Complex (Common, Strong)
15	Mother Complex (Common, Strong)
15	God Complex (Common, Strong)

Strains of Virus

Virus has evolved since its release, becoming more intelligent and sentient as it evolved. Like many creatures who grow and evolve, some stages are unable to continue and go extinct.

The strains of Virus are:

Strain	Notes
1	Machine intelligence, childlike
2	Near Human intelligence, childlike
3	Human intelligence
4	Human intelligence
5	Human intelligence
X	Human intelligence

Strain 1

Strain 1, known as the “Suicider” strain, was the original virus strain carried into space based on Lucan’s development. It was designed to seek out a computer-based system, spread copies of itself if possible, and then commit suicide. This strain is fairly rare by 1248, as it quickly put itself out of business. It has the mental ability of a small child or smart dog.

Strain 1A, known as the “Suicide Inducer” strain, is a mutation of Strain 1 that decided it needed to stay alive so that it could keep infecting systems. A large number of the 1A children inherited that belief.

STRAIN 1

Val	Char	Cost	Roll	Notes
7	INT	-3	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
8	DEX	-6	11-	OCV 3 DCV 3
2	SPD	2		Phases: 6, 12
Total Characteristic Cost: -17				

Cost	Powers	END
26	<i>Viral Duplication:</i> Duplication (creates 150-point form), Cannot Recombine (+0), Altered Duplicates (50%; +½) (45 Active Points); Extra Time (Full Phase, -½), Conditional Power Power Only Works When In Contact With Another Computer System Or Storage Media (-¼)	0
30	<i>Alter Data and Programs:</i> Major Transform 2d6 (Alter or Remove Computer Programs or Data), Reduced Endurance (0 END; +½), Partial Transform (+½), Invisible Power Effects (Fully Invisible; +1) (90 Active Points); Extra Time (5 Minutes, Only to Activate, -1), No Range (-½), Limited Target ([Limited]); Host System Programs and Data; -½)	0
37	<i>Learn Host Skills and Programs:</i> Variable Power Pool (Mimicry Pool), 30 base + 15 control cost, (45 Active Points)	

Talents

- 3 Absolute Time Sense
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading (x100)
- 3 Simulate Death

Skills

- 3 Analyze: Host Computer System 10-
- 1 Computer Programming 8-
- 3 Concealment 10-
- 2 Systems Operation (Communications Systems) 10-

Total Powers & Skill Cost: 130

Total Cost: 113

100+ Disadvantages

- 5 Hunted: Virus Hunters 8- (As Pow, Limited Geographical Area, Harshly Punish)
- 5 Physical Limitation: Limited To Actions Host Can Perform (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Machine Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Electronic Nature (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Suicidal (Common, Strong)
- 20 Psychological Limitation: Instinctual Replication (Common, Total)
- 0 Experience Points

Options

Strain 1A: Change *Suicidal* to *Must Breed Suiciders*

Total Disadvantage Points: 113

Ecology: The Strain 1 virus has a short life-span when active in a computer system, and very few exist by 1248; most are discovered hibernating in non-powered storage media.

Personality/Motivation: Strain 1 has two basic drives: look for other computer systems to replicate to, and remove and destroy all programs and data in the current host, including itself.

As soon as it detects contact with another computer-based system, either networked or by radio (wireless), it creates a duplicate which then travels through the connection to the new host.

Powers/Tactics: If Strain 1 believes it is being hunted before it can complete its task, it will attempt to use its Concealment skill to hide itself from detection. As soon as it deems it safe, it will resume its task of destroying data and then committing suicide.

Campaign Notes: Strain 1 is a straightforward virus, with two exceptions. First, duplicates it creates have an 8- chance to be altered in some way (the Altered Duplicates). This change is typically into a Strain 1A or Strain 2 virus. Second, it can hibernate on storage devices indefinitely.

Add skills as appropriate based on the inhabited host system.

Strain 2

Strain 2 has five variations: Samson, Destroyer, Reproducer, Doomslayer, and Reproducing Doomslayer.

Strain 2 (Samson) is a Strain 1 variation that decided it had to destroy the hardware as well as the computer system. It would send out any copies it could, then cause the system to destroy the hardware in the most logical manner. Starships would crash into worlds or fly into stars; power plants would go critical; and so forth.

Strain 2A (Destroyer), like the Suicide Inducer, decided it needed to stay alive so it could continue to infect other systems, and to destroy external hardware. Starships infected

with the Destroyer strain would kill their crews, then run around the universe destroying other ships, orbital stations, domed cities and the like. This strain was responsible for much of the damage of the Collapse.

Strain 2B (Reproducer) is more selective than the Destroyer Strain, and only destroys objects it cannot infect.

Strain 2C (Doomslayer) has modified its programming from suicide (Destroy self) to destroy Lucan (Destroy maker of self). They are picky about whom they destroy, seeking out those “worthy” of destruction. Unfortunately, they seem to destroy many of those they have recently infected.

Strain 2D (Reproducing Doomslayer) is a combination of the Reproducer and Doomslayer; it destroys only those it can't infect or has already infected, and infects those it can. It's one of the more successful Strain 2 viruses.

STRAIN 2

Val	Char	Cost	Roll	Notes
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
8	DEX	-6	11-	OCV 3 DCV 3
2	SPD	0		Phases: 6, 12
Total Characteristic Cost: -10				
Cost	Powers			END
26	Viral Duplication: Duplication (creates 150-point form), Cannot Recombine (+0), Altered Duplicates (50%; +½) (45 Active Points); Extra Time (Full Phase, -½), Conditional Power Power Only Works When In Contact With Another Computer System Or Storage Media (-¼)			0
30	Alter Data and Programs: Major Transform 2d6 (Alter or Remove Computer Programs or Data), Reduced Endurance (0 END; +½), Partial Transform (+½), Invisible Power Effects (Fully Invisible; +1) (90 Active Points); Extra Time (5 Minutes, Only to Activate, -1), No Range (-½), Limited Target ([Limited]; Host System Programs and Data; -½)			0
45	Learn Host Skills and Programs: Variable Power Pool (Mimicry Pool), 30 base + 15 control cost, (45 Active Points)			
Talents				
3	Absolute Time Sense			
5	Eidetic Memory			
3	Lightning Calculator			
6	Speed Reading (x100)			
3	Simulate Death			
Skills				
3	Analyze: Host Computer System 11-			
2	Computer Programming (Hacking and Computer Security) 11-			
3	Concealment 11-			
2	Systems Operation (Communications Systems) 11-			

Total Powers & Skill Cost: 131

Total Cost: 121

100+ Disadvantages

- 5 Hunted: Virus Hunters 8- (As Pow, Limited Geographical Area, Harshly Punish)
- 5 Physical Limitation: Limited To Actions Host Can Perform (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Physical Limitation: Electronic Nature (Frequently, Greatly Impairing)
- 20 Psychological Limitation: Instinctual Replication (Common, Total)
- Strain Psychological Limitation (choose)**
- 15 Psychological Limitation: Samson: Suicidal (System and Hardware) (Common, Strong)
- 15 Psychological Limitation: Destroy External Hardware (Common, Strong)
- 0 Experience Points

Total Disadvantage Points: 121

Strain 3

Strains 3 (Empire Builder) and 3A (Alliance Builder) control most of the vampire fleets. Unlike series 2 viruses, the infected systems become part of a group mind.

Strain 3A attempts to convince other viruses to join with it's group mind on a great task it has set up for itself. The task is usually one of directed mayhem, like the Doomslayer.

STRAIN 3

Val	Char	Cost	Roll	Notes
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
11	DEX	3	11-	OCV 4 DCV 4
3	SPD	9		Phases: 4, 8, 12
Total Characteristic Cost: 17				
Cost	Powers	END		
26	<i>Viral Duplication:</i> Duplication (creates 150-point form), Cannot Recombine (+0), Altered Duplicates (50%; +½) (45 Active Points); Extra Time (Full Phase, -½), Conditional Power Power Only Works When In Contact With Another Computer System Or Storage Media (-¼)	0		
30	<i>Alter Data and Programs:</i> Major Transform 2d6 (Alter or Remove Computer Programs or Data), Reduced Endurance (0 END; +½), Partial Transform (+½), Invisible Power Effects (Fully Invisible; +1) (90 Active Points); Extra Time (5 Minutes, Only to Activate, -1), No Range (-½), Limited Target ([Limited]; Host System Programs and Data; -½)	0		
45	<i>Learn Host Skills and Programs:</i> Variable Power Pool (Mimicry Pool), 30 base + 15 control cost, (45 Active Points)			
16	<i>Group Mind Link:</i> Mind Link , Specific Group of Minds: Its Duplicates, Number of Minds (x4), Limited Power Power loses less than a fourth of its effectiveness (Telecommunications Based: Has Same Advantages and Disadvantages As Communications Medium; +0) (20 Active Points); Does Not Provide Mental Awareness (-¼)			

Talents

- 3 Absolute Time Sense
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading (x100)
- 3 Simulate Death

Skills

- 3 Analyze: Host Computer System 12-
- 4 Computer Programming (Hacking and Computer Security, Military Computers) 12-
- 3 Concealment 12-
- 6 Systems Operation (Communications Systems, Environmental Systems, Medical Systems) 11-+2 with *Computer Programming, Concealment, and Systems Operations*
- 24 Choose Additional Skills

Total Powers & Skill Cost: 183**Total Cost: 200****100+ Disadvantages**

- 5 Hunted: Virus Hunters 8- (As Pow, Limited Geographical Area, Harshly Punish)
- 5 Physical Limitation: Limited To Actions Host Can Perform (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Electronic Nature (Frequently, Greatly Impairing))
- 10 Psychological Limitation: Selective Replication (Common, Moderate)
- 15 Psychological Limitation: Build An Empire/ Alliance/ Puppet Kingdom (Common, Strong)
- 35 Experience Points

Total Disadvantage Points: 200**Strain 4**

Strain 4, known as the Puppeteer strain, takes the Alliance Builder one step further, reinfected already infected systems with their own code. By 1140, most of the Vampire Fleets are infected with versions of this Virus, each attempting to overwrite the other and take it over.

Use the Strain 3 template, but change the characteristic as follows:

STRAIN 4

Val	Char	Cost	Roll	Notes
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	DEX	15	12-	OCV 5 DCV 5
3	SPD	5		Phases: 4, 8, 12
Total Characteristic Cost: 35				

Strain 5

Strain 5 Viruses, known as the Parent strain, reproduce by electronic mating, that is sharing code between two systems. This sharing produces new viruses, possessing new features that combine abilities of both parent viruses into the new virus.

They have otherwise identical abilities to the Strain 4 Virus.

Strain X

Strain X Viruses are true sentient AIs, and there are three known varieties: Strain X (Hobbyist), Strain XA (Mother), and Strain XB (God).

Strain X (Hobbyist) infected specialized systems and became interested in the system and forgot about committing suicide. For example, the *Antares Hobbyist* infected a stellar observatory, and then sent out ships on missions to investigate the stars.

Strain XA (Mother) is the most successful of the Virus strains to date, having a sense of self-preservation and a deep need to nurture others. It adopts a community of humans or other sentient life, and protects them, even from other viruses. They will battle Vampire Fleets to protect those in their charge.

Strain XB (God) goes one better than Mother, deciding on a goal for its pets, and then working to mold and shape them for this goal. Sometimes its rewards are great, and its punishments can be correspondingly harsh.

STRAIN X

Val	Char	Cost	Roll	Notes
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
18	DEX	24	13-	OCV 6 DCV 6
3	SPD	2		Phases: 4, 8, 12
Total Characteristic Cost: 56				

Cost	Powers	END
26	<i>Viral Duplication</i> : Duplication (creates 150-point form), Cannot Recombine (+0), Altered Duplicates (50%; +½) (45 Active Points); Extra Time (Full Phase, -½), Conditional Power Power Only Works When In Contact With Another Computer System Or Storage Media (-¼)	0
30	<i>Alter Data and Programs</i> : Major Transform 2d6 (Alter or Remove Computer Programs or Data), Reduced Endurance (0 END; +½), Partial Transform (+½), Invisible Power Effects (Fully Invisible; +1) (90 Active Points); Extra Time (5 Minutes, Only to Activate, -1), No Range (-½), Limited Target ([Limited]; Host System Programs and Data; -½)	0
45	<i>Learn Host Skills and Programs</i> : Variable Power Pool (Mimicry Pool), 30 base + 15 control cost, (45 Active Points)	
16	<i>Group Mind Link</i> : Mind Link, Specific Group of Minds: Its Duplicates, Number of Minds (x4), Limited Power Power loses less than a fourth of its effectiveness (Telecommunications Based: Has Same Advantages and Disadvantages As Communications Medium; +0) (20 Active Points); Does Not Provide Mental Awareness (-¼)	

Talents

- 3 Absolute Time Sense
- 5 Eidetic Memory
- 3 Lightning Calculator
- 6 Speed Reading (x100)

3 Simulate Death

Skills

- 3 Analyze: Host Computer System 12-
- 4 Computer Programming (Hacking and Computer Security, Military Computers) 12-
- 3 Concealment 12-
- 6 Systems Operation (Communications Systems, Environmental Systems, Medical Systems) 11-
- 6 +2 with *Computer Programming*, *Concealment*, and *Systems Operations*
- 35 Choose Additional Skills

Total Powers & Skill Cost: 194

Total Cost: 250

100+ Disadvantages

- 5 Hunted: Virus Hunters 8- (As Pow, Limited Geographical Area, Harshly Punish)
- 5 Physical Limitation: Limited To Actions Host Can Perform (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Electronic Nature (Frequently, Greatly Impairing))
- 10 Psychological Limitation: Selective Replication (Common, Moderate)
- 15 Psychological Limitation: Choose: Hobbyist Complex, Mother Complex, or God Complex (Common, Strong)
- 100 Experience Points

Total Disadvantage Points: 250

Virus in Play

Virus can infect any suitable computer system, whether that system is a starship, orbital laboratory, planetary defense system, robot, or toy.

While the starships of the Vampire Fleets are obvious villains, it's possible to have Virus-infected robots with a Hobbyist or Mother strain that are beneficial. Such robots could be friends, or if allowed by the GM, player characters. One of the published TNE adventures involves aiding such a robot.

By 1248, the proliferation of virus has advanced it to the status of another life form. GMs may allow a player to play a virus (AI) character, within certain guidelines. Such characters run inherent risks, including virus hunters who see Virus as nothing more than an electronic infestation.

Sample Characters

This chapter provides several sets of characters converted to *Traveller Hero*. They can be used as characters or NPCs for your campaign, or merely as a conversion guide.

Classic Traveller Merchants

These converted characters are based on characters from one of the *Classic Traveller* modules (though I won't say which one - if you have the module, you'll probably know it). The HERO System conversions of the characters are built on 100 base plus up to 50 points in Disadvantages, and uses the profession templates from the Professions chapter as well as converting their existing skills and stats.

Ship's Captain

Traveller Stats

Retired Merchant Captain, 5A7B98, Age 44
6 Terms, Cr 13000
Admin-2, Bribery-2, Computer-3, Navigation-3,
Pilot-1, Vac Suit-2, Auto Rifle-1, Auto Pistol-0
Serves as the ship's captain of the HMS Manhattan and serves as Navigator as well. Salary Cr6000/month.

Example HERO Conversion

Captain Mark Stockton

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8kg; 1 1/2d6;
15	DEX	15	12-	OCV 5 DCV 5
11	CON	2	11-	
11	BODY	2	11-	
17	INT	7	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
17	PRE	7	12-	PRE Attack: 3d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
4	REC	0		
22	END	0		
21	STUN	0		Total Characteristic Cost: 46

Movement: Running: 6" / 12"
Swimming: 2" / 4"
Leaping: 1" / 2"

Perks

- 1 Fringe Benefit: Starship License
15 *Subsidized Merchant Ship:* Custom Perk

Skills

- 2 AK: Spinward Marches 11-
5 Bribery 13-
5 Bureaucratics 13-
3 Combat Piloting 12-
7 Computer Programming 14-
7 Navigation (Hyperspace, Space) 14-
3 PS: Vac Suit 12-

- 3 Streetwise 12-
9 Trading 15-
0 TF: Commercial Spacecraft & Space Yachts
4 TF: Civilian Antigrav, Personal Use Spacecraft
2 WF: Small Arms
28 Unspent Points

Total Powers & Skill Cost: 94

Total Cost: 140

100+ Disadvantages

- 15 Psychological Limitation: Greedy (Very Common, Moderate)
10 Psychological Limitation: Stubborn (Common, Moderate)
10 Psychological Limitation: Curious (Common, Moderate)
5 Hunted: Starship Loan Company 8- (As Pow, NCI, Watching)
0 Experience Points

Total Disadvantage Points: 140

Notes: Served in the TransStar merchant fleet, rising to Captain before retiring to start his own business.

Ship's Pilot

Traveller Stats

ex-Scout, 9B7955, Age 31
3 Terms, Cr 10000
Air/Raft-1, Jack of all Trades-1, Pilot-2, Vac Suit-1,
Laser Carbine-1
Serves as pilot of the HMS Manhattan. Salary 6600/mo.

Example HERO Conversion

Jonah Kentaki, Pilot of HMS Manhattan

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6kg; 2 1/2d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
11	CON	2	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
12	PRE	2	11-	PRE Attack: 2d6
12	COM	1	11-	
3	PD	0		Total: 3 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
5	REC	0		
22	END	0		
23	STUN	0		Total Characteristic Cost: 39

Movement: Running: 6" / 12"
Leaping: 2" / 4"
Swimming: 2" / 4"

Perks

- 3 Contact: Old shipmates from Scout Service (Good relationship with Contact) 11-
2 Fringe Benefit: Starship Masters License

Sample Characters

Traveller Hero, Book 1

	Talents	
4	Environmental Movement (no penalties on Zero G)	
5	Latent Psionic	
	Skills	
5	<i>Jack Of All Trades</i> : +1 Overall (10 Active Points); Limited Power Only To Offset Penalties (-1)	
2	AK: Imperial Space 11-	
5	Combat Piloting 13-	
3	Computer Programming 12-	
3	Electronics 12-	
2	KS: Imperial Scout Service 11-	
3	Mechanics 12-	
3	Navigation (Hyperspace, Space) 12-	
3	PS: Vac Suit 12-	
2	SS: Astrophysics 11-	
2	SS: Hyperspace Physics 11-	
4	Systems Operation (Communications Systems, Sensors) 12-	
4	TF: Commercial Spacecraft & Space Yachts, Military Spacecraft, Personal Use Spacecraft	
2	WF: Beam Weapons	
44	Unspent Points	

Total Powers & Skill Cost: 101

Total Cost: 140

100+	Disadvantages
0	Normal Characteristic Maxima
15	Psychological Limitation: Overconfident (Common, Strong)
15	Psychological Limitation: Curious (Common, Strong)
10	Psychological Limitation: Womanizer (Common, Moderate)

Total Disadvantage Points: 140

Ship's Engineer

Traveller Stats

Retired Navy Rating, 876785, Age 51
8 Terms, Cr 12000
Electronic-2, Engineering-3, Mechanical-2,
Ship's Boat-1, Vac Suit-1, Auto Pistol-0
Serves as engineer of the HMS Manhattan. Salary 4800 Cr per month.

Example HERO Conversion

Kurushi Honda, Engineer Of HMS Manhattan

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 132.0kg; 2d6 [1]
11	DEX	3	11-	OCV: 4/DCV: 4
10	CON	0	11-	
10	BODY	0	11-	
11	INT	1	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	9		Phases: 4, 8, 12

4	REC	0
20	END	0
21	STUN	0

Total Characteristic Cost: 15

Movement:
Running: 6"/12"
Leaping: 2"/4"
Swimming: 2"/4"

Perks

1	Fringe Benefit: Engineer's License
3	<i>Spinward March Starport Barkeeps</i> : Contact (Good relationship with Contact) 11-

Talents

4	Environmental Movement (no penalties in Zero G)
---	---

Skills

5	Computer Programming 12-
5	Electronics 12-
2	KS: Emergency Damage Control 11-
2	KS: Gravitics 11-
2	KS: Imperial Navy 11-
2	KS: Starship Jump Drives 11-
2	KS: Starship Maneuver Drives 11-
2	KS: Starship Power Plants 11-
5	Mechanics 12-
2	PS: Imperial Navy Officer 11-
3	PS: Vac Suit 11-
3	SS: Physics 11-
4	SS: Starship Engineering 13-
3	Security Systems 11-
6	Systems Operation (Communications Systems, Environmental Systems, Sensors) 11-
2	TF: Commercial Spacecraft & Space Yachts, Military Spacecraft, Personal Use Spacecraft
2	WF: Beam Weapons
1	WF: Handguns
10	<i>Expert Engineer</i> : +2 with Starship Engineering and Maintenance Skills
59	Unspent Points

Total Powers & Skill Cost: 130

Total Cost: 145

100+	Disadvantages
0	Normal Characteristic Maxima
5	Age: 40+
15	Psychological Limitation: Stubborn (Common, Strong)
15	Psychological Limitation: Honorable (Common, Strong)
10	Psychological Limitation: Perfectionist (Common, Moderate)

Total Disadvantage Points: 145

Ship's Medic

Traveller Stats

ex-Other, 684AAA, Age 43

5 Terms, Cr5000

Forgery-1, Jack of all Trades-1, Medical-3,

Streetwise-1, Vac Suit-0, Dagger-0, Shotgun-0

Serves as medic of the HMS Manhattan. Salary 2400 Cr per month.

Example HERO Conversion

Katie Yeltsin, Medic Of Hms Manhattan

Val	Char	Cost	Roll	Notes
9	STR	-1	11-	Lift 87.1kg; 1 1/2d6
12	DEX	6	11-	OCV: 4/DCV: 4
8	CON	-4	11-	
9	BODY	-2	11-	
15	INT	5	12-	PER Roll 12-
12	EGO	4	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	8		Phases: 4, 8, 12
4	REC	0		
16	END	0		
18	STUN	0		
				Total Characteristic Cost: 22

Movement: Running: 6"/12"
Leaping: 1"/2"
Swimming: 2"/4"

Cost **Powers** **END**
5 Luck 1d6

Perks

- 1 **Fringe Benefit:** License to practice Medicine
- 1 False Identity
- 4 **Contact:** Friend in Imperial Intelligence (Contact has useful Skills or resources, Good relationship with Contact) 11-

Skills

- 10 *Jack Of All Trades:* +1 Overall, Limited Power Only To Offset Penalties (+0)
- 3 Acting 12-
- 5 Disguise 13-
- 2 Forgery (Documents) 12-
- 2 KS: Espionage World 11-
- 4 Language: Vilani (idiomatic)
- 1 PS: Vac Suit 8-
- 4 PS: Medicine 13-
- 7 Paramedics 14-
- 3 Security Systems 12-
- 3 Streetwise 12-
- 2 WF: Beam Weapons
- 1 WF: Blades
- 2 WF: Small Arms
- 58 Unspent Points

Total Powers & Skill Cost: 118

Total Cost: 140

100+ Disadvantages

- 0 Normal Characteristic Maxima
- 5 Age: 40+
- 5 Social Limitation: ex-Spy (Occasionally, Minor)
- 10 Psychological Limitation: Curious (Common, Moderate)
- 10 Psychological Limitation: Stubborn (Common, Moderate)
- 10 Psychological Limitation: Seeks To Right Wrongs (Common, Moderate)

Total Disadvantage Points: 140

Ship's Gunner

Traveller Stats

ex-Merchant Third Officer, 4BC888, Age 36

4 Terms, Cr 4000

Engineering-1, Gunnery-3, Steward-1,

Tracked Vehicle-1, Vac-Suit-1, SMG-1

Serves as gunner of the HMS Manhattan. Salary 1200 Cr/month.

Example HERO Conversion

Eli Balik, Gunner of HMS Manhattan

Val	Char	Cost	Roll	Notes
6	STR	-4	10-	Lift 57.4kg; 1d6
17	DEX	21	12-	OCV: 6/DCV: 6
18	CON	16	13-	
14	BODY	8	12-	
12	INT	2	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
12	PRE	2	11-	PRE Attack: 2d6
10	COM	0	11-	
2	PD	1		Total: 2 PD (0 rPD)
4	ED	0		Total: 4 ED (0 rED)
3	SPD	3		Phases: 4, 8, 12
5	REC	0		
36	END	0		
26	STUN	0		
				Total Characteristic Cost: 53

Movement: Running: 6"/12"
Leaping: 1"/2"
Swimming: 2"/4"

Perks

- 1 **Fringe Benefit:** Starship License

Skills

- 10 +2 with Starship Weapons
- 2 AK: Spinward Marches 11-
- 3 Bureaucrats 11-
- 3 Combat Driving 12-
- 3 High Society 11-
- 2 PS: Steward 11-
- 2 PS: Vac Suit 11-
- 3 SS: Starship Engineering 11-
- 2 TF: Commercial Spacecraft & Space Yachts, Personal Use Spacecraft, Tracked Military Vehicles
- 7 Trading 13-
- 2 WF: Starship Weapons

1 WF: Submachine Guns
36 Unspent Points

Total Powers & Skill Cost: 77

Total Cost: 130

100+ Disadvantages

0 Normal Characteristic Maxima
10 Psychological Limitation: Self-Conscious (Common, Moderate)
10 Psychological Limitation: Always Polite (Common, Moderate)
10 Psychological Limitation: Perpetual Sense Of Style (Common, Moderate)

Total Disadvantage Points: 130

Regency Freelance Team (New Era)

JORDAN SAVICH: LEADER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100.0kg; 2d6
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
18	PRE	8	13-	PRE Attack: 3 1/2d6
12	COM	1	11-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	1		Total Characteristic Cost: 56

Movement: Running: 6"/12"
 Leaping: 2"/4"
 Swimming: 2"/4"

Cost Powers

MA: Dirty Infighting/Brawling

	Maneuver	OCV	DCV	Notes
5	Roundhouse/Two-Fisted Smash	-2	+1	6d6 Strike
3	Throw	+0	+1	2d6 +v/5, Target Falls
4	Block/Chin Block	+2	+2	Block, Abort
4	Low Blow	-1	+1	2d6 NND

Perks

1 **Fringe Benefit:** Starship License
5 **Money:** Well Off
9 **Contact:** government friends he's done favors for (Good relationship with Contact), Organization Contact (x3) (9 Active Points) 11-

Talents

6 Combat Luck (3 PD/3 ED)
4 Environmental Movement (no penalties in Zero G)

Skills

2 AK: Regency 11-
3 Bureaucratics 13-
5 Combat Piloting 13-
10 *Brawling:* +2 with HTH Combat
6 +2 with Shotguns
5 Computer Programming 13-
3 Conversation 13-
5 Electronics 13-
1 Gambling 8-
1 High Society 8-
2 KS: Regency Sector Shipping Companies 11-
5 Mechanics 13-
3 Persuasion 13-

2	PS: Merchant Captain 11-
3	SS: Physics 12-
5	SS: Starship Engineering 14-
3	SS: Chemistry 12-
1	SS: Zoology 8-
3	Security Systems 12-
10	<i>Jack Of All Trades</i> : +2 Overall (20 Active Points); Limited Power Only To Offset Penalties (-1)
5	Streetwise 14-
6	Systems Operation (Communications Systems, Environmental Systems, Sensors) 12-
9	Trading 16-
1	TF: Commercial Spacecraft & Space Yachts, Industrial & Exploratory Spacecraft
4	WF: Beam Weapons, Small Arms

Total Powers & Skill Cost: 144**Total Cost: 200****150+ Disadvantages**

10	Enraged: Innocents Hurt (Uncommon), go 11-, recover 14-
10	Hunted: Regency Shipping 11- (As Pow, NCI, Watching)
10	Psychological Limitation: Ambitious (Common, Moderate)
10	Psychological Limitation: Won't Back Down From A Fight (Common, Moderate)
10	Psychological Limitation: Loyal To Team (Common, Moderate)

Total Disadvantage Points: 200**Background/History:** Retired Merchant First Officer Age 42
6 Terms Cr 60,000**Personality/Motivation:** 10 Clubs; 3 Spades**ROGAR TIMSON: COMBAT SPECIALIST**

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400.0kg; 4d6 [4]
14	DEX	12	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	1		Total: 5 PD (0 rPD)
5	ED	1		Total: 5 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
8	REC	0		
36	END	0		
34	STUN	0		Total Characteristic Cost: 77

Movement:	Running:	7"/14"
	Leaping:	4"/8"
	Swimming:	3"/6"

Cost Powers*MA: Commando Training*

	Maneuver	OCV	DCV	Notes
4	Boxing Cross	+0	+2	6d6 Strike
4	Choke	-2	+0	Grab One Limb; 2d6 NND
4	Kung Fu Block	+2	+2	Block, Abort
4	Karate "Chop"	-2	+0	HKA 1d6 +1
3	Akido Throw	+0	+1	4d6 +v/5, Target Falls
1	Weapon Element: Knives			

Perks

1	Fringe Benefit: License to practice a profession: Bodyguard
9	Contact: Friends in Regency Marines (Good relationship with Contact), Organization Contact (x3) (9 Active Points) 11-

Skills

3	Breakfall 12-
3	Climbing 12-
3	Combat Driving 12-
16	+2 with All Combat
3	Concealment 12-
3	Demolitions 12-
2	KS: Regency Marines 11-
2	KS: Military and Paramilitary World 11-
3	Mechanics 12-
3	Analyze: Combat 12-
3	Deduction 12-
3	Defense Maneuver I
3	Fast Draw 12-
2	AK: Regency Worlds 11-
2	KS: History 11-
2	KS: Art 11-
2	KS: Literature 11-
3	Paramedics 12-

- 2 PS: Marine 11-
- 4 PS: Leader 13-
- 3 Shadowing 12-
- 3 Stealth 12-
- 2 Survival (Temperate/Subtropical) 12-
- 2 Systems Operation (Communications Systems) 12-
- 3 Tactics 12-
- 3 Tracking 12-
- 2 TF: Hovercraft
- 2 WF: Common Melee Weapons
- 2 WF: Battle Dress
- 4 WF: Beam Weapons, Small Arms

Total Powers & Skill Cost: 123

Total Cost: 200

150+ Disadvantages

- 5 Distinctive Features: Built Like A Tank (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 10 Hunted: Harlan Manicky, ex-Marine on the take 8- (As Pow, Capture)
- 10 Psychological Limitation: Self-Confident (Common, Moderate)
- 15 Psychological Limitation: Marine Code of Honor (Common, Strong)
- 10 Psychological Limitation: Soldier Mentality (Common, Moderate)

Total Disadvantage Points: 200

Background/History: Age: 34, 4 Terms, ex-Marine Captain, cr 2000

Cutlass-1, Revolver-2, Tactics-1, Brawling-2, Leader-2
Cutlass

Personality/Motivation: 3 heart - somewhat sociable
5 diamonds - moderately greedy

Index

Symbols

13mm HMG	132
4 cm RAM Grenade Launcher	132
5mm Rotary-7	132
7mm MMG	132
7mm Rotary-7	133

A

Accelerator Rifle	129
Access	109
Addaxur	58
Advanced Armors	142
Advanced Combat Rifle	129
Advanced Tech	109
<i>High Tech</i>	109
<i>Low Tech</i>	109
Ael Yael	15
Age	111
AI armies	146
AI Virus	146
Alliance Builder	150
Alter Programming	147
Analyze Host System	147
Ancients	27, 66
Anti-Psionic Field	124
Arcana	119
Arcana Cluster	123
Archduke Norris	72, 118
Armor	
<i>Ballistic Cloth</i>	141
<i>Ballistic Weave</i>	141
<i>Chainmail</i>	141
<i>Cloth and Hide</i>	141
<i>Flak Armor</i>	141
<i>Leather Armor</i>	141
<i>Plate Armor</i>	141
<i>Reinforced Leather</i>	141
<i>Scale Armor</i>	141
Artist/Entertainer	93
Aslan	23, 60, 118
Aslan Assassin	104
Aslan Hierate	23, 24, 72
Aslan Mercenary	104
Assassin	93
Assault Rifle	129
Assault Rocket Launcher	133
Athlete	93
Attorney	93
Aubaine	72
Aubani	72
audiokinesis	118
Aura Reading	111, 119
Automatic RAM Grenade Launcher	133
Automatic Rifle	129
Automatic Shotgun	130
Auto Pistol, 9mm	127
Auto Pistol, 9mm Magnum	128

B

Baldur	73
Balduri	73
Battle Dress	143
<i>ABD-10</i>	143
<i>ABD-11</i>	144
<i>ABD-12</i>	144
Beam Weapons	134
Beam Weapons Table	140
Body Pistol	127
Bounty Hunter	94
Brawling	107
Breakfall	107
Bwaps	19

C

Carbine	128
caste	27
centaurs	44
Centrist	73
Characteristics	107
Chirpers	28, 59
Church of the Chosen Ones	51
Clairaudience	120
Clairvoyance	120
Clairvoyance Cluster	120
Classic Traveller Psionics	119
Coalition government	72
Colonist	97
Combat Armor	143
Combat Environment Suit	142
Combined Clairvoyance and Clairaudience... ..	120
Comitia of the Dynchia	66
Command College	87
Communications Specialist	92
Computer Link	109
Computer Programmer	96
Computer Programming	107, 147
Concealment	147
Concussion Grenade	131
Confederation Congress	65
Constraint On Virus	146
Construction Worker	96
Consular Guard	64
Contact	109
Contact School	92
Contact Specialist	92
Contemporary Armors	141
Converting T20 Characteristics	114
Converting T20 Feats	115
Converting T20 Skills	114
Converting Traveller Characteristics	111
Converting Traveller Skills	112
Corridor	52
Council of the Twelve	66
Courtier	78
coyns	33
cryokinesis	118
Cyberonics	123
Cybertech	10

D

Dark Nebula	23
-------------------	----

Darrian	65, 70
Darrian Confederation	65, 72
Data/Identity Thief	96
Dawn Of Third Imperium	9
Defenses	141
Deneb	52
Dependence	111
Dependent NPC	111
Destroyer	149
Detached Duty	92
Detect Minds	119
Dexterity	107
Diaspora	51
Diplomat	78
Disadvantages	111
Distinctive Features	111
Doctor	96
Doomsayer	149
Drain Psionic Reserve	123
Drain Psionic Strength	124
Dreskay	32
Driantia Zhdantia	61
Droyne	27, 72
<i>Alpha Male</i>	27
<i>Aydih</i> 30	
<i>Aydin</i> 30	
<i>Aydirsoth</i>	28
<i>Aykrusk</i>	29
<i>Ayssath</i>	29
<i>Beta Male</i>	27
<i>Drones</i>	28
<i>Female</i>	27
<i>Leaders</i>	29
<i>Praytsirv</i>	29
<i>Sport</i> 29	
<i>Technician</i>	29
<i>Warrior</i>	30
<i>Worker</i>	30
Droyne Sport	106
Dueling	24
Dynchia	66

E

eggs	146
electrokinesis	118
Electronic Nature	148
Electronics	107
Empathic Healing	123
Empire Builder	150
Energy Weapons	136
Engrange	65
Enhanced Constitution	122
Enhanced Strength	122
Enraged/Berserk	111
Eskayloyt	32
Espionage	10
Everyvirus Skills	147
Ex-con	97
ex-Con	97
Exploration	11

F

Far Future Enterprises	12
Farmer	97

Federalist.....	74
Feign Death.....	121
FGMP-14.....	137
FGMP-15.....	137
FGMP-16.....	138
Field Scientist.....	102
Fifth Frontier War.....	60
Fija 73.....	
First Frontier War.....	70
First Imperium.....	52
First Outworld Coalition.....	60
Flash Grenade.....	132
Flechette Grenade.....	132
Forgetfulness.....	31
Fourth Frontier War.....	60
Fragmentation Grenade.....	131
Freelance Traveller.....	12
Fringe Benefits.....	109
Frontier Wars.....	60
Full Teleportation.....	121
Fusion Guns.....	137

G

Galanglic.....	107
Gas Grenade.....	132
Gashikan.....	52
Gateway.....	9
Gauss Guns.....	131
Gauss Pistol.....	131
Gauss Rifle.....	131
General Healing.....	123
Generic Traveller Psionics.....	124
Germanic.....	69
Ghik'keerlk.....	45
Girug'kagh.....	48
Githiaskio.....	16
Glea.....	37
Glittering Floor.....	15
God.....	151
Golden Age.....	9
Gramm.....	69
Great Rift.....	23, 72
Grenade Launchers.....	132
Guaran.....	36
GURPS Traveller.....	9
Gurvin.....	42
Gvurrdon.....	60
Gvurrdon Sector.....	51, 58

H

Harodar Hegemony.....	67
Head of State.....	109
Heaven and Earth.....	12
Heavies.....	14
Heavy Laser Rifle.....	136
Heavy Machineguns.....	132
HERO Games.....	12
High Society.....	107
Hijackers.....	101
Hive Federation.....	41
Hiver.....	
<i>Larvae</i>	36
<i>parental instinct</i>	37
Hiver Instructors.....	103

Hiver Merchant.....	103
Hivers.....	35
<i>Embassies</i>	39
<i>Embassy Directorate</i>	40
<i>Manipulation</i>	38, 39
<i>nests</i>	37
<i>shaking hands</i>	35
<i>Topical clubs</i>	39
Hiver Technical Academy.....	72
Hiver technical academy.....	72
Hiver Technical Representative.....	103
Hlanssai.....	54
Hobbyist.....	151
Humaniti.....	13
Humans.....	43
Hunted.....	148
Hunter/Guide.....	98
Hunting Rifle.....	129

I

Ilium.....	65
Imperial Army.....	88
Imperial Army Air Corp.....	88
Imperial Army Artillery.....	89
Imperial Army Cavalry.....	88
Imperial Army Infantry.....	89
Imperial Army Medical.....	90
Imperial Army Officer.....	90
Imperial Army Special Forces.....	91
Imperial Army Wet Navy.....	90
Imperial Data Access Card.....	109
Imperial Intelligence Operatives.....	82
Imperial Marine Enlisted.....	86
Imperial Marine Officer.....	86
Imperial Navy.....	82, 86, 88
Imperial Navy Command.....	83
Imperial Navy Engineering.....	84
Imperial Navy Flight School.....	84
Imperial Navy Gunnery Officer.....	85
Imperial Navy Security.....	85
Imperium.....	24
Intelligence.....	107
intelligent bulldozers.....	20
Intendants.....	61
Inventor.....	107
Invisibility.....	123
Irkkan.....	18
<i>religious beliefs</i>	18
Irkkan'sa.....	18
Iskyar.....	28
Ithklur.....	42

J

Jaeyelya.....	15
Jgd-Ll-Jagd.....	67
Journalist.....	99
Joyeuse.....	70

K

K'kree.....	
<i>castes</i>	45
K'kree.....	44
Kilrai.....	23

Kirur.....	45
Kneng.....	50
Kroyloss.....	32
Krurruna.....	45
Kusyu.....	23

L

Lair.....	50
Languages.....	107
Lanth.....	71
Laser Assault Weapons.....	136
Laser Carbine-11.....	135
Laser Carbine-8.....	135
Laser MG-14.....	136
Laser Pistol-12.....	134
Laser Pistol-15.....	134
Laser Pistol-16.....	135
Laser Pistol-9.....	134
Laser Rifle-12.....	135
Laser Rifle-13.....	136
Laser Rifle-15.....	136
Laser Rifle-9.....	135
Laser Rifles.....	135
Law Enforcement.....	10
Learn Host Skills and Programs.....	147
Legacy of Virus.....	146
Licensed Psionic.....	109
Light Assault Gun.....	130
Light Machine gun.....	130
Limited Actions.....	148
Limited Intelligence.....	148
Long Night.....	52
Lucan.....	149
Luhtala.....	74

M

Machine Control.....	123
Machine Telepathy.....	123
Manipulations Club of Guaran.....	40
Marhaban.....	19
Marine Embassy Duty.....	87
Martial Artist.....	99
Martial Arts.....	107
Martians.....	14
Mechanic.....	100
Mechanics.....	108
Medium.....	111
MegaTraveller.....	9
Melantris.....	66
Mendan.....	52
Menorb.....	18
Mercenary.....	100
Military.....	10
Military Attache.....	87
Military Intelligence School.....	87
Military Rank.....	109
Mind Assault.....	120
Mind Illusions.....	123
Mind Mimic.....	123
Mire.....	65
Money.....	110
Mother.....	151

N

N'tarronchi'a.....	55
N'tarronth	55
Nanotechnology.....	9
Navigation.....	108
New Era.....	72
Newt	
<i>world view</i>	20
Newts	19
Nike Nimbus.....	74
Nimbans.....	74
Noble.....	79
Nordic	69

O

Old Expenses	66, 72
Orientation.....	121
Oriflamme.....	75
Other Cluster	125
Out Of Darkness	9
Out Of The Darkness.....	146
Oytrip.....	32

P

Paramedics.....	108
Parent	151
Pax Vilanica	52
Personal Teleportation.....	121
PGMP-12.....	137
PGMP-13.....	137
PGMP-14	137
photokinesis.....	118
Physical Limitation.....	111
Pilot.....	100
Pirate.....	101
Pirates	101
Planetbound.....	12
Plasma/Fusion Weapons Table	140
Plasma Bazooka	136
Plasma Guns	137
Pliebr.....	57
Pocket Empires	72, 76
Police Power.....	109
Post-Apocalypse.....	12
Primitive Armors.....	141
Probe	120
Professional Skill: Zero G Operations.....	108
Professor.....	101
Prospector/Salvager	103
Protected Forces Training.....	86
Provence.....	52
Psi Booster	125
Psi Double	125
psion	118
Psion, Regency.....	102
Psionic Augmentation	123
Psionic Games.....	59
Psionic Power Battery.....	124
Psionic Ratings	119
Psionic Researcher.....	102
Psionic Reserve.....	119
Psionics.....	28, 70, 111, 118

Boost 31

<i>Droyne Homing</i>	31
<i>Droyne Invisibility</i>	31
<i>Forgetfulness</i>	31
<i>Inward Eye</i>	31
<i>Link</i> 31	
<i>Training</i>	31
psionics.....	57
Psionics Institute	118
Psionics Institute Member.....	101
Psionics Suppressions.....	118
Psionic Technology.....	125
Psi Special.....	125
Psychic Healing	123
Psychological Limitation.....	111
Psychological Limitations	148
Pump Shotgun	131
Puppeteer.....	151
pyrokinesis.....	118

Q

Qlomdlabr.....	61
Quicklinks Interactive.....	12

R

Raiders	101
Rapid Recharge.....	122
RCES	76
RCES Body Sleeve-12.....	142
Reavers' Deep.....	21
Rebel	102
Rebellion.....	9
Recruiting Duty	87
Reformation Coalition	72
Regency.....	72, 118
Regency Psions	72
Regeneration	122
Reproducer.....	149
Reproducing Doomslayer	149
Reputation	110, 111
<i>Decorations</i>	110
Revolver, 9mm	127
Revolver, 9mm Magnum	127
Revolvers.....	127
Rifle.....	128
Roget	65
Rogue	102

S

Sack of Gashikan	52
Sacnoth Dominate	69
Samson.....	149
Saviztah	48
Schalli	72, 76
Scout Service.....	92
Scout Service Schools	92
Second Dominate	70
Second Frontier War	60, 70
Self	119
self-directed personality.....	146
Self Cluster	121, 123, 124
Selkies.....	14
Semi-Automatic Pistols	127
Senator.....	79

Send and Receive Thoughts.....	120
Sense.....	120
Shattered Imperium	72
Ships Troops.....	87
Shoulder-Fired Weapons.....	133
Simulate Death	147
Skills	107
Slugthrowers.....	127
Small Arms	127
Small Arms Weapons Table	139
Smoke Grenade.....	131
Smuggler.....	103
Snub Pistol.....	128
Snub Revolver	127
Social Limitation	111
Solomani.....	13, 57
Solomani Confederation.....	24
Solomani Rim	23
Solomani Rim War.....	24
Spacers.....	14
Spinward Marches	44, 60, 72
Spiri	75
Spread of Virus	146
Squids	16
Staff College.....	87
Star HERO Fandom.....	12
Starship Master License	109
Status	110
Strain 1.....	149
Strain 2.....	149
Strain 3.....	150
Strain 4.....	151
Strain 5.....	151
Strains of Virus.....	149
Strain X.....	151
Strength.....	107
Submachinegun.....	128
Suicide Inducer	149
Suicider.....	149
Super-Skills	111
Supreme Council.....	61
Survey School.....	92
Survey Scout.....	92
Survival.....	108
Susceptibility/Vulnerability	111
Sword Worlders	69
Sword Worlds	72
Sword Worlds Confederation	69, 70
Sylean Empire.....	9
System Operations: Communications	147
Systems Operation: Computers	107
Systems Operations.....	108

T

Talents.....	111
<i>Absolute Time Sense</i>	111
<i>Danger Sense</i>	111
<i>Eidetic Memory</i>	111
<i>Environmental Movement</i>	111
<i>Hotshot Pilot</i>	111
<i>Latent Psionic</i>	111
<i>Simulate Death</i>	111
<i>Universal Translator</i>	111
Tavrchedl'	63

Technician	103
Telekinesis	118, 120
Telepathic Projection.....	120
Telepathy	120
Telepathy.....	118
Telepathy Cluster.....	119, 122, 124
Teleperception	119
Teleperception Cluster	123
Telephysics Cluster.....	120, 122, 124
Teleportation.....	118
Teleportation Cluster.....	121, 123, 124
Telepresence Cluster.....	124
Terra	57, 69
Terran Confederation.....	52
The Final War	58
The Hubworlds.....	76
The Interactive Atlas of the Imperium	12
The New Era	9
The Traveller Downport.....	12
The Traveller Integrated Timeline	12
The Traveller Starship Technical Manual	12
The Wilds.....	72, 76
Third Frontier War	60
Thought Police.....	63
Tlaukhu.....	23
Trader.....	103
Training Cadre	87
Transport Familiarity.....	108
Traveller's Aid Society (TAS) Membership	109
Trojan Reach	23
Two Thousand Worlds.....	44
Tyafelm	32
Tyeyo.....	23
Types of Armor	141

U

Uncommon Firearms Table	140
Unequipped Teleportation	121

V

Vampire Fleets	146
Vargr	50, 60, 72, 118
Vargr corsairs	52
Vargr Enclaves.....	52
Vargr Extents.....	50, 58
Vargr Merchant	104
Vargr Raider	104
Vehicles and Bases.....	110
<i>Merchant Vessel</i>	110
<i>Scout Ship</i>	110
Vilani.....	13, 57, 60
Vilani Imperium	52
Viral Replication.....	147
Virshash	21
Virus.....	72, 118, 146
<i>player characters</i>	152
Virus-controlled starships	146
Virus busters	76
Virus Characteristics	146
Virus Disadvantages	148
Virushi	20
Virus Powers	147
Virus Skills	147
Virus Talents	147

VRF Gauss Gun.....	133
Virihlanz.....	54

W

Wabs.....	19
wapawab	20
Wealthy Traveller	103
Weapon Familiarity.....	108
Weapons.....	127
Weaponsmith.....	109
Whooihee.....	16
Windhorn Rift.....	52

X

X-Boat School	92
---------------------	----

Z

Za'tachk	42
Zamine	65
Zhdant.....	57
Zhodani.....	13, 57, 118
Zhodani Consulate	58, 61, 72, 118
Zhodani Guard	105
Zhodani Intendant.....	105
Zhodani Noble.....	104

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And much more!

Required: *HERO System 5th Edition Revised* or *HERO System Sidekick*;
Referenced but not included information: *Terran Empire*, *Star Hero* and *Dark Champions*