

ALIENS *of the* RIM

**Hivers
and
Ithklur**

1
VOLUME

GDW





ALIENS *of the* RIM™

Hivers
and
Ithklur



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1

GDW

Science Fiction Roleplaying Game

TRAVELLER

God bless the Good People of Peoria, Bloomington-Normal, El Paso, Lincoln, Rockville, Ekron and Fort Knox (you know who you are). For epiphanies come from the touching of souls. Also to Dreadnought (who is a good boy if only in the Nietzschean sense), and as always,

To my wife, for all of the other, right, reasons.

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Soli Deo Gloria

Design: "B." David Nilsen and Loren K. Wiseman

Based on Earlier Material By: J. Andrew Keith, Marc W. Miller, John H. Harshman, John M. Astell and Loren K. Wiseman, and the Federation Bureau of Tourism and Public Disinformation

Proofreading and Typesetting: Michelle L. Sturgeon

Art Director: Julie F. Callahan

Interior Art: Bradley K. McDevitt

Cover Art: Christina Wald

Cover Design: Bradley K. McDevitt

The Hivers are in Charge Because: They say they are

Credits Are: For people to say what they feel like saying

And Also to: Get away with anything they possibly can

If You Like This Book: Blame God

If You Don't Like This Book: Blame God for creating Dave

Long Live: Lister, Rimmer, Kryten, Cat and Holly

We Remember, with Joy and Thanksgiving, Kendra's Mother

We Miss You, Joel

Believe. Always Believe.

Aliens of the Rim™, Volume I: Hivers and Ithklur

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A Dream...

I had a dream. A dream of darkness.

There was a roiling sea, a sea of...water?...hydrogen plasma?...protoplasm? A sea of something I could not name because I could see nothing. There was the infinite roaring of a boundless sea, as wide as all the directions of time, as deep as the questions of the heart, as mighty as the weight of eternity. There was its spray, sometimes a gentle mist, sometimes a stinging scourge, but again, there was nothing to see but blackness enfolded in darkness wrapped in sunless, moonless, starless night.

How long had this darkness existed? How wide was its domain? Did it exist within the banks of a larger infinity, or was this ocean the stuff of infinity itself, formless, indefinable, without origin or destiny? I don't know how long I pondered this question, but I was aware that the ocean's voice, rising, falling, rising, falling, chanted a tuneless canticle that pulled me along into sense of well-being that dulled my senses. The chant was rhythmic and reassuring, and I realized with a start of chagrin how simple my life really was. Live: eat, sleep, breathe; live: eat, sleep, breathe; live: eat, sleep, breathe; live: eat, sleep, breathe. And gradually I began to know how senseless was all this asking of questions, this chaos, this searching for something greater than...greater than what? What could be greater than live: eat, sleep, breathe?

The questions receded, and I knew happiness, true happiness, the happiness of being at one with what I was, or was becoming, or had been—it was all the same.

Suddenly, blindingly to my dark-adjusted eyes, a streak of light ripped across the blackness, pure white, flame, liquid and solid all at once, and was gone an instant later. But where it had been, it left a tear in the continuous blackness, a tear that was not black, but which glowed and sparkled, opalescent, as it gradually faded.

But as it faded, I saw curtains of black enfold it, twist and spiral about it, blotting its gleaming into dull grayness, and rapidly into blackness, and soon it was as if there had never even been a bolt of light. After a time I began to doubt if I had seen the light at all; it had only been an artifact of my willful resistance to the chant of living—eat, sleep, breathe—it had only been a reminder of...of...nothing at all. But there had been something joyful about the light, something that reminded me of...of...questions I used to ask....

Sometimes I dreamed of the light, but after a time I only dreamed of black wrapped in darkness, clothed in night, twisted within lightlessness, all of which concealed nothing, for there was nothing at all to conceal except eat, sleep, breathe, and that was not a secret—that was all there was to know.

When the light came again, I had almost forgotten what it reminded me of. It returned without form or design, random bolts, knives, swords of pure, punishing light, tearing, ripping, rending, shredding the blackness, leaving it hanging in tatters, revealing the opalescence I had once seen. But the blackness was quick to reassert itself, wrapping, covering, hiding the tears and the crepuscular gleamings. And where there had been sharp white lines against black, the swirling darkness softened and blurred these lines into gray, first light gray, but then deeper and deeper charcoal. But before the last of the gray was gone, while the sky was still a swirling miasma of once-bright suns smothered into a mist of darkness, the lights returned, ripping, tearing, releasing the weak threads of gray about to be choked into nothingness. And again the dark reasserted itself, but again the light returned.

Again and again I watched this cycle, but the light never completely faded, and returned more often, until a continuous dim light began to glow, and I could see that there was a vast area that existed above this ocean, an area that I remembered once from long before, and I remembered its name—sky. This sky existed as limitless as the sea, above it wherever it went, clawed and batted at by the sea, but unending just the same. And within this sky were shapes that I recognized, balls and globes alternately lit by the light and covered by the darkness. The darkness still attacked the light and its gleaming residue, but the new light, constantly reoccurring, kept opening up new glimmering rents until a sort of equilibrium resulted, a world of light and darkness, still mostly gray, but actively and violently fought over by the exuberant, unbowed, spontaneous swords of light and the implacable, tireless, swirling, mantling cloaks of darkness.

And in the light of this new dawn, I remembered the questions that I had once had, and wondered why it had been so long since I had tried to find their answers.

Where once there had been only nothing, only darkness, there was now a world, and where the gray, scudding sky met the angry, black sea, there was a horizon, a line that was a destination, always before me, always beckoning, always partly lit by the light and partly concealed by the darkness. And I renewed my journey, knowing that I would never arrive, but knowing that I would grow ever closer, and that that was every bit as good.

I had a dream. A dream of darkness.

Table of Contents

Aliens of the Rim Volume 1: Hivers & Ithklur is separated into three main chapters: "Hivers," "Ithklur" and a general reference "Appendix."

The "Hiver" and "Ithklur" chapters are each separated into three sections. The first of these is the Open Source section. This section is presented in the style of a report which could be read by a character living in the **Traveller** universe's Reformation Coalition. In general, referees should allow their players to freely refer to this material, based on the assumption that the player characters are a group expected to interact with Hivers and Ithklur under official RC auspices. However, if the PC group consists solely of characters from the Wilds or another origin that would logically not give them access to any data on the Hivers and Ithklur, referees have the prerogative to deny them access to this material.

The second section is the Players' Section, which includes information for generating characters of these races. Note, however, that full use of these sections does require ownership of the **Traveller: The New Era** basic rulebook.

The third section is the Referees' Section. This section contains material of use to the referee, such as NPCs and referees' notes. These sections may also contain material which would not be generally known by **Traveller** player characters. We therefore suggest that use of this section be limited to referees only.

The Appendix contains new rules used when playing Ithklur and Hiver characters. These rules are modifications to the **TNE** Planetary Combat rules. The appendix also contains new equipment, notes for use of alien equipment, new character sheets and a glossary.

Note: All **TNE** references are to the Mark I, Mod 1 printing (December 1993), also known as the "second printing." See bottom of credits page (page 3) for this indication.

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Hivers

If we accept the proposition that the human Imperium will someday destroy itself in a frenzy so powerful that it will drag us down as well, are we not better off to encourage this collapse early so that it may spend itself with less force? In such a way, controlled brushfires are set to forestall future uncontrollable conflagrations, and fault lines are stimulated to cause them to expend their seismic stresses in frequent, small quantities, rather than storing it up for a cataclysm.

Would it be enough to kill their Emperor? Would one have to start a civil war? Certainly we could kill one now to test the concept and generate data. And if this were to trigger an event, this would tap off the building pressure on its own. Such an experiment is far enough from our frontiers that safety considerations are not a problem and collateral damage not an issue.

M. Indovina

Project 1420 Feasibility Study

Humans seem to feel that we Hivers have lost our hold on the truth because of millenia of manipulations, but this is only a belief of the timid in spirit.

I can place a drop of insoluble ink in this beaker of glycerine and then stir it slowly with this mechanical device so that there is no diffusion. Eventually the drop is drawn into a fine thread that is distributed so thoroughly into the glycerine that is no longer visible to the eye. You say I have destroyed the truth of that drop of ink?

But watch—if I reverse the mechanical device, the process will be reversed, and the thread of ink will coalesce back into its original drop. See? Nothing has changed. The truth is always still there—it simply does not take the form that you expect. But I can always bring it back if I know the speed and number of revolutions to decode it again.

Life is unfolding—and will continue to unfold—as it ought. Do you blame a molecule of oxygen for bouncing off of and changing the path of another? Do you blame a particular electron for being in a particular spot at a particular instant when it is clear that some electron or another would have been there anyway?

Nature abhors a vacuum. Saying that we should all take a deep breath and try not to breathe for a while is no way to allow us to live in the vacuum you would propose. Life lives. Populations expand. Beings move. Truth changes. All is as it should be.

M. Taylor



SIB Introduction

Years ago, one of my nestmates was about to embark on a mission to human space and wanted my opinion on the name it had chosen, the name of an eminent manipulator in pre-Imperial Terran literature. Fortunately, Anglic literature was an interest of mine (I admit that I do not understand much of the plot of the novel Trilby, but subtexts based on human sexuality have always escaped me), and I was able to explain why such a name would be detrimental in dealings with humans—Svengali has bad connotations in Anglic, especially as a name for a Hiver. It is difficult too for many of us understand why so many humans distrust us, even fear us. I have been introduced to humans who fled the room with their hands over their ears, presumably in order to avoid being manipulated by the mechanically produced sounds from my translator. But this same human undoubtedly has no qualms about listening to a political speech, or viewing commercial holovision entertainments. There is an entire subsistence of human economics known as advertising, which we Hivers find to be manipulation of a particularly repulsive sort: It is a generalized manipulation carried out for the sole purpose of economic gain by persuading humans that a given product is superior to another (often virtually identical) product, and therefore should be purchased. Nothing is learned; nothing is gained except economically. Humans tolerate social and political manipulations on gigantic scale, provided they are perpetrated by humans. Why they tolerate these manipulations and are repulsed at the thought of one of ours is one of the greatest enigmas of humanity, in my opinion.

It is a virtual certainty that some of you will believe my lectures to be a subtle manipulation, using coded patterns in the grammar and phrasing to subliminally influence you away from mistrust of my kind and render you susceptible to some mysterious and occult plan by an alien Svengali. I hope that by the end of the course you will come to a less simplistic view of me and my kind.

M. Delafemina, opening lecture
An Introduction to Hiver Society and Culture
Hiver Technical Institute, Aubaine

To the best of our ability to discern, there exists a root document, circa -1750 Imperial, entitled *Hiver Mechnod Photo Hello*. Its origin is unknown, but its many descriptions of Hiver culture, psychology, motivations, etc., have passed almost unchanged into all subsequent Hiver literature. How can this be?

Certainly this would happen if it were incontrovertible truth, such as the value of π or e (both of which, by the way, round to 3 for you trinitarians in the audience), but the document consists at best of platitudes, tautologies and unsupported assertions.

In this project, we received assistance from an unanticipated source: a group we can only surmise is some form of Federation underground. Details on the seminal Hiver manuscript (*Hiver Mechnod Photo Hello*, hereafter *HMPH*) with annotations by "The Blissful Warrior" and material from M. Devela all arrived through these channels. Beyond the nature of the assistance that arrived, we have no details on this underground. Certainly Ithklur and Hivers appear to be involved, but we have no real information on the nature of their leadership. The only firm common denominator is that all their interactions with us have included the phrase "hands across the truth."

As to the nature of the assistance, taken at face value it appears to indicate that there is a current of discontent (of unknown size) with the Hive Federation *status quo*. Certainly the corroboration of our *HMPH* theories is an unprecedented admission from a group which seems to prize secrecy, but does this mean it is truth or merely bait to set the hook?

Is the information true? Are we being contacted by an underground seeking assistance?

Or is the information true, but are we being contacted by their opponents attempting to flush them out?

Or is this information purposely falsified? Is this to prepare our minds to accept future information which will guide our thinking in a current way? Or is this to convince us to disregard some information we already have? And, the ultimate question:

What if this information is false, but even its authors don't realize

it? Perhaps they too are the victims of a manipulation, or the end result of millennia of cross-cutting manipulations meaning that the truth, as such, no longer exists for the Hivers.

What if we *are* being manipulated, but to an end which is genuinely for our own good? Should we keep our best interests at heart and allow this?

Or should we allow our human pride to resent this?

More to the point, even if this manipulation is for our own good, what if it represents the thin edge of the wedge which makes us more vulnerable to future manipulations which may or may not have our best interests at heart?

The consensus of this group is that it is impossible to make this judgement at this point, but that what we need as government and as humans is a means to determine what is our own internal incontrovertible *truth* so that we can find our own way regardless of the conflicting external "*facts*" that come in. Facts, after all, are only objects which are subservient to the truth. Facts are insufficient to determine the truth, but when one has truth, separate individual facts are irrelevant.

One final observation is necessary. Every member of this study group concurs that any study of the Hivers results in a measurable increase in personal paranoia and in the ability to perceive (or imagine) any number of conspiracies at any time and for any imaginable reason. Several members of the team are regularly seeing psychological counselors to deal with these symptoms, although many of us believe psionic counseling is the best route, as the Hivers have absolutely no psionic abilities and cannot have corrupted that methodology.

Or is that perhaps only what they want us to believe?

I would recommend that this document receive the highest possible level of classification. Note that this might be sufficient proof that it should instead receive the widest possible dissemination as an open-source document.

Lt. Alexandria Kendra
Special Intelligence Branch

Hiver Physiology

This section is for those who have not had the benefit of the Technical Academy xeno-biology lecture series, and provides a basic overview of Hiver anatomy and physiology.

Overall Anatomy

Hivers exhibit a modified six-fold radial symmetry: six limbs radiate from a dome-shaped central body (hence the epithet "starfish" applied to them by some humans). The brain and vital organs are contained in the central body; the six limbs extend from this and end in manipulative appendages. The limbs can function interchangeably as either arms or legs as necessary. In mature Hivers, the central body is a flattened dome about a meter across. Each leg is also about a meter in length. In their normal standing pose, with head upraised, Hivers average 1.5 meters in height. Hiver skin colors range from pink to tan, with occasional patches of gray or brown (aging brings out randomly placed splotches of brown), and the so-called "larval orange" which is really a subdued brownish-orange. Hivers are warm-blooded and have only one gender.

External Features

Skin: Hivers are covered by a tough, leathery outer skin over a thin layer of adipose (fatty) tissue. The skin is thinner and more sensitive on the inner surface of the manipulative finger/tentacles of the head and hands. Hiver skin has an irregular, pebbly texture over the dorsal surface of the central body, and a smoother texture on the ventral surface of the central body and the limbs.

Central Body: The central body of the Hiver is dome-shaped and about one meter in diameter. An opening known as the respiratory stoma (also known as the nostril or "blow-hole") is located on the dorsal surface, in the center of the hump formed by the dome of the carapace (the upper bone of the central body). This opening serves as a nose through which the Hiver breathes (and through which some of them smell—see below).

The uro-genital/oro-excretory, "UGOE," opening is located in the center of the ventral surface of the plastron (the lower bone of the central body). This opening is something of a "super-cloaca," rare among intelligent races, and serves multiple functions: Hivers take in food, excrete solid and liquid waste, receive reproductive cells and give birth to their offspring through this single opening. It leads to separate channels for each system. A system of manipulatory organs (analogous to the human tongue) push food, excrement and reproductive cells between the UGOE opening and the proper channels.

Sphincter muscles enable the respiratory stoma and UGOE (pronounced: "you-go") opening to be opened and closed at will.

Limbs: Each limb ends in a radial "hand" of six tentacle-like fingers formed from muscles, ligaments and other tissues. The fingers are very flexible, and each is covered with a large number of tiny "suction cup" bodies on the central half of the inner surface. Each finger is richly supplied with blood and nerve endings, and is quite sensitive and dexterous.

The outer surface of each finger is covered with a thicker, tougher skin. To prevent damage, Hivers walk on the outer skin of the fingers (balled into a "fist") on all but the smoothest of surfaces. Hivers can support themselves on as few as three limbs, but normally walk on four or five.

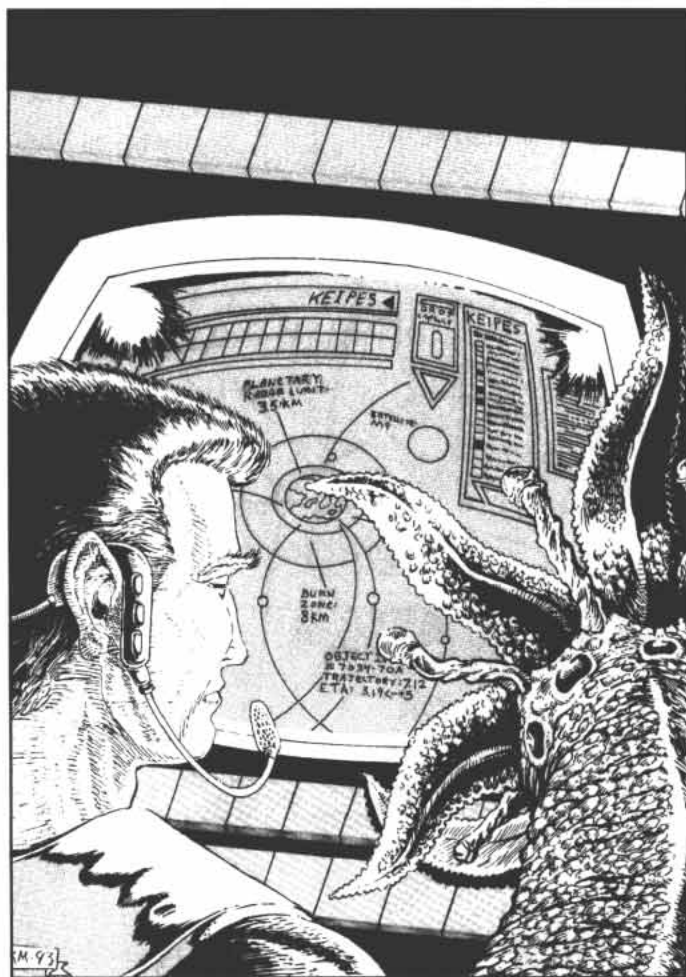
Primary or "Head" Limb: The primary limb (almost invariably known to humans as the head limb, as we cannot help but think of the portion of an alien containing its eyes and ears as its head) is a sensory modification of one of the six limbs. It consists of six

Hiver Coloration

Early Hivers had a wide variety of coloration on their hides; much of that differentiation is now gone. Hivers routinely exchange embassies between worlds to help keep the race homogeneous, with the result that skin coloration is now a fairly consistent tan to pink.

On Guaran, Hivers from different regions and climates had different colors ranging from pure white through pink to dark blue. As their civilization arose, Hivers travelled more widely, the gene pool became more broadly mixed, and these colors blended. But in the early years of spaceflight it was not uncommon for hybrid Hivers to be produced from the relatively small gene pools available to colonists and starship crews. It was M. Fioran who successfully demonstrated the overall negative effects of small gene pools on the race, and promoted the current practice of embassies and cultural exchanges which help keep the Hiver race relatively homogeneous.





The Hiver Sense of Smell

About half of all Hivers have an acute sense of smell; the rest have only the most rudimentary olfactory senses or none at all. It is theorized that a mutation early in the development of the proto-Hiver disabled that portion of the proto-Hiver brain that processed smells and forced the brain of the proto-Hiver to depend primarily upon sight rather than smell for its main stimuli (a "sight-brain" rather than a "smell-brain" as the Hivers say it). Hivers believe that it was this dependence on a sight-oriented brain that propelled them toward intelligence, as a sight-oriented brain allows finer manipulation of objects than is possible with a smell-oriented one.

About -5600 Imperial, however, yearlings with a sense of smell began to appear. The precise genetic basis for this re-enabling of the Hiver smell-brain is not known with certainty, but it is a very complex and is apparently not one which lends itself to rapid promulgation throughout the Hiver gene pool. In the thousands of years since the discovery of "smell-enabled Hivers," the trait has expressed itself in only about half the population.

Those Hivers who can smell often become connoisseurs of aroma, collecting aromatic compounds of all sorts for study and comparison.

manipulative fingers identical to those of the hands, but in addition has six eyestalks, three infrared sensor organs and three ears placed around the "neck" near the end of the hand or "head." The eyestalks are extremely flexible, and can be pointed in almost any direction independently of each other. The eyes can be withdrawn into the supple skin of the eyestalks for protection or for routine washing (like human blinking), but are usually extended so that some two-thirds of their surface is exposed at the end of the stalk, giving them a sort of "bug-eyed" look.

The ears and infrared sensors are mounted flush on the surface of the limb, so can only be pointed as a group by moving the head. The infrared and auditory sensors are virtually indistinguishable from each other to the casual observer and are spaced alternately in a single ring, ear-IR-ear-IR-ear-IR. Each of these organs is situated in the gap between and behind two adjacent eyestalks, rather than directly behind them.

The head limb is seldom used as a leg, as this makes it difficult for the Hiver to see where it is going.

Hiver eyes are about the same size as those of humans and have approximately the same visual spectrum, but are sensitive enough to require protection from bright sunlight. The infrared organs provide limited vision in the infrared spectrum (an adaptation to underground living). However, this sense is separate from the visual wavelength sense in Hivers, and is not integrated into this sense as it is in the Ithklur (see pages 48-49).

Hiver hearing has roughly the same auditory range as human hearing, but it has a peak response in very low frequencies (again, an adaptation to underground living, undoubtedly to detect shifting soil in tunnel walls).

Reproductive Limb: The reproductive limb (the limb opposite the head) is used for the exchange of genetic material, and as such incorporates minor modifications to one finger to enable it to transfer genetic material to and from the reproductive pouch connected to the UGOE orifice. Details of the reproductive procedure are discussed below.

Internal Features

Skeleton: The Hiver skeleton is internal and is made up of a calcium-based compound fixed in a collagen matrix, similar in construction to the bones of many animals throughout space. The skeleton is in three main sections: the brain case, a central body containing the brain case and vital organs, and a series of cartilaginous rings that provide the supporting structure of the limbs, giving the limbs the overall appearance of a length of electrical conduit (or a "bendy-straw").

The skeleton of the central body consists of a dorsal carapace and ventral plastron, which fuse together into a single unit once the individual reaches its full growth. The carapace/plastron is pierced in six places around its rim, at the joint between the two plates, where the nerve trunk and blood vessels for each limb exit the central body. The carapace has an opening for the respiratory stoma, and the plastron has an opening for the UGOE cloaca. There are other minor openings in both plastron and carapace where nerves and blood vessels pass through to the skin covering the central body.

The brain case is located in the center of the central body, suspended from 12 connective ligaments (six connecting it to the dorsal carapace plate and six connecting it to the ventral plastron plate).

The skeleton of each limb consists of a series of cartilaginous rings linked by stiff but flexible connective tissue and muscle tissue to form a tube. In



general, Hiver arms and hands are weaker than human limbs, but are nevertheless tough and difficult to injure. The basic structure of the Hiver limbs enables them to move with great flexibility.

Limbs: Under the skin of each limb is a thin layer of fatty tissue surrounding the connected rings of the skeleton. Inside the skeleton are muscles and connective tissue, blood vessels, and a central nerve surrounded by a cushioning sheath of fat and supporting tissue. The six fingers of each hand contain muscles, ligaments and other tissues, richly supplied with blood and nerve endings.

The nerves from the sensory organs in the head limb merge in a sensory ganglia or nerve trunk at the base of the "neck" and then travel down the center of the limb to the central body. Each of the other limbs also has a large central nerve, but there is no ganglia at the base of each hand, merely a slight thickening where the nerves join together.

Central Body: As mentioned above, the brain is contained within a bony brain case inside the dome of the central body, surrounded by the other organs. The brain is very well protected from injury, shielded as it is by two layers of bone and the bulk of the Hiver's internal organs, and suspended from ligamentous "shock absorbers." Openings in the ventral surface of the brain case admit blood vessels and nerves.

Respiratory System: The Hiver's six-lobed lungs occupy the upper portion of the carapace, each lobe connected to a small respiratory chamber connected to the respiratory stoma or nostril. Each lobe is located on top of two lobes of the ring-heart (see below) and is filled and emptied by the expansion and contraction of those lobes. Each lung consists of millions of tiny air sacs connected to the outside by bronchial tubes (a system similar to that found in many other species). Within the lungs, oxygen from the air is absorbed into the blood by means of a network of capillary vessels surrounding each air sac, and carbon dioxide is transferred from the blood into the air.

Olfactory membranes line the respiratory cavity in all Hivers, but

function only in about half of all individuals.

Circulatory System: In Hivers, the circulatory system serves to carry oxygen from the lungs and nutrients from the digestive system to the tissues, and also carries carbon dioxide and other waste products from the tissues to various organs for processing and disposal. The center of the Hiver circulatory system is the heart, a flattened, 12-chambered ring surrounding the brain case. Six chambers of the heart each receive blood from the venous system and pump it into the lungs, where gas exchange takes place (see above). From the lungs, the newly oxygenated blood goes to one of the six arterial chambers of the heart, where it is pumped into the arterial system and conveyed to the various tissues. Oxygen and nutrients are absorbed by osmosis through the thin walls of capillaries and converted into carbon dioxide and other waste products by the cells. The carbon dioxide and waste products of the cells are carried away by the blood.

Digestive System: The Hiver digestive system consists of a mouth, the digestive glands, the digestive caeca and the cloaca. Food is placed into the cloaca through the ventral opening, and muscular contractions push it into the mouth, a muscular, tooth-lined cavity used for chewing. The teeth at the entrance to the mouth are analogous to human incisors and canines, and serve to "scissor" food into smaller pieces for further chewing. Those further along are analogous to human cuspids or molars, and serve more of a crushing or grinding function. Digestive secretions from glands in the walls of the mouth moisten the food and begin the process of digestion with the enzymes they contain. When the food has been pulverized to the proper consistency, it is passed along into the long, convoluted digestive caeca, which serves a function analogous to the stomach and intestines of other beings. Waste products are passed along back into the cloaca.

Because of the unusual combination of uses for the UGOE cloaca, it is well-supplied and regularly flushed with very powerful natu-

Hiver Medical Science

Regeneration: Hivers have a limited ability to regenerate fingers and even limbs. Larvae naturally regenerate lost limbs if the accident happens before one year of age.

For all Hivers, severed fingers regrow over a period of about 20 weeks without additional treatment. Unfortunately, sensory organs (eyes, ears and IR sensor organs) will not regenerate.

Drugs: Hiver pharmacology largely consists of stimulating the natural production of hormones or other substances, supplying artificial versions of those substances, and the creation of vaccines, antibiotics, antivenins and antiseptics for the treatment of various diseases and injuries. Prices for specific drugs are listed in the Equipment section (page 83). Hivers disdain the use of anagathics, and none are manufactured for them.

Diseases: Hivers are less subject to infectious disease than other races for a variety of reasons. As scavengers, their resistance to disease is higher than normal to begin with, and their year in the wilderness as a larva selects against individuals with weaker constitutions. Also, the secretions which cleanse their uro-genital/oro-excretory cloaca are very powerful antimicrobial agents and are no small factor in keeping Hivers healthy.

Hivers, however, are subject to parasitic diseases, diseases brought on by toxic substances, allergies, genetic problems, environmental conditions and aging, but particularly by a class of disease called *deficiency diseases*.

Deficiency Diseases: Deficiency diseases are a class of disease to which the Hivers are particularly prone. The control and remedy of these deficiency diseases are routinely described by the Hivers as their greatest medical problem. These are brought about by the lack of proper hormones to sustain a given operation, and as the source of all Hiver hormones is the single large, complex gland, this gland must then either be stimulated to resume adequate production of these chemicals or supplemented by outside sources. For example, many of those Hivers which do have a sense of smell lose it on a periodic basis, and this is thought to be caused by the lack of certain neurotransmitters which are normally manufactured by the body.

The discussion of specific diseases here is inefficient, given the virtually infinite number of such ailments. Referees are free to devise diseases for Hivers if desired, using the discussions of human diseases in *World Tamers Handbook* as a guide.

Termination: It is rumored that Hivers have the ability to terminate their bodily functions at will—in other words, to commit suicide at any moment chosen, without the need of any lethal instrument. This is not spoken of by the Hivers themselves, but is found in Ithklur documents.

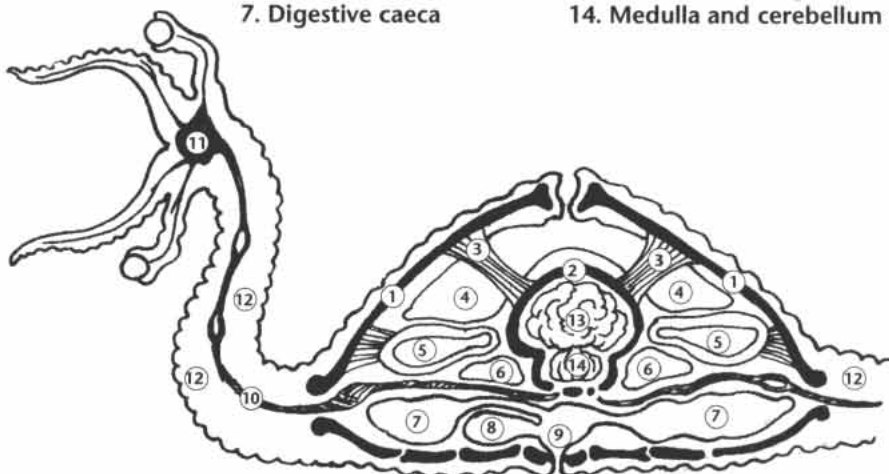
It is not known if this imputed capability is a result of the power of the individual Hiver's will, or if this is an artifact of some Hiver biological shortcoming, such as discussed above under "Deficiency Diseases."



MEDSCAN

SUBJECT HIVER PHYSIOLOGY

- | | |
|-----------------------------|------------------------------------|
| 1. Exoskeletal shell | 8. Genital pouch |
| 2. Endoskeletal skull | 9. UGOE cloaca |
| 3. Support ligaments | 10. Primary nerve trunk |
| 4. Lungs (six lobes) | 11. Sensory ganglia |
| 5. Ring heart (12 chambers) | 12. Erectile calcareous tissue |
| 6. "Gland" | 13. Cerebrum analog |
| 7. Digestive caeca | 14. Medulla and cerebellum analogs |



rally manufactured anti-microbial agents. In fact, Hiver "spit" (as it is called) serves as a quite effective disinfectant, paint stripper, brass polish, etc., although no humans who know what its origin is will use it for any such purpose. Indeed, most humans are disinclined to refer to, or even think of, the UGOE cloaca as a Hiver's "mouth."

Sexual Reproduction: Reproductive cells are generated in the small gonad and make their way to the reproductive pouch, which is connected to the UGOE cloaca. When two Hivers meet, each removes a quantity of cells from its reproductive pouch using the specially modified finger of the rear limb, and the two then exchange cells in a process termed "shaking hands" by human scientists. The outside reproductive cells are conveyed to the reproductive pouch, where they conjugate with other cells and exchange genetic material. Hivers are perfectly capable of reproducing without "shaking hands," but (barring a mutation of some kind) the young will always be clones (a genetic duplicate) of the parent, and evolutionary changes in the race will be stifled.

Once every 40 (Hiver) days or so (the exact time depends on

environmental conditions, diet and dozens of other intangibles) one of the reproductive cells develops into a larva, drops from the parent's reproductive pouch and begins its outside development (see "Hiver Society," page 17).

Gland: The word "gland" is a misnomer, as the six-lobed excretory organ at the base of the skull actually consists of several separate bodies intertwined and interwoven together during the last few months of the larval stage. Portions of some lobes manufacture hormones, enzymes, and other regulating and controlling substances, making them similar in function to the endocrine, thyroid, pituitary and other glands of humans.

Other lobes of the gland serve functions analogous to the liver and kidneys in terrestrial animals, neutralizing or absorbing certain toxic substances, and filtering cellular wastes from the bloodstream and passing them on to the cloaca. The function of this gland, however, constitutes something of a biological Achilles' Heel for the Hivers (see the sidebar on page 9).

Hiver Mechnod Photo Hello

The following document is very near to the root document Hiver Mechnod Photo Hello. Quantitative text comparisons of extant Hiver literature have allowed us to edit out elements which appear to have been added later for other audiences, as well as to confirm passages which have widely radiated into other forums, presumably from this source. We believe that some sections of this document are identical with the original HMPH, while others are no more than a generation or two removed.

A. K.

HIVER ORIGINS AND PREHISTORY

The history of space exploration is rife with misconceptions and mistaken identifications. The four-footed K'Kree are sometimes called "centaurs" because of their slight resemblance with the legendary half-horse, half-man of Terra. Members of another race are called "cloud-walkers" because the paths between their mountain villages are covered with a peculiarly dense mist. The name "Hiver" has similar origins. And because there is no spoken word for the Hivers to replace it, the name has stuck.

The first humans to contact the Hivers were struck by their complex, hive-like cities combining spires, tunnels and domes into organic communities reminiscent of Terran bee hives and Oliingian swooper hives. Later contacts with the Hivers provided a better and more accurate picture of their physiology and society, but with no spoken Hiver language to provide an alternative word, the name Hiver stuck.

Okay, okay, we heard you the first time. So who says the Hivers don't have emotions? You rotten humans have clearly hurt their feelings bad, making them repeat themselves like that. And the name stuck too, you know. It stuck, that sticky name did.

The Blissful Warrior

The Hivers are the most alien of the major races; they are the farthest from the human norm in appearance, mind and behavior.

Evolution on Guaran

A common start for life on any world is the organic soup of the primeval ocean. Mere chance, however, determines which particular types of organic molecules are created. In the first few million years, the molecules combine and recombine until one particular combination proves itself especially suited to survival and reproduction. That molecular combination is the initial seed of life for that world.

Speak for your own organic molecules, you random assemblage of mere chance, you.

T. B. W.

On Guaran (the Hiver homeworld), the pressures of predators in the sea and the natural search for favorable ecological niches forced some species onto the land. One of these, a six-point sort-of-starfish, was the ancestor of the modern-day Hiver. The high evolutionary path on that world split at the shoreline. At sea, the vertebrate bilaterally symmetrical form became dominant, but on the land the radially symmetrical forms were ascendant.

In the evolution of life on land, animals developed a radially symmetrical nervous system which extended up all six limbs to the

centrally located brain. The brain encased in the body was a survival trait, protecting it not only from predators, but also from extremes of heat and cold.

Eventually, as animal life specialized, it tended toward bilateral symmetry while retaining the effects of earlier radial symmetry: One limb became a pseudo head with a sensory cluster; the opposite limb became a tail and reproductive organ.

All higher life forms on Terra can be seen as variations on the basic theme of a central backbone, an uppermost head and brain, two forward limbs and two lower limbs. On Guaran, all higher life forms are variations on the basic theme of a central brain with nerve cords extending outward to six roughly identical limbs; of those limbs, one contains all the specialized sensory clusters, and the other is a reproductive organ.

As on any world, there is great diversity. Some animals have armored hides and can roll themselves into a ball in time of danger. Others have developed their limbs for speed and the chase. Still others are greatly specialized and shoot blinding acid or irritating allergens at their enemies. The survival mechanism which proved effective for the Hivers was intelligence.

The Proto-Hivers

In the carefully preserved wilds of Guaran (and on several other Hiver worlds), there is a large burrowing animal called the snohl. This thousand-kilogram intermittent creates extensive tunnels in its search for food, and built-up mounds which serve as nests. The proto-Hivers were originally omnivorous scavengers which were attracted to the snohls' leavings.

Over the course of time, groups of proto-Hivers moved into the snohls' burrows, digging out small dens in the edges of the snohls' main tunnels; eventually a symbiotic relationship was established where the proto-Hivers evolved into gatherers which accumulated food for themselves and the snohl, and, in return, the snohl provided shelter.

Proto-Hivers were relatively solitary, with one forming a relationship with one snohl and sharing that snohl's burrows. When one snohl's tunnel crossed another's, the snohls mated, and their proto-Hivers also mated.

The proto-Hivers had a complex (although only instinctual) culture in which they gathered decaying vegetation and dead animals, and farmed fungus in a crude way.

Late in this period, Guaran underwent a severe environmental change (probably an ice age) which put extreme stress on the proto-Hivers and snohls' ecological niche. It became necessary for the proto-Hivers to range farther and farther afield in search of food and fertilizer. In doing so, the proto-Hivers were forced to cooperate with each other, forming scavenging and gathering parties to handle the task of gathering at great distances. Some division of labor was necessary in order to handle the fungus farming in the burrows while the gatherers were away. And cooperation was necessary in order to properly assign and carry out all the tasks required. Those proto-Hivers with greater intelligence had a survival trait which helped them survive and prosper.

With intelligence came communication (basically a sign language), a sharing of ideas, and an ability to give orders and receive instructions.

With the rise of intelligence, the specific animal called the Hiver arrived. Over a period of perhaps 100,000 years, the Hivers built their culture and their technology, expanded their tool use and their social interaction to create the foundation for the Hivers as we know them today.

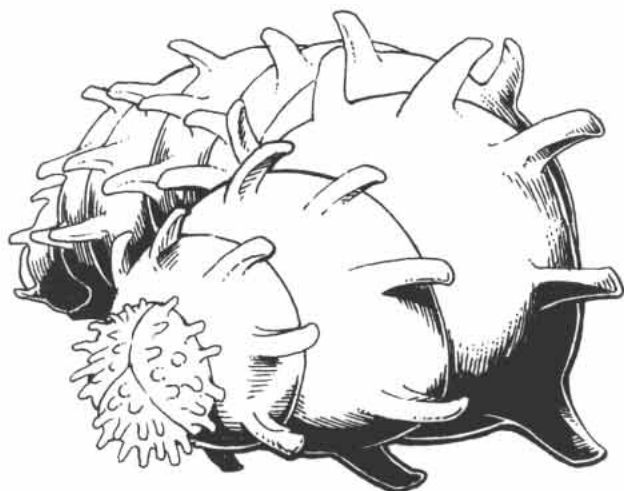


We come to a change in authors here. The two do not share the assumption of both culture and language predating intelligence. Are both authors deliberately misrepresenting verifiable facts, or is it possible that neither of them actually knows the real truth? This demonstrates the advantage of being perceived as devious: No one can tell when you're being devious or just stupid.

HISTORY OF THE HIVERS

The Hivers' first claim to uniqueness was their culture: they had an established culture before they became intelligent.

This is presumably the only extant example of a Hiver joke, culture referring not to the social realities resulting from intelligence (as the term is defined), but to the specific type of fungus which they cultivated, in the same sense that your leaf-cutter ants can be said to possess a culture, by now a clone millions of years old. I prefer to think of it as a joke. If it is not a joke, it is simply one more example of off-hand, instinctive Hiver misdirection. More's the pity.



Snohl

Type: Scavenger/Reducer
 Special Attributes: None
 Wt: 1600 kgs
 Hits: 65
 Weapon: Trample
 To Hit: -3
 Damage: 7
 Penetration: Nil
 Range: Short
 Type of Melee Attack: Diving Blow
 Initiative: 1
 Armor: None
 Behavior: Flee 4, Attack 1
 Speed: 3/5/10

As pre-Hivers, they lived in tunnels and built-up mounds of the snohl, a large (1000 kilogram) burrowing scavenger/reducer. In exchange for shelter, the Hivers provided the snohl food. Hivers farmed fungus in abandoned snohl tunnels, and foraged outside for decaying vegetation and dead animals, which they used as a source of food for the fungus. Hivers ate the fungus (and whatever fresh food they could find outside, as well); the burrowers also ate fungus and various other by-products of the Hiver farming efforts.

The Hiver homeland of Guaran experienced severe environmental changes (an ice age) which forced foraging parties to travel farther afield in search of new sources of food and fertilizer. Foraging advanced from simple scavenging and gathering to complex cooperative efforts to hunt and trap live game.

The characteristic curiosity of the Hiver race arose at much the same time. Curiosity was a decidedly pro-survival trait: It led to the discovery of new food sources and hunting grounds; it allowed the Hivers to learn to use fire, to cultivate crops and to domesticate animals.

Strangely, curiosity appears to kill only cats. Hivers must be lucky.

Like many aspects of Hiver culture, language actually developed before sentience. A combination of arm/tentacle waving and physical contact evolved early to signal various facts—the presence and location of fertilizer sources, the existence of some threat to the community and so forth. Paleosophontologists studying the Hivers have compared these pre-sentient Hiver exchanges to the communications of Terrestrial bees or the dance of the scout caste of migratory kalgurils from Iddomakur.

You will find that all such comparisons actually post-date this document. However, taking the long view, this statement did turn out to be correct, and given the fact that its authors expected this result, the point could be made that perhaps that means that it was in fact "true."

It is interesting how the text asserts this "pre-sentient" culture and language to the Hivers without comparing it to human or other racial antecedents. Presumably it required intelligence for proto-humans to achieve language and culture. They must have been stupidly bumping into each other before that. Sometimes an assertion made out of context constitutes a lie, but for some people lies are an autonomic, rather than a conscious, function.

And of course, the text presumably refers to the European kalguril, not the African kalguril. Come to think of it, I would prefer to confirm that there really is a place called Iddomakur.

The development of intelligence for Hivers was a slow process, but one that was encouraged by the Hiver breeding system. Once intelligence proved viable within a small area, those Hivers tended to breed together, and their larvae survived to return to the local nests, where they were educated and in turn bred more Hivers.

Intelligence was presumably easy for the rest of us, as apparently we did not have a pre-sentient "breeding system." This also presumes that the complex genetic basis for intelligence was dominant across all of its genetic loci, or larvae randomly wandering back to various nests would have had their intelligent genes repressed by the by-definition locally dominant pre-sentient genes. Who smells a rat?



As sentience developed, the Hiver language became more complex and was adapted to communicating more abstract ideas and concepts. A written language also developed. Initially, it was based on ideograms which imitated much of the limb signal content of the Hiver gesture language, but it has since evolved into a precise symbology. Computerized terminals and computer-enhanced input stations have produced a hybrid between the written and gestured languages: an animated language display which enables non-Hivers to communicate directly with Hivers. Single keystrokes or short instructions are used to supplement the basic information content by conveying attitudes, background or emotions. Hivers communicating with non-Hivers generally use a vocal synthesizer which converts Hiver written language into local speech.

The Hiver written language has become the standard within the Hiver Federation. Local cultures may retain their own languages, but any which have interstellar interactions are also conversant with the Hiver written language.

Hivers talking among themselves use all aspects of their language (gesture, touch, symbology and intensity) simultaneously, creating a process capable of great subtlety and sophistication, but at the same time virtually unintelligible to the outsider.

What is truly remarkable about this document is the large extent to which it consists merely of platitudes and tautologies. Human and Ithklur language, naturally, has nothing whatever to do with gesture, touch, symbology and intensity. We are all obliged to make our own myths, but the Hivers seem sadly addicted to it.

Presumably the Imperial humans were so flummoxed by the reality of Hiver culture that such banalities were somehow reassuring to them and formed the threadbare basis for human understanding of these creatures, and continues to do so to this day.

Pre-Spaceflight History

The development of the Hivers on Guaran was a gradual process. Equipped with language, the ability to raise fungus as a basic foodstuff, and always with a driving curiosity, the Hivers expanded from their small settled areas along the equator, pushing north and south as the massive glaciers of the ice age retreated.

Shipbuilding first became an art and then a science. Hivers explored their world by sea, searching for trade goods and profits even as they satisfied their curiosity about their world.

They proceeded in reverse order from an art to a science, and they call themselves superior?

In the centuries before the Hivers gained spaceflight, there were three major events which have specific bearing on Hiver development: their industrial revolution, the acceptance of manipulation as a social force and the Guaran breeding catastrophe.

Industrialization: The industrial revolution is a necessary step toward starflight for any culture (the exceptions are so few as to be almost nonexistent). For the Hivers, industrialization laid the groundwork for many aspects of their society.

Most importantly, the nest system survived the transition to industrialization; instead of seeing a breakdown in the established social structure, individual Hiver nests took up various roles necessary for industrialization.

As a result, the nests remained an important part of the Hiver

economy and a driving force in industry. Individuals were able to move from nest to nest, but the nests themselves became the companies that benefited from industrialization.

Manipulation: The Hivers have always been a very individualistic race; however strong their cooperation in nests has been, they are also capable of individual action in pursuit of their own goals.

Problems and crises in Hiver society have always been responded to in two ways. Society, driven by public opinion, has had responses that produced temporary or short-term solutions. Individuals, however, have taken a longer view, and strong-willed, intelligent ones have performed manipulations in order to create long-term solutions.

And presumably the strong-willed stupid ones have performed manipulations in order to create long-term disasters, like your M. Hitler and M. Lenin.

Note the thesis that cooperation does not yield long-term solutions; only individualism can do this. This will resurface later.

The Guaran Breeding Crisis: The rapid industrialization of Hiver society created extensive pollution and converted much of the wilderness of Guaran to desert. Since the wilderness areas were (and still are) necessary for Hiver larvae during their first year, the loss of these wilderness areas posed a distinct and grave problem to all Hivers.

Society at large responded in a fragmented manner: Each nest worked to preserve its own wildernesses, but a concerted effort to preserve all wilderness areas was slow in coming. Eventually, one Hiver (M. Enei) conducted an elaborate manipulation which resulted in the dedication of specific regions of Guaran to wilderness specifically for larval development. The regions are carefully situated to reduce the distance any larva must travel to a minimum. At the same time, stringent restrictions on allowable pollution levels were established in order to keep the wildernesses alive and viable.

As with most successful manipulations, the results have since been accepted by custom as necessary to the health and well-being of Hiver society (and in Hiver society, such customs have the force of law).

Jump Drive

The most significant of all dates in Hiver history is -4698 (or -10,217 on the Federation calendar): the year the first Hiver starship jumped to another star system. Discovery of the jump drive opened the universe to the Hivers, and they saw the universe as a wonderful, delightful place desperately in need of exploration and examination. Curiosity drove them to the stars immediately.

Hivers Among the Stars: The Hivers developed a unified culture early. Though in no way the *hive community* pictured by early human explorers, the Hivers inherited a legacy of cooperation from their presentist ancestors and found it easy to live in harmony throughout all their long history. They evolved no true government, as such, but have always found it easy to work together for the common good.

*The rest of us are presumably complete dolts and murderers. Your ancestors, and ours as well, must have not bothered to pass on their legacy of cooperation in hunting, finding shelter, avoiding predators and raising young. They were so busy cooperating that they didn't even think about their descendants, the selfish kok*hone. I am incensed, I am.*



But is this the same spirit of cooperation that only produced short-term solutions, and had to be corrected by individualism in the form of manipulation to keep things from falling apart? This would of course make it impossible to evolve any true government. But it also means that "[Hivers] have always found it easy to work together for the common good" has an entirely different meaning than what you might have thought—i.e., "Hivers have always found it easy to work individually at cross purposes in the name of cooperation that does not exist because cooperation is maladaptive in the long view." If these people were my relatives, I would make them all see a doctor.

One reason for the lack of disharmony is the low population of Hivers on any given world. Because of the nature of their reproduction, Hivers have never experienced the population pressures so important to human history. Predators (and, on occasion, other measures) control the growth of a population by reducing the survival rate of Hiver larvae in the wild. When the adult population grows large, increasing the number of young produced, the predator population increases in proportion, maintaining a balance.

Very glib. The racism is palpable. I would be offended, were it not so transparent. How did your people sign off on this tripe for so long? You aren't really as stupid as they seem to think you are, are you?

After the discovery of the principles of the jump drive, the Hivers naturally spread to the stars. They were not impelled, however, by

Hiver Language

The written form of the Hiver language began as ideographs, a pictorial representation of Hiver hand signals, each symbol representing a word or concept. Hiver hand signals usually involve motions of the fingers or the whole hand, something which was not always readily convertible into a two-dimensional symbol. The main drawback of an ideographic written language is that a different symbol is required for each word or concept. Only a few basic symbols are needed for everyday writing, but technical writing requires thousands of symbols, all of which must be memorized. This does not seem to have been a tremendous problem among Hivers, especially with the development of computers.

The primary language of the Hiver Federation, however, is not Hiver, but Gurvin, the language spoken by the Federation race of the same name. Encountering the Gurvin early in their interstellar expansion, the Hivers found that the basis of Gurvin grammar was very similar to their own, and it was fairly easy to translate from one language to another. Written Gurvin was also ideographic, but soon developed a syllabary form (where a single symbol stands for a discrete sound unit or syllable such as "WO" or "A"). Terran linguists compare written Gurvin to Hieroglyphic Egyptian, where a single symbol can stand for a word, a syllable, or a single letter depending on circumstances. Because the majority of the races they encountered communicated by sound, Gurvin became the official spoken language of the Hiver expansion, and the names by which the worlds, stars, subsectors and sectors of the Federation became known were in that language.

population or economic pressures; they were driven by their innate curiosity. Colonization was generally limited to worlds with physical characteristics and climates suitable to Hivers. If no local predators were available to control Hiver larvae, suitable predators were imported. For most Hiver colonies, the high birth rate rapidly filled the world up to its maximum population level, where it then stabilized.

Hivers like small, low-gravity worlds, usually size 6 or smaller, with thin or standard atmospheres and an unvarying climate. Hiver enclaves established for commercial or scientific purposes may be found on worlds with more extreme characteristics. Unsuitable worlds are generally turned over to other member-races of the Federation for development if the Hivers have no interest in a particular world.

Interstellar History

Beginning in -4698 (Imperial) Hivers began their expansion into interstellar space. The driving force behind Hiver expansion into space was the individual nest. The universal curiosity of the Hivers naturally led them to explore the stars. Some worlds produced economic rewards for their discoverers, but just the novelty of new worlds was enough for many nests.

Since your race (and mine as well) was not impelled to the stars by simple, noble curiosity, pick the compulsion which best describes your miserable, paltry, excuse:

1. Greed.
 2. Sociopathy.
 3. Looking for free lunch.
 4. Sexual frustration.
 5. Population pressure.
- The answer is 5.*

The first Hiver jump drives used an alternative (and inferior) technology to that of the human Imperium: The drive would permanently break down after a few uses (normally no more than 10). This, coupled with the fact that the drives could only achieve jump-1, limited the initial Hiver explorations to an area about 10 parsecs in radius from Guaran. For several centuries, Hiver explorations were restricted to a mere four subsectors of Ricenden sector.

In -4212, a more efficient jump-1 drive was developed (equivalent to the modern Imperial design), and the general radius of possible exploration was doubled. Since this increased potential worlds four-fold, the period from -4212 -4000 was a characterized by a frenzy of exploration and settlement.

In their first 600 years of star travel, the Hivers encountered only a few intelligent races: All were primitive and had no real interest in starfaring. It thus came as a shock when, in -3986, the Hivers met the Ithklur.

You can say that again.

It thus came as a shock when, in -3986, the Hivers met the Ithklur.

The Ithklur: The Ithklur had developed space travel (but not jump drive) by -3986. As a naturally aggressive race, they reacted with hostility when they encountered the Hivers. A quarantine of Tryylin (as the Hivers labelled the Ithklur homeworld in the Gurvin language) was established, along with a long-term project to understand the natural Ithklur aggression and hostility.

The nests operating in the region of Tryylin ultimately decided to



pool their resources and manipulate the Ithklur into a more acceptable form. Individual manipulations of Ithklur culture were undertaken, and over the course of 1000 years, the Ithklur were redirected to acceptable control of their aggression and hostility, to the point that they are now accepted and valued members of the Hive Federation.

Similar manipulations of other client races have been performed by the Hivers.

The Hiver-K'Kree War (-2029 to -2013): Continuing K'Kree expansionism eventually brought them into conflict with the Hivers and their settled territories. First contact occurred in -2045, and by -2038, several Hiver worlds had been occupied by the K'Kree. Naturally enough, a war resulted.

In the first stages of the war, the military technology of the K'Kree proved superior; the Hivers were beaten back in defeat. Up until that time, the Hiver Navy had been a small exploration force devoted to scouting operations, actions against local navies without jump-capability, and protection of merchant shipping. At best, it could only undertake rear-guard actions as the Hivers retreated.

After six years, the K'Kree slowed their advance in order to occupy and absorb their initial conquests. The Hivers used the opportunity to regroup and upgrade their forces. Between -2023 and -2018, the Hivers established the Hive Federation and embraced many local races as equal members. They created and trained a powerful navy. They recruited and trained a large army (populated primarily by troops from client races). And they put into action a crash program to win the war without a battle.

Selecting several worlds within Kilong sector, deep within the K'Kree's Two Thousand Worlds, major secret expeditions were dispatched to work a variety of manipulations on native K'Kree populations. Over a period of years (-2018 to -2013), the expeditions were successful in changing K'Kree culture on a few selected worlds from its consistent and static mold, introducing such aberrations as meat sauces for foods and acceptance of isolation as a recreation, both of which had been anathema to the K'Kree before that time.

In -2013, the Hivers succeeded in drawing the K'Kree to the negotiating table by hinting that they were ready to surrender. During the ensuing discussions, the Hivers horrified the K'Kree representatives by demonstrating the success of their manipulations on the selected worlds, and revealing plans to similarly alter all of the Two Thousand Worlds unless the K'Kree ended hostilities immediately. The K'Kree agreed to an immediate armistice, and several months of serious negotiations finally resulted in an armistice which returned the occupied worlds to the Hivers and established a secure border which remains stable to the present day.

The K'Kree were highly disturbed by Hiver tampering with their culture. The four manipulated worlds were sterilized and (as far as is known) remain interdicted to the present day.

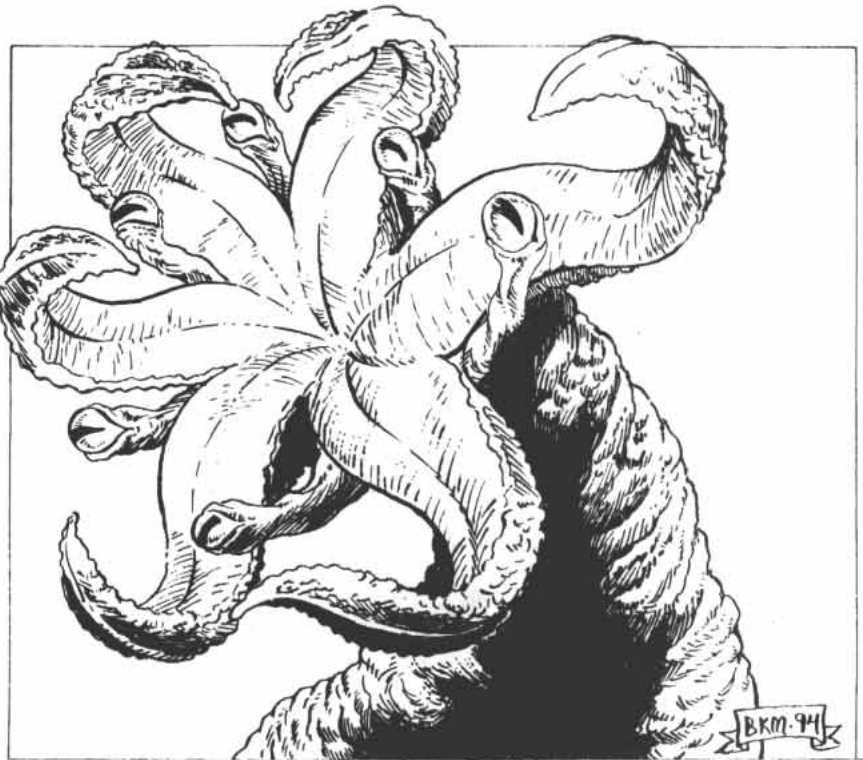
Ithklur history, in the form of the Dikrah Kiradgi, records a different version of events.

Ithklur troops, as all Hiver records will admit, formed the bulk of the Hive Federation ground forces in the K'Kree war. On a number of worlds (at least four), substantial Ithklur ground forces were left isolated by the withdrawal of Hiver naval support, deprived of supplies and the means of reinforcement or withdrawal.

True to their nature, all of these Ithklur forces chose to fight on, to the bitter end if necessary. Fortunately, their supply needs were simplified by the fact that the Ithklur found the K'Kree to be eminently edible, being very similar to domestic meat-beast that were a staple of the Ithklur diet. It was a simple matter for the Ithklur to simply eat the carcasses of their defeated enemies, meanwhile capturing their weapons, ammunition, and fuel to continue the fight.

Fighting on these worlds became increasingly bitter and in some cases lasted for several years. The nature of this fighting became so bitter and degrading that both sides committed atrocities designed to break the will of the other, and the K'Kree responded by beginning the ceremonial consumption of dead Ithklur as revenge for the Ithklur practice.

The Hivers continued to lose the war on the strategic level, but a Hiver officer, Tschudi, in charge of attempting to relieve the isolated garrisons, became aware of the details of the isolated



On the Ithklur Manipulations

Our programs to rein in their violent tendencies were remarkably successful, but unfortunately they had an unanticipated side effect: We appear to have made them somewhat stupid.

The Ithklur are the only race in which we have found violent tendencies so closely linked to intellectual capacities, and this meta-cognitive connection is only poorly understood. It is likely that the progress made in eliminating their aggression will make it impossible to reconstruct their intellectual faculties to their original levels, but this unfortunate by-product is quite acceptable within the parameters of the original manipulation.

M. Fizbin, for M. Jeraldi post hoc



pockets and hatched a plan to take advantage of these facts, and incidentally take credit for them. By drafting fictitious orders after the fact, Tschudi claimed to have manipulated the K'kree carnivorous deeds which were in reality merely a response to established Ithklur procedures.

Tschudi arrived at the Hiver surrender negotiations in the nick of time and turned the tables by terrifying the K'kree with this putative master-stroke, in fact a shrewd, if disingenuous, portrayal of other realities. For saving the Federation, Tschudi was granted the title of Manipulator. To this day, M. Tschudi is remembered by the Ithklur with contempt as the archetype of Hiver opportunistic deceit.

Significantly, the Ithklur military anthem dates from this period. Although its official name is "With Certainty of Victory," its actual colloquial meaning is: "Hamburger for Lunch Tomorrow, You Betcha."

SIB Analysis

Although their computer expertise enabled them to recognize and deal with Virus more quickly than the Imperium, the Federation was still severely handled by the coming of Virus. Virus inside the Federation is a touchy subject with Hiver officials, for reasons which are open to speculation. Perhaps the Federation is unwilling to admit the extent of the destruction. Perhaps experiments are being conducted inside the Federation with captured and "tamed" Virus strains, experiments which might be misinterpreted by humans in the Wilds who have reason to be suspicious of any Virus, no matter how "tame." We can probably dismiss out of hand the more outrageous rumors, such as the one stating that Virus was a large-scale manipulation calculated to reform the Last Imperium into something more suited to the Hivers' ultimate goals. Certainly we can admit that we humans are sufficiently maladaptive that some catastrophes can simply be explained by our own flawed nature.

As more of the Wilds recover from the devastation of the Collapse, trade with the worlds of the Hive Federation is increasing. With the establishment of a chain of temporary "stepping stone" bases in So Skire and Sitah subsectors, Hiver merchant convoys, once rare, are increasing in size and frequency under the protection of advance units of the Federation Navy.

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.

This is an interesting claim. This would be akin to humans saying that your lab rats are free and self-governing, insofar as they are free to go left or right in the maze, or choose to press the bar or not to receive a little piece of cheese.

The fact that the Hivers reserve for themselves the right to manipulate races to become their specialized wogs gives an interesting meaning to the phrases "true union" and "co-equal."

Member Races

There are over 170 member races within the Hive Federation, which are extremely diverse physiologically, but display fewer differences in culture and behavior than might be expected. The three main races are the Gurvin, the Za'tachk and the Ithklur.

Gurvin: The Hivers encountered the Gurvin early in their period of interstellar expansion, and they are one of the oldest races associated with the Hivers. Derived from hexapodal omnivore/hunter stock, the Gurvin are equipped with two legs, two arms, and a middle pair of limbs which can be used as either arms or legs at need. They are 1.75 meters in length from muzzle to tail, and stand about this high on their rear legs. When running, they get down on their four rear limbs and are about a meter from muzzle to ground. Their culture adapted fairly readily to Hiver cultural standards; though the Gurvin exhibit aggressive behavior, their aggression has long been channeled into economic pursuits.

The Gurvin are interesting in that the females are roughly twice as intelligent as the males. Males, although sentient, are decidedly lacking in creativity or reasoning ability. Traditionally, Gurvin males were the hunters, relying primarily on instinct and sharp senses rather than intelligence; the females, limited by the problems of carrying, bearing and raising young, were forced to develop intelligence for security. Gurvin worlds are generally governed by a matriarchal representative democracy.

Gurvin males are rarely found away from Gurvin settlements. Gurvin females, however, range throughout the federation and beyond, where they are most frequently encountered as merchants and businesspeople.

Gurvin are stereotypically money-oriented and seem to have a fixation on cash, in contrast to the rather casual attitude toward money shown by most Hivers. They rarely do anything out of altruism and are famous for demanding payment in advance for any remotely risky venture.

The Gurvin language is the *lingua franca* of the Federation, as noted in the sidebar on page 14.

Read: "wogs in charge of money, and scapegoats for economic inconvenience." Why is it that races everywhere else in Charted Space are capable of carrying out the full repertoire of civilized functions, from parking attendant to physicist, from theologian to brain surgeon? Why is it that only in the Hive Federation are there sentient races that are as specialized as social insects? One cannot help but be suspicious of the characterization of males as aggressive and stupid, and the fact that they are not very far ranging. One can only wonder how that happened.

Za'tachk: Like the Gurvin, the Za'tachk have been associated with the Hivers from the earliest days of Hiver interstellar exploration. Descended from trisexual omnivore/gatherers, the Za'tachk are quadrupedal; like the Hivers they can use their limbs equally well for walking or grasping, although they exhibit bilateral rather than radial symmetry. They are about the same size as the Hivers and are completely hairless. Even before being discovered by the Hivers, the Za'tachk were similar to them in many aspects of their culture, being nonaggressive, pacifistic and highly cooperative in all phases of society. Unlike the Hivers, they are somewhat timid and lack the burning curiosity that typifies Hiver behavior.



How convenient. Untermenschen, if I have ever seen one. I guess I'd consign them to stuffy windowless offices if I were in charge.

Za'tachk have an obsession with order, revelling in all aspects of organization and development. They are frequently found in administrative positions within the Federation, and are occasionally found serving on Hiver merchant ships in the Coalition as pursers, accountants, bookkeepers and so on. Though other races also serve in these positions, Za'tachk are favored for such work when available and naturally gravitate toward such positions.

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 1000 years to conform to the Hiver ideal.

Descended from carnivore/pouncers, the individual Ithklur averages two 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 human-like faces run toward 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.

All broadly true, except for the part about successful psychohistorical stuff.

Note how they use the same language to describe us to you as you use to describe Neanderthals in your own anthropology books.

Also funny how their characterization of our government can be applied to any intelligent race, even to Hiver sept's.

HIVER SOCIETY

The interaction of Hivers with themselves creates a society with patterns and practices that help perpetuate it.

Huh? I have been manipulated into catatonia by platitudes and tautologies.

Self-Image

Hivers perceive themselves in four basic classes, based on age: *larvae*, *yearlings*, *adults* and *seniors*. Larvae are any young which have been dropped by a parent and have not yet acquired yearling status. They are distinguished by their small size and the lack of development of their fingers, as well as a distinctive dull brown-orange coloration. Larvae are recognized as potential Hivers, but are not accorded any special care or status. Once dropped, larvae naturally gravitate to wilderness areas, where they survive instinctively 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 wilderness is a natural selection period which eliminates nonviable mutations, physically weak specimens and sickly individuals. Hivers do not care for or even recognize their own offspring in the larval stage. It is simply not important to their parental instincts.

Yearlings are maturing larvae which have emerged from the wilderness. Their fingers are developed to the point where they can grasp and manipulate objects, and they have completely lost the peculiar orange-brown coloration of larvae. Yearlings are accepted into any nest (the basic Hiver family unit) they wander into and remain in that nest until they reach adulthood. During this time, they receive an education and continue to develop physically. At age 14 (standard Imperial years), the yearling reaches reproductive age and is considered an adult.

Adults are any Hiver of reproductive age. Adults are fully mature members of society and may undertake any career they desire.

A senior is a Hiver who has gained special respect or status base on its actions in life; not every individual attains such status. Nest leaders become seniors after several decades of service. Law judges 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.

Structure of Society

Hivers organize themselves into cooperative nests which generally center on a common endeavor or interest. Nests may include as few as five or as many as 500 individuals, but average about 100. Larger nests are established when there is a need for a greater population (a manufacturing complex or university); smaller nests are created when a small group is needed (starship crews, small businesses, expeditions and so on).

A yearling's first years with a particular nest are spent learning basic social and intellectual skills; the later years are spent taking an active role in achieving the nest's goal. When the yearling reaches adulthood, it may elect to remain with the nest, or it may leave the nest in search of another to seek out a nest with a goal more suited to its talents, to pursue further education, or to follow a goal or occupation of its own.

Above the nest level Hiver society has a number of governing organizations. Many nests may group themselves together to form a city, city-state or industrial complex. A number of cities may group together with other, smaller nests to form a nation-state. Nations and lesser nests may form world governments. The worlds of the Hivers have banded together to form the Hive Federation.

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

Except insofar as manipulators are constantly trying to get you (and each other) to do things by means of which you are totally unaware, which is, of course, the single basic underpinning of their society. Other than that, competition for power is right out.



The Hivers worship this myth of their natural, instinctive cooperation, except that we already have learned that they believe it is a fraud; only individual, secret, manipulation takes the long view of society's best interests into account. So why the lip service to cooperation? Perhaps this is to keep the weak-willed Hivers (1.) out of the manipulation business and (2.) busy cooperating so that they can be more easily manipulated by others. Too many manipulators would cancel each other out.

In a society which insists on absolute individualism and absolute cooperation, there is only one way out, and you humans have a name for this disease from which all of Hiver society suffers. You would call them "passive-aggressive."

The Hiver Economy

The Hiver economy has been described as an "economist's nightmare" or "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 things possible. But they rely on a system of credit in which an individual has a positive or negative credit balance with a 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 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 Hiver nest-member which limits unrestrained tapping of resources. Because the Hiver knows it will be moving into another nest, and it 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 balance; they can 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 project, which the nest provides; at the end of the project, the Hiver returns the equipment, and the value of the returned items (less a "depreciation allowance") is used to offset the amount originally charged with 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.

How convenient. And how often does a manipulation just happen to have the side-effect of making sure that one's negative balance never quite catches up? Good thing those Hivers are so perfectly cooperative and honorable, always looking out on their own for the long-term good of society.

Hiver Specialties: 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, robots, computer circuitry and software, and electronic hardware of all types. Hiver mathematical systems are much in demand for their power and elegance.

Well they'd have to be powerful, wouldn't they? After all, every calculator has to be able to keep track of both sets of books.

INSTITUTIONS

Hiver society has created a variety of institutions, each of which has helped shape society. Four important institutions to be considered here are the nest, manipulation, the embassy and topical clubs.

Okay, let me get this straight. If society creates institutions, and institutions shape society, then what is it that the Hivers do again? Society ought to tell them to get a job.

The Nest

The basic institution of Hiver society is the nest. In some ways, it is equivalent to the family or 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. The analogy with the family does not completely hold up, however (few analogies do). Hivers can and often do shift from nest to nest in a manner similar in the way that humans change jobs, and in some ways, the nest resembles a business corporation, a government bureau, an educational institution or a philanthropic organization.

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 that they exist only to care for the young



and support their members. There are even nests for those Hivers who want to be independent and alone.

I'm not even going to touch that one.

The nest is headed by a leader—one individual who makes routine decisions and assignments, and who keeps (or oversees the keeping) of 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.

In the same way that a sculptor wins respect and admiration from his clay. That clay better respect and admire him if it knows what's good for it.

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 result 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.

There is something astonishingly schizophrenic about how the Hivers wish us to view manipulations. On the one hand we are told that Hiver manipulation is totally unique and of sweeping importance, but then again it is utterly benign and not strange at all. It is as if they want to keep us off balance by not really knowing what we think about manipulation. They have

plenty of opportunity to present a consistent view of its importance, so do they want us to fear it or not? It appears that they have not decided.

But perhaps that is their goal: If we feel that we don't know what they want us to think about it, then it makes them appear less powerful and in control than if they did present a united front. So either they are less powerful and monolithic than we fear, or that is the impression they are trying to convey. Presumably not knowing which one of those it is exactly what they want.

The First Manipulation: The first manipulation in Hiver society was also one of the first recorded deeds in Hiver history.

About 10,000 years ago, M. Primus (the Anglic translation of the manipulator's name) was a nest leader in one of 10 city-states on a mountainous peninsula. All the city-states were struggling to build and maintain their economies but were constrained by the mountains; instead, all viable trade took the long route by sea around the peninsula. Primus proposed to a meeting of city leaders that a road be built across the peninsula, complete with tunnels through the impassable mountains, to connect all of the city-states. Primus emphasized the commercial and trade benefits that could be expected.

The idea became popular and was implemented. Within 10 years, all 10 city-states were connected by a road that greatly shortened travel time between them. Within 15 years, several of the previously inaccessible mountain valleys in the peninsula interior were settled by newly formed nests. Primus' city-state became a trade center for these new settlements; with trade came power and importance. As the years passed, the city-states found that their interests were more common than separate, and within 30 years, the 10 city-states had united into a new nation-state—the first to be established on Guaran.

At a celebration of the founding of the nation-state, Primus climaxed the festivities by revealing its manipulation. Everyone immediately acknowledged Primus' deed, and it has since been recorded as the first true manipulation. At this point, the record becomes semi-mythical: One ending has Primus being elevated to leader of the new nation state; the other has Primus banished as too dangerous to the community.

Hiver Timekeeping

The Hivers have a number of traditional timekeeping units, but few non-Hivers use or understand them. The following units are standard throughout the Federation:

The Hiver day is also known as a Cycle, and is roughly equivalent to 30 Imperial hours (actually, 30 hours, 2 minutes and 31.056 seconds). Each Cycle is divided into 6 Intervals, roughly equivalent to 5 Imperial hours. Smaller units of time exist, but are not of real concern except to specialists.

The Hiver year consists of 143 Cycles, or about 179 Imperial days. For practical purposes, two Hiver years equal one Imperial year. The Hiver year is not divided into months, and the days are simply numbered from 1-143 to distinguish them.

Current Year			
Terran (AD)	Imperial	New Era (NE)	Hiver
5718	1202	2	1584



Fascinating. We are asked to believe that sea transport—the most efficient form of planetary cargo transportation—was insufficient to keep the economies of these city-states going, and that the mountains were forbidding enough to prevent all overland trade, but that these city-states had the wherewithal to blast tunnels through these mountains to link all of the cities in only 10 years? How were these city-states founded if they were not port cities to begin with? Hivers must be phenomenally bad sailors.

This story also ends with the classic Hiver ambivalence about manipulation itself: We celebrate this as the first manipulation, and yet we're really not sure if manipulations are a good idea after all.

The Embassy

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 a homogeneity of Hiver culture by sharing news of events, relationships, discoveries and interests to the many worlds of the Federation. Embassies often become involved in legal decision-making. As disinterested outside parties, they are presumed 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 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 the 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. Normally, each club will have communications with similar clubs, and most will have a sort of reciprocity arrangement, meaning that members of one club are granted membership privileges in clubs sharing identical interests.

Topical clubs have several functions in Hiver society. They educate individuals. They conduct beneficial research which may not be funded or encouraged by the nest or by 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 them achieve a continuing legitimacy and acceptance; these tend to become semi-official regulatory agencies. Two of the most notable topical clubs are the Manipulations Club of Guaran and the Legal Club of Glea.

The Manipulations Club of Guaran was originally organized on Guaran about 1000 years before Hivers achieved spaceflight, and was dedicated to teaching individuals the fine art of manipulation. At about the time of the discovery of spaceflight, the club changed its focus from teaching manipulation to the study of manipulations. It currently maintains the official records of major manipulations within Hiver society, and ranks them by effect and importance; scholars use these records to analyze trends within Hiver society.

Or, they can massage these records to convince others of false trends which will manipulate them into starting other different trends which can then be recorded accurately or else further cooked to yield really subtle third-order results.

The Manipulations Club is also the accepted validating agency for manipulator status. A manipulation may be filed (along with supporting documentation), and, if accepted, the manipulation is recorded as such within the club's records. Such an acceptance and recognition accords official manipulator status to the responsible individual and allows the use of the honorific title "Manipulator."

The Legal Club of Glea is the central repository for all legal decisions and precedence within the Federation. The records and publications of the club are required reading for Federation embassies and any individual with an interest in Hiver legal procedures. The Legal Club of Glea maintains ties with other legal clubs on other worlds within the Federation, and helps keep them informed of decisions and precedents which may affect them.

Because the Hive Federation has no formal or pervasive legal structure (depending instead upon custom, precedent and essential fairness),

(not to mention that self-regulating body of cross-cutting individual long-view taking manipulators),

the Legal Club of Glea and the other legal clubs of the member worlds help to maintain a uniformity of legal administration throughout the Hive Federation.

Topical clubs fulfill a necessary function in Hiver society: They are pseudo-nests with pseudo-nest goals; that may not be practical or acceptable. Topical clubs allow individuals to follow more than one

Manipulation has such a frightening connotation to you. You associate it with power. But for us, it is only curiosity. We do not manipulate to control; we manipulate to understand. Think of us simply as empiricists; to learn, we conduct controlled experiments, based on a clear a priori hypothesis as to the results of the experimental manipulation. If the hypothesis is confirmed, we have learned something valuable about behavior—that's all. What is so sinister about that?

M. Genghis

We helped the Ithklur to find their place in the universe. We are having a harder time identifying exactly what your place might be. Do you have any idea how interesting you are?

M. Genghis



goal in their lives. And one of the greatest ambitions of some topical clubs is to transform themselves into nests, able to devote their full resources, on a full-time basis, to their chosen purposes.

The 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 more than a little warped. For example, Hivers are horrified by the idea that their larvae might somehow find their way to a world where there is no nest to receive it when it becomes a yearling. 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 larval production is considered barbaric by most 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 the best candidates for civilization outside the Hiver sphere, though Hivers still regard human cultures as barbaric due to their capacities for violence and the wildly confused welter of genotypes and cultures which are permitted to flourish in human space.

Oh, you lucky devils. Better hurry up and pick your pigeon-hole before someone else picks it for you.

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 the same as 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 survival, finding food, finding satisfaction and reproducing themselves. The behaviors they show and the reasons 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.

How forward thinking. Why didn't the rest of us realize that we do that?

Humans behave similarly. On a strictly logical basis, a good 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.

It is true—Hivers have an aversion to physical violence and fighting. Emotional, ethical and moral violence, on the other hand, can be executed without messy passions. Manipulations are tricky things. Sometimes the elimination of one or more obstacles is required by the needs of subtle social forces.

Have you ever wondered why the Hivers go on so about their terrible susceptibility to deficiency diseases? Rather a strange admission from beings which find their racial superiority so self-evident. It seems that the single leading cause of nonviolent, nonaccidental death among nonelderly Hivers is deficiency diseases. In fact, these are so common that merely perfunctory autopsies are performed in these cases.

An aversion to physical violence and fighting does not mean that someone is incapable of evil. One can be evil and simply be a coward. Indeed, where passive-aggressive measures are the norm, evil flourishes.

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.

Like your aunts train for tea parties.

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.

And that there are Ithklur cannon-fodder available for the other 99% of the cases where it is not.

The Hiver urge to run doesn't apply at ranges where dispassionate thought can intervene.

Tell that to Ithklur ground troops when the covering task force bugs out.

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.

As usual, ignore the Ithklur. They're only interested in you guys because they don't think they've manipulated you really good and hard yet. But will they still respect you in the morning?

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 in by its own parents, and no means to so determine in any case.

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.

I know this stuff sounds awful, but you know what? I bet no Hiver ever said, "I love you so much, if I can't have you, I'll just have to kill you." Think about it.

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. Since parenting is not an act of volition, and therefore not an individual responsibility to stand by (or, more accurately, is an act that all Hivers engage in, and therefore all Hivers corporately stand by), all Hivers in all nests share in these responsibilities equally. It involves relating stories of personal experience in an attempt to give the Hiver 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.

Can they really afford to be that honest?

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.

Among other species, that tendency is simply blamed on intelligence. But the Hivers just have to be fancy.

Individualism: Hivers take great pride in their individualism. They enjoy their own abilities to achieve objectives; some of this



Yes, emotion and passion are the fuel which drive your human intellects, but they are an unpredictable and unreliable source of energy. We Hivers are fortunate to not have to rely on them as you do.

What do you do when you run out of enthusiasm? Do you give up? What do you do when you stop loving someone or something? Do your promises to that individual or organization become null and void in that instant? If so, how can you exist? How many times have you failed to act because of fear—fear of your inability to succeed, fear of your inability to control the forces you might unleash, fear of finding out the truth about yourself, fear of others finding out the truth about yourself?

I tell you that we Hivers have been cheated of nothing. We don't act out of fear like you humans do, nor do we act out of inconstant love or excitement. We simply wish to know, and wish to make things happen for the good of our species, for their own sakes. We are curious to know the answers, and do not fear them.

Love, excitement, passion, fear, these all will fade away. Curiosity, advancement of our species, and pragmatism endure, but the greatest of these is curiosity.

M. Ananias

drive stems from their survival as larvae in the wilderness. Even as they cooperate in their nests with their co-workers, they express themselves in individual ways. Differences in tastes, preferences, likes and dislikes are all accepted as ways of expressing Hiver individualism.

There is something so appallingly stupid and obvious and irrelevant about that remark that it simply defies my capacity to remain lucid.

These sound like the words of someone who has had individualism described to him but has never actually experienced it. It is just the repetition of obvious inanities by rote, but with no comprehension. Rocks have individuality too, but we don't give them a whole lot of credit for it. Are the Hivers so insulated from their own existence that they don't even understand the things they claim as their highest values?

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,

(well, except for the M-word)

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.

Behaviors

Hivers have adopted a variety of behaviors which they use in reaction to situations they encounter.

Confrontation: Hivers often use direct confrontation in dealing with a problem. Since Hivers are cooperative by nature,

(here we go again)

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.

Except when it isn't.

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.

This is because it creates a new de facto consensus by concealing the fact from its victims that they have been manipulated. While it rapes the spirit of compromise and consensus, it appropriates their forms to make its solutions more palatable.

Thus it takes advantage of the good nature of Hiver consensus to make consensus itself into an empty, defrauded, husk.

It appears that manipulation is an accepted exception to normal behaviors

(again the Hiver ambivalence: manipulation is an abnormal behavior)

because it allows necessary actions to be taken even if compromise and consensus have not worked.

Avoidance: Hivers typically avoid problems 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.

What can I say? They're not only passive-aggressive, they're into denial. Maybe these threats didn't understand the Hiver superiority.

Hiver Psychology

What you questioners fail to understand is that the beyond cannot speak to society as a whole at one time. The divine can only speak to each of us individually, and if we respect its authority over us, we must faithfully respond to it in the manner in which we received our guidance—as individuals.

L. Tertius

The following section adds additional detail to the HMPH-Blissful Warrior dialog on the Hiver psyche. These observations are accurate to the best of our ability to ascertain these things, and reality (to the extent that it exists among the Hivers) may turn out to be somewhat at variance with the following statements.

A. K.

Home Life

One of the disturbing things about the Hiver life-style is the almost complete absence of what we humans think of as home life, recreation and “doing nothing.” Without families, there is no personal or private time spent doing mundane, silly, playful activities with one’s children, or moments given over to simply expressing affection. The closest the Hivers come to these moments is a story-telling session, which to humans bears a closer resemblance to school than it does to simple, unaffected, familial interaction.

To the human eye, everything in Hiver society appears to be

goal-oriented, disturbingly so.

The analogy can be made to the human family that takes a vacation and obsessively schedules each minute to be filled with visits to museums, cultural events and historical sites. Except that whereas these humans would drive themselves crazy and eventually give up, the Hivers would keep to this schedule and be utterly happy in doing so, even adding in additional educational opportunities that they scouted out along the way. The Hivers do not take the sort of vacations that consist of vegetating in the sun beside bodies of water or just “taking it easy.” In short, Hivers are always “on” and have a tendency to drive people crazy.

However, this is not an act or maladaptive behavior by a race of overachievers. The Hivers simply love learning with the same enthusiasm that we sometimes love putting up our feet, having a drink and watching the vidnet.

Hivers also seem singularly uninterested in thinking about themselves and, unlike humans, are not prone to falling in love with their own hang-ups, shortcomings and pathological complexes. In this way, they are, in a sense, “selfless,” although their disturbing, lawless willfulness asserts itself in other ways, such as manipulation. (If nothing else about the Hivers is refreshing and affirmable, the SIB team recommends that this lack of infatuation with the self could serve admirably as a model for human emulation.)

Philosophy/Theology

The Hivers have no belief in any form of supreme being or power beyond this life. The closest the Hivers come to a universal value or goal is their dedication to the advancement of the Hiver race as a whole. Each individual Hiver is content to play a role in this advancement, although their understanding of this role is unusual.

In Hiver society, established tradition (including successful manipulation) is treated as law, and all Hivers expect all other Hivers to abide by these laws, for the good of the Hiver race. The only exception to this expectation is each Hiver itself. Although they expect other Hivers to abide by social norms (and to undergo legal penalties if they violate them), no Hiver holds itself accountable to these laws.

This astounding hypocrisy is recognized and accepted by the Hivers, although there seems no rational way by which they can do this, certainly in no Kantian sense.

While Hiver A expects Hivers B-Z to abide by the laws, Hiver A is free to secretly subvert such laws to create a manipulation that Hivers B-Z will also be expected to live by. Likewise, Hiver B expects Hivers A and C-Z to abide by the laws, while B itself is free to secretly subvert such laws to create manipulations which will also be binding on Hivers A and C-Z, and so on. In short, each Hiver is a law unto itself.

While they all seem to understand this intuitively, there seems to be no open Hiver discussion about the reality of this highly situational ethic.

To put it in strictly theological terms, the Hivers have no god but themselves, because they recognize no higher good to which they personally are subject. Although this team is loath to use such language, we have found that the recurring image we have of this aspect of the Hiver psyche is that of stubborn, spoiled children. However, this image is singularly unhelpful, as it provides us no tools to use except for spankings. And since the Hivers recognize no god, no higher good, no values to which they themselves are subject, they will never perceive a spanking as the punishment from a just higher being. Rather, it will be one more thing they





don't like which they will work, like ants or beavers on amphetamines, to overthrow.

The Underground

We postulate the existence of some form of Hiver underground, apparently opposed to the status quo Hiver psycho-social order. It appears to be composed at least of certain Ithklur and disaffected Hivers, and presumably includes membership of certain other Federation subject races (see the *HMPH* document which illustrates the Hiver attitude to these subject races).

What is difficult to explain is how a society can exist for as long as Hiver society supposedly has, based upon the values we have described, and only now begin to show these fissures. If there are inherent fatal flaws in the arrangement, why did it not collapse long ago?

We offer the warning that this apparent movement may in fact be only the visible part of some manipulation. But is this manipulation intended for us, to influence our attitudes and beliefs, or are we seeing the by-products of a manipulation whose major target is within Federation society itself?

Psionics

Hivers are, by all accounts and measurable indications, completely psionically inert. Why should this be?

Some theorize that it is the nature of the Hiver braincase, isolated as it is behind not one but two layers of bone, and surrounded by a profusion of organs jamming all psionics by their electrochemical static. However, this model mistakes the functioning of psionics with the simple electrochemical signatures by which telepathy gains its information. Electrochemical signals have nothing to do, in and of themselves, with actually *expressing* psionic powers. So while this model helps explain why it is so difficult to use telepathy, telempathy, etc., on a Hiver, it does not account for their lack of ability to do these things.

Curiously, the Hiver public at large seems to discount accounts of psionics, believing them to be fraudulent manipulation of the dull and stupid, or harmless and useless parlor tricks. This has contributed to the lack of solid psionic research in Hiver society, not because no Hivers recognize its reality, but because it is so hard to get funding and support for such pursuits.

This is an area of unique advantage for humans to be aware of, and also a warning that the Hivers may be particularly susceptible to a very powerful psionic race, were one to exist.

A Dissenting View

The team is in agreement that the aspects of the Hiver belief system presented in the *HMPH* document are broadly accurate, including their notions of racial superiority. However, we have received material which contradicts this view. We have no way of knowing the significance of this thinking in Hiver society at large, and without that ability to analyze and interpret it, we will merely present it in its entirety.

Why do you think we have six legs? So we can keep our balance when the nature of reality constantly shifts and ripples beneath our feet.

Look at us! Physically we are jokes. Compare us to any other sapient race, and what do you notice? Our biological unsophistication. Other races have evolved physically to the point where they are capable of at least functioning without their intellects.

The Lament of M. Devela

What have we done to ourselves?
Who have we become after all?
What were we like long ago,
and when did we last know?
We ourselves are only to blame.
We ourselves have destroyed our past.

We cloud reality for our purposes,
seeking subtly to bend the malleable
will of another to our own.
When others do similarly in reply,
we become as blind as they.
What is it that we expected?

Story-tellers tell us their stories, while
dreamers dream us their dreams. But
do any here know how to
discern the truth when it is
drowned in fathoms of lies, made
dumb; silent even to our ears?

Which of us serves anything above
our own ravenous will, or knows
when to say, "Enough?" It is
we who must reap the coming
whirlwind, we who are the victims
when "truth" no longer has meaning.

Soon I will lie still (at
whose hand?) and perhaps only then
will come to see the truth
which was obscured by millennia of
willful abuse: We thought life merely
was a tool for our selfishness.

What have we done to ourselves?
Who have we become after all?
What were we like long ago,
and when did we last know?
We ourselves only are to blame.
We alone have destroyed our past.



We are prone to deficiency diseases, because our over-complex gland is unreliable. Without intelligence, we would be extinct.

We have no reliable olfactory sense, and again our gland is to blame.

We have ears to hear sounds, but we are physically incapable of making any meaningful sounds. And it turns out that every other intelligent race communicates by spoken word, allowing them to communicate in the dark and over long distances. Every other race has the telephone, and yet we Hivers are helpless with only a telephone. Until we developed television, we were dependent upon telegraphs. How did we last this long? By intelligence alone, which allowed us to paper over deficiencies that should have long since eliminated us.

We have only one organ for such essential and diverse purposes as eating, eliminating waste and reproducing. Other starfaring races have as many as four discrete organs for these purposes. Our philosophers say that this is proof that we are more efficient, that we do not need a profusion of mundane organs to handle simple "housekeeping" functions. But I say to you that this means we are good at nothing!

Look inside a homo sapiens and what do you find? Glands and organs in glorious profusion: pituitaries, thyroids, gall bladders, kidneys, spleens, livers, stomachs, two kinds of intestines, and appendices and tonsils which appear to be unused luxuries! What do we have? One generalized digestive caeca and one huge, schizophrenic gland to perform all these functions. Is it any wonder that we do not know how to smell? Is it any wonder that we suffer from deficiencies? Our bodies were not ready to survive at all when intelligence somehow took root in them.

We were given intelligence as some sort of curse, before we were ready for it. We were not grounded in this existence, in functional bodies, so look what we have done! We have cast ourselves adrift, using intellect purely for the vain games of intellect, and lost the ability to know who we are and what is true. We have so little respect for what is true and real that we feel justified in changing our own reality and that of others at every possible opportunity.

Why am I accorded respect as a manipulator? It is not a prize that I receive for having done a valuable thing. What has happened is that I have proved that I am in charge, and the respect that I receive is simply an acknowledgment of that reality. Manipulations, therefore, inherently enhance the power of the manipulator, whether they are primarily intended to or not.

Why not, then, ensure that they enhance my power as at least a dependable by-product, because I certainly already believe that my wishes are fit to be imposed on the universe, and therefore I deserve a more secure means to continue to impose that will. It is only logical. What are the limits on my power, my will, my will to power? There are none that we recognize above us.

How can this be? This life is just a squalid game of steal the blocks, and dying while you still have a larger pile than others?

What is a manipulation, after all, but the presentation of an event or idea with the intent that that event or idea will cause others to behave in a certain fashion, a fashion of which they are not aware until it is over? What better events and ideas to use than untruths, fabrications and distortions? After all, using these places me in complete control, whereas anyone can use and verify mundane truth, which undermines my power.

I am a scientist, and I am attempting to ascertain the truth about some physical or psychological phenomena in order to further a manipulation. Since I have already affirmed that furthering my ability to assert my will over the universe is a worthy goal, then others who are competing with me for this information to conduct similar manipulations in other directions must be thwarted. If it is acceptable for us

to manipulate entire races so that their behavior is more convenient to us, then why not manipulate events so that they are more convenient for me? What if other scientists are close to the answer I seek? I can publish false experimental results—the subject turns left in the maze rather than right (and why can I not say that this was only a natural error?). These will lead them in false directions or at least force them to waste their time disproving my results, allowing me more time to find the solution first. More important, if I wish to manipulate them rather than simply beat them to the prize, I must have access to information that they cannot use to divine my plan. What better way to do this than to lie, for my ends already justify my means.

And what if I want knowledge? Can I read a scientific journal? What if it is full of cunningly skewed data designed to enslave me to another's manipulation? Must I rederive existence itself from first causes just to make sure I am not being fooled? It is fortunate that we are so obsessive in pursuit of knowledge, but think of what we as a race could have accomplished if we could trust each other.

Am I in control of my own destiny when I cannot even trust in facts? No! And yet we absurdly base our society on the notion that we all know enough about reality to cause ripples and currents that will reverberate through our society to create the effect that we choose! And the ground lurches beneath my feet again. Lucky that I am twice as stable as any tripod.

M. Devela
Here I Stand

Don't be so sanctimonious. We don't do anything to our history that you don't do to your own.

Look at your so-called "historical fiction," your entertainment historical movies. How many times have you told the story of your Galileo, your Patton, Cleopatra, Joan of Arc, Nixon, Strephon, Dulinor. And each author exaggerates one aspect of their personality to make his own precious point to his audience, and each actor puffs up a portion of the character's personality to suit her own vanity, and your people watch these charades and believe they have seen the truth. All they have seen is fiction dressed up with historical names.

Once a human has died she becomes nothing more than a myth or an archetype, farther from the truth with each generation. Someday when your Lon Maggart is dead, he will be nothing but a blank canvas for your playwrights to paint with their self-aggrandizing adulterous co-dependent fantasies. And local community theater directors will train their razor-sharp intellects on these characters and instruct muse-, dissatisfaction-, and hormone-addled part-time thespians on how to bring these bastardized characters to life: "No, no, more passion! More sexy (wink, wink)! And how about we go out for coffee after rehearsal? My wife's out of town."

Bring them to life? So sorry, Pygmalion. These people already did live—lives beyond your miserable parasitic capacity to capture or interpret.

For they were real, but the reality of these people is buried beneath their myths so deep that you will never find them, and if you did, you would squander it. What after all is the life of a real leader, reformer, prophet or artist when compared to a chance at a 10-year first-run musical?

You are no better than we are, and perhaps worse, because at least we admit what we do.

M. Malinla

Players' Section

HIVER CHARACTER GENERATION

This section will only detail differences in Hiver character generation from the procedures presented on pages 15-39 of *Traveller: The New Era*.

Hivers begin character generation untrained, inexperienced and about 14 standard (human) years of age (28 Hiver years).

A Character Generation Worksheet is included with this book (see page 93). Once a character is completely generated, the information from the worksheet should be transferred to a Character Sheet (see page 94). After that, the worksheet may be discarded, as only the Character Sheet is necessary for play. (Note: Save at least one blank copy of each sheet to photocopy for future characters.)

CHARACTER GENERATION OVERVIEW

The Hiver character-generation procedure follows the same three general steps as that used for humans: background, attributes and experience.

Background: Hivers place settlements on worlds with similar characteristics of gravity, atmosphere and overall climate, meaning that all Hivers are born and raised under similar conditions (Medium diameter, wet worlds with standard atmospheres and High Stellar technologies). This eliminates the need to consider the effects of Homeworld on character creation and makes the designation of a specific homeworld optional for Hiver characters, except for gravity, as that has an effect on fatigue under some conditions.

Attributes: Players determine the six basic attributes of their characters by rolling dice and assigning those results to attributes in any order they wish. These six basic attributes are Strength, Agility, Constitution, Intelligence, Education and Charisma (same as with human characters).

Careers: Hiver characters begin to accumulate experience at the age of 14 (28 Hiver years). At that time, players start making career choices for their characters. Each career choice represents four Imperial years (eight Hiver) of training and/or experience. Each time a player makes a four-year career choice, a Topical Club (see page 20) may also be selected for the character. Topical Clubs provide secondary skills the same as do hobbies in standard character generation.

Derived Values: Now that all changes to skills and attributes are completed, certain values are calculated that are based on them.

Possessions: Finally, players determine what possessions their characters have accumulated during their careers. The procedure for this is different than for human characters, and involves more interaction between player and referee.

BACKGROUND

Hiver characters will have originated on one of the worlds of the Hive Federation or one of the smaller client states made up of Hivers and other races in the region between the Imperium, the Solomani Confederation and the Hive Federation. As mentioned above, Hivers give their individual homeworld no special status, as their culture prides itself on homogeneity and not on local differences. Players need only choose a Homeworld for their Hiver PC if they feel the need.

Gravity: To determine the gravity of a Hiver character's homeworld, roll 1D6. 1-2: The character is from a 0.8-G world. 3-4: The character is from a 1.0-G world. 5-6: The character is from a 1.2-G world.

ATTRIBUTES

Each Hiver character has the same six basic attributes as a human character. Roll two six-sided dice and subtract 1 from the result to generate a number from 1-11. Do this six times. Each separate roll is then assigned, in whatever order the player desires, to one of the following six attributes: Strength (STR), Agility (AGL), Constitution (CON), Intelligence (INT), Education (EDU) and Charisma (CHR). All Hiver Characters add +2 to their Education (EDU) attribute because of the uniformly high levels of technology on Hiver worlds.

Players who roll attributes for their player characters totaling less than 36 points may add attribute points (allocated as they see fit) to bring the total up to 36.

Attribute Limits: During the careers portion of character generation, certain careers offer the opportunity for certain attributes to be raised further. However, no attribute may be raised more than two points as a result of these career increases. No attribute may ever be raised to greater than 15.

Other Characteristics: In the course of character generation, the character will acquire age (in years and in four-Imperial-year terms), rank and skills. Money and equipment will be allocated as needed by the individual character's requirements.

Smell: When determining other attributes, roll 1D6: on a roll of 4+, the character has a sense of smell (see page 8).

Psionics: Hivers have no psionic potential and receive no psionic powers (see page 44).

Language: The Hiver language is a nonverbal one, consisting primarily of gestures, physical contact by one or more hands and posture. It is difficult for non-Hivers to follow (and impossible for them to speak with 100% fluency), and is therefore almost never used in communications with non-Hivers. The official language of the Hive Federation is Gurvin, a language used by the race of the same name, and more readily adaptable to non-Hiver use. All Hivers are fluent in both languages, speaking Gurvin (and other spoken languages, if they have learned any) by means of a portable electronic translator (see page 84 or a more complete discussion of these devices).

Curiosity: In place of Social Standing (SOC), Hiver characters receive Curiosity (CRS) instead, rolling 1D6. Unlike the other characteristics, Curiosity never changes due to any reason. Upon completion of the character creation process, a Hiver character may increase any skill or skills it has acquired in the character generation process by levels equal to the character's Curiosity.

For example, a character with Curiosity 4 could add 4 to one skill; 1 to one skill and three to a second; 2 each to two skills; or 1 each to four skills. This increase represents the cumulative effect of a driving curiosity over the years, and can only be implemented after the character has finished its final career.

In addition, Curiosity allows die modifiers on certain character generation rolls. Whenever the character generation tables indicate "DM: CRS+2," divide the Hiver's Curiosity rating by 2 and drop fractions. Thus, the resulting DMs are 0 for Curiosity 1, 1 for Curiosity 2-3, 2 for Curiosity 4-5, and 3 for Curiosity 6.

Referees' Note: In roleplaying terms, the Curiosity rating of a Hiver PC is irrelevant once character generation is completed, as the display of curiosity lies within the realm of roleplaying. Certainly the player of a Hiver character should attempt to play the Hiver in accordance with its Curiosity rating, but rolls against the Curiosity of a PC are inappropriate once roleplaying has begun. For Hiver NPCs, on the other hand, rolls against Curiosity are useful and appropriate to determine their reactions to various circumstances.



Social Standing, Titles and Noble Ranks: Hiver characters do not receive a social standing characteristic and therefore have no use for noble ranks.

Aside from doctor (used to designate a medical doctor—see the Medical career, below), Hivers have only one civilian title of any real significance, that of Manipulator (see the discussion of Manipulations, page 19).

Naming Characters: Hiver names are normally expressed in the Hiver language and are difficult to translate directly, so Hivers seldom try. When dealing with non-Hivers, Hivers pick a name from the language of that race. Some Hivers choose a name at random, while others try to pick one reflecting their individual interests and specialties. A Hiver with an interest in history might select the name Herodotus or Toynbee, one specializing in physics might choose Lawrence or Bohr, and so on. Of course, there is no reason to restrict Hiver names to European cultures or even Terran ones.

Call Signs: Hivers working with Coalition teams will pick (or be assigned) a two-syllable call sign. As with human characters, this can be anything, and can be inspired from the character's name or not as the character wishes. Hivers with two-syllable names (Newton, Genghis, Frodo) may choose to use it as their call sign.

Background Skills: Hivers, like humans, acquire a number of skills before age 17. To represent this, players should each choose four skills from the Skill List table (TNE pages 114-115), giving their characters a level 2 skill in each. Referees may impose homeworld limits on these skills if desired and if homeworlds are specified. In most cases, however, this is unnecessary.

Default Skills: Hivers automatically receive Electronics 0, Snohl Handling 0, Willpower 0 and Excavation 0.

CAREERS

This functions exactly as described on TNE pages 24-27, except as indicated below. Note that there is a Hiver-specific Consolidated Effects of Age table on page 29 which incorporates Hiver, rather than human, aging effects.

For convenience, Hiver careers, like human careers, are lived through in standard four-Imperial-year (eight-Hiver-year) terms.

Promotions: Hiver rank names, where they exist, are difficult to translate exactly, so Hiver characters should record ranks as R1, O3 and so on. If a game situation requires a rank, consult the Table of Ranks on page 57 of the basic rules and choose a human equivalent.

Note that many Hiver careers allow promotion DMs based on Snohl Handling skill or the Curiosity attribute, in both cases divided by two, dropping fractions.

No rank tables exist for the Hiver careers of civil engineer, computer specialist, teacher/instructor ("story-teller") or technician. Hiver diplomats and medical careers use the corresponding human ranks; Hiver merchants use human trader ranks; Hiver researcher/scientist careers use the human science ranks; explorers use human scout ranks; ground forces use human army or marine ranks; Hiver naval personnel use human navy ranks.

Special Duty/Adventures: Note that special duty/adventure allows the Curiosity DM described on page 27. All other details are as basic TNE character generation.

Topical Club: Topical Clubs (discussed more fully on page 20) provide an individual a chance to acquire skills and experience outside of a formal career path. In the character creation sequence, a Topical Club provides Hivers the same things that a Secondary Activity allows a human character, and the two are the same in game mechanics. The character may gain one level in any skill

(player's choice each term) at the referee's discretion. In some cases, this skill may be a normal term skill in the character's current career. In other cases, the character may be indulging a hobby or interest outside the character's current career. Referees should feel free to limit the types of skills that can be picked up in this fashion.

Hivers may acquire Unarmed Martial Arts through a Topical Club, but only at skill level 0. (This is the only means by which Hivers can acquire this particular skill.)

Membership in Topical Clubs may also be acquired as part of the "Other Effects" portion of a career.

Increasing Attributes: Characters may also attempt to increase any of their six basic attributes (STR, AGL, CON, INT, EDU, CHR) as part of their membership in a Topical Club. This is done in the same fashion as in the basic rules (page 27).

Topical Clubs During Play: Hiver characters who have acquired a membership in a Topical Club as a part of the character creation process should note each one on their character sheet and devise a name for each of them.

Topical Clubs can be a springboard for adventures in the same way as contacts (see below). They are convenient ways for referees to give players information without being too gimmicky about it, and can be used to help speed an adventure along in a number of ways.

SKILLS

This functions just as described in the TNE basic rules (pages 27-28).

Languages: All Hivers are fluent in their own language and in Gurvin (see page 14).

CONTACTS

Contacts are discussed completely in the basic rules. In game terms, Hiver contacts are handled the same as in the basic rules. The majority of a Hiver character's contact will be with other Hivers, unless the career notes specifically state otherwise.

Off-World Contacts: For Hiver characters in Coalition space, all contacts are off-world contacts.

Generic Contacts

These are handled the same as in the basic rules. For simplicity, the same terms are used for types of Hiver contacts as for human contacts. Some contacts (such as criminal) are defined as being non-Hiver by the notes for a given career.

Topical Clubs

Membership received in Topical Clubs as a part of the "Other Effects" of a career (but not those which granted secondary activity skills—see above) also function as contacts. Each Topical Club membership functions as an additional Generic Contact, which can be converted to a solid contact using the normal procedures.

In addition, if a PC is a member of a given Topical Club and the referee rules that contact with that club is available (varies with circumstances, referee's discretion: probably in a high-population, high-tech Hiver world, probably not in a dungeon in the Wilds), the difficulty of any research-oriented or purely fact-based task is reduced by one level.

Note, however, that the number of Topical Clubs that a Hiver can be an active member in cannot exceed its Curiosity characteristic. Hiver characters who have the option to join more Topical Clubs than their Curiosity characteristic allows must choose those clubs in which they will remain active. Additional memberships are lost.



AGE

Hivers suffer the effects of age, but in a slightly different way than humans. Because Hivers start character generation at 14 Imperial years of age, a Hiver character's age (in Imperial years) at the time an adventure campaign begins is determined by multiplying by 4 the number of terms served and adding 14 to the result. In other words, $(4 \times \text{Terms}) + 14 = \text{Age}$. Each Imperial year is equal to almost exactly two Hiver years, so doubling the age in Imperial years will yield a character's age in Hiver years. The discussion of aging below gives age in Imperial years for consistency.

Effects of Age

Aging works the same with Hiver characters as it does with human characters, except that the effects do not begin until age 38 (i.e., the end of the sixth term), as summarized on the Consolidated Effects of Age table below. At the end of the sixth term (and every term thereafter), the character rolls 1D15 to check for losses in Agility. At the end of the seventh term (and every term thereafter) the character must check for losses in Strength, Agility and Constitution. At the end of the eleventh term, Hiver characters must also begin checking for a decrease in Intelligence. D15 numbers are generated by rolling 1D20 and rerolling all results of 16-19, with results of 20 treated as 0. (Note: This is an official errata, and this change should also be made to TNE page 31.)

Hiver Consolidated Effects of Age

Start Term	End Age	Losses Age	ST/SD*	STR	AGL	CON	INT
1	14	18	4	—	—	—	—
2	18	22	4	—	—	—	—
3	22	26	3	—	—	—	—
4	26	30	2	—	—	—	—
5	30	34	1	—	—	—	—
6	34	38	1	—	Y	—	—
7	38	42	1	Y	Y	Y	—
8	42	46	1	Y	Y	Y	—
9	46	50	1	Y	Y	Y	—
10	50	54	1	Y	Y	Y	—
11	54	58	1	Y	Y	Y	Y
12	58	62	1	Y	Y	Y	Y
13	62	66	1	Y	Y	Y	Y
14	66	70	1	Y	Y	Y	Y
15	70	74	1	Y	Y	Y	Y
16	74	78	1	Y	Y	Y	Y
17	78	82	1	Y	Y	Y	Y
18	82	86	1	Y	Y	Y	Y
19	86	90	1	Y	Y	Y	Y
20	90	94	1	Y	Y	Y	Y
21	94	98	1	Y	Y	Y	Y

*ST/SD=Number of Subsequent Term/special duty skills.

The character loses one point from the relevant attribute if the 1D15 roll is less than the current level of that attribute. If the roll equals or exceeds the attribute, there is no loss. This check, also called an age saving throw, is made at the end of each term.

Aging in Play: Hivers age in play in the same way as humans; see page 32 of the basic rules.

Combating Aging Effects

Hiver characters may resist the effects of aging in the same way humans do (see the basic rules, pages 32-33), except as noted below.

Anagathics: Hivers disdain the use of anagathics as an attempt to avoid the natural effects of nature, and no Hiver anagathic is manufactured.

Aging Crisis

These are the same as in the basic TNE character generation rules.

Skill- and Attribute-Derived Values

These are derived in a manner similar to that of humans, but due to Hiver physiological differences, the formulae to derive these values in different.

Hit Capacity: Hit capacity is a measure of the amount of damage (hit points) a character can take before suffering various levels of injury. Hit points can be suffered in any of seven different parts of the body: head limb, right front limb, left front limb, right rear limb, left rear limb, body, and reproductive limb. The hit capacity of the character's body is equal to four times the sum of Strength and Constitution: $(\text{STR} + \text{CON}) \times 4$. Each of the limbs has a hit capacity equal to two times the sum of the character's Strength and Constitution: $(\text{STR} + \text{CON}) \times 2$.

Boxes are provided on the character sheet for players to write in their PCs' wound level thresholds so the players will know to what degree their characters have been wounded. These are calculated in the same fashion as in the TNE basic rules, page 288.





Weight: A Hiver character's weight in kilograms is equal to 90, plus four times Strength minus Agility, or $[4 \times (\text{STR} - \text{AGL})] + 90$. Thus, a Hiver character with a Strength of 6 and an Agility of 2 would weigh 106 kilograms (about 233 pounds), while a character with a Strength of 4 and an Agility of 8 would weigh 74 kilograms (roughly 163 pounds).

Load: A Hiver character's normal load in kilograms is equal to three times the sum of its Strength and Constitution: $(\text{STR} + \text{CON}) \times 3$. Burdened Hiver characters suffer no Initiative penalties, but may only walk or crawl.

Throw Range: A Hiver's throw range in meters is four times the Hiver's Strength: $(\text{STR} \times 4)$.

Unarmed Combat Damage: All Hivers have an unarmed Combat Damage of 1.

INITIATIVE

Because of their aversion to physical combat, Hivers may not have an Initiative rating greater than 2. All Hivers receive an Initiative of 1, but any Hiver who has served one or more terms in a military career receives an additional Initiative point.

STARTING MONEY AND INITIAL EQUIPMENT

The different economic system of the Hive Federation means that a different system must be used to determine what a Hiver character starts out with, one which involves a great deal of player/referee interaction. Since most Hivers are still members of a nest, they can draw upon the resources of the nest for funds or equipment necessary to further the nest goal, but care must be taken that players do not exploit this "free lunch" aspect of the game.

The Hiver system of nest credit is a little unusual, and is best represented by a series of general guidelines rather than a set of hard and fast rules. Hivers everywhere are acting on behalf of their nest goal, pursuing the greater good of that goal rather than individual aggrandizement. As a part of this, the nest supplies them with whatever they need (within reason—even Hiver resources are limited) to pursue that goal, and a Hiver character will have the assets it needs to accomplish a particular goal—no more, no less. The size and importance of this level of supply are related to the importance of the overall goal, which is related to the individual Hiver's relative importance within the nest and the level of confidence the nest has in its abilities. All this is pretty complicated, and requires more interaction between player and referee than a human character (nobody said playing a Hiver PC would be easy). Referees will need to exercise restraint, or every player will want to be a Hiver and tap into the cornucopia.

As a rule of thumb, Hiver characters have access to a pool of credit (called their Nest Credit) from which they buy equipment, food, transportation and so on. This Nest Credit is determined in a way similar to the manner in which a human character determines starting money: The character gains a certain base cash value multiplied by the sum of the character's Curiosity during each eligible career term. The base cash value for all Hiver characters is Cr4000. Nest Credit is replenished annually, with an amount equal to the character's Curiosity multiplied by Cr1000. Groups of Hiver characters adventuring together may combine their Nest Credits. Starting equipment is purchased in the normal way, using the equipment lists in the basic rules and in this book.

Starships and Large Items: Hivers do not own starships; these belong to the nest and are assigned to characters according to the goal of the character(s). A Hiver Merchant with the rank of captain obviously needs a trading ship of some kind to pursue its goal (making money for the nest, in all probability). A Hiver Technician can get along quite well buying passages and will usually not have need of a starship, but may require ground transportation of some kind.

Referees may give out large and expensive items, but should guard against giving players too much—merchants don't need mercenary cruisers, and diplomats seldom need warships to carry out their goals.

HIVER CAREERS

Career choice for Hivers proceeds identically to that in the basic rules.

EDUCATION

Among the Hivers, education in the early years of life is a matter for each individual nest. Beyond the basic education received as part of a nest, however, many Hivers choose to continue their education by various means, usually by joining a nest with similar aims and interests. Education is pursued for the good of the nest, not for any individual purpose.

For the purposes of character generation, we consider a Hiver pursuing four years of intensive technical studies with a nest interested in military affairs to be the equivalent of attending a technical school or military academy, even though there is no formal institution involved. The Hiver equivalent of a master's degree or doctorate is achieved by intensive study along certain lines established centuries ago by custom and tradition (which, when you come down to it, pretty much describes the human university system). There are no formal accreditation agencies, but a number of nests have taken on the task of unifying educational techniques in the Federation, and these amount to an informal system of accreditation and standardization.

The Hivers are acquainted with more formal educational systems and operate quite a few, both inside and outside the Federation (the Hiver Technical Academy on Aubaine is a prime example).

General Education

This is the Hiver equivalent to an undergraduate university and may only be taken once.

Prerequisites: Education 5+.

Skills: Total skill levels equal to character's Curiosity or Education attribute (whichever is higher) from any combination of the following, but no more than level 3 in any one skill:

Admin/Legal, Artisan, Computer, Economics, Engineer, Language, Leadership, Physical Science, Social Science.

Contacts: One per term, either academic or specialist.

Other Effects: +1 EDU (after all skills have been awarded). No commissions, promotions or special duty rolls are made. No income is received for terms spent in General Education.

Military Education

This is the Hiver equivalent to a military academy and may only be taken once. Studies tend to concentrate heavily on theory and skimp on practice.

Prerequisites: None.

Skills: Total skill levels equal to character's Curiosity or Education attribute (whichever is higher) from any combination of the following, but no more than level 3 in any one skill:



Determination, Engineer, Interaction, Social Science, Space Tech, Technician.

Contacts: Two military.

Other Effects: No income is received during Military Education.

Advanced Education

This is the Hiver equivalent to a graduate university and, like its human counterpart, may be taken as many times as desired. Hivers have no formal advanced degrees such as master or doctor, but Hivers are usually granted such courtesy titles in Coalition space representing the extent of their studies (a character with two or more terms is treated as a Ph.D., etc.).

Prerequisites: One term of general education, Snohl Handling 1+.

Skills: Four levels per term in any one specialty, plus a total of two levels in any electives.

Specialties: Admin/Legal, Computer, **Economics, Engineer, Language, Physical Science, Robotics, Social Science.**

Contacts: One per term, either academic or specialist.

Other Effects: +1 EDU (after all skills have been awarded). No income is received during Advanced Education.

Medical/Biological Education

This is the Hiver equivalent to a medical school and may only be taken once.

Prerequisites: EDU or INT 8+, one term general education, Biology 3+, Chemistry 2+.

Skills: Computer 1, *Medical* 6, Observation 1.

Contacts: One medical.

Other Effects: No income is received during Medical Education.

Technical Education

This is the Hiver equivalent to a technical school and may only be taken once.

Prerequisites: None.

Skills: A total of six levels from any one or a combination of the following:

Aircraft, Computer, Economics, Medical, Robotics, Space Tech, Technician, Vehicle.

Contacts: One specialist (skill level 8) in one of the areas listed above.

Other Effects: No income is received during Technical Education.

CIVILIAN CAREERS

As with the basic rules, there are civilian and military careers.

Clusters, Skills, and Cascades: In all of the lists below, clusters of skills are printed in **bold**, while individual skills are printed in normal type. Individual skills that are printed in *italics* are cascade skills. When players select a cluster for their characters, they must then go to the Skills by Skill Clusters List on **TNE** page 113 to pick a specific skill from that cluster list. Players who select cascade skills must choose the cascade specialty. When a cluster or cascade is listed with a skill level number after it, that is the number of skills to be taken in the cluster or cascade, and must be specified immediately.

First Term Skills: The character receives this package of skills during the first term in this career, whether the term is the character's first career term, or only the first term in this career after other terms in another.

Subsequent Term Skills: The character chooses a number of skills from this list based on the character's total term number (not term number in this career). In a character's First Term (starting at age 14), a character will receive the listed First Term skills. In subsequent terms

(unless these are the first term in a new career, and earn the First Term package), the number of skills received is 4 in the second, 3 in the third, 2 in the fourth, and 1 in the fifth and later terms.

Special Assignment: Each term, the player has a chance to get a special assignment, also called special duty or special adventure, depending upon career. This is listed under the Special heading in the All Terms section. The first notation is the die roll on 2D6 that must be made to receive the special assignment.

Unlike in basic **TNE** character generation, there is no DM for the number of terms served in a particular career. Instead, a Hiver character receives a DM equal to its Curiosity+2 (drop fractions) for Special Assignment in *all* terms (thus 1=DM +0, 2-3=DM +1, 4-5=DM +2, 6=DM +3).

If the roll is made, the character receives a number of skills from the special assignment list according to the total term number (not term number in this career). That number of skills is the same as term skills for that term.

There is no effect if the special assignment roll is failed.

Term	Age* (Start-End)	Term Skills	Special Assignment Skills
1	14-18	4†	4
2	18-22	4†	4
3	22-26	3†	3
4	26-30	2†	2
5 and later	30+	1†	1

*Age is given in Imperial years. For Hiver years, multiply by 2.

†Or First Term skill packet for first term in a new career.

Promotion: Not every career has a rank list to go with the chance of promotion, but all do get a bonus skill from the Subsequent Terms list for each successful promotion. All promotion rolls receive a +1 DM for every two levels of Snohl Handling skill or Curiosity the character has (divide by two and drop fractions), whichever is higher.

Contacts: If more than one type is listed, the character may choose. Some of these require a roll to be made at the time the contact is selected to see if the contact is special (see the Character Generation section).

Continuation Rolls: If using the random method for finishing character generation, roll 2D6 at the end of each term. If the result is greater than the total number of terms served so far, the character may continue on to another term. If the result is equal to or less than the number of terms served, character generation is over.

Changing Careers: A character who intends to change careers on the next term subtracts one from the continuation die roll. (Going from an education term to another education or career term does not count as a career change; going from a career term to an education term does count as a career change.)

Civil Engineer

To a Hiver, construction means something slightly different than it does to a human. Hivers are more comfortable with part or all of their buildings underground, which leads to a greater concentration on excavation than other races pursue. Certain things, however—a bridge, a road, a dam or a cross-country power transmission grid—are pretty much the same no matter who builds them.

By tradition, most Hiver engineers learn to handle Snohl (the Hiver nonsentient, burrowing symbiote/mascot), even though the animals are only rarely used in modern construction.

Prerequisites: One term of advanced education, Construction 4+.



First Term

Skills: Engineer 2, Excavation 1, Explore 2, Snohl Handling 1, Vehicle 1.

Subsequent Terms

Skills: Determination, Economics, Engineer, Excavation, Explore, Interaction, Physical Science, Snohl Handling, Technician, Vehicle.

All Terms

Special Assignment: 9+ (DM: CRS+2) for Crime, Engineer, Language, Spacehand, Charm.

Promotion: 7+, DM: Snohl Handling or CRS+2.

Contacts: One per term, government.

Other Effects: Automatic membership in a Topical Club devoted to civil engineering.

Computer Specialist

Since their invention, computers have been an important part of Hiver civilization. With the coming of Virus, computer specialists have been in increasing demand for uplift missions in the Wilds.

Prerequisites: One term of Technical Education or one term of General Education, Computer 2+.

First Term

Skills: Economics 2, Technician 4, Language 1, Electronics 1.

Subsequent Terms

Skills: Economics, Technician, Interaction.

All Terms

Special Assignment: 9+ (DM: CRS+2) for Language, Spacehand, Technician, Charm.

Promotion: 7+, DM: Snohl Handling or CRS+2.

Contacts: One specialist (Computer or Electronics) per term. If a special assignment is rolled, add an extra contact of any type.

Other Effects: Computer specialists are allowed two secondary activity/Topical Club memberships per term.

Diplomat

Hiver diplomatic missions are a vital part of the Hivers' overall plan for the reconstruction of human space. The Hivers must seek out, nurture and maintain contacts with the Reformation Coalition and all of its constituent worlds, as well as hundreds of other worlds in the vast expanse of space between the Coalition and the Federation. Without diplomacy, there can be no uplift....

Prerequisites: CHR or INT 7+, Snohl Handling 1+.

First Term

Skills: Charm 3, Determination 1, Economics 1, Interaction 2, Language 1.

Subsequent Terms

Skills: Charm, Determination, Economics, Interaction, Perception.

All Terms

Special Duty: 9+ (DM: CRS+2) for Crime, Gun Combat, Spacehand, Vehicle, Vice.

Promotion: 6+, DM: Snohl Handling or CRS+2.

Contacts: Two government contacts per term, non-Hiver on a roll of 6+.

Other Effects: Hiver diplomats with rank R6 have a 200-ton utility vessel at their disposal upon completion of character generation, provided they are pursuing an official goal for their nest (this should be worked out between player and referee).

Merchant

Trade is very important in helping Virus-devastated worlds get back on their feet, and helping worlds advance helps the Hive Federation by providing increasingly sophisticated markets. The trade between the Coalition and the Hive Federation is small but growing, and Hiver merchants are increasingly common within the RC.

Prerequisites: INT 6+ or CHR 6+.

First Term

Skills:

Officers: Economics 2, Interaction 1, Space Tech 2, Space Vessel 2, Spacehand 1.

Spacehands: Space Tech 2, Spacehand 2, Technician 2, Vehicle 1.

Subsequent Terms

Commission: 7+, DM: CRS+2.

Skills:

Officers: Determination, Economics, Interaction, Language, Space Tech, Space Vessel, Spacehand.

Spacehands: Interaction, Space Tech, Spacehand, Technician, Vehicle.

All Terms

Special Duty: 5+ (DM: CRS+2) for Aircraft, Crime, Explore, Gun Combat, Language, Vehicle, Vice, Charm.

Promotion: 7+, DM: Snohl Handling or CRS+2.

Contacts: One per term, trader, government or criminal, non-Hiver on a roll of 6+.

Other Effects: Hiver merchants with the rank of O5 or higher command a 1000-ton Hiver transport and crew provided they are pursuing an official goal for their nest (this should be worked out between player and referee).

Medicine

The Collapse left many worlds in dire need of medical professionals. Travel outside the Federation has given you a chance to become familiar with diseases and conditions you would seldom see inside the safety of the Federation.

Prerequisites: AGL 5+.

First Term

Commission: Automatic if completed medical/biological education. A commission makes the character a doctor; all other characters are medical technicians.

Skills:

Doctors: Biology 4, Medical 4.

Medical Technicians: Charm 1, Medical 2, Perception 1, Physical Science 1, Technician 2, Vehicle 1.

Subsequent Terms

Skills:

Doctors: Charm, Determination, Interaction, Medical, Perception, Physical Science.

Medical Technicians: Charm, Perception, Physical Science, Technician, Vehicle.

All Terms

Special Adventure: 9+ (DM: CRS+2) for Language, Medical, Spacehand, Vessel.

Promotion: 6+, DM: Snohl Handling or CRS+2.

Contacts: One per term, medical, non-Hiver on a roll of 6+.

Other Effects: During the first commissioned term, training is so intensive that no secondary activity/Topical Club membership is allowed during this time. For each additional career term, however, doctors are allowed two secondary activity/Topical Club



memberships. All medical technicians are allowed one secondary activity/Topical Club membership per term.

Researcher/Scientist

A researcher/scientist is different from a teacher in that the researcher pursues knowledge for its own sake and is not necessarily very adept at passing this knowledge on to others.

Prerequisites: INT 7+, at least one term of advanced education.

First Term

Commission: 8+, DM: CRS+2 +1 for each term of advanced education.

Skills: *Language* 1, *Perception* 2, *Physical Science* 5.

Technicians: *Charm* 1, *Medical* 1, *Perception* 1, *Physical Science* 2, *Technician* 3.

Subsequent Terms

Commission: 9+, DM +2 if EDU 8+, DM +2 if INT 8+.

Skills: *Charm*, *Medical*, *Perception*, *Physical Science*, *Technician*, *Vehicle*.

All Terms

Special Adventure: 6+ (DM: CRS+2) for *Engineer*, *Explore*, *Gun Combat*, *Robotics*, *Social Science*, *Spacehand*, *Vice*.

Promotion: 7+, DM: Snohl Handling or CRS+2.

Contacts: 1 per term, government or scientist, non-Hiver on a roll of 8+.

Other Effects: Membership in a Topical Club devoted to the character's primary area of interest.

Teacher/Instructor ("Story-Teller")

The Hiver word for instructor or teacher translates as "story-teller," because Hivers once taught their young through the use of stories, parables and fables that combined important lessons with entertainment. Teaching techniques have become more sophisticated over the years, but the name remains in use because of tradition.

Instructors pick a specialty skill which represents their primary interest and course of intellectual study, from among the following list: *Admin/Legal*, *Biology*, *Chemistry*, *Communications*, *Computer*, *Construction*, *Electronics*, *Excavation*, *Farming*, *Fleet Tactics*, *Genetics*, *Geology*, *Gravitics*, *History*, *Instruction*, *Interview*, *Language* (must choose specific *Language*), *Machinist*, *Marketing*, *Mechanic*, *Medical* (must choose specific cascade), *Meteorology*, *Physics*, *RCV Operations*, *Sculpture*, *Ship Tactics*, *Ship's Engineering*, *Starship Architecture*, *Xeno-Biology*. If the referee allows it, the character may pick a specialty from any other skill allowed to Hivers.

Technical Institute—Aubaine: Under certain conditions, this career can represent a term spent teaching at the Hiver Technical Institute on Aubaine, and all contacts are human contacts.

Prerequisites: EDU or INT 7+, and at least one term of Advanced Education.

Technical Institute Prerequisites: EDU and INT 7+, at least one term of Advanced Education and at least one prior term as a teacher/instructor.

First Term

Skills: *Charm* 1, *Interaction* 2, *Language* 1, *Specialty* 4 (see above).

Subsequent Terms

Skills: *Charm*, *Determination*, *Interaction*, *Language*, *Specialty* (see above).

All Terms

Special Adventure: 9+ (DM: CRS+2) for *Explore*, *Perception*, *Spacehand*, *Charm*.

Promotion: 6+, DM: Snohl Handling or CRS+2.

Contacts: One per term, academic or government, non-Hiver on 8+ (DM +4 if teaching at Technical Institute on Aubaine).

Other Effects: Membership in a Topical Club devoted to the character's primary specialty.

Technician

As far back as you can remember, you have been driven by a need to know how things work. You have a way with machines that humans sometimes call magical, but there is, of course, nothing magical about it.

Prerequisites: INT 7+

First Term

Skills: *Charm* 1, *Medical* 1, *Perception* 1, *Physical Science* 2, *Technician* 3.

Subsequent Terms

Skills: *Artisan*, *Charm*, *Medical*, *Perception*, *Physical Science*, *Technician*, *Vehicle*.

All Terms

Special Adventure: 6+ (DM: CRS+2) for *Engineer*, *Explore*, *Gun Combat*, *Social Science*, *Spacehand*, *Vice*.

Promotion: 7+, DM: Snohl Handling or CRS+2.

Contacts: 1 per term, government or scientist, non-Hiver on a roll of 8+.

Other Effects: None.

MILITARY CAREERS

FDA Explorer

The Hive FDA (Federation Development Agency) fulfills the exploration and contact mission that was originally part of the navy's job, and also carries out the bulk of Federation uplift and anti-Virus assistance in the Wilds.

Prerequisites: INT or STR 7+.

Commission: 9+, DM +2 if INT 8+. Automatic if one term of Military Education.

First Term

Officers: *Determination* 1, *Explore* 1, *Physical Science* 1, *Space Tech* 2, *Space Vessel* 1, *Spacehand* 2.

Enlisted: *Explore* 1, *Space Tech* 2, *Space Vessel* 1, *Spacehand* 2, *Technician* 2.

Subsequent Terms

Commission: 9+, DM: CRS+2.

Skills:

Officers: *Aircraft*, *Animal Handling*, *Crime*, *Determination*, *Explore*, *Interaction*, *Medical*, *Perception*, *Personal Transport*, *Physical Science*, *Space Tech*, *Space Vessel*, *Spacehand*, *Technician*, *Vehicle*.

Enlisted: *Aircraft*, *Crime*, *Explore*, *Interaction*, *Language*, *Medical*, *Perception*, *Personal Transport*, *Space Tech*, *Space Vessel*, *Spacehand*, *Technician*, *Vehicle*.

All Terms

Special Duty: 9+ (DM: CRS+2) for *Gun Combat*, *Medical*, *Language*, *Vessel*, *Charm*, *Interaction*.

Promotion: 6+, DM: Snohl Handling or CRS+2.

Contacts: One per term, government, military or trader, non-Hiver on a roll of 6+.

Other Effects: Explorers with the rank of OS or higher have a 200-ton Hiver utility vessel at their disposal upon the completion of character generation, provided they are pursuing an official goal for their nest (this should be worked out between player and referee). +1 to Initiative if more than one term is served as an Explorer.



Ground Forces (Advisor)

Hivers are not well-suited to fighting, so the vast majority of the soldiers of the Hive Federation are non-Hivers, but most military units have one or more Hiver advisors attached to the command headquarters.

Prerequisites: CON 6+, INT 8+. Automatic if one term of Military Education.

First Term

Commission: Automatic.

Skills:

Officers: Determination 2, Explore 1, Interaction 2, Language 1, Tactics 1, Gun Combat 1.

Subsequent Terms

Commission: 9+, DM +2 if INT 8+.

Skills:

Officers: Artillery, Charm, Determination, Explore, Interaction, Personal Transport, Tactics.

All Terms

Special Duty: 9+ (DM: CRS+2) for Aircraft, Artillery, Crime, Gun Combat, Interaction, Medical, Perception, Personal Transport, Screens, Spacehand, Vehicle.

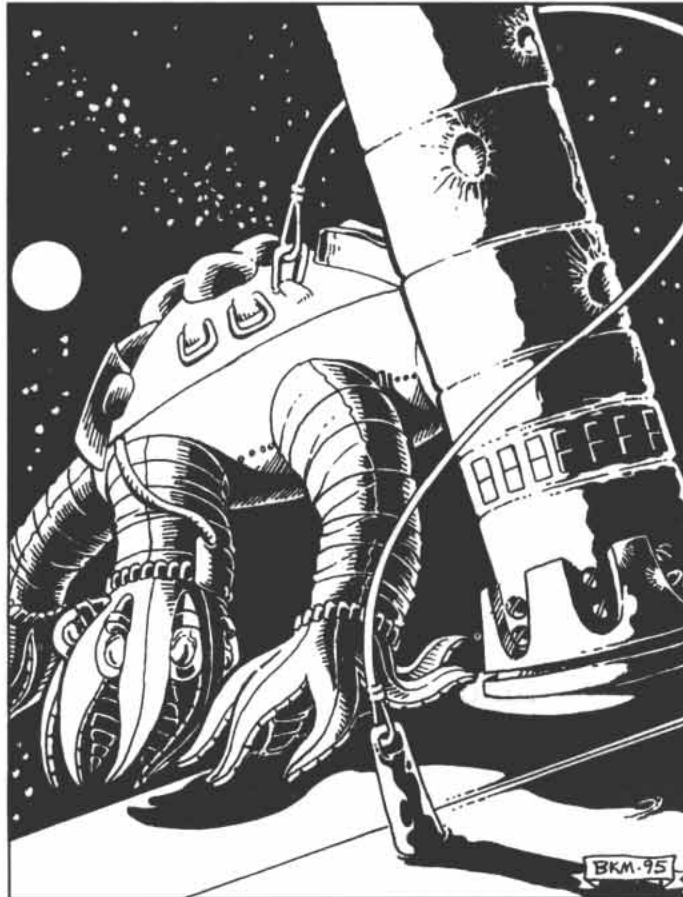
Promotion: 6+, DM: Snohl Handling or CRS+2.

Contacts: One per term, military, non-Hiver on a roll of 8+.

Other Effects: +1 to Initiative if more than one term served as Ground Forces Advisor.

Ground Forces (Support)

Hivers prefer long-distance, remote-control violence to the up-



close, personal variety. Few Hivers enter the Federation ground forces, but those that do tend to enter the support services.

Prerequisites: CON 6+, INT 7+.

First Term

Commission: 7+, DM +1 if CRS 2 or less.

Skills:

Officers: Artillery 1, Heavy Weapons 1, Determination 1, Explore 1, Interaction 1, Language 1, Tactics 1, Admin/Legal 1.

Enlisted: Artillery 2, Explore 2, Interaction 1, Technician 2, Vehicle 1, Heavy Weapons 1.

Subsequent Terms

Commission: 9+, DM +1 if CRS 2 or less, +1 if INT 8+.

Skills:

Officers: Artillery, Charm, Determination, Explore, Personal Transport, Tactics, Vehicle, Heavy Weapons.

Enlisted: Artillery, Charm, Explore, Personal Transport, Vehicle, Heavy Weapons.

All Terms

Special Duty: 9+ (DM: CRS+2) for Acrobat, Aircraft, Animal Handling, Artillery, Crime, Gun Combat, Interaction, Medical, Perception, Personal Transport, Spacehand, Technician, Space Tech.

Promotion: 6+, DM: Snohl Handling or CRS+2.

Contacts: One per term, military, non-Hiver on a roll of 8+.

Other Effects: +1 to Initiative if more than one term served in Ground Support.

Navy

Until the outbreak of the Hiver-K'kree War, the Hiver Navy had been a small exploration service devoted to scouting operations, actions against local navies without jump-capability and protection of merchant shipping. The war necessitated a restructuring, which made the Hiver Navy a powerful interstellar force capable of holding its own against any expected threat. Its duties also include the maintenance of an antivirus cordon and the protection of Hiver merchant convoys outside the Federation.

Hiver Naval personnel are often assigned to RCN vessels as observers or liaison officers.

Prerequisites: INT or EDU 7+.

First Term

Commission: 8+, DM +1 if EDU 8+, DM +1 if INT 8+.

Skills:

Officers: Spacehand 1, Space Vessel 2, Space Tech 2, Tactics 2, Determination 1.

Enlisted: Space Tech 2, Spacehand 2, Technician 3.

Subsequent Terms

Commission: 9+, DM +2 if INT 8+.

Skills:

Officers: Charm, Determination, Interaction, Medical, Physical Science, Space Tech, Space Vessel, Spacehand, Tactics, Technician, Vehicle.

Enlisted: Charm, Space Tech, Spacehand, Technician, Vehicle, Language.

All Terms

Special Duty: 9+ for Aircraft, Artillery, Gun Combat, Interaction, Perception, Vehicle.

Promotion: 6+, DM: Snohl Handling or CRS+2.

Contacts: One per term, Military, plus one per special duty, non-Hiver on a roll of 8+.

Other Effects: +1 to Initiative if more than one term served in Navy.



HIVER SKILL DESCRIPTIONS

This section discusses how skills differ in application between Hivers and humans. Players and referees will need to be familiar with the skills as they are defined in the basic rules.

Hiver "Pacifism" and Skill Choice

Hiver pacifism represents an actual squeemishness about the personal use of violence rather than an actual rejection of the application of force intended to influence the behavior of others. Thus, the imposition of the Hiver will on others is accomplished more with certain skills and less with others, based on the predispositions of the Hivers themselves.

We will impose no new rule limiting the number of close combat skills that may be taken during Hiver character generation. We will limit ourselves to a reminder that Hivers shun such skills, and players interested in roleplaying a Hiver character should keep within the spirit of this understanding. As always, referees are the ultimate authority for deciding what is permissible in their *Traveller* campaigns.

In this spirit, we will present the following lists of skills that are more and less common among Hivers.

The following skills are notably *more* common among Hivers than they are among humans:

Act/Bluff, Bargain, Biology, Chemistry, Computer, Electronics, Genetics, Geology, History, Instruction, Interview, Investigation, Language, Liaison, Observation, Persuasion, Psychology, RCV Operations, Research, Robotics, Sensors, Snohl Handling, Stealth, Streetwise, Willpower, Xeno-Biology.

The following skills are notably *less* common among Hivers than they are among humans:

Archery, Armed Martial Arts, Autogun, Bribery, Dance, Early Firearms, Energy Artillery, Energy Weapon, Forgery, Forward Observer, Grenade, Heavy Gun, Intrusion, Launcher, Music, Painting, Pickpocket, Sculpture, Service, Slug Weapon, Song, Thrown Weapon, Unarmed Martial Arts.

Interspecies Interaction

Certain skills cannot be used on their own when used in conjunction with another species. Psychology and Persuasion, for example, are not very useful if the user has no knowledge of the basics of another being's thinking or emotional processes.

The skill in *Traveller* used to understand other species and to use knowledge and skills in conjunction with those other species is Liaison. Because any skill level in Liaison could not possibly imply familiarity with *all* existing intelligent races, referees should feel free to treat Liaison as a cascade skill, in which a specialty species (such as human, Ithklur, Droyne, etc.) should be specified. Thus, the full skill level is used when dealing with the listed species, and only half the level is used when dealing with different species. (Naturally, referees should feel free to impose additional penalties if these other nonlisted species are extremely unusual or unfamiliar to the character.)

The following skills when used in conjunction with non-Hivers require the use of Liaison as an *enabling skill* (TNE page 109):

Act/Bluff, Bargain, Bribery, Carousing, Gambling, Instruction, Interrogation, Interview, Leadership, Marketing, Persuasion, Psychology, Recruiting.

Hiver Use of Traveller Skills

Hivers use the standard skills from the TNE basic rules just as does any human character with the following exceptions or modifications:

Acrobatics: This is the ability to exercise precise control over body motions and actions. Hivers prefer not to engage in melee combat, but otherwise the skill is used in very much the same ways as with human characters.

Referees should remember that Hivers have a lower center of gravity than humans as well as more limbs, and that some acrobatic tasks will be easier for them (balancing, for example), while others will be more

difficult. For example, an attempt to leap from a flying helicopter to a speeding ground vehicle might be a Formidable test of Acrobatics for a human, but only Difficult for Hivers because their lower center of gravity and extra limbs will make it easier for them to grab hold and hang on. On the other hand, the low, broad body of the Hivers will make walking along a narrow ledge an Impossible test of Acrobatics for a Hiver, but only Difficult for a human.

Animal Handling: When taken by Hivers, this skill automatically becomes Snohl handling (see below).

Climbing: Hivers find climbing easier because of their additional arms, so all climbing tasks are one level easier than they would be for humans. Certain tasks (such walking along tightropes or narrow ledges) present greater challenges to Hivers than such tasks would to humans. Referees must use judgement and common sense assigning difficulty levels to such tasks.

Disguise: This skill enables a Hiver to disguise itself as another Hiver. Referees should use common sense and place restrictions on the use of this skill—a Hiver cannot disguise itself as a human, for example, but it will be easier to fool non-Hivers, as Hivers tend to look alike to those unfamiliar with them as individuals.

Excavation: Hiver engineers tend to be better trained in excavation than other races because it is one of their preferred building methods. There are no significant differences between the Hiver and human use of this skill.

Farming: In Hivers, farming skill is primarily related to the underground cultivation of the various types of fungus that form a staple of the Hiver diet.

Gambling: Hivers with Gambling skill have a formal knowledge of statistics and probabilities, and a familiarity with the rules of various games of chance, as described in the basic rules on pages 118-119. They also have an intellectual understanding of bluffing and other techniques. Hivers gamble with non-Hivers because it enables them to study behaviors in an informal setting. The Hivers themselves have games, but the notion of betting *money* on their outcome is foreign to them.

Jeweler: In Hivers, this skill concentrates on the ability to manufacture and repair small, intricate mechanical objects.

Language: There are no significant differences between the Hiver and human use of this skill, except for the fact that a Hiver can only vocalize a language using a portable translator. Hivers can hear and thus can (theoretically at least) understand spoken language, just as humans can (again, theoretically) learn to understand the Hiver sign-language.

Liaison: This is the crucial skill used for interaction with non-Hiver races (see above).

Medical: There are few significant differences between the Hiver and human use of this skill except as it applies to the treatment of another race (see Wound Treatment, page 82, and TNE page 123). As in the basic game, this skill is a cascade: Diagnosis, Trauma Aid or Surgery.

Snohl Handling: For all intents and purposes, any Hiver receipt of Animal Handling is taken as this skill. This skill covers the rather specialized skills of caring for the Snohl, the Hiver nonsentient, burrowing symbiote/mascot. It is of little practical utility, but all Hivers are expected to possess it to a certain degree. All promotion rolls receive a +1 DM for every two levels of Snohl Handling skill the character has acquired (skill level+2, drop fractions).

Swimming: There are no significant differences between the Hiver and human use of this skill. A Hiver with a translator counts as fully clothed for the purposes of swimming. A normal utility harness does not count.

Unarmed Martial Arts: The Hiver distaste for personal combat means that Hivers have no great opportunity to practice this particular skill. Hivers may not have this skill at greater than level 0 and may only acquire it as a topical club secondary activity.

Zero-G Environment: Because of their additional limbs, Hivers find getting around in a zero-G environment relatively easier than do humans or Ithklur, and all tasks are one level easier for them.

Referees' Section

HIVER NPCS

This is an expansion to the necessarily abbreviated guidelines shown on TNE pages 67-69 for how to create Hiver template NPCs. Detailed Hiver NPCs can also be created by using the character generation rules found on pages 27-34 of this book.

HIVER MOTIVATIONS

In all cases, aces and face cards indicate that the Hiver has achieved Manipulator status (this is indicated by the abbreviation "M." in the motivation description). This may be modified by the referee as necessary, and a Hiver may be a manipulator even if no aces or face cards are drawn when generating its motivations.

Clubs: Violence

Hivers like to think of themselves as pacifists. However, they are not pacifists in the sense of rejecting violence for ethical reasons. Rather, they are simply unable to cope with it for psychological reasons. This is why the Ithklur think of them as cowards.

Somewhat Used to Violence: Unlike many Hivers which actively shy away from the idea of using violence, these Hivers are willing to contemplate it and attempt it when necessary.

Moderately Used to Violence: These Hivers are more willing to think of using physical violence and may have even had to do it once, although they don't like the memory. These Hivers use the normal human rules for panic (TNE page 268) and not the modified Hiver panic rules on page 81 of this book.

Experienced with Violence: These Hivers have experienced physical violence and/or combat before and are as well-adjusted to it as a Hiver can get. This could be a Hiver which has served (or continues to serve) as a military advisor and has seen combat on repeated occasions.

These Hivers use the normal human rules for panic (TNE page 268) and not the modified Hiver panic rules on page 81 of this book. These Hivers also have an Initiative of 2. (This is a variation from the simple Hiver motivation presented in the TNE basic rules on page 68, where Initiative 2 was granted by clubs face cards. In this more detailed version, face cards have specific meanings as below, and Initiative 2 is granted by 8, 9 and 10.)

Cavalier: This Hiver will not directly kill anyone itself, but has no particular concern if the advancement of its aims requires others to die or kill each other. Such a Hiver would allow a war to be a secondary by-product of its manipulation, so long as that manipulation succeeded in

its primary goal (even if that goal was to find out if it could cause a war).

Murderer: This Hiver is accomplished at using murder to achieve its goals. Such murders are not acts of violence, but instead are incredibly cunning acts of poisoning, infection with disease, pre-arranged "accidents" and the like. These victims will normally be non-Hivers, but Hivers which require elimination can be dealt with as well. Such a Hiver is almost certainly a coward when confronted with direct violence.

Coward: Whereas most Hivers are squeamish about violence and their safety, this Hiver is actively terrified. While this Hiver may also be afraid of accidents, plots and manipulations against it, it is particularly afraid of physical violence. It probably is afraid to be touched by others, is afraid of sudden movements, and is given to carrying around weapons that it is afraid of and has no idea how to use.

Commander: This is a Hiver which has achieved mastery of military concepts (well, to the extent that any Hiver really can without coming to terms with physical violence). Such an individual would be the Hiver analogy to Napoleon or Patton, but more along the lines of Nelson, Mitscher or Nimitz.

Diamonds: Miscellaneous

This covers a variety of Hiver motivations not properly included in the other categories.

Wannabe: The wannabe is a Hiver who believes in all of the traditional Hiver values, and in the best Hiver tradition hopes to take its place among the ranks of manipulators one day. However, this Hiver does not have what it takes, either intellectually or morally, to do so. Either it lacks the intelligence to construct a workable manipulation or it lacks the attention span to follow it through. Although such Hivers can conceivably have truly evil goals, their attempts to actually do evil are so bungling or transparent ("I am an escaped laboratory mouse and I am going to take over the world!") that they are basically harmless, although good for laughs.

Good Citizen: This Hiver is content to carry out its role in society for the good of the Hiver race and has no particular aspiration to manipulate others. However, it is also willing to engage in such activities if there is a good reason for doing so.

Will to Power: These are Hivers who either have not yet attained manipulator status or wish to become more accomplished manipulators. Although they are motivated by traditional Hiver values, their main reason for becoming manipulators is not to do good *per se*, but rather the natural desire to gain more control over their surroundings and their own futures.

Selfish: This Hiver acts in accord with traditional Hiver values, but is exceedingly attracted to personal comfort and advantage. Thus, its every act, regardless of how worthwhile its primary goal is, will have the additional effect of adding to the Hiver's personal comfort, reputation, desire for power, etc. Also, such Hivers will undertake many acts simply to satisfy their own needs, without feeling the need to justify them from any other standpoint.

Mastermind: This is an utterly amoral Hiver whose every action is intended to further some plan of its own. Every individual it encounters is merely a tool or pawn in its plan, and it trusts no one (although it may conceal this, of course). To such a Hiver, its control over others is of paramount importance. These Hivers do not recognize the importance of racial advancement, paternal instinct or other traditional Hiver values, but place their own goals as the highest end.

Vigilante: These Hivers attempt to defend Hiver society from improperly conceived or intended manipulations, and take measures to undermine unworthy manipulations or impair the ability of manipulators they disagree with to undertake them. The definition of what is unworthy and what sorts of things need to be defended against will vary from Hiver to Hiver.

Visionary: This Hiver has a vision of something of value beyond the

Clubs: Violence

Card Motivation

Ace	M. Commander
King	M. Coward
Queen	M. Murderer
Jack	M. Cavalier
8-10	Experienced with Violence
5-7	Moderately used to Violence
2-4	Somewhat used to Violence

Hearts: Parental Instinct

Card Motivation

Ace	M. Conscientious
King	M. Puppeteer
Queen	M. Punishing
Jack	M. Patronizing
8-10	Very Parental
5-7	Moderately Parental
2-4	Somewhat Parental

Diamonds: Miscellaneous

Card Motivation

Ace	M. Visionary
King	M. Vigilante
Queen	M. Mastermind
Jack	M. Selfish
8-10	Will to Power
5-7	Good Citizen
2-4	Wannabe

Spades: Curiosity

Card Motivation

Ace	M. Authority
King	M. Secretive
Queen	M. Informative
Jack	M. Obsessive
8-10	Dangerously Curious
5-7	Presumptively Curious
2-4	Very Curious



typical Hiver commitment to racial advancement, paternalism, racial superiority, etc. This can be just about anything, and can just as easily be good or evil in its intent or effects. A Hiver dreamer who is aware of the meaning of its gift will usually be a visionary, as can a disaffected member of Hiver society who disagrees with its traditional structure.

Hearts: Parental Instinct

The Hiver parental instinct is focused on other "promising" races as well as on the Hivers' own yearling offspring. In most cases this motivation refers to the Hivers' parental instinct toward humans, Ithklur or whatever race the referee decides the Hiver is in contact with. In the descriptions below, humanity will be the assumed object of the instinct, but this can refer to any race.

Somewhat Parental: These Hivers see humans as worthy of their parental instinct, but the application of this instinct is probably as part of a larger Hiver program of which these Hivers are but a part. This instinct may allow them to form ties with individual humans where their interests and goals coincide, or the Hiver may merely feel generalized affection to humans in the abstract and not really be able to tell them apart.

Moderately Parental: These Hivers see the assistance of humans as an important and useful motivation in their lives, although this assistance might be abstract and not include affection for humans *per se*. Such Hivers are, however, able to interact effectively with humans, and in the absence of other personality quirks, blend in fairly well to the expectations and rhythms of human culture.

Very Parental: These Hivers feel genuine affection for humans in general, and usually have several human comrades with whom they interact on a regular basis. Such Hivers are also concerned with the well-being and good reputation of the human organizations with which they cooperate, and are willing to work to enhance these.

Patronizing: The Hiver truly wishes the best for humans, but has very little faith in their ability to do anything right on their own. It is therefore constantly being insultingly superior, checking up on every little thing, insisting on doing things over to do them "right," and generally treating humans as stupid children.

Punishing: This Hiver sees the best for humans in the future, but is disgusted with their current condition and very impatient with their ability to change to what Hivers think they ought to become. Such Hivers constantly lecture humans they claim to be "helping," are very demanding in what they expect from their relationships with humans, and often attempt to punish humans in some fashion or another for not living up to their expectations.

Puppeteer: This Hiver is actually using humans to suit its own ends. This might be some short-term operation, such as to recover some technology from the Wilds, or a longer-term, civilization-wide manipulation.

Conscientious: This Hiver sees beyond the limits of typical Hiver paternalism and tries to discern the true best results for humanity beyond any Hiver predispositions. For example, such a Hiver might oppose certain manipulations of humans, or believe that some species need to retain their aggressive instincts to remain true to what they are. A conscientious Hiver will not merely make others' decisions for them, but will try to assist them in achieving their own goals, as it believes that they have a right to their own goals (within reason, of course).

Spades: Curiosity

Curiosity is a motivation familiar to humans, but Hivers take it to greater extremes. Hivers use most every waking moment actively learning about things. This can consist of studying books, tapes and computer files, but is also manifested in studying or fiddling with things, conducting simple experiments with common objects and recording results in their ubiquitous portable computers. All Hivers are inherently curious, so any result in this category shows levels of

curiosity above this level.

Very Curious: More curious than the average Hiver. Such a character would show many of the activities above, but to a greater degree, and exhibit greater determination and creativeness in getting to the bottom of things. Also, such a Hiver would not anticipate the inconvenience that its experiments might cause to its companions, as it would fail to appreciate that they were not as curious as it was.

Presumptively Curious: These Hivers seem to believe that the universe exists as their private laboratory. They see no difficulty at all in interrupting formal or private events to set up monitoring devices, asking embarrassing questions, throwing objects at humans and then quizzing them on how badly it hurt, or peering up women's dresses to establish some hypothesis about the color of underwear.

Particularly polite ones might off-handedly remark, while crawling over the podium at a political rally, "Oh, don't mind me. Just go about with what you were doing."

Dangerously Curious: These Hivers become so absorbed in what they are doing that they fail to notice personal danger when they are pursuing the answer to a question. Such Hivers may not notice gunfire going over their heads, or may stand near an erupting volcano enraptured by the read-outs on some seismic device, unaware of the closeness of lava flows or smoldering fires in its equipment. These Hivers are so curious that they actually present something of a danger to themselves.

Obsessive: The Hiver is so focused on one particular issue or question that it has lost its perspective. It may be undertaking dangerous or unhealthy risks, or disregarding more important duties or considerations. It is possible that this maladaptive focus is causing the Hiver to ask the wrong questions, so that its current quest can never be satisfactorily concluded, only adding to its desperation for an answer.

Informative: The Hiver is incredibly knowledgeable on a wide variety of topics and enjoys sharing this knowledge as profligately as possible. Such a Hiver may be extremely helpful in most cases, but may be bothersome by constantly interrupting with unneeded advice. This personality type is the closest that any Hiver will come to being a chatterbox.

Secretive: This Hiver will share no information with any other beings. This may be because the Hiver is engaged in a delicate manipulation and cannot allow any information to skew the results, or because it is naturally competitive and does not want any other beings to gain advantage over it by learning information that it has gathered.

Authority: Such a Hiver is an authority on one or more topics at the referee's discretion. This Hiver can be considered to have absolutely accurate knowledge in this area, but may or may not be willing to share this information, depending upon its other motivations or the referee's wishes.

HIVER NPC TEMPLATES

Most of the Hiver strength, and most of the Hivers themselves, remain within the Hive Federation, rebuilding their society. Those who venture out toward human space are of three main types, as follows:

Hiver Tech Rep

Every RCES ship's crew includes at least one Hiver technical representative. These Hivers are included to provide assistance in the maintenance and repair of Hiver-designed and manufactured systems installed on the ship, as well as to assist in the recovery and repair of relic technology discovered on exploration missions. Hiver tech reps are especially valuable in examining relic computers and software for traces of Virus.

Level: Novice.

Combat Assets: Energy or Slug Weapon (Rifle or Pistol).

Other Assets: Computer 16, *Language* (Anglic) 18, any two assets from *Space Tech* or *Technical* clusters at 16, plus four more from *Space Tech*, *Technical*, or *Physical Science* at 12.



Hiver Instructor

Hiver instructors are members of the faculty at the Hiver technical schools. Some of them might also participate in exploration missions that are expected to make discoveries in their fields of expertise.

Level: Novice.

Combat Assets: None.

Other Assets: Computer 18, *Language* (Anglic) 18, any one asset from **Space Tech**, **Technical**, or **Physical Science** clusters at 18, plus three more from these clusters at 14.

Hiver Merchant

Hiver merchants trade with the Reformation Coalition, but will not be found travelling into the Wilds. They are most commonly encountered in the Coalition homeworlds and at Auction.

Level: Novice.

Combat Assets: Energy or Slug Weapon (Rifle or Pistol).

Other Assets: Computer 10, *Language* (Anglic) 12, any two skills from **Technical** or **Space Tech** at 12, any two of **Bargaining**, **Admin/Legal**, or **Marketing** at 12.

The remaining NPC types are not very common in the Old Expanses. These are:

Senior Diplomat

Hiver senior diplomats will normally be encountered as the leaders or key members of an important diplomatic group engaged on a mission for the Hiver Federation. It is rare for a Hiver to reach such a lofty position without having acquired the title of manipulator. The leader of a diplomatic mission will usually have one or more Hiver Federation ships under its control. Senior diplomats may be assigned to important Coalition expeditions where Federation interests are involved.

Level: Novice.

Combat Assets: None.

Other Assets: Computer 16, *Language* (Anglic) 18, any two assets from **Interaction**, **Determination** and/or **Charm** clusters at 16, plus four more from **Economics**, **Perception** or **Charm** at 12.

Junior Diplomat

Junior diplomats will normally be found acting in subordinate roles as part of a diplomatic group engaged on a mission for the Hiver Federation. They may be assigned to independent duty pursuing some important subsidiary mission of a larger group. Junior diplomats may be assigned to Coalition expeditions (at the referee's discretion).

Level: Novice.

Combat Assets: None.

Other Assets: Computer 10, *Language* (Anglic) 12, any five assets from **Interaction**, **Determination**, **Economics**, **Perception**, and/or **Charm** at 12.

Naval/Starship Crewmember

Hiver Naval personnel are almost never found in the Old Expanses except serving aboard Federation Naval vessels.

Hiver starship crewmembers are found on Hiver merchant vessels and Federation diplomatic vessels serving in various positions.

Level: Novice.

Combat Assets: Energy Pistol.

Other Assets: Any one of **Gunnery** or **Screens** at 14, Computer 12, *Language* (Anglic) 10, any four assets from **Technician** or **Space Tech**, **Spacehand**, **Vehicle**, or **Space Vessel** at 12.

Naval/Starship Officer

Federation Naval officers are seldom encountered in Coalition space

except when acting as an advisor to a Coalition group or as part of a Hiver diplomatic mission. As such, they will not be in command of a Hiver warship, but may have one or more lesser vessels under their command.

Hiver starship officers are found crewing Federation naval, diplomatic or merchant vessels.

Level: Novice.

Combat Assets: Energy Pistol.

Other Assets: Computer 12, *Language* (Anglic) 12, any two assets from **Tactics**, **Space Vessel**, **Space Tech**, **Determination**, or **Charm** clusters at 16, plus four more from these clusters at 12.

Doctor

Hiver doctors are often a part of the staff of diplomatic missions, temporary bases, and are often found serving on the larger naval vessels.

Level: Novice.

Combat Assets: None.

Other Assets: *Medical* (Diagnosis) 18, *Medical* (Surgery) or *Medical* (Trauma Aid) 16, any two assets from **Interaction** or **Physical Science** clusters at 16, plus four more from *Medical*, **Perception**, or **Charm** at 12.

Medical Technician

Hiver medical technicians accompany doctors, and staff sickrooms aboard temporary bases and the larger naval vessels.

Level: Novice.

Combat Assets: None.

Other Assets: *Medical* (Trauma Aid) 12, *Medical* (Surgery) or *Medical* (Diagnosis) 10, any four assets from *Medical*, **Technician**, **Perception**, **Charm**, **Vehicle**, or **Physical Science** at 12.

Anti-Virus (Computer) Specialist

Every Hiver ship that leaves Federation space has at least one anti-virus specialist assigned to its crew (often filling one of the electronics crew positions, but sometimes assigned as a supernumerary). Anti-virus specialists are normally assigned to diplomatic missions and occasionally sent on Coalition expeditions where Federation interests are expected to be involved.

Level: Novice.

Combat Assets: None.

Other Assets: Computer 18, *Language* (Anglic) 12, any one asset from **Spacehand**, **Interaction**, or **Technician** clusters at 18, plus three more from these clusters at 14.

Ground Forces (Advisor) Officer

One or more Hiver ground force advisors are normally attached to the headquarters of large Ithklur military forces.

Level: Novice

Combat Assets: *Energy Weapon*

Other Assets: **Leadership** 10, **Ground Tactics** 12, *Language* (Anglic or Ithklur) at 14, any four assets from **Tactics**, **Explore**, **Interaction**, **Determination**, or **Charm** clusters at 12, and one from **Artillery** or **Heavy Weapons** at 16.

Ground Forces (Support) Officer

Hiver support troops are normally attached to Ithklur forces and sometimes encountered as observers on Coalition missions.

Level: Novice.

Combat Assets: *Energy Weapon*

Other Assets: **Communications** 10, *Language* (Anglic or Ithklur) 14, any four assets from **Engineer**, **Explore**, **Interaction**, **Economics**, or **Charm** clusters at 12.

Dreamers

I had a dream. A dream of a wood, old beyond imagining, rich with life, thick with deep, heavy fertility, laden with the smells of eternity. The trees were tall, the trees were strong. And they beckoned, though they did not need to move. Their proud straightness alone was a magnetic force. Their silence was a pregnant moment waiting for a voice. And I was drawn toward them.

How many other travellers had heard this call? How many had become lost in this wood or found a home here? But the silence pressed in tight, and the wood closed around me. And where I had expected to hear the distant conversing of birds and the carefree accompaniment of splashing water, there was only the sighing of a dry wind. The sighing of a dry wind through brambles, thick, black and wicked, clinging closely to the bases of trees, sinking thorns deep into aged bark. And what had been the rich, sticky-sweet smell of life swelling deep in the earth became the cloying scent of decay, of death bursting through the soil in repellent, fungous growths.

The wood cringed about me, as if each creature in every nest and burrow and cocoon were recoiling from the smell that I had caught. And although the motion subsided quickly, the vision remained with me, like bright flashes in darkness. The wood was steeped with life, saturated with creatures, each cowed, as I was, by the unexpected intimation of doom.

But the trees were tall and proud. The brambles, though twining vine-like through the limbs, were nothing to the ancient strength of the trees.

A soft groan touched my ears, the sound of weight shifting, settling. It came from a tree, like many of the others around me, heavy with sigils and signs, carved deep with coats of arms and patents of rectitude. With a dull pop, it sagged against its neighbor, a younger tree, uncarved and unmarked, but no less tall or broad. The young tree bowed, trying to roll with the weight of its older neighbor, but the groan of its bending ascended to the shriek of living wood splintering. The two trees crashed to the forest floor, leaving the final shriek hanging in the air. But while the young tree crashed and splintered, bitterly and violently, leaving a quivering stump and savage echoes, the older tree landed with a dull thud, and disintegrated to reveal an interior seething with insects and pungent with dead ichor. Where it had entered the ground, the trunk had pulled free, leaving a shallow, musty wound, where all its roots had long since dissolved into the gray leprous soil that remained.

Suddenly I saw how many of these dead but still erect trees there were, each sagging against the living ones beside them, hanging like a sword above the healthy trees of the forest. These standing dead were holding the living hostage against their pride, their will to outlast their lives. It was then that the silence found a voice, and it was singing a song of death.

How could no one have seen that the wood had been dying for so long? How many young trees could shrug their way through the dead weight entangling them?

A shadow passed near me, a force shrouded in blackness, which left a bright flickering behind as it fled. A flickering of fire. Before I could move, the fire leaped to the fallen tree, consuming the crumbling, dry wood, and destroying the insects with pops that merged into a steady sizzle.

The wood came alive again, with creatures mindlessly fleeing the blaze, but not quickly enough, for the fire leaped ahead of them, tree to tree, bramble to bush, cutting them off, mercilessly devouring them. Leaves ignited on branches in the searing air, and trunks exploded as the sap inside them flashed to steam. Somehow, above the infernal roar, arose another sound, a shrill keening, the combined cries from the throats of a million million incinerated creatures, and the creaking of a million million falling trees.

After a time, which was forever, or might only have been an instant, the fire was over. Smoke and steam concealed everything, and the sounds were of fading hissing and crackling, and the exhausted groan of great weights shifting one last time to their last resting places. A wind stirred, but not a dry wind—a fresh wind, which stripped the smoke from the smoldering wreckage and carried away the sounds of ruin.

The trees that remained stood battered and blistered, but untangled in the sunlight. The brambles were seared away, and the standing dead were ashes. The creatures that returned were the strong and vigorous, and the song they took up was the song beyond the song of death: It was a song of defiance, of renewal. The voice had found the song of life.

Some things can only be cleansed with fire.

I had a dream. A dream of fire.



HIVER MANIPULATION

It is a mistake to think of manipulation as a hobby of privileged Hivers, or as an activity that can be defined separately from Hiver society as a whole. It is in fact a major fiber woven into their society and is inseparable from it.

To say that manipulation is a career that Hivers move into after having spent some portion of their lives in other careers is correct only insofar as it can be said that the CEO of some major corporation moved into the separate career of Chief Executive Officer (Shaker and Mover 1st Class) after having spent his previous 30 years in the completely unrelated careers of Senior Vice President for Marketing, Administrative Officer, District 3 Manager, etc. (Shaker and Mover 2nd through 4th classes).

Manipulation is a basic concept in the Hiver understanding of The Way Things Work, much as politics, power, motivation, supply and demand, and the perversity of inanimate objects are crucial conceptual tools in human society. Manipulators are better understood as Hivers who have ascended to positions of power where they are given broader horizons to exercise their manipulative talents (if human, read: "management," "administrative," "organizational," "visionary" talents) after having demonstrated talent and proficiency in the small-scale manipulations that would be necessary in the day-to-day workings of their careers as naval officers, merchants, tool-and-die manufacturers, etc.

Which brings us to the question: Is the Reformation Coalition a Hiver manipulation?

Get real. Manipulation is a survival skill of the Hivers. To ask if a Hiver brings any of its manipulative skill to the solving of a problem is like asking, "Hey, those *Homo sapiens* over there, are they planning on using their brains and their opposable thumbs in order to cross that river?"

Oh, so now with the big "no fair" whine. We poor little put-upon humans are now tools of Ned and the big nasty starfish monsters. Well, let's put a little nonhomocentric spin on it.

Something is Rotten in Denmark (and Everywhere Else in the Imperium)

Good job those humans. They've put together the largest interstellar society in known space, all with just brains and opposable thumbs. Not bad for a bunch of hairless former tree-climbers. They've surmounted $E=mc^2$; they've surmounted the Great Rift; they've surmounted the Civil Wars of the early 600s; they've surmounted 1100 years of Murphy's this, that, and the other thing; and, by virtue of that record of success, they have attained major roles in the affairs of every other starfaring race: the Aslan (yeah, so they didn't do it on their own, who does?), the Vargr (yeah, and they *did* do it on their own, so mother nature obviously has no quality control), the Zhodani (those damned humans again), the K'kree (don't get me started) and the Hivers.

So you figure you can count on these guys, right?

Nope. After all that, the Imperium collapses like some 1100 year-old house of cards (*who knew?*), and unleashes the meanest mother of a virus the universe has ever seen, which, interstellar intercourse being what it is, drags down the computerized centers of all the other starfaring races as well (forget the fact that they slaughtered *tens of billions* of their own species in this fiasco—more than have ever been killed by any other single

cause). Not only can the humans not be trusted in their own sandbox, they trashed the *entire* playground.

Not exactly what you'd call good neighbors.

Return the Manipulators

Not that many folks had the time to reflect on local property values. The K'kree were still crying in their salads, the Aslan were breeding up a storm, and the Vargr were so busy snarling and fighting each other, they may never have noticed the difference. But—the Hivers, with their demonstrated facility for pragmatism and computerization, were the first race to begin recovery.

And the Hivers did have the time to think about the future of humanity—and whether they could afford to ever let anyone do again what the human virus did to them. Humanity is just plain dangerous. But you can't exterminate them (well, maybe...), nor can you ultimately stop them from coming back again. It takes a lot of stubbornness and a lot of determination to reach the stars, and the humans, by the size of their collection, had a little more of both than any other race. So what's a poor neighbor to do?

Well, a neighbor could change the humans, ever so slightly. But would it work in the long run? Sometimes a race of manipulators just can't resist a challenge.

When looking at humanity, the Hivers had the advantage of an outside perspective. They could view human society, and human history, as an ecosystem. And as manipulators who were used to working on a society-wide scale, they had what you could call a flair for it. They could identify adaptive and maladaptive behaviors in a way that human analysts, themselves enmeshed in the human condition, and unable to see the forest for the trees, could not. Where a human analyst would talk about Dulinor's bad childhood, Lucan's lack of breast-feeding, and the unusual constellation of cross-cutting economic demands in the Core that spring, a Hiver could ask questions without psychological or sentimental attachment to the event. What was different between 600 and 1100 that caused an Empire to survive over a dozen "rights of assassination" in the former case, but none in the latter?

The fact that the Imperium had survived the series of coups of the early 600s was a good sign, not only for humans, but for moderate Hivers who did not wish to have to exterminate humanity. The Hivers had always held out the greatest hope for humans as candidates for another civilized interstellar society, but had maintained reservations based on the tremendous human capacity for violence, proven yet again in the Final War. Since the cause of the Imperium's damaging the Hivers and other starfaring races was only an extension of the greater damage they had already done to themselves, the issue was also one of seeking a solution that was of the most good to humanity itself.

Any impartial human would readily admit that there was something very wrong with the Imperium, and with Imperial humanity itself, that would allow it to come unglued in the catastrophic way that it did. There was a disease, an Imperial sickness that manifested itself by 1116, that had to be prevented from happening again. But while human sensibilities would probably allow such considerations to be forgotten once the expansion into space had begun anew, Hiver sensibilities would



not, as they would not consent to again being unwitting victims of human maladaptations.

The Hivers eventually assessed that it was a breakdown in human social cohesion that caused the Imperium to explode at a social level that was already established as being a stable and maintainable size. They were correct in assessing that if that breakdown could be identified and its causes eliminated, then that action would be a service not only to humanity's neighbors, but also to humanity itself. From a standpoint purely of natural selection, based on the success of certain patterns of DNA reproducing themselves in the greatest possible numbers, it is possible that a population that periodically expanded, then exploded, expanded, exploded, over and over again, might have a perfectly sound reproductive strategy. However, from the standpoint of individuals within that population, or society, as intelligent populations call themselves, the soundness of such a pattern is another issue altogether. Humanity, as represented by the Imperium from 1116-1131, was sick, fatally so. The horrific casualties of the Final War will remain eloquent proof of that thesis. Humanity, if it could be said to be worthy of another shot at stellar hegemony, had to be cured of that disease. For if it could not be cured, the calculus of natural selection was unambiguous: it would be replaced by another species.

It would have to be said that humanity was extraordinarily fortunate in that the Hivers were content to allow humanity's best interests to be served, so long as they coincided with those of the Hivers. The fact that they were content to do so, and eventually, did do so, can largely be credited to one particular Hiver, who eventually felt content to, after a fashion, think of itself as human.

M. Corralci

The Hivers had always had a hard time understanding humanity. It was felt that they were physiologically too different for any true meeting of the souls to take place. This is indeed true, and it was not until Manipulator Corralci that this difference was recognized, understood and, most importantly, codified so that other Hivers could from benefit from the breakthrough.

M. Corralci was an unusual Hiver. She (an explanation of pronoun usage appears below) entered her nest as a yearling in 1099, and in 1113 began her career in the navy, where she was recognized as a gifted, if somewhat erratic, performer. Corralci's ability to catch onto traditional procedures, protocols and understandings was extraordinary, and enabled her to gain rapid promotion in her first term. However, Corralci was given to suffering strange seizures in which she would lose consciousness for periods sometimes lasting several hours. When Corralci passed out while standing bridge watch, it spelled the end of her naval career. However, this gift for being attuned to traditions and the essence of various subject matter allowed Corralci to very quickly gain acclaim as a phenomenally successful story-teller. Those who asked Corralci about the inspiration for her stories and remarkable insight found that Corralci was very willing to explain. The source was the "visions" she would have during her seizures, which she would later call "dreams" following her closer contact with human beings. Although the Hivers who asked these questions never quite

understood all this business about visions and dreams, they certainly made for good stories.

Corralci was in fact the first psionic Hiver, or, at least, the first psionic Hiver to ever attain recognition as a result of these talents. Her uniqueness is due in part to the Hiver obsession with maintaining a homogeneous genotype, which makes it very difficult for mutant genes, usually recessive, to become expressed. Her psionic strength was relatively low, and her only talent was the peculiar dreams that she experienced, which she was unable to control for many years of her life. These visions were governed largely by the type of contact and activity she was engaged in, and because of their erratic nature, she never came to the attention of Hiver psionic research groups before the Collapse. In fact, it was not until the late 1130s that she became even marginally able to control these visions, and even then, her control was limited to controlling their frequency and timing. By the 1140s, she was able to exercise some control over their subject matter, but this usefulness was limited by the fact that the dreams were abstract and allegorical.

This situation was made even more difficult by the fact that the allegories she dreamed were those of the race about which she dreamed. Although her first dreams of humans took place during her naval service of 1113-1117, these were completely unintelligible to her at the time, because of the brief and cursory nature of her human contacts. Her talent can be best described as a passive absorption of thoughts, mostly subconscious, of those around her. These thoughts would be stored and digested, sometimes for years, in her own subconscious, before they were released to her mind in the form of the dream seizures. The long storage and digestion would allow her brain to synthesize subconscious currents and images from the large number of beings she met, until the common elements could be expressed in symbolic terms of the collective unconscious in her dreams.

It was as a story-teller that she gained more frequent human contact in the 1120s, as she travelled to broaden her story-telling repertoire. Her vivid images of the battlegrounds of the Final War date from this period, when she was a member of the abortive manipulation that included the trade agreements with the post-Imperial Massilia faction. Once she realized that she was dreaming dreams that included human emotions and human subconscious images, she was able to begin trying to understand them, but this effort took many years. The absolute, literal *alien*-ness of the concepts and of the emotions themselves took a long time to insinuate themselves into her cognitive faculties. Not only did she have to learn to feel these transplanted emotions, but she had to learn to explain them to other Hivers, which was even more difficult, as they could not be made to experience these emotions first-hand, as Corralci had.

In 1136 she made the psychological breakthrough of feeling, for the first time, the essence of humanity: their passion, and its physiological and psychological roots. Instead of the mechanical, peremptory reproductive act of Hiver biology, human reproduction, though also instinctive, is a deliberate act, an intensely emotional, intensely passionate, intensely *creative* act. Though human emotion is not based on, nor does it derive from, the sexual act, it was this dramatic difference between Hiver and human psycho-physiology that was the touchstone



for Corralci's subsequent appreciation of human emotion and psychology.

Corralci went further with this model, suggesting that human reproduction, as a creative act of volition, rather than absent-minded instinct as in the Hiver model, colored the human approach to life by making it inherently less rational than the Hiver approach. The human emotional investment in life caused humans to respond to events in emotional or passionate ways: with anger, affection, etc., emotions that were not rational, but nonetheless could motivate human decisions. Noting that the human sexual act combined dramatic physiological changes (distinctly not the case with Hivers) with intense emotional responses (ditto), and that the sexual drive can be actually enhanced in periods of stress, Corralci believed that human sexuality was an emotional and passionate act of defiance in the face of a harsh and impersonal universe, an act of lighting a single candle in the midst of howling darkness. Years later, in describing the dream that led her to this epiphany, Corralci incongruously observed, "I wept." (Hivers do not have tear ducts, *per se*.)

It was also at this time that Corralci began referring to herself with female pronouns, although, like all Hivers, she was neuter in gender. As she grew more absorbed in her human dreams, she grew comfortable with human concepts, such as emotions and even sexuality. In the human terms with which she continued to identify ever more closely, she found that she increasingly perceived herself as being, somehow, relevantly female. And although this spiritual orientation was irrelevant in Hiver society, it was an important distinction to her, and one which she insisted that other Hivers make as well, because it helped her to more clearly impress upon her fellow Hivers the human values that she was teaching them.

Corralci was a very junior member of the 1127-30 manipulation that sought to gain data on the Final War out of a prescient fear on the part of organizer M. Manchus that the war might grow to threaten the Hiver Federation. She was chosen, as a

gifted story-teller, to observe the mission and report back to other Hiver groups supporting the manipulation. The information and ties with human organizations were intended to enable a later manipulation to prevent any spill-over of the Rebellion into Hiver society, but all this was overtaken by Virus, which flattened Hiver society as badly as it did any other. However, the Hiver genius with computer technology enabled them to get a limited amount of machinery up again after only a decade or so, although this small pool of resources was dedicated exclusively to the use of powerful and effective manipulators, such as M. Manchus. Fortunately, Corralci had impressed Manchus while she was with the project and had maintained her ties with the well-known manipulator, whose reputation had grown under the circumstances of his suspicions being dramatically proven correct.

By the time Corralci realized that she was having dreams that provided insight into humanity, the Hivers were hard at work attempting to address the twin problems of Hiver re-establishment and the prevention of any recurrence of the human problem. It was clear to Manchus that Corralci's visions, though unprecedented and unlikely, presented a possibility to solve the human problem that could not be ignored. Although Manchus accepted Corralci's visions as authentic, the only way to make her breakthrough convincing to Hiver society at large was for her to gain the status of a successful manipulator.

Under Manchus' tutelage, Corralci used her visions to identify, plan and execute an increasingly sophisticated series of manipulative experiments, which eventually gained her not only the coveted status of Manipulator, but also the acknowledgment of Hiver leaders that her visions of humanity were valid, and should form the groundwork for the great human manipulation.

The point of departure for the manipulation was the recognition of the balance and interconnection of the major human passions, hatred and violence, love and benevolence. Human violence, always dangerous, was doubly so because it could arise out of not only hatred, but also out of defensive love for close companions. It is clear that humans of the various Final War factions did not hate each other, not at first, anyway. But they allowed themselves to do grievous violence to each other, out of fear of the threat that the other may have posed. But in so doing, they did not so much defend themselves as force the other factions to fight more fiercely, thereby increasing the fear and bitterness on both sides, encouraging both to again fight more fiercely. To the Hivers, a race with an intense instinct for the survival of their species as a whole, human society was infected with a disease clearly fatal to its former status as an interstellar culture: virulent factionalism. Humanity had lost its humanity.

It's hard to say how many Hivers may have read Edward Gibbon, but it is clear that they appreciate the concept of human social decay, and the survival of institutions far beyond the values that created them. The goal of the human manipulation was to more firmly establish within human thought the values that did, and ought always to nerve and enable human society.

From *Beneath the Mantle of Determinism*
by The Enlightened Slaa de Silentio





DREAMERS

Although dreamers have existed as misunderstood Hiver aberrations for perhaps as long as thousands of years, they are not readily known to the general populace. Presumably most dreamers die in the wilderness before they reach yearling status, and those which do are possessed of such an unusual talent that most never figure out what it is, or even how to deal with it. Those Hivers which pass out and awaken to speak of incomprehensible visions that they have had are routinely labelled as "mad," and either institutionalized or peripheralized by being treated with paternalistic sympathy.

As discussed above, M. Corralci, in the immediate post-Collapse period, was the first dreamer whose talents were realized for what they actually were. And even among those Hivers who understand the nature of the dreamers, there is by no means any agreement that dreamers are a good thing. Their long history of being regarded as mentally ill creates a prejudice that most Hivers are subject to, and the fact that their "gift" is something for which the vast majority of all Hivers have no basis of comparison only fuels the natural suspicion of this most unusual and quite un-Hiverlike of traits. Furthermore, the very nature of the dreaming gift is antithetical to the proactive, controlling Hiver approach to life. Rather than being a tool which the Hiver can control to yield the results it desires, dreaming acts on its owner as it will, according to its own rhythms and logic, which are not always amenable to the plans, goals, or intents of the Hiver experiencing it. A reactive nature is considered to be a mental defect among Hivers, and a Hiver possessed of a talent which forces that Hiver to be entirely reactive to that talent is not a fortunate Hiver, but is rather a Hiver "possessed" by a maladaptive compulsion. Such Hivers are objects of contempt and disgust, rather than pity. Any dreamer PC or NPC will experience a great deal of prejudice and active opposition from the vast majority of Hivers.

Referees' Notes on Dreamers

The existence of dreamers is not known to the human community. They are an extreme rarity among Hivers, and the understanding of their nature is only a recent development, since approximately the time of the Collapse. Furthermore, most Hivers are suspicious of dreamers and have no desire for their existence to become widely known among non-Hivers.

Hiver dreamers are *excruciatingly rare*, and should not appear in **Traveller** campaigns or adventures on a regular basis. As PCs, dreamers should be even more rare. **Traveller** referees who have had only one dreamer PC in their campaigns over years and years of refereeing (and this character still vividly gleams in memory) should feel that they have the frequency just about right. For players who insist on rolling to see if their Hiver PCs have this talent, the required roll should be three consecutive D100 rolls of 100 (one in a million).

How to Referee a PC Dreamer

Assuming that you as a referee have decided to embark on this venture, let me first ask you a question: Are you *sure* you want to do this? Okay, fine, but let me just ask you this one question: Are you *sure* you want to do this? Okay, but just let me ask you this one question, WHAT ARE YOU, NUTS?

Okay, I have discharged my responsibilities to the Forces of Galactic Harmony and am off the hook, but you are now your own affair. Don't say I didn't ask you a bunch of questions. Hey, by the way, are you *sure* you want to do this?

So anyway, the first thing to remember is that a Hiver dreamer

PC is just like any other Hiver PC, plus they have this handicap/gift that asserts itself at the least helpful moments. Hiver dreamers cannot control their "gift." The best way to simulate this is to roll randomly for the *threshold number* for each Hiver dreamer. The roll is 1D20+20 for a resulting range of 21 to 40. This threshold number represents the amount of emotional-psionic stimulation that the Hiver can absorb before it falls unconscious into one of its dreams, each lasting 2D6×10 minutes (reroll all results of 12 as 1D6 hours). Referees should keep track of the amount of emotional intensity absorbed by the Hiver in the same manner as they assess and award experience points (TNE page 133), except that this emotional intensity number should vary based on the intensity of feelings the referee judges the PC group has experienced, with a baseline of about one point per week of game (not real world) time.

For example, a session spent in routine travel through jump-space should be worth one point, but a session that involved a great deal of stress and combat should be worth more. Death of a PC or NPC close to the group should also be worth a great deal of points (say, five to 10 based on circumstances, etc.), with a residue of additional grief points to be added for several subsequent weeks. In addition, other emotionally intense experiences, such as romance, fear, etc., will add to this amount. Although it is most convenient for the referee to assess these points at the end of each gaming session, when the referee sees that the dreamer is getting close to its threshold number and is likely to pass it at the end of the current session, there is a chance the dreamer will succumb to its seizure during the midst of roleplaying. This is at the discretion of the referee, but will often be triggered by an especially intense emotional moment. Hivers in these seizures cannot be awakened by any means and are completely unconscious until the end of the predetermined dream period.

Remember that Hiver dreamers are fully functional telepaths who *constantly* pick up psionic signals from all beings in their near vicinity, but have no consciousness of doing so. All of these mixed chaotic messages go directly to their subconscious, where they swirl around until they eventually coalesce into some insight that is delivered to the Hiver in something which resembles an epileptic seizure.

And oh, by the way, this insight is delivered in an allegorical form that will sometimes take the recipient years to figure out, in the light of subsequent dreams.

Roleplaying the Dream: Once the dream is triggered, the referee, perhaps with the participation of the Hiver player, should determine the nature of the dream. It is reasonable to assume that a referee would only allow one of the group's most experienced roleplayers the opportunity to play the dreamer, and may feel that the two of them, referee and player, can jointly determine the confusing and allegorical nature of the dream, based on the recent experiences of the PC group.

On the other hand, the referee should be aware that these dreams also reveal things the PCs may not be directly aware of, either picking them up from nearby NPCs or from the subconscious of the PCs, things the PCs themselves may not realize consciously.

This allows referees to present cunningly concealed hints and clues to the PCs, which may lay the groundwork for future adventure campaigns.

In the dream, the Hiver will not necessarily be aware of itself as a Hiver, but will take on the racial characteristics of the beings with which it has been associated. Remember also that because of the Hivers' inherent psionic silence (see page 25), a Hiver surrounded by Hivers and other races will be more aware of the telepathic energy of the non-Hivers in the group.



PLAYING AND REFEREEING THE HIVERS

Using Hivers/Playing Hivers

The key points to keep in mind when playing a Hiver character (either PC or NPC) are:

Goals: Hivers have goals that are dictated by their nest. While this may seem counter-intuitive given Hiver individuality, remember that Hivers are free to change nests to suit their own purposes. Therefore, most any Hiver will be a member of a nest that suits its present needs. These nest goals need to be worked out between the Hiver player(s) and the referee, and can change over the course of a campaign. Determining a goal must take into account the character's skills and attributes, the various careers chosen and player desires. A Hiver merchant's nest goal can be something as simple as "make as much profit for the nest as possible." A diplomat's nest goal may involve a specific negotiation or a long-term diplomatic mission. Characters playing individualistic Hivers will still have nests and nest goals, but these may be more open-ended, such as "learn as much about human behavior under stress as possible."

Motivations: Hivers are virtually emotionless by human standards. They do not experience anger, love, joy, jealousy, or greed. They have two major motivations, which are curiosity and their parental instinct.

Curiosity is familiar to humans, but is taken to greater extremes. Hivers use every waking moment studying or fiddling with things, conducting simple experiments with common objects, and recording results in their ubiquitous portable computers. This can make human companions feel paranoid, as if they are constantly being studied by their cryptic Hiver shipmate. When exploring a world, Hivers also tend to wander off, attracted by some mystery, and can take much longer than their more businesslike human comrades might prefer (not to mention getting into trouble they are constitutionally incapable of getting themselves out of).

Their parental instinct is naturally linked to the survival of their race and offspring, but also has a strong side effect: the urge to help along other promising races (which includes humanity, but not K'kree, Aslan or Vargr). This instinct not only prompts them to assist these races in their development, but also to help these races curb their violent instincts, which are distasteful to the Hivers and which they consider uncivilized.

Other Comments: Hivers also have a tendency toward what humans interpret as secrecy and subtlety. Part of this is due to the Hiver sense of racial superiority: They need not justify themselves. Because Hivers do not experience suspicion as an emotional response, they do not expect that they need to explain their every action. But to the human mind, the constant Hiver activity seems out of balance with their typical lack of running commentary on what they are doing. Hiver subtlety also stems from this lack of desire to communicate more than is necessary. A Hiver is content to communicate a seed of an idea to a companion if that is sufficient to get a point across, rather than explain an entire plan with all of its ramifications every time a decision needs to be made. This dovetails with the Hiver ideal of subtle manipulation. Explaining too much defeats the purpose. The fact that they are naturally mute adds much to their aura of secrecy.

Players and referees should feel free to use Hiver peculiarities for comic effect. But remember that Hivers are not clowns or buffoons, nor are they stupid. High comedy and slapstick are usually not appropriate; rather, a wry sense of amusement at their very alien motivations and reactions is desirable.

Human/Hiver Interactions: Interactions between races (bargaining, interrogations, interactions with administrative or bureaucratic officials and so on) go better when one or both races have some knowledge of how the culture of the other race works. Liaison and Xeno-Biology skills should be used as enabling skills at the referee's discretion to reflect this knowledge. The skill descriptions note where these skills can be used, but referees should feel free to use their judgement.

Playing and Refereeing Manipulation

The highest talent to which a Hiver aspires is that of manipulation: the ability to cause social change by one or more small influences. The more subtle and unknown the influence, the better the manipulation and, within Hiver society, the more esteemed the manipulator. Accomplished manipulators rise to positions of great influence and authority within Hiver society.

There is, however, no Manipulation skill in *Traveller*, no formal rules for manipulations, and no scorecard to tell players when they can put an "M." in front of their character's name. This is because manipulations are best undertaken as an exercise in role-playing, and should be gamed out between player(s) and referee as part of the campaign. After all, since this is the essence of the Hiver spirit, roleplayers should be involved in experiencing that essence: planning, laying out, and executing subtle plans and watching their unfolding.

Therefore, the skills a Hiver needs in order to be a good manipulator can include Persuasion, Leadership, Act/Bluff, Investigation, Research, Marketing, Bargain, Liaison, etc.

The first thing to remember is that manipulation is approached as a form of controlled sociological experiment and is laid out as such. Just as with a physical experiment, certain elements have to be isolated as constants so that one or more variables can be introduced. It is dangerous to attempt to introduce too many variables at once, as they may interact and interfere with each other in unanticipated ways and spoil the experiment. Thus most manipulations are conducted to learn about and isolate components of behavior that can be controlled. These preliminary manipulations then lay the groundwork for later manipulations that achieve concrete results based on these findings.

Second, manipulations must be subtle. The aim is to produce the greatest possible result from the least expenditure of effort. This also fits with the principle of changing the fewest number of variables. The proportion of result to influence indicates the skill of the individual manipulator.

Third, the manipulation must be recorded and, at its conclusion, announced. What did the manipulator expect to learn? How did the manipulator expect the influence to affect behavior? How did the influence actually affect behavior, and how did the predicted effect differ from the actual effect?

Hivers and Psionics

Hivers have no psi potential and cannot use psionic powers (exception: see page 43). They are, however, susceptible to psi powers, although telepathic skills are of limited utility against them.

Telepathic Skills: Any human or Ithklur psionic attempting to use Telepathy, Project Emotion, Project Thought or Probe on a Hiver automatically subtracts two stages of success. This is due to the difficulty in understanding a mind that has developed along a very alien evolutionary path (see page 249 of the basic rules).

Telempathy: Other than the loss of two stages of success, this skill



works with Hivers as described on pages 249-250 of the basic rules.

Project Emotion: Other than the loss of two stages of success, this skill works with Hivers as described on page 250 of the basic rules.

Project Thought: Other than the loss of two stages of success, this skill works with Hivers as described on page 250-251 of the basic rules.

Willpower Drain: This skill works with Hivers as described on page 251 of the basic rules.

Life detection: This skill works with Hivers as described on page 251 of the basic rules.

Shield: Since Hivers have no psi powers, they may shield themselves only by artificial means (electromagnetic psi shields).

Probe: Psions attempting a Probe of a Hiver's mind will encounter the same difficulties in understanding an alien mind as are involved in Telepathic contact and must subtract two stages of success.

Assault: Psionic Assaults do not require the sophistication of Probes, and need not take the alien nature of the target mind into account. This skill works with Hivers as described on pages 251-252 of the basic rules.

On Refereeing Hiver Society

Okay, so what about the Federation underground? How is this to be portrayed?

Underground? Who in the world said that there was an underground? Certainly not me.

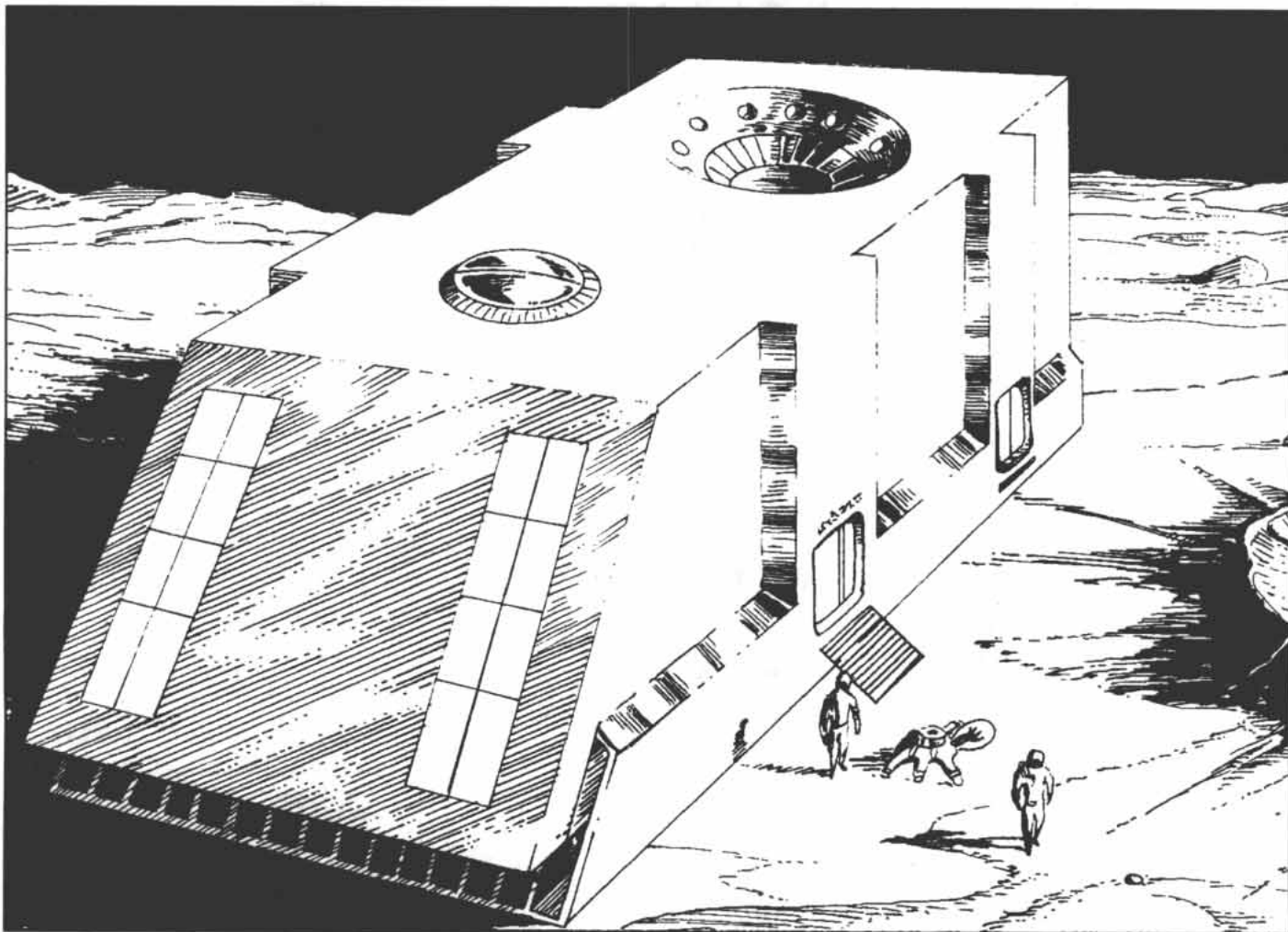
So what about everything in the book?

Everything in the book was said by someone, and based on what they believe to be true. And where there is smoke there is fire. Probably. Maybe. You never know. Most beliefs have at least *some* basis in fact (don't they?).

Remember that not all "people" believe there was a Holocaust, and not all Americans believe that the Civil War was caused by slavery. In Hiver society at large, there is no general awareness of any conflict of any kind between dreamers and nondreamers, between supporters of the *status quo* and any organized dissatisfaction with it. This does not mean that those currents are not there.

Thus, whether or not there is a Hiver underground is irrelevant to whether a given Hiver character believes that there is or acts as if there is.

The key to roleplaying an alien race, either as a player running a PC or a referee running an NPC, is to take the various "facts" presented about that race and think about them. What sort of attitudes are required to make these facts consistent in an alien mind? If there are things that are simply unavoidably inconsistent, how does the mind of your character deal with that fact? Does he figure he's stupid or wrong, or that other people are stupid and wrong and need to be corrected? Fitting these motivations together is the territory of each and every **Traveller** alien roleplayer, and you can do it how you like. After all, they're aliens, so no human can tell you you're wrong.



Ithklur

On Ithklur-Human Contact

You humans—you have such tolerance for ambiguity! For example, your *Sharis have no underlying forms, which means that you teach your whelps to seek meaning even when no pattern is forthcoming. This is astounding, and forward-thinking!

And your bug-eyed maritime crewman, surely he is as fine a philosopher as you possess, and you have followed his credo for almost six millennia! That this realization has been known to you and your littermates for so long is truly a wonder!

You have much to teach us, and as always, we must not forget to thank our drivers for bringing us into contact with you.

An Ithklur warrior

On Human-Ithklur Contact

What these guys need is a good 12-step program, like "Happy Anarchists Anonymous."

A human observer
on Ithklur revelers

On Human-Ithklur Contact II

I see you've been talking to our active friends again. What have they told you this time?

A Hiver diplomat

Ithklur Aphorism

Consider the lilies of the field, how they grow; they neither toil nor spin; yet I tell you, even San*klaass in all his glory was not arrayed like one of these.

This saying clearly must date to the period after the first human-Ithklur contact, yet there is no evidence that assists in dating its origin.

Note on Ithklur Pronunciations

The "ts" sound in Ithklur is invariably described as a click, but it is different from the common click found in human languages (such as in Terran Bushman), which is usually a full sound made well back in the throat. The Ithklur click, which cannot be exactly duplicated with the human mouth, is closer to a click made in the front of the mouth with the tongue and mouth roof. It is sometimes transliterated as "t'" with the first apostrophe representing a glottal stop and the second representing a transition of the tongue from the front of the roof of the mouth back toward the throat. The "glottal stop-tee" version is widely viewed as an acceptable alternative pronunciation. Thus the Ithklur names San*klaass and San't'klaass are the same name, using the two alternative forms of transliteration.

Ithklur words and names are shown in *italics* in the following section.



SIB Introduction

At the outset I should point out that the Ithklur are like a breath of fresh air in a bracing, midsummer cloudburst after having emerged from the airless, Byzantine tunnels of Hiver psychology. If every alien race that we study could be such an unalloyed joy to encounter as the Ithklur, the RCN would not be allowed to offer us a salary.

Fortunately for our families and landlords, races like the Ithklur are few and far between....

A.K.

The Ithklur have been described by human observers many times, and the following descriptions are typical:

"Exuberant, earnest, honest, with not a mean bone in their bodies...."

"...Joyful anarchists with a firm belief in a higher order."

"...A cross between a golden retriever and a box of razor blades."

It is clear that although descriptions are in no short supply, an understanding of the true Ithklur nature is. The underlying similarity in all descriptions of the Ithklur is the ambiguity of their undeniable violence and their equally undeniable good natures. As humans, we have come to equate violence and aggression with evil, and to equate meekness, even ineffectual impotent wimpiness, with goodness. Surely the Ithklur do not share this vision, and yet they are not cruel. Many humans attempt to use Nietzsche as the means to understand the Ithklur psyche. And yet Nietzsche, in spite of the useful concept of the transvaluation of values and the affirmation of the self's own will to power, seems ultimately to offer only a rationalization for the selfish, god-like application of the will on the remainder of reality, regardless of the cost. And while the Ithklur are clearly in accord with the Nietzschean sense of the joy of living the will to power, they are notably bereft of the need to commit the selfish excesses to which most followers of Nietzsche succumb.

How are we to make sense of these beings?

They deliberately breed flowers into their most basic and generalized genotype, and take delight in flowers which sprout in cracks in streets and sidewalks, ultimately buckling and destroying those structures.

And yet an Ithklur on runway maintenance duty has no compunction against spraying the flower with herbicide, acknowledging his role as the enemy of those who would buckle the tarmac, but as he does it, he silently salutes it for its audacity and pride in being integrated with its spirit.

How can we understand people who are so full of love, even love for those they must destroy? And yet they do not perceive any tragedy inherent in their existence. Unlike humans, they do not experience remorse for the necessity of having to kill other soldiers in time of war, or of having to kill criminals in time of peace to prevent their disease from corrupting the innocent.

And all the while, the Ithklur maintain their wide-eyed sense of wonder, delighting in tacky snowglobes for sale at starport gift shops, and ancient Terran cartoons ("Hang on, Beanie-boy!"). In spite of the joy that one experiences second-hand in the study of the Ithklur, we human analysts find ourselves haunted by the pathological drive to *understand* that is a part of the human psyche, in contrast with the simple pleasure and confidence that the Ithklur find in simply *being*.

What a blessing it seems to be for them.

Perhaps all that is left to us is to learn from the Ithklur example: to experience the universe as newborn babes, and to take joy, meaning and then more joy where we find it, revelling in the inimitable experience of being who we are.

Although RCN regulations warn me from making sectarian or denominational reference to the eternal, the spirit of the Ithklur calls me to say, regardless of any well-intentioned prohibitions, "Thank God for creating me as I am, to live and seek You wherever I can. All honor and glory be to You, Almighty Source and Destination of all that is, real and yet to be realized, forever and ever, amen."

Who's In Charge Here?

One of the most persistent mysteries of the Ithklur culture is, "Whose idea was this?" Certainly the Hivers claim credit for having "civilized" the Ithklur, yet the Ithklur claim that they are as they have always been is a hard one to refute. While there are seemingly valid arguments in support of both sides, there is no objective means to sort these out and evaluate them. This must therefore remain an open question.

Based on our observations and research, there appears to be a homogeneity of Ithklur culture that is not consistent with observed variations in culture among humans, Vargr and Aslan who were spread across similarly large areas for similar lengths of time. In fact, our research shows only one other starfaring race which appears to demonstrate similar homogeneity, the K'kree. But since the K'kree are only known to us by records, there is no way to really examine this similarity.

Certainly not all Ithklur are alike, just as not all humans acknowledge basic human concepts such as the greatest good of the greatest number, the inadvisability of infidelity, murder and cannibalism, etc. There are Ithklur criminals (which only makes one thankful that Ithklur police officers are as powerful as they must be); there are Ithklur psychologically troubled (ditto); and there are the inevitable armed conflicts that arise between Ithklur political groupings. Yet the Ithklur sense of who they are is much more unified than one would find among a sample of a post-Imperial of Vilani descent, a post-Imperial of Solomani-Irish descent, and a post-Imperial of Solomani-Scottish descent.

What is the source of the Ithklur cultural homogeneity? Is it something integral to the Ithklur themselves, or is it an artifact of the celebrated Hiver manipulation which made them what they are?

Framing the question may be as far as we are ever able to get. Yet the wonder of the reality is undeniable.

Lt. Alexandria Kendra
Special Intelligence Branch

Ithklur Aphorism

Believe. Always believe.

Common Ithklur saying, usually attributed to *San*klaass*. Humans usually ask, "Believe in what?"

To Ithklur it is immaterial what each person actually believes in, so long as they believe in something. And belief, being a class which has *integrity*, is by its nature inherently good and true. Therefore, by definition, no one can believe in something that is wrong.



ITHKLUR PHYSIOLOGY

Ithklur are descended from arboreal carnivore/pouncers, who descended from their trees to adapt a different life-style when climatic change eliminated their home forests. Their physical structure indicates that their arboreal behavior was quadrupedal (in the style of Terran squirrels) with some components of vertical clinging and leaping that allowed a partially bipedal orientation. However, their narrow thoracic structure shows no adaptation for brachiation. This was fortunate, as this posture enabled them to successfully transition back to terrestrial life using a semi-quadrupedal running gait. They are homeothermic and bisexual, meaning that they are warm-blooded and have two sexes.

Overall Anatomy

Ithklur exhibit bilateral symmetry, and their upright bipedal posture gives them a humanoid appearance. Aside from their tails, Ithklur visually resemble humans, but there are numerous differences.

Skeleton and Posture: The Ithklur skeleton is internal, and is yet another variation on the collagen and calcium matrix found on hundreds of worlds. Lower limbs attach to a pelvic girdle at the base of the spinal column. Mini-ribs, small elongated extensions of the vertebrae, form part of the rib cage, the forward portion formed from other small ribs joined to the large sternum in the center of the thoracic region.

The structure of the shoulder girdle and the length of the arms allows the Ithklur to adopt a semi-quadrupedal running gait over uneven ground in which their legs provide the main motive power and the arms provide guidance and steadiness, much as humans scrambling over boulders.



Ithklur rifle slings are still designed to permit this gait and suspend the rifle beneath the chest, allowing both hands to be used for scrambling over the ground, although usually one or both of these hands are used to steady or fire the rifle.

The skull surrounds and protects the brain, and serves as a base for the Ithklur sensory organs, just as it does in humans. Ithklur have a movable lower mandible and 48 teeth adapted to a carnivorous diet, with conical grasping teeth at the front of the mouth and shearing incisors at the rear. This dentition appears to be adapted to striking at living prey and seizing it with the front teeth. Their rear teeth are analogous to human molars, except that instead of grinding plant material, they are used to scissor up flesh in preparation for swallowing.

Skin: Ithklur skin is thick and covered with fine scales, varying in color from brown to green to bluish. Coloration tends to be roughly homogeneous over the body (with slight lightening on the ventral surfaces), although striped and dappled patterns are not unknown.

Torso: The muscles which anchor the legs, arms and tail to the Ithklur torso are massive, and the torso is correspondingly bulky. The short, relatively stiff, heavy tail is used for balance in running, and is studded with a number of thickened bony studs and ridges at the end, making it a fearsome weapon in close combat. The tail normally does not touch the ground, although Ithklur can lean back on it for short periods of time.

Arms: The arms are heavily muscled and end in large, three-fingered hands with an opposable thumb, each digit ending in a short, stubby claw. The skin on the palms and inside surfaces of the fingers is thinner and more richly supplied with blood and nerve-endings than Ithklur skin as a whole. Ithklur hands are stronger than human hands and about as sensitive, but they are much larger and not nearly so dexterous. Ithklur controls, buttons, triggers and switches are therefore heavier and more robust than human examples, and Ithklur tend to break equipment designed for the daintier human touch, not to mention those intended for the much daintier touch of the boneless Hiver tentacle-fingers.

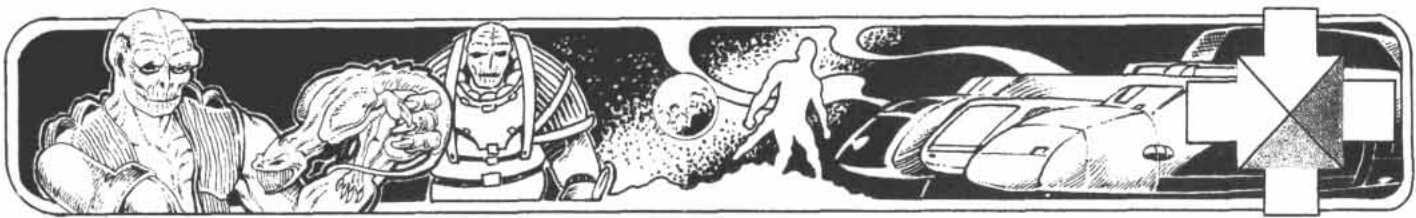
Legs: An Ithklur's powerful legs end in large, four-toed feet, each with a powerful rear-ward pointing heel claw. When relaxed, Ithklur rest upon the full length of their foot, both heel and toes (a posture known as plantigrade). When running, or standing at an alert posture, Ithklur rest their weight upon the balls of their feet (a digitigrade posture), using the tail for balance. (For this reason Ithklur military ranks are deeper than human ranks, as space must be left for the rearward-projecting tails.) Like their fingers, Ithklur toes also end in claws, but these are stubbier and more robust than those of the fingers.

Head: At first glance, the Ithklur head appears identical to the human head, but this is a false impression, produced largely by the coincidence that the mouth and eyes are located in the same spot.

What humans take for a nose upon their first glance is actually a bony ridge separating paired infrared sensor organs, rather like those in a terrestrial pit-viper, although much more sensitive. The separation of these organs gives the Ithklur an accurate directional IR sense, enabling them to sense a number of things that humans cannot, and in all light levels down to complete darkness. This additional "heat" sense is evidently processed in the optical centers of the brain, as Ithklur interpret it as an adjunct to their vision rather than a separate sense.

Enhanced Vision: Because of their IR sense, Ithklur in total darkness will still be able to "see" using their IR senses, although it will not have the same visual acuity as sight in normal light. Imagine how well a human can see in a dimly lit room.

The Ithklur IR sense is fully integrated with their "visual spectrum" (from the human point of view; naturally the Ithklur find the infrared spectrum to be a part of their visual spectrum) senses. They sense



heat as additional "colors," and sense aspects to colors that humans cannot see. When Ithklur speak of a warm gray, they mean something different than a human. Just as humans can get a sense of the heat of a cup of coffee by the steam rising off of the surface of the liquid, Ithklur see the hot coffee as having several additional "colors" besides its normal visual color, representing the presence of heat in various degrees. The cup will be the hottest, the steam rising off the coffee next hottest, and the air around the cup will be the coolest.

This is described by the Ithklur as "the color from within," because these thermal colors appear to arise out from beneath the chromatic color of the material of the object. Thus, a cold object has a chromatic color but is "colored" cool "from within," while a hot object has a particular chromatic appearance but has a warm "color from within." Ithklur enjoy watching rock formations in the morning as their surfaces differentially heat up in response to the morning light. The nearest human example is watching the heating elements of a stove or a toaster begin to glow red, then orange, then yellow, then white as they heat up.

This sense has a number of obvious applications to Observation and Tracking tasks, particularly in the ability to spot camouflage. However, Ithklur characters will find that one of the most interesting uses is in Interview and Interrogation tasks, because of the ease with which they can detect subtle changes in human respiration (they see human exhalations), pulse rate and emotional state (from changes in the blood supply to various sections of the skin). Ithklur must have had training and/or experience in interviewing humans in order to be able to apply this skill effectively (Liaison is used as an enabling skill for Interview to represent such training and experience).

The nostrils are located high on the head, one on each temple, just behind the heavy brow ridges over each eye, forward and slightly above each ear. The brow-ridges are in fact part of the extensive Ithklur olfactory sinuses. The separation of each nostril allows Ithklur to determine the direction a smell is coming from, and the large nasal sinuses behind each brow ridge make it possible for them to detect odors at concentrations below that which humans can detect. The Ithklur sense of smell is about equal to a normal Terran dog, although probably not quite as sensitive as specialized "sniffer" breeds such as bloodhounds. The entire top of the skull consists of a layer of these sinuses with heavy bone protection above and below, giving extensive protection to the Ithklur brain from this direction. (This has led some scientists to propose that early Ithklur rammed their heads together in competition over mates, like some Terran sheep.)

This sophisticated olfactory sense might be an adaptation to a low-light hunting environment indicating that the original Ithklur may have been partially nocturnal or hunted deep in dense forests. Their sense of smell would have served as a long-range target localization system which allowed them to get into range where the more discriminating IR sense could come into play.

Enhanced Smell: The Ithklur sense of smell is about as acute as the average Terran dog's, but not quite as good as a bloodhound's. An Ithklur can distinguish between individual humans by their distinctive smell and follow a reasonably fresh scent trail (one that is less than eight hours old). Tracking skill is enhanced by this sense as discussed on page 78.

The ears are located on the side of the skull, in the same place as they are on humans, and for the same reason: to give a directional aspect to hearing. Ithklur ears have about the same frequency range and sensitivity as human ears.

Internal Anatomy

Internally, the Ithklur are fairly straightforward.

Respiratory System: The Ithklur respiratory system consists of a pair of lungs located in the upper thoracic cavity, each consisting of three

*Because Ithklur sense minute changes in temperature (which they "see" as different "colors" of heat), and because human skin is so thin and well supplied with blood vessels (especially the face and hands), humans present a shifting kaleidoscope of colors overlaying the "normal" skin color as our moods, emotions and physical conditions change. Thus, humans have received the nickname Ithklur k*ktapka (color-changing lizards), or "Chameleons." It is interesting that a race of creatures resembling reptiles should choose a lizard-derived nickname for us, a race of mammals. From the Ithklur point of view, many human emotional states are literally written all over our faces.*

Ito N'Djamena,
An Introduction to Xeno-Psychology,
Chapter 4, "Ithklur: The Not-So-Gentle Giants,"
revised 1202 edition, Aubaine Technical Press,
Vrasstadt, Aubaine

lobes, connected with the mouth and nasal passages by bronchial tubes. A structure similar to the human epiglottis prevents swallowed food from entering the lungs.

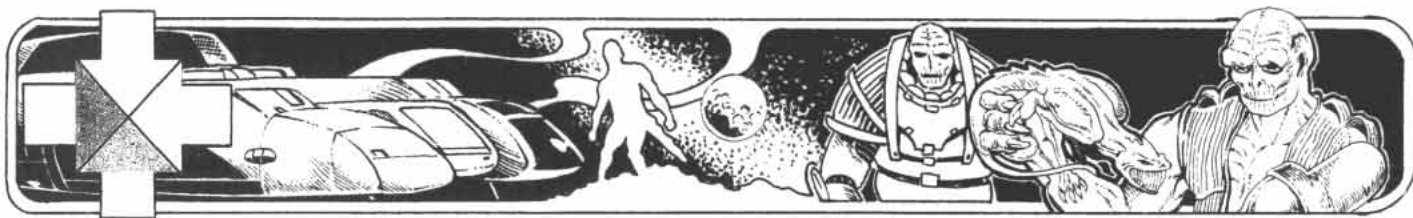
Circulatory System: The Ithklur circulatory system is unusual in that it features two hearts. The largest is the arterial heart which circulates blood throughout the body. The arterial heart is located slightly to the right of the midline, in the thoracic cavity, between the lungs. The smaller pulmonary heart is located behind the arterial heart. It takes blood returning from the tissues and pumps it through the lungs and back to the arterial heart.

Digestive System: The digestive tract consists of an esophagus leading from the mouth to the stomach, and the greater and lesser intestines. The Ithklur are carnivorous, and the setup of their digestive tract reflects this: The stomach and relatively short intestines are primarily set up to process proteins and simple carbohydrates and extract the maximum amount of liquid from these sources. There is little capability to process complex celluloses or other plant material, which in any case is unsuited to their dentition as well.

Urinary System: The Ithklur kidneys are highly efficient, and feed waste products into a bladder which removes most of the water, reducing the liquid to a paste which is then fed into the intestines and eliminated with the solid waste. This, coupled with the intestines' water scavenging, makes the Ithklur very efficient in the metabolizing of water, which provides clues to the nature of the primordial Ithklur environment (although there is disagreement whether this environment was dry or merely supplied with nonpotable water—the phrase "thirsty as an Ithklur" refers to an individual who never seems to need to drink).

Early biologists, too easily influenced by the Ithklur's reptilian appearance, took the analogy too far and believed that their urinary and excretory systems fed into a common cloaca. This is not the case, as the Ithklur system is much more complex and adaptive.

Reproductive System: Ithklur reproduction is sexual, and the female carries the fetus for a very long period of time—17 Terran months, or about 510 standard days. This allows the young to be born in a very advanced state of development. Unlike humans, Ithklur young are born able to eat and digest meat (with no special dietary needs), and to walk within hours. This is made possible by the separate Ithklur reproductive tract, which does not require the newborn to pass through the restricted space of the pelvic girdle (and which requires human offspring to be delivered while still unadapted for independent survival). The reproductive tract, which is otherwise similar to the human model except that it is independent of the urinary system, is placed low on the ventral abdomen, terminating above and anteriorly to the pelvic girdle.



ITHKLUR HISTORY

If any Imperial scientist ever studied the Ithklur, the results of that study have not been discovered by the Coalition. The history of the Ithklur, therefore, comes to us filtered through the Hive Federation. Certain aspects of their development and culture remain a mystery to us.

For example, it is not possible to know for certain how much of the Ithklur's current psychological make-up is due to development on their homeworld and how much is due to Hiver manipulation. The Hive Federation has always been hesitant to discuss the precise details of any major manipulation, and the various manipulations of the Ithklur are no exception. If you were to ask an Ithklur, of course, you would be told that it is Hiver behavior that has changed, not that of the Ithklur. They believe they have always lived as they do now and that the Hivers adapted to them, not vice-versa.

Hiver Manipulation of the Ithklur

The Hivers loudly and repeatedly proclaim their successful manipulations of the Ithklur to reduce their inherent violence, a tendency that seems somewhat foolhardy given Ithklur pride and emotional inclinations. The Ithklur just as loudly proclaim that the Hivers simply got used to them, and it was the Ithklur who won this battle of wills. Interestingly, there is circumstantial evidence to support both cases.

The Ithklur case is supported by the cringing Hiver behavior around the ubiquitous decorative carnivores, and their constantly serving as the butt (perhaps unwittingly?) of Ithklur games and intransigence.

On the other hand, the Hiver hand is seen in such social curbs on violence as sanctuary and Ithklur monogamous pair bonding, or marriage.

The Ithklur concept of marriage is a particularly interesting example. The fact that Ithklur young are born ready to eat meat and move around to a limited extent means that the requirement for specialized care of young seen in most other sapient species is removed from the Ithklur, and removes one of the most relevant evolutionary pressures for the development of sex-based stable pair bonds. Sociobiologists suggest that a more likely pattern would be seasonal competition by males for the attention of females, who would then give birth to young requiring little specialized care beyond the communal protection offered by a "pack" of Ithklur.

On Losing One's Marbles

Have you ever tried to crush a marble with your foot? It is not possible.

The harder you step on it, the more you attempt to impose your will on it, the more you simply transfer it, unchanged and undamaged, into another location.

Either you drive it beneath the ground where it is immune to your further attacks (unless you dig it out and attempt to crush it again, in which case the result is the same), or it shoots out from beneath your foot on a trajectory of its own, and not of your choosing, to find its destiny where it will.

Beware the stomper who finally meets a marble, for the results cannot be predicted.

The Enlightened *Slaa de Silentio*

Under this model, it is proposed that these seasonal male competitions were too bloody and violent, and Hiver manipulation replaced this powerful source of aggression and conflict with an orderly structure that eliminates most need for sexually based aggression.

However, this model ignores the extremely long Ithklur gestation period (almost 1.5 standard years), and the advantages of pair bonding in these circumstances. But in the words of one member of the SIB team, all such speculation is merely "so much intellectual vanity—the Ithklur are what they are."

Development

The Ithklur are descended from carnivore/pouncers inhabiting a large, sparsely-forested plain in the temperate zone of the world they call *Eethk*klaa* (Trylin is the Gurvin name for the world). The word is a variation of the Ithklur term for themselves, "Ithklur," or "lizard," and means "place where the lizards come from." Ithklur legs and general body structure indicate they were originally pouncers, a job for which their other body structures would seem to be well-suited.

We cannot be certain what stimulated the Ithklur to intelligence, tool-use, domestication and civilization. Ithklur legends speak of a mythic-hero who defeated a deity in single combat and forced him to surrender the knowledge of the gods.

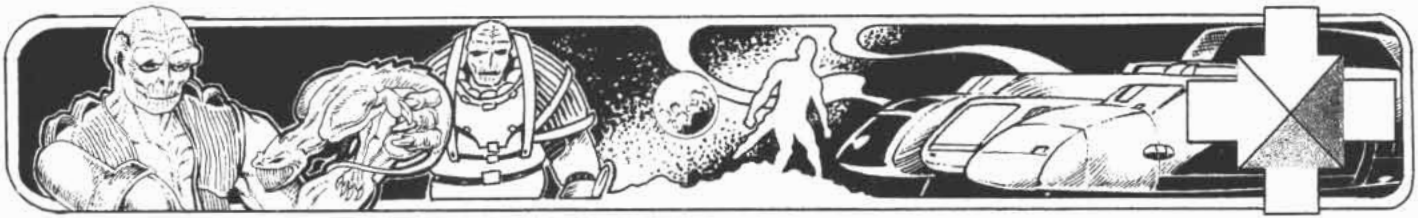
First Contact

When contact between Hivers and Ithklur occurred in -3986, the Ithklur had already developed in-system spaceflight, and represented the most advanced intelligence the Hivers had encountered in their 600 years of interstellar exploration. United under a single government, the Ithklur had advanced to TL8 or 9, and were in the process of colonizing the *Eethk*klaa* system when the first Hiver ships attempted to establish trade.

The discovery that there were other worlds with intelligent life on them seems initially to have provoked a xenophobic response: the Ithklur attacked the initial Hiver embassies. What happened next is a matter for some conjecture. Some information indicates that the Ithklur began planning a slower-than-light colonization program, using large asteroids converted into colony ships, but that Hiver manipulations transferred the enthusiasm to explore space into other channels. Whatever transpired, Ithklur exploration of space was limited to the *Eethk*klaa* system for several hundred years, and the Ithklur hostility and xenophobia (as reported by the Hiver accounts, anyway) seems to have vanished.

Present

At the present time, Ithklur are widespread throughout the Hive Federation, although not the most numerous non-Hiver race. Their aggression has been channeled into useful areas, and they serve as the main source of marine personnel in the Hiver Navy, as well as making up a disproportionate percentage of Federation ground forces in general. A measure of how much the Hivers trust the Ithklur can be seen in the fact that the Ithklur have established (or been allowed to establish) an independent state on the edges of the Hive Federation, and have been granted complete internal autonomy, to the extent of maintaining their own armed forces. Although maps of the Hive Federation interior are not available to us, there are indications that the boundaries of this independent state have actually expanded, in some cases at the expense of the Hive Federation itself, since the Collapse 70 years ago.



ITHKLUR PSYCHOLOGY AND SOCIETY

Violence

The Ithklur are naturally violent. Among themselves, Ithklur exhibit a physical boisterousness that can be dangerous to less robust races, and they have no qualms or reservations about the use of force.

However, the Ithklur cannot even be remotely described as cruel. While Ithklur parents are quick to resort to what humans would call corporal punishment, such acts of correction are swiftly and fairly applied, and without malice. Few Ithklur children need to be cuffed more than once to learn a lesson, and those that do are recognized as requiring more detailed guidance.

Ithklur are efficient hand-to-hand killers, knowing the weak points of any given race that will allow death to be dealt with a single economic blow. The use of such blows in noncombat situations, however, are considered criminal and are dealt with uncompromisingly.

For example, the heavy-vascularized Ithklur IR pits (in the same location as the human nose) are one such deadly location. Therefore, punching an Ithklur in the "nose" carries extreme penalties and is not usually engaged in by other Ithklur.

Socially accepted acts of physical force, such as cuffing another Ithklur as a form of discipline or the Ithklur pushing greeting, have carefully constrained limits. For example, cuffing is limited to the heavily armored top of the skull on the cranial sinuses, or on the shoulders. Pushing matches are also limited to the shoulders. The Ithklur claws and tail, equipped with sharp bony ridges, are never used for such acts.

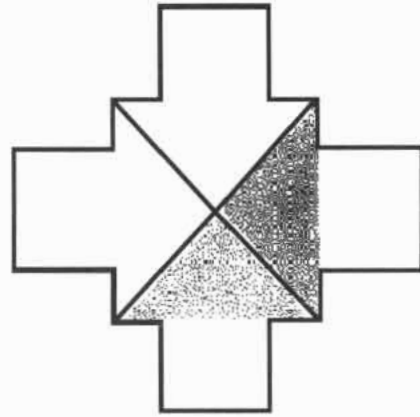
The Ithklur are, quite simply, the finest, most implacable, most effective, and most trustworthy troops in charted space. Their only equals are the Terran Gurkhas of Nepal and some Scottish units (provided the latter have white officers; see page 88). (Incidentally, the Ithklur themselves acknowledge this, maintaining warm, brotherly ties with any Gurkha and Scots units they encounter.) Ithklur troops do not surrender except upon higher orders; Ithklur troops do not retreat except to regain tactical advantage; and Ithklur troops do not indulge in battlefield atrocities motivated by unbridled hatred or loss of control of one's violent impulses. The Ithklur are violent creatures by nature, but are in complete control of it, and do not have to "unleash" these tendencies as other species do in order to fight to the death.

There is a persistent academic argument engaged in by humans who have never had contact with the Ithklur, to the extent that the Aslan are better warriors than the Ithklur. This argument is only engaged in by those who do not know the Ithklur, as those who do invariably walk away in disgust, refusing to become involved in such a waste of time. However, on one occasion, a human officer called out, as he walked away, "I could trust an Aslan to kill someone, but I could only trust an Ithklur to kill someone for the right reasons."

Ithklur Epigram

You humans are so self-destructive! Violence erodes your spirit, because to kill you make yourselves hate, and like acid the hatred eats away at you. Love your enemies as you kill them. Be free.

*Assa Sanok*kla,
destined Blissful Warrior*



The Tetragram, symbol of the Fourfold Way

The Tetramerous Way (also translated as "The Fourfold Way," from the Ithklur *Dikrah Sonnie*)

This can essentially be described as "the Ithklur Racial Religion," although there exist no official requirements for any Ithklur to subscribe to its tenets (other than, as in the analogy of human society, many legal concepts coincide with Judeo-Christian ethics).

The Tetramerous Way was originally *proclaimed* (not discovered or invented) by an Ithklur named *San*klaass*, also remembered as "The Blissful Warrior" or "The Blissful One." *San*klaass* was the first Ithklur to achieve *enlightenment* (see below), and his example and teachings have created the subsequent understanding of the Tetramerous, or "Fourfold," Way.

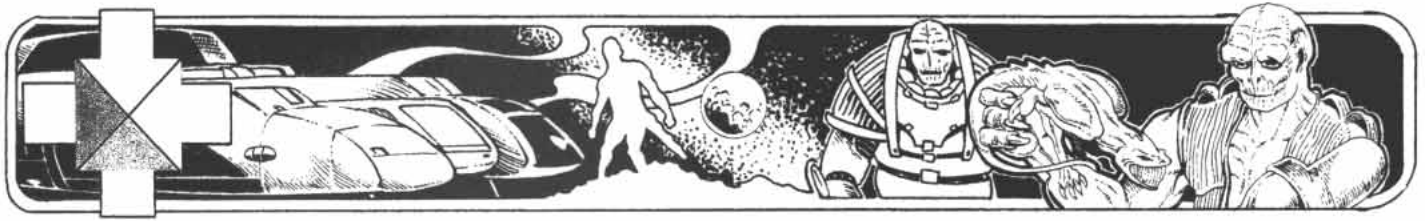
The Tetramerous Way is symbolized by the *tetragram* (see illustration) which graphically illustrates that Ithklur reality is achieved by the integration of four separate paths, represented by four arrows which merge in the center to rise perpendicularly as a pyramid out of the surface on which the tetragram is made. This rising of a third dimension out of a two-dimensional figure demonstrates the breaking into a new dimension which is accomplished by the proper synergy of the four paths of the Ithklur nature. (The tetragram is therefore an inherently three-dimensional object and cannot be placed on flags, but can be embossed onto armor, vehicles, etc.)

The four paths are as follows:

The Facilitator Path: The Facilitator Path includes all those in Ithklur society whose labors are directed to the continuation of that society and meeting its needs. These include parents, shopkeepers, cafeteria workers, garbage collectors, etc.

While the Tetramerous Way recognizes that many of these occupations are commonly thought to be "lowly," *San*klaass* himself observed: "These lizards have consented to be the strong structure upon which we build all our society, and every timeless thing we will ever achieve. I will tell you that these are not the lowliest among us, but rather the most exalted, as everything we accomplish will be thanks to their shouldering the burden of launching this race to its destiny."

This path is therefore specifically referred to as the First Path and most important path by *San*klaass* and all adherents to the Tetramerous Way. This is because these life-styles are the most basic to the survival of the Ithklur race, and without them, the Ithklur would not exist.



Ithklur Aphorism

All Ithklur—facilitators, guardians, explorers and seekers—are warriors. Life is a struggle against the dark, against meaninglessness, injustice and deceit, and we are all involved in this struggle. We are all warriors, shooting at the walls of despair, disillusionment and nihilism. Bang, bang.

An Ithklur footwear salesperson

Incidentally, Ithklur footwear serves the primary purpose of protecting other objects, such as floors, vehicle control pedals, etc., from Ithklur claws.

Note that the Facilitator Path includes such careers as the Ithklur space navy and military aviation arms, as these activities are considered to be supporting roles for the expression of the Guardian Path.

On the tetragram, the Facilitator Path is the arrow which rises up from the bottom and symbolically forms the base on which all of the others stand.

The Guardian Path: The Guardian Path encompasses all Ithklur whose jobs call them to do personal, physical battle for the protection of the Ithklur soul. This includes ground troops (but not supporting arms such as aviation or the navy) as well as professional athletes who express the Ithklur ideal of vigorous exertion as the means to achieving meaning in life. This path is often referred to as "the Second Path," although *San*klaass* never referred to it as such. Its veneration is due to the natural Ithklur veneration of warrior-oriented life-styles. It would probably be given first place in the Ithklur consciousness had *San*klaass* not specifically sanctified the Facilitator path as the most worthy and noble. (In fact, many tetramerous philosophers privately profess that *San*klaass* chose the Facilitator Path as the first path because had he not, all Ithklur would have flocked to the Guardian Path and left no one to keep society running.)

On the tetragram, the Guardian Path is the arrow which comes down from the top and forms the highest ray of the resulting cross. This is said to symbolically refer to the fact that physical struggle is an expression of the highest aspirations of the soul becoming entangled in the compromises of finite life.

Recognition of Destiny

The Tetramerous Way allows that sometimes an individual particularly marked by the eternal can be recognized as such by his contemporaries before he literally reaches the physical fulfillment of his or her destiny.

An example of this is the Ithklur *Assa Sanok*kla* (*Star Vikings*, pages 92-93). While he has not yet actually achieved the rank of Blissful Warrior, his comrades have recognized that this is where his destiny will lead him, and he is therefore treated "in advance" with some of the respect and honor that will be accorded to him when he eventually achieves this state in all respects. (For human audiences, Ithklur often use the human example of the recognition of Jesus the Christ by the three kings at the Epiphany.)

Note that no Ithklur can "recognize" his own destiny in this fashion (the Jesus example fails in this respect); by definition, an Ithklur can only choose his or her own path; only others can recognize the validity of a path that Ithklur has not chosen.

The Explorer Path: The Explorer Path is devoted to "the search for knowledge without," in other words, exploration of the physical universe and venturing into the unknown. This includes interstellar scouts, as well as merchants and seamen, who traditionally in Ithklur history have been those who venture into the unknown seeking knowledge, physical goods and artifacts of existence previously undreamed of.

On the tetragram, the Explorer Path is the right-hand arrow (as one looks at the tetragram with the pyramid emerging from the surface toward the viewer). This represents the input of knowledge from the physical world which enables the function of the Ithklur supporting path and the Ithklur higher nature.

The Seeker Path: The Seeker Path is devoted to "the search for knowledge within," in other words, the discovery of eternal immutable truths of science, philosophy, theology and the soul. This path includes medicine and pure science, as distinct from explorers and applied scientists, but also includes religious and spiritual leaders and poets.

Although this path is typically the last path mentioned, and perhaps contains the fewest adherents of the Tetramerous Way, it arguably contains the most intelligent of those devoted to the four-fold path. In fact, *San*klaass* himself was careful to explain, that although he was a true tetramerous disciple, his personal origins were in the Seeker Path.

The Tetramerous Path: The Tetramerous Path (also called "the Four-Fold Path") itself is the path espoused by *San*klaass*, and involves the combination of the true and proper elements of the other four paths. (On the tetragram, the Tetramerous Way is represented by the pyramid which breaks the two-dimensional plane and rises out of the symbol.) Followers of the Tetramerous Path seek to live in accordance with the Facilitator, Guardian, Explorer and Seeker paths in all actions, a goal which *San*klaass* himself admitted "is harder than it seems."

Fascists and Phalangists: Followers of the Tetramerous Path are broken into two groups, known as the Fascists and the Phalangists, because of their methods of achieving the state of highest unity.

Fascists believe the four paths can be visualized as a bundle of sticks tied together. In this way they can be seen as separate but parallel, beginning at the same point and ending at the same point, although defining four distinct paths through time and space. Fascists believe achievement of unity comes from tasting the reality of all four paths. Therefore, fascists move through their lives in a variety of sequential careers from the Facilitator, Warrior, Seeker and Explorer paths on their way to the state of Blissful Warrior.

Phalangists believe the four paths can best be visualized as an Ithklur hand, with four distinct fingers, but still the same unified organ. This represents the phalangist belief that it is not the precise details of their four separate paths *per se*, but the mystical combination of their essence, which can be pursued in its own right, without having to concentrate on the point of view of any single path. Phalangists therefore remain on a "pure" four-fold path on their way to the state of Blissful Warrior.

Both fascists and phalangists claim that *San*klaass* advocated their interpretation, but, like most spiritual records, the record of *San*klaass* provides adequate support for both paths without settling on one over the other.

The Tetramerous Way advocates the *enlightenment* of all Ithklur (although it takes great pains to not condemn the elementary, as everyone begins life in this state, and many will always remain here), and provides a structure of ranks of advancement down the path of



Ithklur Table of Enlightened Ranks

Rank	Facilitator Path	Guardian Path	Explorer Path	Seeker Path	Fourfold Path
1	Enlightened Builder	Aroused Warrior	Tenderfoot	Enlightened Searcher	Pilgrim
2	Ethical Builder	Illuminated Warrior	Ethical Scout	Ethical Seeker	Wounded Pilgrim
3	Balanced Maker	Balanced Warrior	Balanced Voyager	Balanced Seeker	Determined Pilgrim
4	Resolute Maker	Resolute Spirit	Resolute Traveller	Resolute Delver	Indefatigable Pilgrim
5	Restorer of Harmony	Calm Defender	Temperate Journeyer	Temperate Aspirant	Seer of Miracles
6	Timekeeper	Patient Warrior	Composed Wayfarer	Composed Inquisitor	Defender of Dreams
7	Tranquil Creator	Watchful Guardian	Tranquil Explorer	Tranquil Inquisitor	Believer of Impossibilities
8	Serene Creator	Exposer of Deceit	Serene Discoverer	Keeper of Dreams	Blissful Warrior

There are no rank names for elementaries.

enlightenment, specific to each path.

Unlike human ranks, which are specific to their current occupation and are usually not carried over to other jobs, all Ithklur followers of a specific path advance through the same enlightenment rank structure regardless of their specific occupation within that path.

The San*klaass Cap: The symbol of all those following the Fourfold Path, fascist or phalangist, is the *San*klaass* cap. The cap is a conical red cap usually made from a dyed fur, or artificial fur-like fabric, trimmed with a white headband and a white pompon at the top. Needless to say, the cap was designed and worn by the archetypal Blissful Warrior himself.

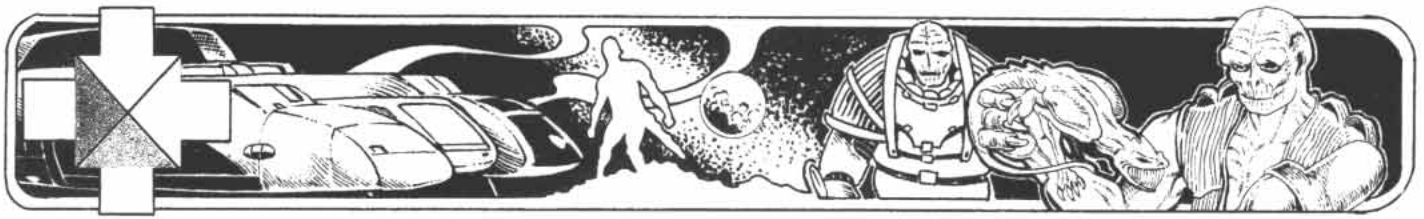
The symbolism of the cap begins with the white trim of the headband. This represents a life begun in a commitment to purity. This purity is then given power by passion, represented by the red fabric of the cap itself. The conical shape of the cap represents the converging of this passion to a point of focus over the course of the life, and ends with the white pompon at the tip, again representing the purity that is also the destination of life.

The *San*klaass* cap degrades the sense of smell, as it covers the nostrils. This derives from *San*klaass*' habit of wearing a headband which similarly blocked his nostrils, explaining, "They can't smell, so I wouldn't want any of them to claim that I took unfair advantage of their handicap."

Final Comments: Although no race is literally homogeneous, and not all Ithklur profess devotion to the Tetramorous Way and its understanding of the universe, the concepts of this philosophy illuminate almost all Ithklur thought and can be said to effectively be the framework of all Ithklur philosophy. (To some extent, the "Golden Rule" recurs in virtually all human belief structures, but the concepts of the Tetramorous Way are more homogeneously distributed throughout Ithklur culture, for whatever reason.) Therefore, an understanding of the Tetramorous Way (which is the name of the overall philosophical concept, as opposed to the specific Tetramorous Path) is effectively the same as an understanding of the Ithklur psyche, except that the stunning Ithklur accommodation to violence is scarcely hinted at, presumably because they consider it to be so self-evident.

Incidentally, the Ithklur have no concept of the dichotomy between military and civilian. Humans who attempt to compare this to the difference between the Guardian Path and the other paths will only succeed in convincing their Ithklur companion(s) that they are complete idiots.





Ithklur Anecdote

Ithklur Soldier on Leave: These flowers here with the transparent petals, you say you bred them from this strain with the red petals?

Human Nursery Employee: Yes.

Ithklur: And how long did it take you?

Human (proudly): 32 years.

Ithklur: Exquisite! I'll take a dozen, potted please. I'll bet it takes me less time to cross them back to their ancestral genotype!

Botany

All Ithklur have at least some rudimentary knowledge of botany and horticulture, having been exposed to it for all their lives. Ithklur are inordinately fond of flowers, and most Ithklur keep flower "gardens" in the typically Ithklur style.

Some theorize that the Ithklur fondness for flowers is adaptive, as the presence of aromatic objects assists in the training of young Ithklur in the use of the directional olfactory sense. This may well be true, but the typical Ithklur explanation of their fondness for flowers is, "They are what they are."

The Ithklur style of keeping flowers is quite the opposite of what passes for gardening among other cultures, as it is actively anarchic. While the human notion of gardening consists of carefully ordering the placement, extent and pattern of plant growth, the Ithklur style consists more of simply "turning them loose."

Unlike the Hivers, who can be said to practice *bonsai* on intelligent beings on a species-wide level, the Ithklur are interested not in constraining or controlling development, but in randomizing it as much as possible. The Ithklur are fascinated by the results of generations of controlled breeding and crossing of flowers, not because they admire the manipulation of the plants' genotypes and phenotypes, but because the more they can appreciate the trouble that was undergone to create a unique hybrid, the more pleasure they get out of undoing it and breeding them back into generalized varieties.

Ithklur are prone to engage in an activity called "freeing the flowers." This involves tearing down obstructions to the free spread of flowers, such as garden fences and walls.

Among the Terran flowers most admired by the Ithklur are the sunflower, daisy and thistle, all because of their inherent simplicity and genetic generalization.

Ithklur Names

Ithklur are commonly named for positive emotions and objects of beauty, particularly flowers and plants. When these Ithklur regularly come into contact with humans, these names are typically translated into their closest Anglic equivalent. These translations can be literal or figurative. For example, the same Ithklur name meaning "pure" could be rendered literally as the Anglic Pure, or figuratively as Catherine or Karen; the Ithklur name meaning "bright" or "brilliant one" could be translated as Bright, Brilliant or Clarice; the Ithklur "Just" or "Just One" could be rendered as Justice, Justin or Zadok; the Ithklur "Beloved One" could be translated as Beloved, Leif or David; the Ithklur name meaning warrior or soldier could be translated as Warrior, Defender or Harvey, and so on.

In the case of flowers, sometimes these names do refer to the same particular species, but sometimes they refer to analogous species from the former Imperial sphere.

This results in names which incite human sniggering, particularly in the case of male Ithklur named Joy, Heather, Rose or Daisy. Needless to say, this is not advised.

Common translations of Ithklur names for both male and female include Joy, Rhapsody, Heather, Harvey, Mark, Marcia, Colette, Star, Sky, Dawn, Ruby and Max.

Judging Disputes

When two Ithklur have a disagreement, the usual method of resolution is to find another Ithklur to act as a judge. This judge may be known to one or both parties, but is typically a complete stranger. Both sides then present their case to the judge, and the judge renders his opinion, which is binding on both Ithklur, and nothing more is said by them about it.

The judgement must be firm and unambiguous. A judge may not defer to another, or ask to think about the evidence, or say that both parties are right in their own way, or say that there is no good answer. An Ithklur who would do that forfeits his rank standing in the eyes of all who have seen him fail to judge.

Freedom

In the understanding of the Tetramerous Way, true freedom is not the simplistic freedom of being free from all ties, responsibilities, duties and demands. Freedom, rather, involves a recognition of the true nature of oneself, including one's own responsibilities and duties, and embracing that nature. By embracing that nature, one is free to be oneself in the truest possible sense, free from resentment about one's responsibilities, and free from bitterly wishing to be something that one is not.

In the Ithklur sense, freedom is not anarchic, irresponsible license, it is the willing acceptance of one's role in life, and the transforming power of that acceptance. Once one accepts one's place in life, and stops denying reality and pretending about things that are not true, one is freed to become more than one ever was and to achieve one's own absolute fullest potential, which may well be much more than was ever implied in the nature that one accepted.

Ithklur Anecdote

I walked into a bar and overheard a customer and the bartender arguing. They saw me and called to me to act as judge for their dispute.

First the customer said to me, "Surely the truth exists, because from the day we can first think, we are aware of the internal thirst that leads us to seek it."

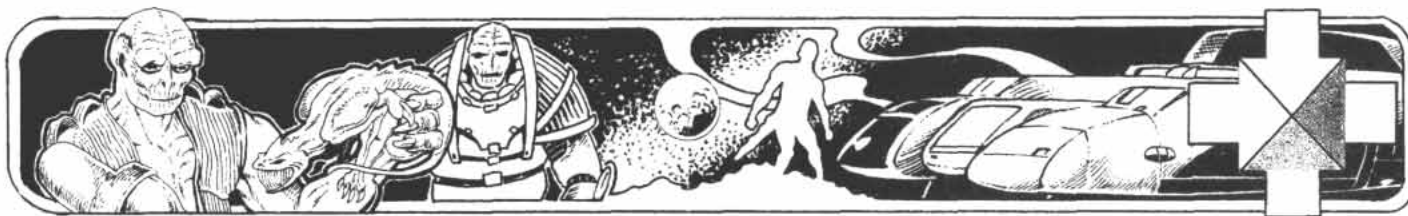
Then the bartender said to me, "But surely our eyes show us that the world is filled with ambiguity and lies and broken promises, and we must accept that this thirst for the truth is but a childish illusion."

"Tell us," he said, "which of us is right."

I said to the bartender, "If you believe that there is no truth, then your eyes deceive you by falsely leading you away from the truth, and they offend you." So I poked out his eyes and seared the empty pits with flame to stop the bleeding.

Years later, he thanked me.

From *The Collected Wisdom of San*klaass*



For example, there is a Tetramerous parable that tells of *K*neese*, a female Ithklur who was discontent with her role as a mother (the Facilitator Path), knowing that she wanted more from life. But the more she attempted to deny her *motherness*, the unhappier she became. When she finally made peace with the motherness in her, she became free to become the matriarch and leader, the *mother*, of an entire nation.

Thus the concept of freedom is inextricably linked with responsibility. Any being which exists in *integrity* with itself is *free to accept the responsibility* to do as its nature calls it to do.

The Ithklur extend this concept of freedom even to the nonsapient (see Decorative Carnivore on page 89). For example, Ithklur "zoos" do not resemble the form taken by human (and in fact, most other races') zoos—displays which show wild animals in limited areas so that they are almost always visible to observers. An Ithklur "zoo" consists of a wilderness area stocked with animals that are free to live as they choose. They feel it is an animal's nature to be wild; an animal is being true to itself if it bites or mauls or eats an innocent, so that is not its *fault* in the sense of being guilty of transgression. An Ithklur visit to the zoo is a potentially dangerous excursion, allowing them to exercise their talents in Tracking, Observation, Survival and various combat skills. However, Ithklur zoos are carefully fenced and otherwise isolated from surrounding communities because the right to *sanctuary* of nearby residents supersedes the rights of wild animals to wander about killing people.

More than one non-Ithklur community has been inadvertently terrorized by a band of inebriated *elementary* Ithklur on shore leave rampaging through a local zoo crying, "Free the oppressed!" and releasing the local equivalent of lions and tigers and bears (oh my!) from their enclosures. Note that this is not considered to be ethical behavior by the Ithklur (as it violates others' right to *sanctuary*), but it is a conclusion to which many *elementaries* are prone to jump.

Sex Roles

Male and female Ithklur have few characteristics to distinguish them for the human observer. They are identical in size, physical strength and stamina, although male Ithklur are known to claim that female Ithklur are tougher in combat. Because Ithklur young are born capable of eating fresh meat, they do not require nursing and the other specialized care that helpless human infants do. This has militated against the evolution of sex-roles with regard to reproduction and child-rearing, and in the absence of these requirements on the female time, sex roles in other areas are notably absent.

Military units are filled equally with male and female Ithklur, but romantic/sexual relations are not allowed within a unit. If this takes place, both participants are transferred from the unit. However, Ithklur are allowed the option of requesting transfer from a unit before such relationships develop too far. Such requests are not treated prejudicially and usually allow both parties to be transferred together to noncombat jobs.

Pregnant female Ithklur are also immediately transferred to noncombat jobs for the duration of their pregnancy. Again, the nature of this transfer depends upon the foresight and responsibility of the trooper. If she requests transfer before becoming pregnant, there is no action taken against her, but if she is found out, the transfer is a dishonorable one. The male who impregnated her is similarly disciplined for taking part in this dishonesty.

Domestic violence is virtually unknown among the Ithklur.



Certainly part of this is due to the fact that Ithklur marriage and family are considered *sanctuary*. But cynical sociobiologists point out that the fact that male and female Ithklur are the same size and strength and have nothing to gain by attempting to physically intimidate each other must have played a significant role in the evolution of such cultural predispositions.

Enlightenment

All Ithklur are considered to be a member of one of two groups: the *elementary* and the *enlightened*.

All Ithklur begin life as *elementaries*, persons who exist solely as finite physical beings in this elemental existence with no true appreciation of the eternal and one's place within it. There is no shame whatever in the Ithklur mind associated with this state. In fact, it is often romanticized as unpretentious, elemental joy and innocence, much the same as humans venerate "innocent" childhood.

Enlightenment occurs when an Ithklur becomes aware of his or her *true nature*, meaning an understanding of his or her own true strengths and weaknesses, and the way he or she is intended by the divine to use those characteristics in the service of the finite universe. Enlightenment is achieved by a complex combination of self-realization and affirmation of this realization by one's peers, as is advancement in this enlightenment. The Tetramerous Way describes a hierarchy of ranks of enlightenment which are used by all Ithklur in all aspects of their lives.



THE ANCIENTS HYPOTHESIS

It has long been known that a significant number of the intelligent races of Charted Space are a result of the activities of the civilization known as the Ancients, including forty-some transplanted examples of *homo sapiens* and the Vargr. In the case of the transplanted humans, the vast majority of these were not genetically modified, their different current morphologies resulting from a combination of environmental influences, genetic drift and especially the founder effect. However, the Vargr were genetically modified by the ancients in order to create a sapient race from sub-sapient canine populations.

Since we know that the Ancients seeded unmodified *homo sapiens* in at least 40 instances, why are we so quick to assume that they satisfied themselves with only one attempt at geneering on Terran stock? It strains credulity to accept that the Ancients would spend so much time stirring the genetic soup on ancient Terra and not attempt other genetic experiments. Where are the other examples of Vargr-type experiments? Where are their other successes, or perhaps failed prototypes?

The answer lies within the Hiver Sphere and has been so cunningly concealed by the masters of manipulation that our long-lost terrestrial brethren have existed unrecognized just beneath our noses.

These genetic cousins are none other than the Ithklur.

To unlock this riddle we must of course return to Terran source documents. Among the most crucial of these is work that was done during the -2530s in North America, primarily the works of Drs. Russell, Dixon and Harrison. These postulate the evolution of a sapient race from Terran dinosaurs, specifically the group known as the saurornithoids, and specifically species such as *Stenonychosaurus* and *Troodon*.

These dinosaurs had the highest brain-to-body mass ratio of the dinosaurs and possessed excellent manual dexterity, traits shared by prehuman primates. When we see the results the ancients were able to achieve with the Vargr, whose ancestors possessed no manual structure, it is clear that it would have been simple indeed for the Ancients to perform similar work on saurornithoids and plant these several sectors to trailing, rather than a similar distance to coredward.

The fact that this is more than theoretically possible is borne out by tantalizing evidence from religious, druidic and masonic documents and rituals, plus numerous corrupted remnants in popular and folk traditions. Stone carvings in such widely distributed places as the Iberian peninsula and the Central American isthmus clearly show bipedal, reptilian beings of great sophistication interacting with humans. Perhaps Clement Clarke Moore knew more than he let on.

From *The Ithklur: More Familiar Than We Knew*
by James G. Burton, Aurora Technical Institute

In practice, these concepts are remarkably similar to the human notions of officers (the enlightened) and enlisted personnel (the elementary) in the military. Except that whereas a human's military rank does not follow one outside of one's military career, an Ithklur's status as elementary or enlightened (and, if enlightened, one's rank of enlightenment) *does* translate into all aspects of one's life. Thus, an Ithklur who achieved enlightenment and a certain rank in one line of work and who changed to a different profession would set out in that new field with the same rank.

Fidelity

Among the highest values of the Ithklur is that of personal responsibility, promises and vows. The act of one Ithklur giving his or her word to another is considered to be a public affirmation of that Ithklur's true being, and to renege on that word is to deny the true self.

In human terms, an Ithklur is considered to be "as good as his word." But the Ithklur take this concept to further extremes: The fulfillment of an obligation, contract or promise is a test of whether the Ithklur who made that promise is actually in communion with his or her true nature or is in denial of that nature. Such a person is either "not what he is not," or "not what he is." (See sidebar on page 58 for explanation.)

Examples of the most treasured Ithklur examples of fidelity are the comradeship in a military unit, epitomized by "faithfulness unto death," and the dogged determination to believe in that for which there is no proof. Dying in such faith, even without any proof that faith was warranted, is one of the most beloved of all Ithklur circumstances, for such faith is believed to be capable of bringing the object believed in into literal being.

Ithklur pair-bonding, translated simply as "marriage," is considered to be a lifelong state by the Ithklur. There is no concept of divorce among the Ithklur, for the acts of betrothal and marriage contain the recognition of one's true self and the affirmation of that nature and those responsibilities. Ithklur couples who do not get along may agree to live apart, but neither is allowed to remarry, or to become romantically or sexually involved with another Ithklur. If one partner in an Ithklur marriage dies, the other is allowed to remarry, but only after carefully reconsidering the nature of his or her own path.

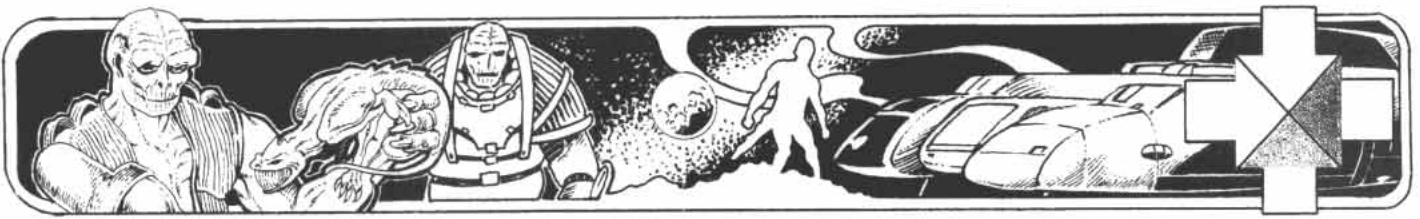
The Eternal Now

The Ithklur *profess* to believe that the "now" is the only moment which exists in this universe. The word "profess" is used because the Ithklur certainly do understand that life also consists of planning and making allowance for the immediate, mid-term and long-term future. In the words of *San*klaass*: "The now is the only moment that exists. Of course that doesn't mean that you shouldn't buy groceries or do your homework."

However, in the everyday act of living, Ithklur are encouraged to live each moment as if it were their last. This is not in the nihilistic sense of drinking, debauching and whoring for tomorrow we may die, but the sense that if life were to end at any moment, one's last moment should be an expression of the sort of life that one wants to be one's legacy.

*San*klaass* gave a two-part prescription for those who would live every moment of their life so it would be worthy of being their last:

1. "Live in the present moment, for there may never be another."
2. "In every moment, be the first to show love."



Love, of course, means to act in the best interest of another's true nature. For example, to show love to an innocent mendicant would be to give him food, money or shelter. To show love to a criminal would be to apprehend her, convince her of the error of her ways, imprison her so that she could redeem her debt to society, allow her to change her life, and forgive and free her so that she could begin a new and proper life. To love an enemy soldier during wartime would *not* mean to encourage that soldier to surrender, desert or betray his comrades (this human sort of tactic is called by the Ithklur, "saving the body but killing the soul") unless it could be proven that that soldier was fighting for an unworthy cause. If that soldier were fighting for a worthy cause, out of selfless love for his family, community or race, loving that soldier would require the Ithklur to kill him as cleanly and painlessly as possible, allowing him to die in full loyalty to the values that gave him meaning.

In the tetramorous understanding, life consists of nothing but an endless succession of "nows." As finite beings, we do not "own" (i.e., cannot control) any future moment, for we may be struck dead by circumstances beyond our control at any time. However, by the way we live in the current moment, we change the future, one moment at a time. The same way that a stone thrown into a lake makes ripples whose effects will in some small way reach its every shore, each act in each moment sends ripples into the future that will change the conditions within which that future moment is lived. For example, an act of kindness today may seem to take time or energy away from our planning to do something else next week, but exactly the opposite is true: That kindness today will ripple into next week one moment at a time and change the world into a place that will be more susceptible to our actions when it is time for us to act next week (assuming that our actions next week are ethical ones).

In some cases, the act of perpetually living in the present will actually prevent an Ithklur from making all the possible preparations for the future. In this case, the Ithklur believe that if one fails to make preparations by having incessantly lived properly in each moment, then life itself will work out to see to the needs that we failed to plan for. Human theologians refer to this as "living in a state of grace." The Hivers appear to assist in this by regarding the Ithklur as vaguely dull and treating them with parental solicitude, providing them with their basic needs in terms of shelter, food, weapons, transportation to exciting activities, etc. For their part, the Ithklur seem to encourage this by playing dumb and helpless.

As a visualization of the absolute value of the now, the Ithklur describe every moment of life as being "made of gold, if one has the eyes to properly see it."

The imagery here uses the concept of "the color from within," i.e., the interaction of the Ithklur thermal vision with their "visible spectrum" vision (see pages 48-49). The same way that an Ithklur can only directly view the exterior of an object, but can sense its temperature from the "color" that rises out of it, the moments of life can be immediately perceived as unpleasant or valueless, but one must be able to see the color that wells up from within such moments, and the color of those moments is *gold* (i.e., the element, not the simply color—the Ithklur place the same value on precious minerals as do humans).

In other words, any given Ithklur can envision his or her life as a handful of disillusionment, despair and dust, and there is ample objective reason for doing so, given the cruel reverses that life can deliver. However, this concept calls for each Ithklur to look beneath these surface appearances, and to realize that each moment of life is irreplaceable and of inestimable value. To truly appreciate the preciousness of these moments *during* these moments is consid-

ered to be a divine gift by the Ithklur.

An example of this consciousness is a poem written by an Ithklur prisoner held in a K'kree solitary confinement cell. The prisoner was executed by the K'kree and eaten in a grisly K'kree ritual, but the poem survived in the hands of fellow prisoners who preserved it. The prisoner's name was Seer of Miracles Sylvia (translated from the Ithklur *S'kfani*, or "Sylvan"), and her name is revered to this day by followers of the Tetramorous Way.

*Dust, blood and broken teeth are in my mouth.
My death is held in store by this awakening day.
I languish in this pit, sores, excrement and spiders my only companions.
But as the light of the sun angles across my pit, it shines on a spider's web,
And illuminates drops of water clinging to the strands.
Never in my life have I appreciated such a glorious, flaming, sight,
Born in the tiny soul of a tiny bug, and ennobled and perfected by an eternal star.*

*I can only thank my God that I have lived long enough to see this golden light,
And that those rays of golden light, washed by those drops, will travel through the universe forever.*

Thus, although she herself died within hours of having scratched those words into a ration can with her finger-claws, the beauty of her spirit has lived on and provided meaning to innumerable generations of Ithklur for over 3000 years.

Theology

The Ithklur belief in a supreme power, called "the ultimate concern" does not follow patterns seen in other races of ritualized worship. Instead, the individual Ithklur's devotion to the Tetramorous Way serves to constantly keep him or her properly oriented to the eternal, making one's entire life into an act of faith and worship. And since devotion to the Tetramorous Way or any of its individual paths is believed to bring one closer to the eternal, this life-style enables one to conform one's life more fully to the will of the divine, and thereby become a willing, joyful instrument of the eternal in this life.

The divine, ultimate concern is sometimes referred to as an individual, typically translated as "God," but is also spoken of simply as the ground of all existence, the source and destination of all goodness and truth, without having a personality ascribed to it.

The Ithklur have no belief in an afterlife *per se*. There is no heaven

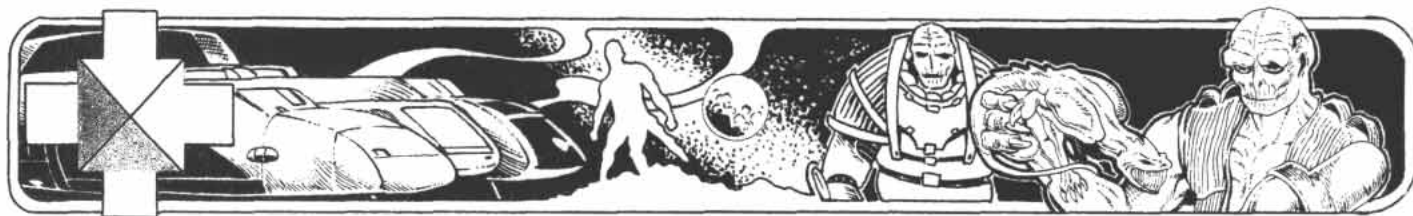
On Ithklur-Human Contact II

*This life therefore is not righteousness, but growth in righteousness.
Not health, but healing,
not being, but becoming.
Not rest, but exercise.
We are not yet what we shall be but we are growing toward it,
the process is not yet finished but it is going on,
this is not the end but it is the road.
All does not yet gleam in glory,
but all is yet purified.*

Martin Luther

This Martin Luther, he was a human too? *F'naah*, you humans are so smart! How have we existed for so long without such insight? We need to get out more.

An Ithklur warrior



or hell to which their spirits go, although their belief in an eternal which is beyond this *finite* life does imply some other source of reality or truth. However, this is not a place they are trying to get to, rather a force they wish to live in accord with. By living in accord with the eternal in this life, they believe they can transform this finite realm into the eternal, and that eventually, through the faithful lives of Ithklur living in accord with the will of the eternal, this finite life and the eternal will be united into one single infinite existence.

Integrity

Integrity, in the Ithklur (or tetramorous) sense does not simply mean honesty as in the human usage, although it does encompass

that concept. Rather, integrity means living in coherence and harmony with the means and goals which give one's life meaning, and honesty comes as an inevitable result of that.

The following passage from *The Book of Accord* by San*klaass and his early followers explains his formulation of this idea.

Our definitions of integrity include the following:

1. *An unimpaired condition: soundness.*
2. *Firm adherence to a code of especially moral or artistic values: incorruptibility.*
3. *The quality or state of being complete or undivided: completeness.*

The first definition is used in the sense of watertight or airtight integrity. The second is used to refer to honest or honorable people. The third is really the deepest and most basic meaning of the word, which refers to an object's being integrated with itself, being wholly functional and internally consistent with what drives it and gives it life (or function) and purpose.

An object that fulfills the third definition would certainly fit the first definition: a watertight hull, an airtight spacecraft. In the same way, a person who fulfills the third definition would fit the second: a person who retains within him or herself a commitment to the values that provide meaning and value to his or her life. For example, we can only expect others to obey laws or codes of behavior that we favor if we agree that those laws also apply to us. By affirming a code of conduct for other lizards, I must submit myself to that code as well. Because I agree to be constrained by certain commitments, I must be sure to choose commitments that will give value and worth to what I (and therefore others) do.

What if a lizard says that she did believe in right and wrong, but that she didn't have to alter her behavior based on those principles? In other words, she could know full well that something she was doing was wrong, and know what the right thing would have been, but she was not obliged to do the right thing, or even avoid the wrong thing. That is a lizard without integrity not only in the sense of definitions 1 and 2, but particularly in the sense of number 3. To believe that there is such a thing as right and wrong but to believe that those values do not require one to conform one's standard of behavior to them is not complete, is not integrated. It is filled with internal conflict.

What if a lizard to whom I have made vows of support and honesty deceives and betrays me over a period of many months, and repeatedly lies and takes advantage of my trust in order to conceal it and allow it to continue? Friends might tell me that I should stop worrying about remaining true to my promises to that lizard, but I will not do so until ethical and legal means are taken to annul those vows. My friends might be disappointed, because they believe that I do not owe it to this lizard to remain faithful to my promises after what he had done. But they would be wrong because they do not realize is that my reasons for being faithful are not because that lizard deserves it or not. My reasons are because the value of my promises deserve it, because my commitment to truth deserves it, and because my own honor deserves it. If I am unfaithful I destroy my ability to live as a lizard of integrity, a lizard who is fully integrated with what he believes and holds to be valuable. If I am faithful to another, regardless of what he or she has done to "deserve" it or not, I have remained in harmony with the values and beliefs that I hold, and I prove that I am a lizard who can keep my promises.

If, on the other hand, we construct our lives based on the actions of those around us, constantly treating them as they have treated us and vice-versa, there is no chance for any of us to get along. However, if we construct our lives on values that are more important than we are, that do not change with moods or behaviors, that apply to us and to those around us, then we do have a chance to get along. What is wrong for

Ithklur Aphorism

I am what I am.

This is perhaps as close as the Ithklur come to a racial credo. The Ithklur believe that no being can aspire to a higher goal than simple self-awareness of one's own true nature. And that self-awareness makes that nature transparent to all others. Unlike most humans, the Ithklur do not believe that the admission of one's true nature to others makes one vulnerable. As a *true* nature, that nature has *integrity* and is therefore incorruptible, and can never be a source of weakness.

Ithklur Aphorism

He is not what he is not.

This is a simple assessment of an individual that he is either confused about his true nature or is uninterested in discovering it. In the former meaning, it is an expression of sympathy, in the latter, it is an expression of disgust.

Ithklur Aphorism

He is what he is not.

This is the Ithklur description of an individual who is struggling to overcome shortcomings in his or her own nature.

Ithklur do not believe that unworthy traits, such as deceit, lack of integrity, etc., are aspects of the *true* nature of a personality, but are impediments which can be overcome.

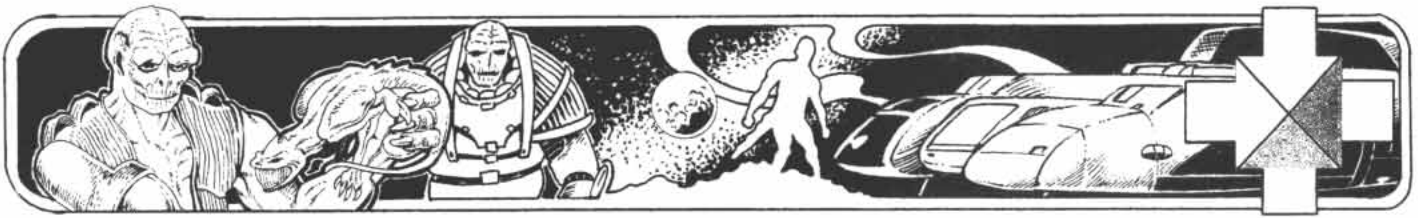
Ithklur Aphorism

He is not what he is.

This is the highest insult that an Ithklur can pay to another being. This is the formula of denial of the true nature of the self.

Note that the Ithklur do not believe that base motivations—lying, infidelity, etc.—are an expression of one's true nature, as these elements are *a priori* not true.

Thus one can be someone who is attempting to overcome a history of deceit and unfaithfulness and not be condemned by this judgement. Such an individual would be said to be "what he is not" (see above).



another to do to me is also wrong for me to do to another, regardless of what that person may already have done to me.

And I will tell you that dishonesty and deceit and betrayal are impossible for the integrated personality. As an integrated personality I can only lie if I believe that it is proper for all lizards to lie to all other lizards when they wish. This means that they can lie to me and I affirm this right. So how do any of us get along with each other or trust each other? We cannot. Even evil personalities require food and drink and oxygen and shelter; these are universal goods. Thus an evil personality by definition cannot be integrated, because he or she wishes to have the necessities of life, but presumes to deny them to others.

I will tell you that the truth is no less a necessity to life than are food and drink and oxygen and shelter, and truth is the most basic tenet of the integrated personality. And because an integrated personality lives in accordance with the laws of the universe, it has nothing to fear from the universe, because it is already in accord with the timeless realities. Such a personality is always vulnerable to evil, of course, but attempts to learn to deceive those of evil intent are to no avail, because they will destroy that personality's integrated nature and make that person only more vulnerable to evil, and what is worse, truth itself will now be the enemy of that personality. We can never afford to make an enemy of truth, for it is forever. As for evil, it will not last; it is temporary only; it is not integrated and will be blown away by the wind of eternity.

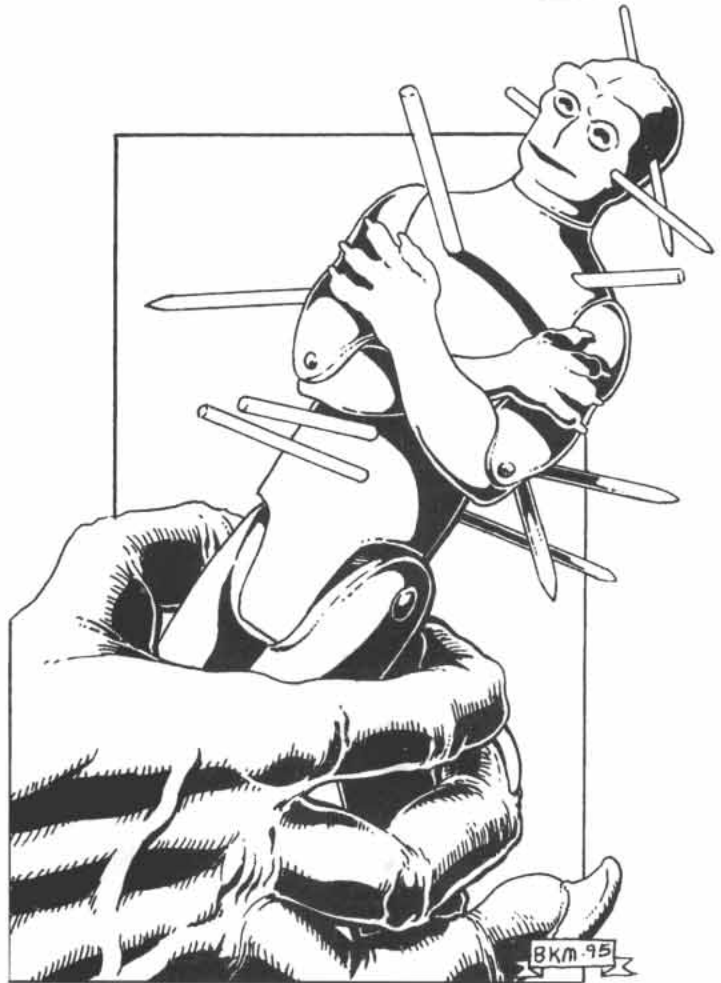
Living as an integrated lizard is to live with honor. Your honor and integrity is perhaps the only thing you possess that no one else can take away from you without your permission; only you yourself can release hold of your honor.

Honor and integrity are unitary. They are not divisible. You cannot behave honorably in one area of your life and dishonorably in another. Sooner or later one will destroy the other, and it is usually dishonor that gradually and subtly devours honor. There is no such thing as a "little lie." All lies damage your honor, creating cracks in it for future lies and deceit to take root, like weeds growing up through and shattering pavement.

One of the concepts that is a by-product of this philosophy is that of the *true self* (translated from the Ithklur *Chalor*). The true self is the true, integrated personality that resides at the core of all beings, and by virtue of existing in accord with eternity, it is considered to be indestructible or, more often in the Ithklur parlance, "bullet-proof." Such a person has nothing to fear because the truth is impervious. Any reverses he or she may suffer are impermanent: Only truth is permanent, and any opposition to truth is therefore only temporary.

The popular Ithklur image of this concept is the "voodoo doll" and "custer statue." These are representations of Ithklur either in a soft, malleable form (the voodoo doll, usually children's toys) or a static form (the custer statue, used as decoration, art form, statuary or lamp bases—sometimes with a clock where the stomach ought to be—by adults) that is either shot through with holes or pierced by dozens of arrows and spears. Children's versions come with weapons that the child can push through the holes, while decorative statues usually have the arrows fixed in place. Expensive versions have the arrows and other projectiles made from transparent glass or plastic.

The figure in these objects shows an Ithklur contentedly engaged in the normal activities of his life (and can be dressed or equipped with the distinctive accoutrements of any Ithklur career of any path), completely unaware of and unaffected by the horrible wounds that he or she carries. These wounds are carefully placed to be fatal or incapacitating—through one or both hearts, through the head, through the IR pits, through joints of the arms and legs, etc.—but the figure is depicted as smiling and engaged in vigorous activities, and no blood comes from any of the wounds.



Ithklur Aphorism

It is a blessing to be *only smart enough*—smart enough to be in control of one's own daily affairs, but not so smart that one is confronted by the futility of attempting to control the perverse and absurd universe. Coming to terms with that requires philosophy, and philosophy is a mixed bag.

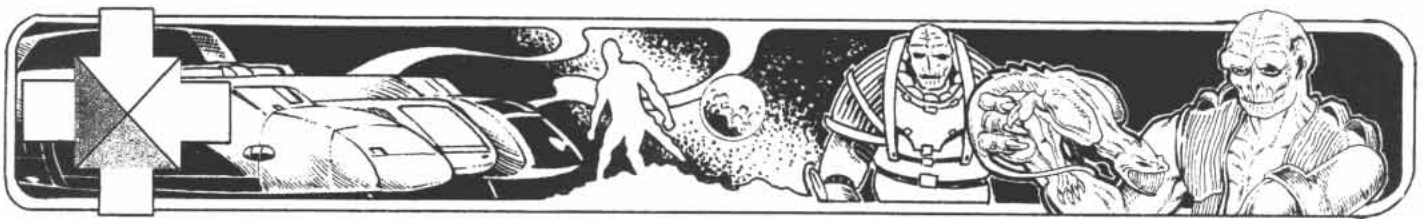
From *The Collected Sayings of San*klaass*

Ithklur Aphorism

Guilt is like any good thing. In excess and without balance, it can kill, just as too much food, drink or comfort can kill.

Guilt is the signal that shows that you know the difference between right and wrong, and which gives you the opportunity to act on that knowledge.

Unlike many cultures, human included, which disparage the sensation of guilt, the Ithklur embrace it as a voice from their higher natures that points the way to corrective action. Ithklur have a grave distrust of anyone who professes to never feel guilt or who claims to believe that guilt is a maladaptive emotion.



Perfect valor consists of doing without witnesses what one would be capable of doing before the world at large.

François, duc de la Rochefoucauld

Although these devices are common, found in most any Ithklur-occupied space, and commonly used by children as toys, their meaning and symbolism are venerated just as much as any human crucifix with the Christ hanging from it. In fact, the theological meaning is extremely similar, in that it shows that the crushing "defeats" of the world are actually victories for those attuned to the eternal, and that all followers of this belief are called to undergo similar treatment, but to have faith in similar ultimate vindication.

In a similar fashion, one of the sacred symbols of Ithklur initiation to enlightenment or advancement to higher ranks is the false arrow-through-the-head appliance, worn by all participants of these ceremonies to symbolize the fact that their connection to the eternal makes them invulnerable to even the most grievous wounds that the finite world can inflict.



Traveller News Service excerpt, 198-1127

"...while attending a ballet performed by the Promise Light Ballet Company, several members of the Hivers' detachment of Ithklur guards apparently mistook the dance for a participatory sporting event. They efficiently tackled several human dancers, scoring several points by their own reckoning, before they were convinced that it was a performance, rather than a game."

Truth

Truth is professed as one of the highest values of the Ithklur spirit, and is appropriately codified by the Tetramorous Way. (When enumerating their highest values, the Ithklur are much like A. A. Milne's Tigger or Michael Palin's Cardinal Ximenez.)

However, the Ithklur notion of truth goes beyond the usual human denotation of "accurate" or "valid." Truth has an existential value above the simple technicality of its accuracy. Truth is considered to be the bedrock of reality, such that the truth of any situation or individual cannot be compromised or destroyed by any other force, regardless of the reversals this truth may seem to suffer during physical or finite life.

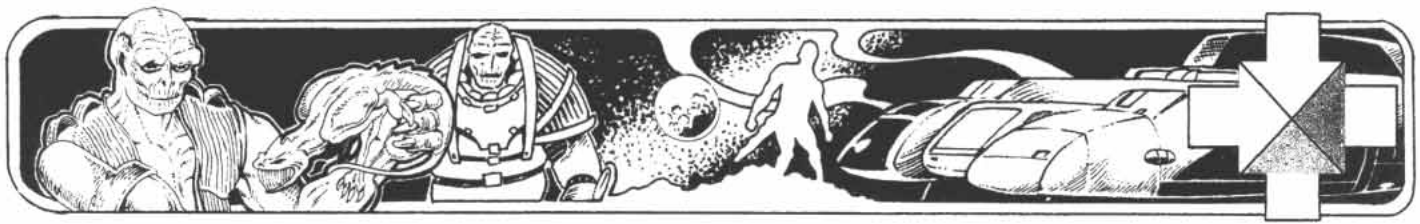
Unlike humans, who believe they are made vulnerable by allowing others to know the truth about them, the Ithklur believe the discovery of one's own true nature makes one invulnerable. Thus, although allowing evil persons to have data about oneself gives them better opportunities to plan attacks against one, these attacks will have no permanent effect as the truth incarnate in one's true nature is eternal and cannot be damaged by any finite or physical agent. This belief is seen in the Ithklur "voodoo doll" or "custer statue" artifacts (see the Integrity section, above).

However, even though the Ithklur profess to believe that lies and deceit cannot triumph over the truth, they regard consistent repeated attempts to lie as a capital crime. This is because truth is the true nature of all being, and although enlightened individuals are in firm connection with the eternal, unenlightened individuals can be misled by distortions of the truth, and can thereby be denied the opportunity to achieve connection with the true and eternal. This to Ithklur is the equivalent of murder, although this spiritual murder is believed to be more heinous than simple physical murder, which does not block the individual's access to the eternal. Regardless of the inability of lies to triumph over truth, the attempt to make lies and deception triumph over truth represents devotion to creating a world in which this would be the case, and represents devotion to the values of death, decay and evil, rather than life. This will for the supremacy of evil is sufficient cause for the death of such an individual, but the Ithklur additionally stipulate that since death is what this individual affirms, death is what this person really wants anyway.

Because of their devotion to truth, the Ithklur are not comfortable with the idea of pretending or acting, although they are completely capable of playing dumb in front of Hivers. This is contradictory behavior, but the reason seems to be that the Hivers expect them to be dumb, and it is amenable to the Ithklur spirit to fulfill this arrogant expectation. Note that this behavior does appear to be inconsistent with the notion of *integrity*, although further examination may reveal reasons that *game* behavior can be encompassed by the higher Ithklur beliefs. It might be that this deception is very close to the Ithklur notion of racial survival and is therefore allowed as an exception in the name of the higher good. On the other hand, this sort of passive-aggressive behavior appears to be a contradiction of the Ithklur credo and might be an unintended by-product of the Hiver attempts to manipulate the Ithklur into other patterns of behavior.

Because of their unfamiliarity with concepts of pretense and acting, it is not a good idea to take an Ithklur to see a play. On many occasions Ithklur have killed or maimed human actors and actresses when they either act out romantic acts on stage (when the Ithklur know them to be married to other persons) or act out scenes of violence, deceit, betrayal or murder.

Movies and video programs are safer, as Ithklur believe them to be real and do not usually attack televisions. However, they get confused when they discover that Jim Rockford and Brett Maverick appear to be *exactly the same person*, and don't know exactly what to make of this, although they do start asking questions about the concept of reincarnation.



Sanctuary

The concept of sanctuary stands above most other Ithklur behavior and is pointed to by most behaviorists as proof of Hiver meddling with the Ithklur psyche. Sanctuary demands the suspension of all physical and spiritual acts against another (Ithklur are not even allowed to play their anti-Hiver "games" under sanctuary conditions), and even unethical or evil members of the group are held accountable to these standards, although sanctuary must be declared in some clear way so that all participants have the opportunity to mend their ways.

No one subject to sanctuary is allowed to commit an act whose immediate results are detrimental to another (even if such acts can be argued to be in that individual's long-term best interests). Such acts include acts of physical violence (and therefore usually supersede the decorative carnivore concept, page 89, and suspend the pushing match ritual, page 91) as well as spiritual or mental acts such as lying, distortion or misrepresentation.

Certain social structures are considered to automatically presume the concept of sanctuary among their members. These include military units, courts of law and Ithklur marriage bonds. However, sanctuary can be declared under virtually any circumstance, similar to the human concepts of truce, cease fires and white flags.

All transgressions of sanctuary are punishable by death, although the Ithklur concept of mercy allows the individual who was wronged to commute this sentence to any lesser penalty.

It is said that Ithklur are allowed to invoke sanctuary even on the Hivers themselves, up to and including the invocation of a death sentence on such a Hiver violating sanctuary, and that this is the ultimate responsibility of the Exposer of Deceit (see page 89) in each group.

Duty

The Ithklur are quite dutiful by nature, and this predisposition is reinforced by their agreement with the precepts of *integrity*. Most Ithklur find it difficult to commit themselves to a plan of action simply because they desire it. They are more comfortable when they can conform their goals to values or ends that they see being above themselves.

In fact, it could be said that their greatest weakness as a race is this endearing desire to find a duty and then scrupulously live by it, as the Ithklur can be ill-used by those who are not worthy of this devotion (the Hivers come to mind). However, the Ithklur answer to this is that it is not dutifulness itself that is at fault, but only the choice of duties, and one of the most important responsibilities of enlightened leaders of Ithklur groups is to be careful that the group maintains its devotion only to things which deserve their service.

The Ithklur will not cut and run at the first sign of unworthiness. Rather, they must properly and legally disengage themselves from their responsibilities, faithfully carrying them out until the duty is discharged or they are released from it.

Tenderness

The popular human image of the Ithklur nature as natural killers makes Ithklur tenderness seem oxymoronic, but this only further highlights their truly alien and ambiguous nature.

Ithklur affection for their children and of children for their parents and siblings is real and deep, and although it is often expressed in rambunctious, rough-house style, is evident to even to the most inexperienced human.

Ithklur physical affection is mostly expressed in the touching of skin. The Ithklur are fascinated by watching the visual-thermal phenomena of "the colors within" (see pages 48-49), and al-

though Ithklur skin is thicker than human skin, the ability to watch complex vascular and environmental changes on the skin of their loved ones is a source of great pleasure. The direct touching of skin to skin is seen as the opportunity to experience these colors directly, personally and intensely, "color-to-color."

Contrary to theories that concepts like sanctuary and Ithklur pair-bonding are externally imposed add-ons to their true nature, affection and monogamous commitment appear to come easily to the Ithklur. Unlike in human literature, there is no celebration of the womanizing rake, Casanova/Don Juan character, as such individuals are regarded as being deeply sick: "He is not what he is." In fact, such characters, when they do appear in Ithklur tales, are either reformed or killed, the latter to the great delight of listeners and readers.

Marital estrangement, where it occurs in Ithklur society, is regarded as aberrant and tragic, and is only rarely at the wish of both parties. Such issues resonate strongly in the work of the romantic poet Keeper of Dreams Laurel, as in the following passage (note that translated Ithklur poetry seeks to replicate meaning rather than metrical or rhyme scheme):

*What kind of knight am I?
Although I know that I will myself to be a knight,
It is not up to me to say what sort I am.*

*I have learned what I did not know when we lived together as children:
That love, once born into this world, is not conditioned by another's
response to it,
But passes through me, eternal, borrowing only my life to express
itself.*

*We may never be together again, which thought still kills large
portions of my soul,
But what is left of me alive is more truly me than the parts which have
died,
Fed and nourished by that which came from beyond me but has
become purely and truly me.*

*I will remain true to the part of me that rises to eternity
(for God knows I can do nothing else),
Hopefully there to find its way to you again.*

Ithklur Aphorism

*Fool me once, shame on you. Fool me one thousand times,
shame on you a thousand times, for you are only destroying
yourself.*

Anonymous

Note that this is in direct opposition to the classic human formulation "Fool me once, shame on you; fool me twice, shame on *me*." For Ithklur, the refusal to respond to evil with evil is a test of commitment to the eternal.

No Ithklur who is in contact with his or her true self can be hurt by lies, for lies are by their nature only temporary, and the true self is eternal.

Ithklur Aphorism

*Honest to a fault? I'm sorry, I must have misunderstood you,
for surely there can be no such thing.*

Anonymous



Friendliness

Ithklur friendliness is legendary and well-meaning. To make an Ithklur friend is to make a life-long ally whom one can count on under any circumstance. Ithklur friendship is prone to contain such things as overly hearty pats on the back and telling of embarrassing stories in front of audiences, but is no less genuine for all of that.

One of the most common ways the Ithklur show this friendliness is learning all they can about the life or culture or beliefs of their friends. In general, the Ithklur regard humanity as a race of friends, and have fallen in love with all manner of human minutiae, including baseball, corn dogs and the memorization of various human epigrams.

In fact, this is one of their most common complaints about the Hivers: "You humans are so interesting: You have snowglobes, *behsehball*, and numerous meaningful witticisms for us to learn. The Hivers are so *boring*. They have nothing interesting for us to learn about."

The Ithklur most often quote human popular songs of all eras, but are also fond of references to comedians, novels and movies. Whenever they do this, they wait expectantly for a moment to see if the human will recognize the remark or finish the quotation (for example, if an Ithklur says, "You broke my will, oh what a thrill," humans are expected to respond, "Goodness, gracious, great balls of fire!"). Unfortunately, Ithklur knowledge of human trivia exceeds that of most humans, so the Ithklur are often disappointed. However, this does not upset them, but only makes them more determined to come up with a less arcane reference the next time. (They usually fall back on, "I'll be baaahck.")

Popular Ithklur sources are "the two Elvi" (Presley and Costello), Shakespeare, Bob Dylan, La Rochefoucauld, Monty Python, "Tompettytheheartbreaker (always said as one word)" and George Bush ("We're enjoying sluggish times, and not enjoying them very much").

Favorite quotations which have actually found their way into Ithklur culture include, "No one expects the Spanish Inquisition," "You're only saying that because I have a cabbage for a head," and, "Jane, you ignorant slut."

Cruelty

The Ithklur have a slightly different take on mercy and cruelty than do humans, although in many ways the Ithklur are much kinder than humans. For example, you will never see an Ithklur child pulling the wings off flies or the legs off ants, or at least not more than once, as their parents will cuff them and teach them not to.

On the other hand, the Ithklur concept of mercy seems either heartless or bloodthirstily pragmatic to humans. The images of victorious Ithklur soldiers prancing gleefully about the battlefield, cheerfully putting the fatally wounded (their own and the enemy's) out of their misery is a common image, and is absolutely true.

The reason for this is that the Ithklur hate suffering. Suffering creates a mental haze which distorts the clear view of the eternal, and clarity is one of the most beloved Ithklur values. Anyone who has

heard wounded cry out irrationally for any relief whatever from their suffering has an appreciation of this, and the Ithklur believe that existence in this miserable state is worse than death. The act of releasing a wounded comrade or enemy from this bondage is an act of love and charity, and Ithklur bid such individuals a heartfelt and cheery farewell as they dispatch them with a quick and painless blow or stroke (the Ithklur are such masters of hand-to-hand combat that they have the uncanny ability to kill almost any creature instantly and with no pain whatsoever).

This does not mean the Ithklur disdain the use of medicine to heal treatable wounds, but the Ithklur do not agree with the "any price for survival" concept adhered to by many human doctors. Life as a quadriplegic or a comatose vegetable is not an attractive notion to most Ithklur.

Ithklur Sports

Some authorities believe that one of the side effects of the Hiver manipulation was to channel some of the Ithklur's natural aggression into a passion for competitive sports. This manifests itself as a desire to participate in such sports, not just watch them. Ithklur athletic competitions include informal neighborhood games, formal competitions in local leagues and sports clubs, and regional, planetary and Federation-wide tournaments in a variety of sports. Wherever Ithklur are encountered, no matter what number there are, there always seems to be some form of ball game, race or other sporting event being organized.

The Ithklur passion for sports does not include any desire to wager on the outcome. Indeed, Ithklur find the notion of profiting from a sporting event without actively participating to be faintly distasteful. However, they do not object to wagering on other nonsporting events (see Games, below).

Although there are some individual sports, most Ithklur athletic competitions are team efforts. Four of the most widespread are discussed below.

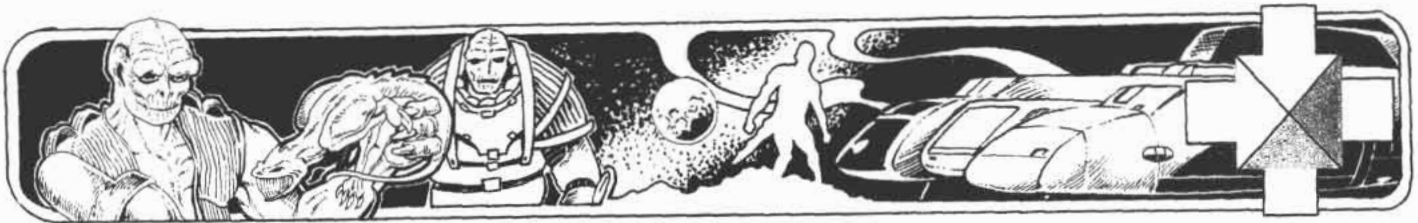
Eduuqa Ssuejzathouga (Idiomatically, "the Pick-Up Game"): Of all Ithklur sports, the *Eduuqa Ssuejzathouga* appears to be the closest to the "national sport." It is an impromptu team ball game popular as a recreation and as exercise, as well as the subject of organized tournaments (strange as that may seem). There are few standard rules, and these are usually modified or dispensed with before the contest ends (or even begins), as mid-game rule-amendments/disagreements/brawls are a respected and traditional part of the game. A team (consisting of a variable number of Ithklur) will issue a challenge to another group by running onto an open field and executing a series of dance-like movements which signal which of the few standard rules will be used in the initial time period and how long the game will last. The challengers pick the field and set the boundaries; the challenged are to decide certain other rules (such as if the game will involve a ball, what the goals will be, etc.). The fact that these moves bear a superficial resemblance to human ballet and the Ithklur difficulty with the concept of dramatic performance has been the cause of a number of incidents (see, for example, *Survival Margin*, page 56). For reasons that are not clear, this game is known to humans as "Calvin Ball."

Sik Eduuqa (the Artillery Competition): The object is to dismantle an antique field gun, carry it across an obstacle course, set it up and fire four rounds on target, in the shortest possible time.

Xx*si Ueh Eduuqa (Roughly: "Close Marching Competition"): A very complex close-order drill, carried out by teams of Ithklur carrying archaic (and highly decorated) edged weapons, polearms,

How did the Hivers make us better people? By their example, they showed us everything that had been wrong about us, so that we could rise above it and purify ourselves. Pity the Hivers, for they did not follow us, although they lighted the path. They are not what they are not.

Defender of Dreams Loganberry



flags, banners and early firearms. Competitions normally include dozens of elaborate formations, evolutions and rituals, never used in actual combat, designed for their impressive appearance when viewed from a reviewing stand. Human observers have declared the event to be very awe-inspiring, a combination of military drill team, football half-time show and "living history" recreation.

Behsehball: Essentially the Ithklur attempt to play the Terran game baseball, although in Ithklur practice the game tends to degenerate into lots of basepath carnage, such as undisciplined base stealing, run-downs, bloody collisions at bases as runners slide in with their claws held high (many Ithklur believe that a home run allows them to slide into all four bases as they go around the diamond), and large numbers of runs forced in by batters hit by pitches.

Legend has it that the Ithklur were completely bored by this game until someone explained to them that it was the source of the Abbott and Costello "Who's on First?" routine, at which point the game became an Ithklur mania.

Ithklur ballparks have much deeper outfields to accommodate the greater Ithklur strength. Players do not wear shoes (pitying humans who have to wear "false claws" to play the game), but all infielders wear shin and thigh protectors to protect themselves from baserunners.

The idiosyncratic Ithklur pronunciation of the name is most often used by Ithklur posing for photographs after a particularly exciting game. In these photographs, members of both teams (usually those who got into the biggest brawls) pose together, covered with dust, their shredded uniforms spattered with blood. When the players are ready for the photographer to take their picture, they all smile their snaggly smiles and say, "Behsehball been bery, bery good to me!"

Games

All Ithklur have a favorite "game" (as distinct from sport, above), which is essentially an amusing activity designed to irritate Hivers. Unlike sports, Ithklur games are almost always the subject of betting, usually in the form of a pool to predict whose game will anger the Hivers first, or how long it will take a particular Hiver to respond to the needling.

There are two games that are engaged in to some extent by almost all Ithklur. The first is to insist on assigning a gender to all Hivers they work with, and to refer to them in a consistent fashion as either male or female. This will usually get a response from any Hiver sooner or later. The nature of the response is immaterial—its fact is sufficient.

The second is to deliberately speak Gurvin as poorly as possible. When required to deliver reports in Gurvin (usually to Hiver officials who cannot understand Ithklur), they commit as many breaches of grammar, double entendres and malapropisms as possible, explaining that they find the language too difficult. This will either make the Hivers' jobs more difficult or force them to allow the Ithklur to speak their own language.

Ithklur Style

Ithklur are very attracted to brightly colored, ornate clothing, equipment and personal furnishings. Except where it would interfere with an item's utility, they seem almost pathologically driven to carve, paint, decorate, embroider or otherwise embellish each item of their everyday existence in a baroque, rococo fashion.

Ithklur Dress: The Ithklur fashion sense can best be described in human terms as "tacky," with typical Ithklur clothing being the approximate equivalent of Bermuda shorts and loud Hawaiian shirts. The Ithklur color sense appears to be, "the more colors the better,"

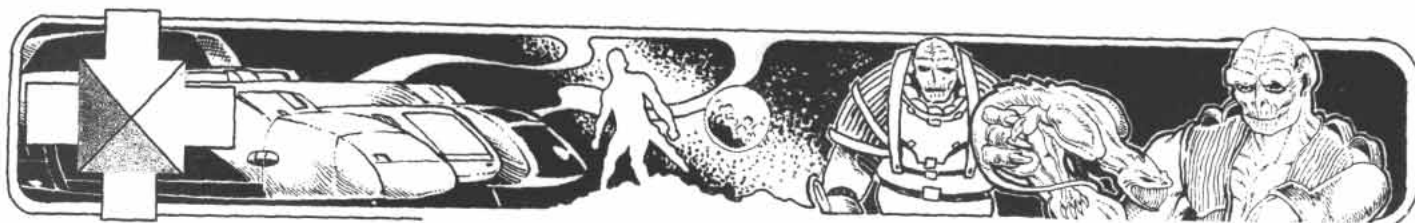


although it is clear that to the Ithklur eye, with its superimposed thermal "color," the visual appearance of these ensembles is quite different, and hopefully more harmonious.

Ithklur uniforms are a bit more disciplined, being made of primarily tactical colors such as brown or green, but the profusion of epaulettes, aiguillettes, patches, sashes, doo-dads, gadgets, widgets and personal accoutrements would embarrass even the most dandified TED show-troops. Fortunately for the Ithklur, their prowess in combat obliges them to apologize to no one for the way they kit themselves out.

Trinkets: The Ithklur love trinkets. For an Ithklur, each moment of life is pregnant with meaning and memories which they like to memorialize. The average Ithklur home appears to human eyes like a undisciplined avalanche of kitsch, but to the Ithklur, each salt and pepper shaker, tea cozy, lace doily embroidered with realistic depictions of grisly battlefields, each little decorative dagger, derringer and sword cane has a clear value and strong memory associated with it.

This is the origin of the decorative carvings that distinguish Ithklur military hardware. The life of a soldier does not allow the individual to carry unlimited numbers of souvenirs, so the innumerable moments of meaning in an Ithklur's life must be incorporated into the



few pieces of gear he or she is authorized to keep.

All Ithklur are taught from an early age to know how to paint and carve, and all Ithklur weapons are fitted with stocks, grips, and fittings of wood, ivory or some other carvable material. The weapon of an Ithklur recruit is fairly nondescript, betrayed by the straight lines of its original blocky grips. But as time goes by, the Ithklur soldier will carve scenes of particular significance, busts of his or her comrades, and tallies of historical events, such as the days of a long planetary deployment, the number of enemies a bayonet has killed and the like. To the trained Ithklur eye, each Ithklur weapon is a vivid account of the life (and sometimes death) of its owner, and these are the highest forms of art known to the Ithklur culture.

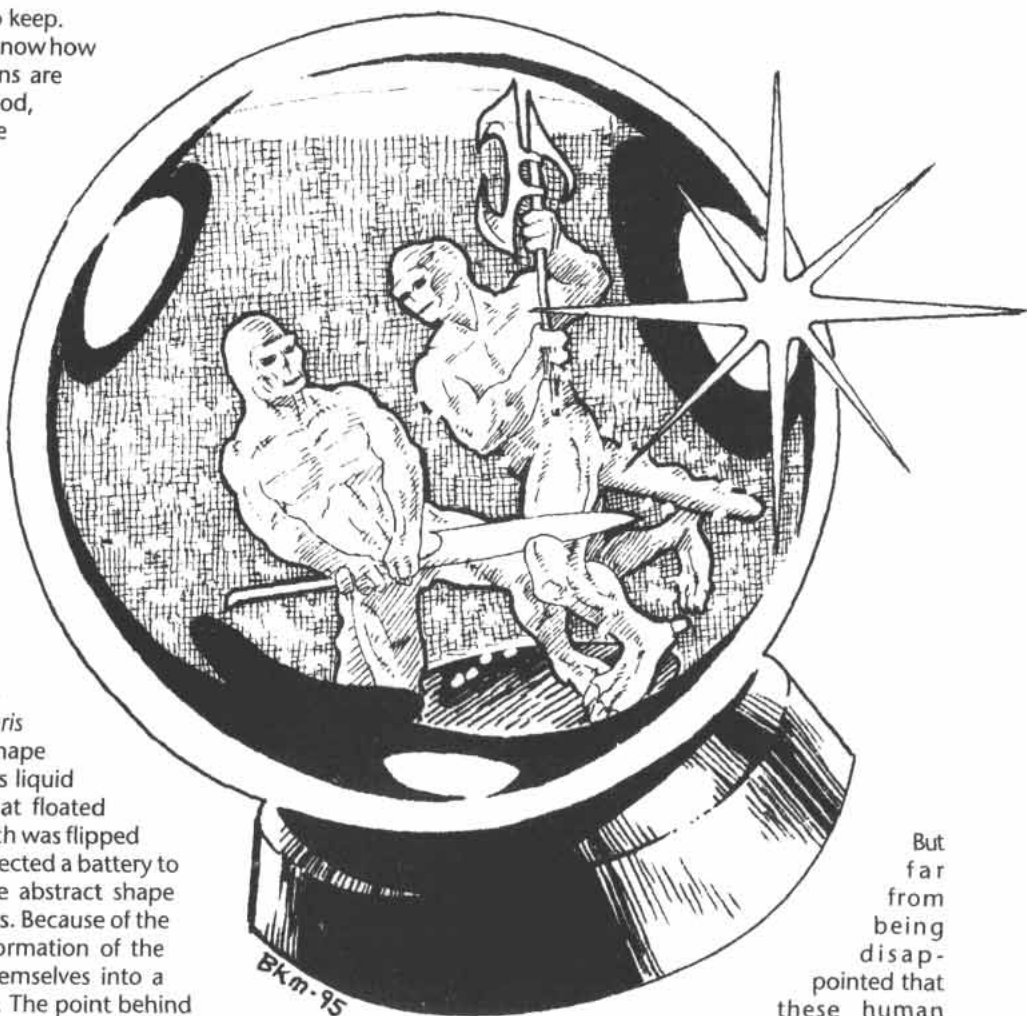
One facet of Ithklur popular culture that usually surprises humans is the endearing Ithklur love of souvenir snowglobes. Before the first Ithklur-human contact, the Ithklur already had semi-religious artifacts known as **sharis*. The **sharis* consisted of an abstract, unidentifiable shape within a clear liquid-filled globe. Within this liquid were tiny, reflective magnetic particles that floated aimlessly in the liquid until an electrical switch was flipped at the bottom of the globe. The switch connected a battery to small electromagnets concealed within the abstract shape which began to attract the reflective particles. Because of the pre-designed shape of the particles and formation of the magnetic field, the particles assembled themselves into a meaningful spiritual or philosophical shape. The point behind these **sharis* was that meaning and order exist in life even when these cannot be identified, but patience and enlightenment can allow one to form meaning out of the seemingly disparate fragments of life.

Soon after the first human-Ithklur contact, Ithklur found the inexpensive souvenir snowglobes in the gift shops of starport lounges, memorializing the skyline of "Scenic Oriflamme" or some such.

The Eye of the Beholder

Look at this "snowglobe," which commemorates the Battle of Kilong in the human style. We shake it up, and the luminous particles of truth and meaning are randomized, and swirl in unpredictable patterns about the scene. Then, slowly, they settle out onto the debris of the battlefield—here onto the dismembered corpse of the K'kree leader, here onto the smoldering hulk of an assault ram, here onto the truncated torso of one of our sappers, there onto the body of the hand advisor, frozen as it writhes in its death agony—a beautiful and sublime scene, showing that meaning and truth fall as they will onto everyone, independent of our ability to predict or understand it.

An Ithklur aesthete



But far from being disappointed that these human snowglobes had no batteries, electromagnets

or hidden forms that would assert themselves, the Ithklur were awed at the spiritual maturity of a race that would refuse to demand shapes from the swirling flakes and would instead be content to conform their minds to deriving meaning from the randomly falling flakes onto whatever mundane scene was depicted in the globe.

Although the Ithklur still manufacture versions of the electric globes for their children (who need the additional assistance to find the shapes of meaning when they are young), for Ithklur adults, snowglobes in the human style have completely supplanted the Ithklur originals. Ithklur copies of these snow globes usually replace the pastoral scenes or city skylines with small, intricately detailed and historically accurate battlefield dioramas.

Ithklur Anecdote

I was sitting at a bar when a lizard walked in with his *slaa*. He said to me, "I'll bet you all the money that you have in your pocket that my *slaa* can talk."

I turned to the *slaa* and said, "Is this true?"

The *slaa* said, "How much have you got on you?"

So I punched the bartender.

From *The Collected Sayings of San*klaass*

Players' Section

ITHKLUR CHARACTER GENERATION

This section will only detail differences in Ithklur character generation from the procedures presented on pages 15-39 of *Traveller: The New Era*.

Ithklur begin character generation untrained, inexperienced and about 17 standard (human) years of age.

A Character Generation Worksheet is included with this book (see page 93). Once a character is completely generated, the information from the worksheet should be transferred to a Character Sheet (see page 94). After that, the worksheet may be discarded, as only the Character Sheet is necessary for play. (Note: Save at least one blank copy of each sheet to photocopy for future characters.)

CHARACTER GENERATION OVERVIEW

The Ithklur character-generation procedure follows the same three general steps as that used for humans: background, attributes and experience.

Background: Players determine their homeworlds, as these have a strong effect on later steps of character generation. They also decide on other background information, such as social level, name and gender for their characters.

Attributes: Players determine the six basic attributes of their characters by rolling dice and assigning those results to attributes in any order they wish. These six basic attributes are Strength, Agility, Constitution, Intelligence, Education and Charisma.

Careers: Ithklur characters begin the character creation sequence at the age of 17. At that time, players start making career choices for their characters. Each career choice represents four years of training and/or experience (four years being an arbitrary number that helps regulate character generation). Each time a player makes a four-year career choice, a hobby may also be selected for the character.

Derived Values: Now that all changes to skills and attributes are completed, certain values are calculated that are based on them. These are things like accuracy with different weapons at various ranges, damage done by bare-handed attacks and so forth.

Possessions: Finally, players determine what possessions their characters have accumulated during their careers.

BACKGROUND

Before generating the specific physical and mental attributes which define a character, it is necessary to determine the character's background, as this has a strong effect on the rest of the character-generation process.

Stellar Region: Ithklur can come from one of two stellar regions, the Hive Federation or the independent Ithklur client state.

Hive Federation: The Hive Federation is an interstellar government formed from a coalition of individual worlds and a few multiworld groupings. Although originally founded by the Hivers, and based on their cultural precepts, 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.

Independent Ithklur Client State: This is an independent Ithklur state (although it does not include the Ithklur's world of origin) on the edge of the Hive Federation. It maintains an independent military force and a federal form of government, although it coordinates its external diplomacy with that of the Hive Federation.

Homeworld: The next step in determining background is selection of a homeworld. A referee can generate worlds which can be chosen by or assigned to the players; or a homeworld can be generated randomly using the tables provided. Since no official

sectors have yet been published for either the Hive Federation or the Ithklur Independent Client State, world assignment (as discussed in the basic rules on page 16) is not an available option.

Referee Generation: Referees may choose to generate one or more worlds which are understood to represent a homeworld for Ithklur characters. These can be created by using the procedures in the World Building section of the basic rules (pages 180-195). Once these worlds are created, the referee takes the specific world characteristics and translates them to the more broad descriptions which are used here.

If a homeworld is deliberately created, by either the referee or the player, it must contain at least as much descriptive information as is provided by the Homeworld Random Generation table.

Random Generation: Homeworlds can be created solely for purposes of character generation by using the Homeworld Random Generation table. This is done in the same fashion as shown on TNE pages 17-18, with the following substituted DMs resulting from Stellar Regions:

Starport

Region	DM
Hive Federation	None
Ind. Ithklur Client State	None

Tech Level

Region	DM
Hive Federation	+2
Ind. Ithklur Client State	+1

ATTRIBUTES

Each character is described by six attributes detailing the physical and mental defining characteristics of the individual. These attributes are generated through a series of die rolls, as noted below. Do this five times. Each separate roll is then assigned, in whatever order the player desires, to one of the following five attributes: Strength (STR), Agility (AGL), Constitution (CON), Intelligence (INT) and Charisma (CHR). For Ithklur characters, Education (EDU) is then determined by rolling 1D6. After the rolls are assigned, add +2 to Strength (STR), and +1 to both Constitution (CON) and Intelligence (INT). Record the results on the Character Worksheet, located on page 93.

Players who roll attributes for their player characters totaling less than 33 points may add attribute points (allocated as they see fit) to bring the total up to 33. This ensures that characters are always at least average.

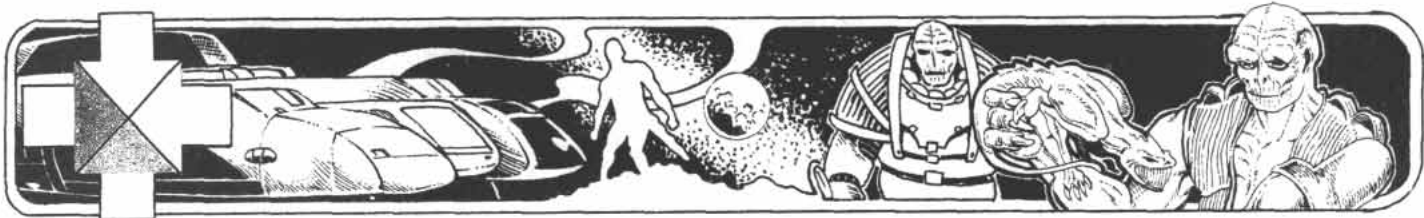
Personal attributes are as defined in the basic rules, and use the same abbreviations and UPP sequence, except as noted below.

Homeworld Effects on Attributes: These are the same as on TNE page 19.

Attribute Limits: During the careers portion of character generation, certain careers offer the opportunity for Ithklur characters to raise certain attributes. However, no Ithklur attribute may be raised more than three points (as opposed to two points in human character generation) as a result of these career increases. No attribute may ever be raised to greater than 18.

Other Characteristics: In the course of character generation, the character will acquire age (in years and in four-year terms), rank, money, skills and possessions.

Psionics: Ithklur have psionics talents, but at a lesser level than those of humanity. In general, initial psionic strength is generated



by 2D6-2 instead of 2D6, and certain psionic talents are unavailable to Ithklur characters. See page 80 for further details.

Language: The official language of the Hive Federation is Gurvin, a language used by the race of the same name, and more readily adaptable to non-Hiver use. All Ithklur are automatically fluent in their own language (Ithklur), and in Gurvin as well if their homeworld is within the Hive Federation.

Social Standing: Roll 2D6 and subtract 1 to determine initial Social Standing (abbreviated SOC) on the character's homeworld. This is a measure of the accomplishments and power of the character's parents or guardians (if raised by other than his or her natural parents).

This is not an innate attribute, and unlike attributes, it may

change dramatically during character generation, based on the career choices made. However, like attributes, a character's SOC may never be reduced below 1, nor raised above F. The role of Social Standing is primarily to determine economic status during character generation. Rank as discussed below and on page 53 has a much greater effect on a character's actual status in society once play begins.

Titles: The Ithklur have no titles based on social standing.

Naming Characters: Ithklur characters may be assigned names in either the Ithklur language or Anglic. Ithklur names can be created by players and referees by using other Ithklur words in this book as guides.

Anglic names, which are simply translations of the meaning of the Ithklur name, may be created using the principles discussed on page 54.

Call Signs: Ithklur serving on RC missions will need to choose or be assigned a two-syllable call sign, as explained in the basic rules (pages 22-23).

Background Skills: Ithklur, like humans and Hivers, acquire a number of skills before age 17. To represent this, players should each choose two skills (not four) from the Skill List table (TNE pages 114-115), giving their characters a level 2 skill in each. Referees may impose homeworld limits on these skills if desired, and if homeworlds are specified. In most cases, however, this is unnecessary.

The reduced number of optional background skills for Ithklur characters is due to the fact that, unlike humans and Hivers, Ithklur characters receive four skills at level 1 as default skills immediately below.

Default Skills: Default skills are conferred automatically as follows:

All Ithklur characters automatically receive Animal Handling 1, Painting 1, Sculpture 1, Tracking 1 and Biology 0.

Characters from a Large world automatically receive High-G Environment 0.

Characters from a world with a tech code of Industrial to Early Stellar automatically receive Ground Vehicle (Wheeled) 0.

Characters from a world with a tech code of Early Stellar+ automatically receive Computer 0.

Characters from a world with a tech code of Average Stellar+ automatically receive Pilot (Interface/Grav) 0.

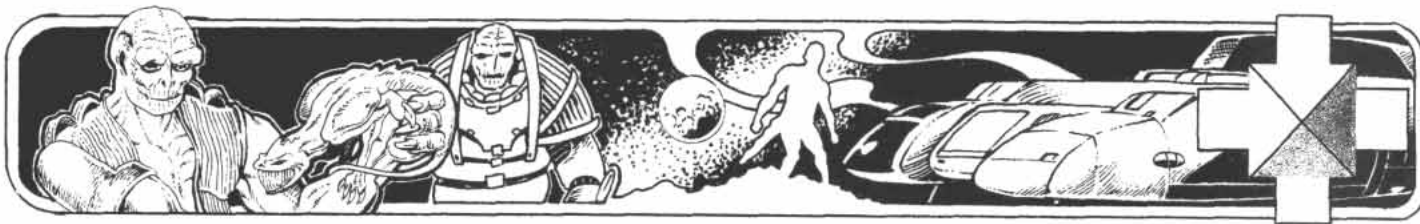
All Ithklur player characters (and detailed NPCs) automatically receive Swimming 0, Willpower 0 and Act/Bluff 0.

CAREERS

The mechanics of career resolution for Ithklur follows the same general mechanics as shown in the basic rules, pages 24-27. However, there are some restrictions that apply to the Ithklur.

Before entering any careers, the Ithklur character must choose a path. There are five paths available: Facilitator, Guardian, Explorer, Seeker or the Tetramorous Way (see pages 51-52 for a more detailed discussion of these paths). If the Tetramorous Way is chosen, the character must additionally choose whether to follow the Fascist or Phalangist model (see sidebar on page 67).

Note that the choice of a path commits the character to remain in that path for the entirety of his or her life. Ithklur characters may not mix and match careers from different paths (although they may freely mix careers from within the same path). The only exception to this is for a character to choose the fascist tradition of the Tetramorous Way. Players should read the description of the



fascist tradition in the careers section on page 77 as well as the fuller discussion of the Tetramorous Way on pages 51-53 before attempting Ithklur character generation.

Commissions/Enlightenment: All of Ithklur society is separated broadly into two groups: the "Enlightened" and the "Elementary." These correspond roughly to the human concept of commissioned and enlisted personnel, so characters who have achieved enlightenment use the information listed after Enlightened in the same fashion that characters in basic **TNE** use the Officers information once they have received a commission. Likewise, characters which have not achieved enlightenment use the Elementary information, just as non-commissioned human characters use the Enlisted information.

Characters who make the enlightenment roll acquire rank 1 on the table on page 53.

The roll to achieve enlightenment is made each and every term, although the roll and allowed DMs are listed by each path, not by each separate career. Once enlightenment is achieved, however, the roll is no longer made.

This achievement carries over through all careers of a given path. Thus, an Ithklur adherent to the Facilitator Path who achieved enlightenment during a term in Aviation and then switched to Wet Navy would still take skills from the enlightened line. (Since not all careers have different skill packages for enlightened and elementary characters, this distinction will not always make a tremendous difference in skills received, but only enlightened characters have actual ranks in Ithklur society: Elementary characters who receive advancement gain a skill level only—see below.)

Note that the enlightenment DM *may be negative*.

Promotions/Advancement: This is as discussed on **TNE** page 25, except that for Ithklur characters it is listed as Advancement and is the same for all careers of a given path. The roll for advancement is made each and every term.

A character who receives an advancement, whether enlightened or elementary, receives one additional skill drawn from the Subsequent Terms list (even if the promotion is received during the first term).

In addition, enlightened characters have their rank increased. There are no ranks listed for elementary Ithklur, so the skill level above is the only benefit received for unenlightened Ithklur.

Enlightened Ithklur characters may advance more than one rank per advancement roll depending upon how far the actual roll exceeded the required number. Subtract the required roll from the actual roll after the DM has been assessed, and subtract 1 from the result. This is the number of rank levels advanced. Thus if the required roll were 11 and the DM-adjusted roll was 14, the character would advance two rank levels.

This additional rank increase has no effect on skills received for advancement: only one skill is received per successful advancement roll, no matter how high the final adjusted roll.

Note that the advancement DM *may be negative*.

Secondary Activity: These are handled as in the basic rules, page 26-27.

Increasing Attributes: This is handled as discussed on **TNE** page 27, by using an allowed skill level as a chance to increase a single attribute, except that Ithklur characters need only roll a 7+ to increase STR, AGL or CON, an 8+ for INT and CHR, and a 9+ for EDU. DM: One per level of Willpower skill. This attribute improvement is subject to the +3 ceiling (as opposed to +2 for humans).

Social Standing: Social Standing may be increased under the Other Effects section of a career, as with human character generation.

On the Power of Lunacy

Imagine yourself working in a very powerful, very reputable organization. Imagine then that you are allowed to meet the head of this organization. If he is educated, polite and urbane, you will be impressed by him, and learn that adherence to the principles of education, politeness and culture, as difficult as they are, are surely the steps to great achievement in so great and powerful an organization.

However, imagine that he acts as if he is crazy, that he yells and screams and carries on embarrassingly at the slightest provocation? Which of his underlings in this organization will condemn him for his behavior? Which will tell him that he is unfit to rule? None. All will conspire to pretend that his behavior is the most natural and appropriate way of acting, and will show that this man's power does not derive from the same source as that of his underlings, the education, politeness and culture that they have been inculcated with. In other words, the source of their power is extraneous to his. They cannot touch him.

Who enhances his power the more? The polite man who abides by the wishes of society, or the crazy man?

Truly I say to you, it is the madman who ensures and multiplies his power.

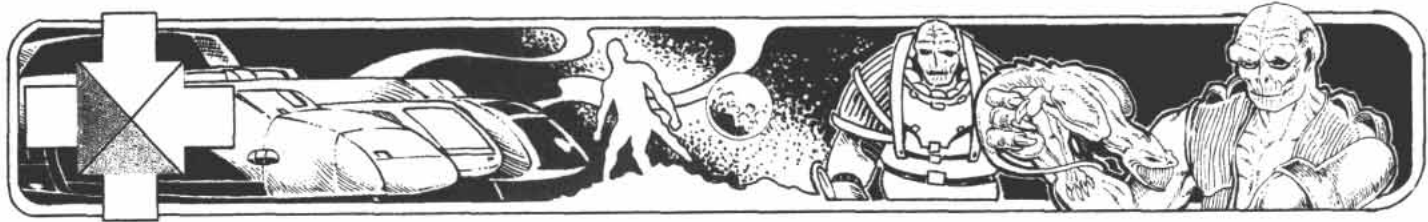
The Enlightened *Slaa de Silentio*

Fascist (Translated from the Ithklur *Kchhollioli): One of the two branches of devotion to the Ithklur Tetramorous Way. Fascists believe that the four paths can be visualized as a bundle of sticks tied together. In this way they can be seen as separate but parallel, beginning at the same point and ending at the same point, although defining four distinct paths through time and space. Fascists believe that achievement of unity comes from tasting the reality of all four paths. Therefore fascists move through their lives in a variety of sequential careers from the Facilitator, Guardian, Seeker and Explorer paths on their way to the state of Blissful Warrior.

The term *fascist* is a particularly unfortunate and improperly connotation-laden Anglic translation from the Ithklur term. However, the Ithklur find this term preferable to alternate translations such as "faggots," "stickies" and "twiggyies."

Phalangist (Translated from the Ithklur *Ha'on*): One of the two branches of devotion to the Ithklur Tetramorous Way. Phalangists believe the four paths can best be visualized as an Ithklur hand, with four distinct fingers, but still the same unified organ. This represents the Phalangist belief that it is not the precise details of their four separate paths *per se*, but the mystical combination of their essence, which can be pursued in its own right, without having to concentrate on the point of view of any single path. Phalangists therefore remain on a "pure" four-fold path on their way to the state of Blissful Warrior.

As with Fascist, Phalangist is an odd and emotion-laden Anglic translation. The Ithklur prefer this translation to other words which use the term "Hand," as the Ithklur reserve this term for the Hivers themselves, nor do followers of the Phalangist tradition enjoy being called "fingers."



SKILLS

As with basic character generation, **TNE** pages 27-28.

CONTACTS

These are handled as in the basic rules, pages 29-31. For simplicity, the same categories of contacts for Ithklur are used as for humans.

Off-World Contacts: For Ithklur characters in Coalition space, all contacts are off-world contacts.

AGE

An Ithklur character's age at the time an adventure campaign begins is determined by multiplying by four the number of terms served and adding 17 to the result. In other words, $(4 \times \text{Terms}) + 17 = \text{Age}$.

Effects of Age

Beginning at age 37 (i.e., the end of the fifth term), an Ithklur character must check for the effects of age at the end of each term. At the end of the fifth, sixth and seventh terms, the character rolls 1D15 to check for losses in Agility. At the end of the eighth term, both Agility and Strength must be checked. At the end of the ninth term and every term thereafter, Agility, Strength and Constitution must be checked. In addition, once characters reach age 61, at the end of the 11th term, they must start rolling for a decrease in Intelligence. The Consolidated Effects of Age table below illustrates these progressions, as well as the reduction in the amount of skills gained during careers due to aging. D15 numbers are generated by rolling 1D20 and rerolling all results of 16-19, with results of 20 treated as 0. (Note: This is an official errata, and this change should also be made to **TNE** page 31.)

Ithklur Consolidated Effects of Age

Start Term	End Age	Losses Age	ST/SD*	STR	AGL	CON	INT
1	17	21	4	—	—	—	—
2	21	25	4	—	—	—	—
3	25	29	3	—	—	—	—
4	29	33	2	—	—	—	—
5	33	37	1	—	Y	—	—
6	37	41	1	—	Y	—	—
7	41	45	1	—	Y	—	—
8	45	49	1	Y	Y	—	—
9	49	53	1	Y	Y	Y	—
10	53	57	1	Y	Y	Y	—
11	57	61	1	Y	Y	Y	Y
12	61	65	1	Y	Y	Y	Y
13	65	69	1	Y	Y	Y	Y
14	69	73	1	Y	Y	Y	Y
15	73	77	1	Y	Y	Y	Y
16	77	81	1	Y	Y	Y	Y
17	81	85	1	Y	Y	Y	Y
18	85	89	1	Y	Y	Y	Y
19	89	93	1	Y	Y	Y	Y
20	93	97	1	Y	Y	Y	Y
21	97	101	1	Y	Y	Y	Y

*ST/SD=Number of subsequent term/special duty skills.

The character loses one point from the relevant attribute if the 1D15 roll is less than the current level of that attribute. If the roll equals or exceeds the attribute, there is no loss.

This check, also called an age saving throw, is made at the end of each term.

Aging in Play: Aging in play works the same way as in **TNE** basic character generation.

Combating Aging Effects

Ithklur characters may resist the effects of aging in the same way humans do (see the basic rules, pages 32-33), except as noted below.

Anagathics: Ithklur, like Hivers, disdain the use of anagathics, and none are manufactured for them.

Aging Crisis

As discussed in **TNE** basic character generation, page 34.

Skill- and Attribute-Derived Values

These are derived in a manner similar to that of humans, but due to Ithklur physiological differences, the formulae to derive these values in different.

Hit Capacity: Hit capacity is calculated for Ithklur in the same way as it is for humans, except that Ithklur add one more hit location: tail, which has a hit capacity equal to two times the sum of the character's Strength and Constitution: $(\text{STR} + \text{CON}) \times 2$.

Boxes are provided on the character sheet for players to write in their PCs' wound level thresholds so the players will know to what degree their characters have been wounded. These are calculated in the same fashion as in the **TNE** basic rules, page 288.

Weight: An Ithklur character's weight in kilograms is equal to 100, plus 4 times Strength minus Agility, or $[4 \times (\text{STR} - \text{AGL})] + 100$. Thus, an Ithklur character with a Strength of 8 and an Agility of 2 would weigh 124 kilograms (about 273 pounds), while a character with a Strength of 6 and an Agility of 8 would weigh 92 kilograms (roughly 203 pounds). Note that there is no difference in the weight of male and female Ithklur.

Load: An Ithklur character's normal load in kilograms is equal to three times the sum of its Strength and Constitution: $(\text{STR} + \text{CON}) \times 3$. Ithklur suffer normal penalties for being burdened (see page 35 of the basic rules).

Throw Range: An Ithklur's throw range in meters is four times the character's Strength $(\text{STR} \times 4)$.

Unarmed Combat Damage: Unarmed combat damage is determined for Ithklur characters in the same way as for human characters (see page 35 of the basic rules).

INITIATIVE

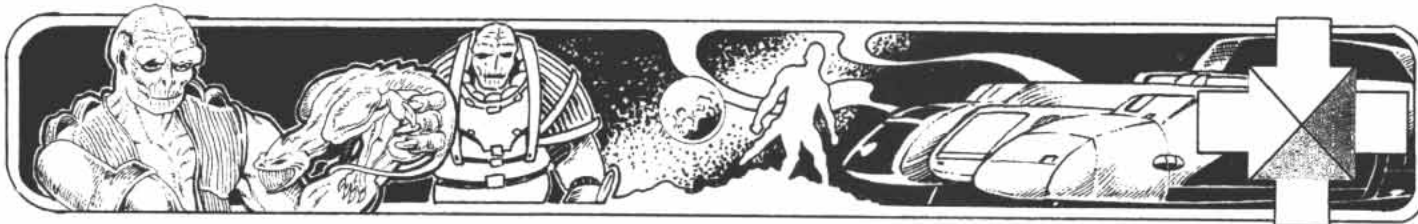
All Ithklur characters determine Initiative by rolling 1D6 and adding 1, which makes their minimum Initiative 2. In addition, certain Ithklur careers if served for two or more terms allow an additional +1, for a maximum possible Initiative of 8 achievable in character generation.

STARTING MONEY AND INITIAL EQUIPMENT

Ithklur characters determine starting money and initial equipment in the same way as human characters do, even for characters who are veterans of the Federation Navy. The Hive Federation, realizing that cultures differ in economic as well as sociological ways, pays salaries to non-Hiver personnel (it is the only way the Gurvin can be persuaded to serve).

Starships: It is possible for Ithklur characters to own a starship at the beginning of the game. The procedure is as described in the basic rules, pages 37-39, but with a few slight changes as noted below.

Stellar Regions: Modifications are made to the die rolls based on



the stellar regions in which the PCs are generated. These reflect the relative scarcity of ships in certain regions, and therefore their absolute value in these areas. This is reflected in two different ways. First is a -DM for stellar region, as shown in the Stellar Regions DMs table.

The second is the way in which the outstanding mortgage requirement is satisfied. In the Old Expanses, either the Hive Federation or the Ithklur Independent Client State government owns the mortgage on a ship, which means that not only must the players continue to meet the payments, they must also use their vessel in accordance with the directives of the government. In almost all cases, this requires adherence to certain shipping schedules. As with similar human arrangements, the Federation/Client State government does not require payment each month if the PCs cannot afford it. It is much more important that they stick to the shipping schedule. No penalties accrue for missed payments, but the PCs still remain far away from free and clear ownership.

In the Wilds, all value modifiers are immediately applied to the ship's wear value, up to the maximum level of 10. All excess value modifiers are disregarded. In the Wilds, the few ships date back to the Final War and have already been lovingly passed down from one crew to the next for so long that there are no outstanding bills, only outstanding maintenance. Note that this means no PC groups in the Wilds can take +DMs on the Ship Types Table if this would raise the total value modifiers to more than 10.

Stellar Regions DMs

<i>Stellar Region</i>	<i>Starship DM</i>	<i>Outstanding Mortgage Options</i>
Old Expanses	-10	Government holds mortgage, dictates schedule
Wilds	-30	All value mods applied up to maximum wear value 10, no mortgage

Ship Tables and Types: The tables used are those on 39 of the TNE rulebook. The Ithklur/Hiver ships received are broadly similar to the human types shown on these tables, in many cases, or modifications of human designs. Due to space limitations, Ithklur and Hiver variants of all these human types cannot be included. Note that any receipt of a 200-ton vessel may be taken as a Hiver utility vessel (*Reformation Coalition Equipment Guide*, page 153) instead, and receipt of a subsidized liner may be taken as a Hiver transport (RCEG, page 151).

Ithklur Epigram

The Hivers understand us. They take us everywhere we need to go and attend to all the boring details.

*Assa Sanok*kla,
destined Blissful Warrior*



BKM-95



ITHKLUR CAREERS EDUCATION

Ithklur education is organized differently from that of the Hivers, and the end result is much the same as its human counterpart. Note, however, that education careers have enlightenment rolls that supersede the normal path-specific enlightenment rolls.

Undergraduate University

Ithklur educational institutions abound on Ithklur worlds throughout the Hive Federation and the Independent Ithklur Client State. Although details vary, they are the equivalent to the human system of universities and are labelled as such.

Paths: All.

Prerequisites: EDU 5+.

Enlightenment: 11+, DM=(STR+EDU-13)

Skills: Total skill levels equal to character's Education attribute from any combination of the following, but no more than level 3 in any one skill:

Artisan, Computer, Economics, Engineer, Fine Arts, Language, Leadership, Perception, Physical Science, Social Science.

Contacts: One per term, academic or journalism, non-Ithklur on 8+.

Other Effects: +1 EDU (after all skills have been awarded). No advancement or special duty rolls are made. No income received while attending undergraduate school.

Military Academy

The Hive Federation maintains special military academies for the express purpose of training Ithklur to serve in the Federation Army and Navy (the academy used for Federation Marines is the Naval Academy; also see Flight Academy, below). The various worlds of the Independent Ithklur Client State has academies for its army, stellar navy and merchant marine as well as individual planetary wet navies.

Paths: All.

Prerequisites: STR 8+ and CHR 8+, Homeworld Pop=Mod+.

Enlightenment: 9+, DM=(STR+CHR-16)

Skills: Total skill levels equal to character's Education attribute from any combination of the following, but no more than level 3 in any one skill:

Determination, Engineer, Interaction, Social Science, Space Tech, Technician.

In addition, the character receives all of the First Term skills from whichever service the academy serves.

Contacts: Two military, non-Ithklur on 8+.

Other Effects: No secondary activities are allowed while attending military academy, nor is any money received. Note, that unlike human academies, the Ithklur military academy does not automatically confer automatic "commissioned" (i.e., enlightened) status.

The character must serve at least one term in the career served by the academy (Ground Support, Navy, Wet Navy, Ground Troops, Strike Force, or Explorer). Since the character has already received the First Term skills for this career during the academy, the first real term in the career receives skills chosen from the Subsequent Terms section equal in number to the skill levels of the First Term package.

Graduate University

Graduate school provides advanced education for those Ithklur who choose to pursue it, particularly those who are enlightened.

Paths: All.

Prerequisites: Undergraduate degree and INT 7+.

Enlightenment: 10+, DM=(INT+CHR-14)

Skills: Four levels per term in any one specialty, plus a total of two levels in any electives.

Specialties: Computer, Economics, Engineer, Fine Arts, Language, Physical Science, Social Science.

Electives: Computer, Instruction, Language, Leadership.

Contacts: One per term, academic or government, non-Ithklur on 8+.

Other Effects: +1 EDU (after all skills have been awarded). No advancement or special duty rolls are made. Ithklur universities award degrees corresponding to human university degrees: The first term provides a master's degree; each subsequent term provides a doctorate (or equivalent). Degrees must be taken in one of the specialties noted above. No income is received while attending graduate school.

Graduate university may be selected for as many terms as desired.

Medical School

Medical school is a prerequisite for working as a medical doctor or medical technician.

Paths: Seeker, Tetramorous Way (Fascist and Phalangist).

Prerequisites: EDU 6+ or INT 9+. Undergraduate degree, Biology 3+, Chemistry 2+.

Enlightenment: 10+, DM=(INT+CHR-15)

Skills: Computer 1, Medical 6, Observation 1.

Contacts: One medical, non-Ithklur on 8+.

Other Effects: No secondary activities are allowed during medical school. No income is received while attending medical school. Upon completion of medical school, a character receives an automatic commission (as doctor) in the career of medicine.

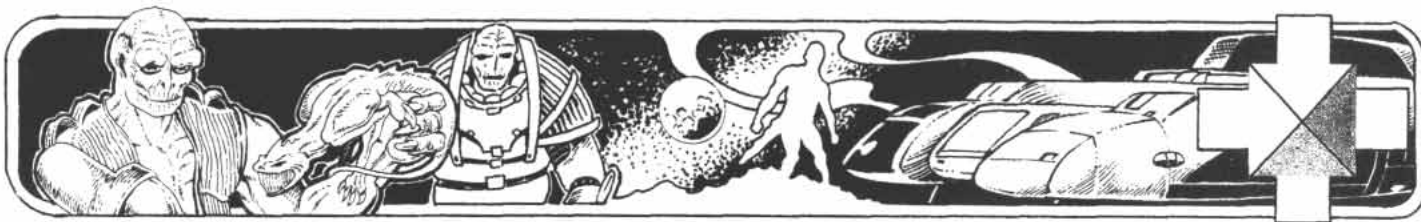
Flight Academy

As with humans, a variety of flight academies are maintained by advanced worlds to train pilots of aircraft and starships for both military and civilian service.

Paths: Any.

Prerequisites: Education 5+ and Agility 6+. Homeworld Tech=Early





Stellar+. (Flight Academy for Aviation possible if Homeworld Tech=Ind, but no skills from the Space Vessel cluster may be selected, nor may the Interface/Grav cascade of Pilot be selected.)

Enlightenment: 12+, DM=(AGL+CHR-12)

Skills: All First Term skills for the appropriate career (Aviation, Navy, Scouts or Traders), plus a total of six levels from any one or a combination of the following:

Pilot, Space Vessel, Leadership.

Contacts: Two military, non-Ithklur on 8+.

Other Effects: No advancement or special duty rolls are made. No income is received while attending flight academy, nor are any secondary activities allowed. At the start of the next term, the character automatically enters the chosen career (regardless of whether he or she has the normal prerequisites) which include Aviation, Navy, Trader, or Explorer. Note that, unlike human academies, this Ithklur school does not necessarily confer "commissioned" (i.e. enlightened) status on the student.

Since the character has already received the First Term skills for this career during the academy, the first real term in the career receives skills chosen from the Subsequent Terms section, equal in number to the skill levels of the First Term package.

Technical School

Among the Ithklur, those who do the day-to-day work of making society run are respected far more than they are in human society, and Ithklur technical schools are the main avenue of education for followers of the Facilitator Path, although enlightened facilitators frequently attend undergraduate and graduate university in addition to or in lieu of technical school.

Paths: Facilitator, Tetramorous Way (Fascist and Phalangist).

Prerequisites: None.

Enlightenment: 10+, DM=(INT+CHR-13)

Skills: A total of six levels from any one or a combination of the following:

Technician, Space Tech, Medical, Economics, Computer, Aircraft, Vehicle.

Contacts: One specialist (skill level 8) in one of the areas listed above, non-Ithklur on 8+.

Other Effects: No advancement or special duty rolls are made. No income is received while attending technical school.

FACILITATOR PATH

The Facilitator Path is recognized by Ithklur philosophy to be the most important and noble of the four separate paths, for without this path, the race would not exist. All the other paths derive their existence and strength from this one.

Enlightenment: 10+, DM=(INT+CHR-13).

Advancement: 12+, DM=(INT+CHR-13).

Aviation

Even Ithklur marines need air support from time to time.

Prerequisites: STR or AGL 7+. Pop=Moderate+. Atmos=Thin+.

First Term

Skills:

Enlightened: Aircraft 3, Determination 1, Gun Combat 1, Perception 1, Physical Science 1, Vehicle 1.

Elementary: Gun Combat 1, Heavy Weapons 1, Melee 1, Technician 3, Vehicle 1.

Subsequent Terms

Skills:

Enlightened: Aircraft, Charm, Determination, Explore,

Gun Combat, Perception, Vehicle.

Elementary: Charm, Gun Combat, Heavy Weapons, Melee, Technician, Vehicle, Vice.

All Terms

Special Duty: 8+ for Acrobat, Aircraft, Archaic Weapons, Crime, Interaction, Medical, Melee, Personal transport, Spacehand.

Contacts: One per term, military, non-Ithklur on 6+.

Other Effects: None.

Bureaucrat

The fact that there are such things as Ithklur bureaucrats may surprise some people. Ithklur govern themselves on numerous worlds, however, both inside and outside the Federation, and bureaucrats are more necessary to government than soldiers.

Prerequisites: EDU 5+. Homeworld Law=Moderate+.

First Term

Skills: Charm 1, Economics 3, Interaction 2, Perception 1, Vice 1.

Subsequent Terms

Skills: Charm, Economics, Interaction, Perception, Vice.

All Terms

Special Duty: 8+ for Crime, Gun Combat, Language, Melee, Spacehand, Vehicle.

Contacts: Two government contacts per term, non-Ithklur on 6+.

Other Effects: Each level of advancement adds 1 to SOC.

Civil Engineer

Construction engineers are much in demand, and not all Ithklur are destroyers. There is much to be rebuilt, both inside the Federation and outside it, and Ithklur are expected to do their part.

Prerequisites: Enlightenment, Construction 4+.

First Term

Skills: Engineer 2, Explore 2, Physical Science 1, Technician 1, Vehicle 1.

Subsequent Terms

Skills: Determination, Economics, Engineer, Explore, Interaction, Physical Science, Technician, Vehicle.

All Terms

Special Assignment: 8+ for Gun Combat, Language, Crime, Melee, Vice, Spacehand.

Contacts: One per term, government, non-Ithklur on 8+.

Other Effects: On Industrial- worlds, Vessel is taken in place of Spacehand.

Computer Specialist

Ithklur computer specialists are especially in demand for missions into the Wilds, where they revel in the danger and excitement.

Prerequisites: Technical school or undergraduate degree, Computer 2+. Homeworld Tech=Pre-Stellar+.

First Term

Skills: Economics 2, Technician 4.

Subsequent Terms

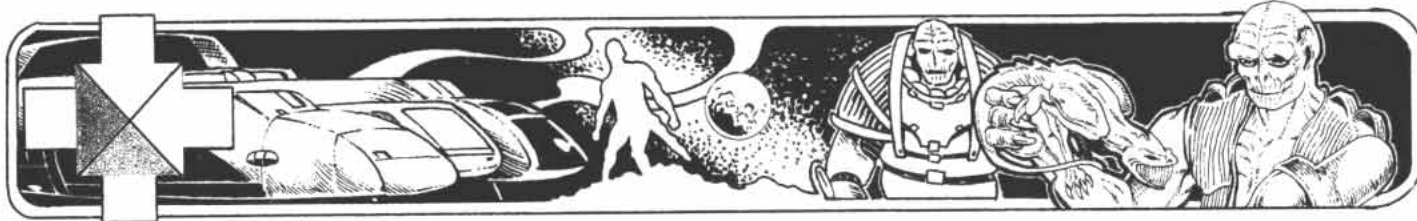
Skills: Economics, Interaction, Technician.

All Terms

Special Assignment: 8+ for Language, Melee, Spacehand, Technician.

Contacts: One specialist (Computer or Electronics) per term. If special adventure is rolled, add extra contact of any type, non-Ithklur on 8+.

Other Effects: Computer Specialists are allowed two secondary activities per term.



Ground Support

This career represents service in the ground combat support or combat service support arms of one of the worlds of the Hive Federation or the Ithklur Independent Client State.

Prerequisites: CON 6+. Homeworld Tech=Industrial+. Pop=Moderate+. Atmos=Thin+.

First Term

Skills:

Enlightened: Gun Combat 1, Explore 1, Charm 1, Melee 1, Determination 1, Technician 1, Interaction 1.

Elementary: Gun Combat 1, Melee 2, Technician 2, Vehicle 2.

Subsequent Terms

Skills:

Enlightened: Gun Combat, Explore, Economics, Interaction, Determination, Charm, Personal Transport, Engineer (except Starship Architecture).

Elementary: Gun Combat, Melee, Heavy Weapons, Explore, Vice, Charm, Personal Transport, Vehicle.

All Terms

Special Duty: 8+ for Archaic Weapons, Melee, Aircraft, Crime, Spacehand, Vehicle, Artillery, Interaction, Medical, Tactics, Technician, Perception, Personal Transport, Space Tech.

Contacts: One per term, military, non-Ithklur on 8+.

Other Effects: None.

Manager

It is as true on Ithklur worlds as it is anywhere else: Someone has to make things work, and if not you, then who else will do it?

Prerequisites: Undergraduate degree.

First Term

Skills: Charm 1, Determination 2, Economics 2, Interaction 2.

Subsequent Terms

Skills: Charm, Determination, Economics, Interaction, Perception.

All Terms

Special Adventure: 6+ for Language, Spacehand, Explore, Vice, Engineer, Melee.

Contacts: One per term, business or government, non-Ithklur on 8+.

Other Effects: +1 SOC per term. 1 ship DM per term for a Trader ship.

Mechanic

"They also serve who fix and mend." Things break down, machines need maintenance—these are facts of life for the Ithklur as much as for any other race.

Prerequisites: None.

First Term

Skills: Technician 6, Vehicle 1.

Subsequent Terms

Skills: Economics, Interaction, Intrusion, Technician, Vehicle.

All Terms

Special Adventure: 7+ for Determination, Engineer, Explore, Spacehand, Vice, Melee.

Contacts: One per term, a specialist in one of the above skills, non-Ithklur on 8+.

Other Effects: None.

Navy

This career covers Ithklur serving in either the Hive Federation Navy or the Independent Ithklur Navy.

Prerequisites: INT 8+ or EDU 7+.

First Term

Skills:

Enlightened: Gun Combat 1, Spacehand 1, Space Vessel 1, Space Tech 2, Tactics 1, Determination 1.

Elementary: Gun Combat 1, Spacehand 2, Space Tech 2, Technician 2.

Subsequent Terms

Skills:

Enlightened: Spacehand, Space Vessel, Space Tech, Physical Science, Technician, Tactics, Determination, Charm.

Elementary: Spacehand, Space Tech, Technician, Vice, Charm.

All Terms

Special Duty: 8+ for Gun Combat, Melee, Aircraft, Vehicle, Artillery, Interaction, Medical, Acrobat, Crime, Perception.

Contacts: One per term, Military, plus one per special duty, non-Ithklur on 8+.

Other Effects: 1 ship DM per term.

Security

Security forces go where soldiers would prove politically sensitive: embassy guards, diplomatic bodyguards, escorts and so on.

Prerequisites: INT 7+, CHR 6+, STR 8+

First Term

Skills: Charm 1, Gun Combat 1, Interaction 2, Language 1, Melee 1, Perception 1, Social Science 1.

Subsequent Terms

Skills: Charm, Determination, Gun Combat, Interaction, Melee, Social Science, Vice, Vehicle.

All Terms

Special Assignment: 6+ for Crime, Explore, Gun Combat, Language, Melee, Perception, Personal transport, Spacehand.

Contacts: One per term, government or military, non-Ithklur on 8+.

Other Effects: +1 Initiative if more than one term served.

Wet Navy

The wet navy crews armed nautical vessels that protect the searoutes of a world.

Prerequisites: INT 8+ or EDU 4+. Pop=Moderate+.

First Term

Skills:

Enlightened: Gun Combat 1, Vessel 2, Technician 2, Artillery 1, Determination 1.

Elementary: Gun Combat 1, Vessel 3, Heavy Weapons 1, Artillery 1, Technician 2.

Subsequent Terms

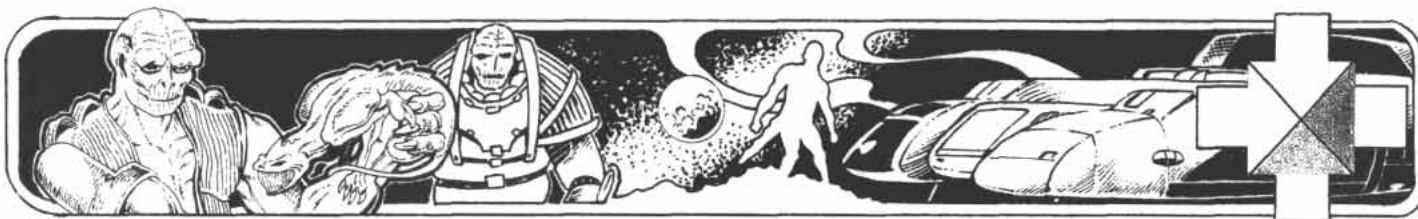
Skills:

Enlightened: Artillery, Vessel, Physical Science, Technician, Tactics, Determination, Charm, Personal Transport, Vessel.

Elementary: Artillery, Heavy Weapons, Technician, Vice, Charm, Personal Transport, Vessel.

All Terms

Special Duty: 8+ for Gun Combat, Melee, Aircraft,



Vehicle, Interaction, Medical, Acrobat, Crime, Perception, Personal Transport, Explore.

Contacts: One per term, military, non-Ithklur on 8+.

Other Effects: None.

GUARDIAN PATH

The Guardian Path, although recognized by Ithklur philosophy as being of lower esteem than the Facilitator Path, is nonetheless held in the highest emotional esteem by the Ithklur at large. This is perhaps why Ithklur philosophy had to specifically assert that the Facilitator Path was the most important, because otherwise all Ithklur would wish to be Guardians.

Enlightenment: 11+, DM=(STR + CHR -14).

Advancement: 13+, DM=(STR + CHR -14).

Athlete

Competition purifies the spirit, hardens the body and prepares both for the rigors of life. The professional athlete earns a living doing what others do as a hobby. See page 62 for a description of Ithklur sporting events.

Prerequisites: CON 10+ or AGL 9+ or STR 11+. Homeworld Pop=Mod+.

First Term

Skills: Acrobatics 4, Archaic Weapons 2, Early Firearms 1, Archaic Artillery 1.

Subsequent Terms

Skills: Acrobat, Archaic Weapons, Determination, Early Firearms, Melee, Personal transport.

All Terms

Special Adventure: 8+ for Artillery, Charm, Crime, Economics, Explore, Melee, Perception, Vice.

Contacts: One business, journalist, entertainment, medical or specialist (Acrobatics or Melee) per term. If a special adventure is rolled, one additional contact of any type, non-Ithklur on 8+.

Other Effects: For each term as an athlete, use the higher of STR, AGL or CON instead of SOC when calculating starting money. During each term as an athlete, any one physical attribute (STR, AGL or CON) may be increased by 1 (up to 3 each). At the end of each term, SOC is increased by 1 (up to a maximum of 2 more than its original level; any further potential increases are no effect).

+1 to Initiative if more than one term served.

Bounty Hunter

Ithklur bounty hunters have a fairly high success rate, which is not unusual considering their size and background. Often, upon discovering that they are being trailed by an Ithklur, a criminal will seek out officials of another race in order to surrender before the Ithklur can find them.

Prerequisites: STR 6+, 6+.

First Term

Skills: Determination 2, Gun Combat 1, Melee 1, Perception 2, Spacehand 1.

Subsequent Terms

Skills: Animal Handling, Charm, Determination, Gun Combat, Melee, Perception, Personal transport, Spacehand, Vice.

All Terms

Special Adventure: 6+ for Crime, Explore, Interaction, Melee, Space Tech, Space Vessel.

Contacts: One per term, criminal or government, non-Ithklur on 8+.

Other Effects: When figuring beginning cash, use INT+Streetwise instead of SOC for each term as a bounty hunter. If more than one term is served, +1 to Initiative. 1 ship DM per term for a Scout/Courier (in the Old Expanses, this is usually a human ship modified to Ithklur standards) or Hiver utility vessel.

Ground Troops

This career represents service in the planetary ground forces of one of the worlds of the Hive Federation or the Ithklur Independent Client State.

Prerequisites: STR 7+, CON 6+. Homeworld Tech=Industrial+. Pop=Moderate+. Atmos=Thin+.

First Term

Skills:

Enlightened: Gun Combat 2, Explore 1, Heavy Weapons 1, Artillery 1, Tactics 1, Determination 1.

Elementary: Gun Combat 2, Melee 2, Heavy Weapons 1, Explore 1, Acrobat 1, Technician 1.

Subsequent Terms

Skills:

Enlightened: Gun Combat, Explore, Heavy Weapons, Tactics, Determination, Personal Transport.

Elementary: Gun Combat, Melee, Heavy Weapons, Explore, Vice, Personal Transport.

All Terms

Special Duty: 8+ for Archaic Weapons, Melee, Aircraft, Charm, Crime, Spacehand, Vehicle, Artillery, Interaction, Medical, Acrobat, Technician, Perception, Spacehand.

Contacts: One per term, military, non-Ithklur on 8+.

Other Effects: +1 Initiative if more than one term served.

Martial Artist

The Ithklur have many schools of both armed and unarmed martial arts, some dating back millennia, some relatively recent.

Prerequisites: None.

First Term

Skills: AGL +1, STR +1, Acrobat 1, Determination 1, Melee 3.

Ithklur Anecdote

A physical training program had just concluded in the recreation area of an RCES vessel. The room's chairs, which were normally arranged in a series of semicircles for viewing the large holoscreen, had been pushed off to various sides of the room to make space for an exercise area. As the compartment cleared out at the completion of the exercises, an Ithklur Marine attached to the crew (who was not even winded by the strenuous exercises) stood regarding the chairs with an air of dissatisfaction.

Then he began to carefully rearrange the chairs in their semi-circular arrangement, focused on the holoscreen. When one of his human crewmates approached him, asking him why he was doing that, he replied, "I am returning them to their proper relationship with their god so that they can worship it again."



Subsequent Terms

Skills: Characters receive skills on the normal basis from Group A. Alternatively, for each two levels not taken from group A in a single term, one level may be taken from group B.

Group A: Interaction, Determination, Melee, Acrobat, Archaic Weapons.

Group B: STR +1, AGL +1, CON +1, SOC +1.

Special Adventure: 6+ for Vice, Crime, Perception, Gun Combat, Vehicle, Technician, Melee

Contacts: One per term, business, criminal or specialist (martial arts), non-Ithklur on 8+.

Other Effects: Use INT instead of SOC for determining starting money per term. If one or more terms are served, +1 Initiative.

Mercenary

The Hivers are not the only ones to appreciate the special Ithklur talent for war. Ithklur mercenaries are much in demand, for obvious reasons. They are rather scarce in the Old Expanses, but are not completely unknown.

Prerequisites: STR 6+, prior term in Ground Troops or Strike Force.

First Term

Skills: Gun Combat 1, Interaction 2, Language 1, Melee 1.

Subsequent Terms

Skills: Acrobat, Determination, Explore, Gun Combat, Heavy Weapons, Interaction, Melee, Perception, Personal transport, Vehicle.

All Terms

Special Duty: 8+ for Artillery, Engineer (except Starship Architecture), Melee, Personal transport, Screens, Spacehand.

Contacts: One per term, criminal, government, intelligence community, military or another mercenary, non-Ithklur on 8+.

Other Effects: Roll 1D10 once per term. On a roll of 9, the character must spend the next term in a noncombat career due to serious wounds. A roll of 10 means the character was captured by the opposition and must spend the next term as a prisoner. If more than one term is served, add +1 to Initiative. One ship DM per term, plus one per special assignment, applied to Trader ship or Warship (character's choice).

Prisoner

Ithklur who have been captured while serving as mercenaries become prisoners.

Prerequisites: Forced due to capture while engaged in the mercenary.

All Terms

Skills: A total of six levels from any one or a combination of the following:

Acrobatics, Charm, Crime, Determination, Economics, Interaction, Melee, Perception, Vice, STR+1, EDU+1,

Special Adventure: None.

Contacts: Two per term, military, non-Ithklur on 6+.

Other Effects: No secondary activities allowed. Released after one term. Enlightenment and advancement rolls are allowed. Do not count prison terms when calculating starting money.

Strike Force (Ithklur Marines)

The armed ground forces of the Hive Federation Navy consist almost exclusively of Ithklur, the much-feared and respected Ithklur Marines, trained in all manner of orbital assaults and shipboard combat. Ithklur also serve in the Independent Ithklur Navy as Marines.

Prerequisites: STR 8+, AGL 7+. Homeworld Tech=Pre-Stellar+. Population=Moderate+.

First Term

Skills:

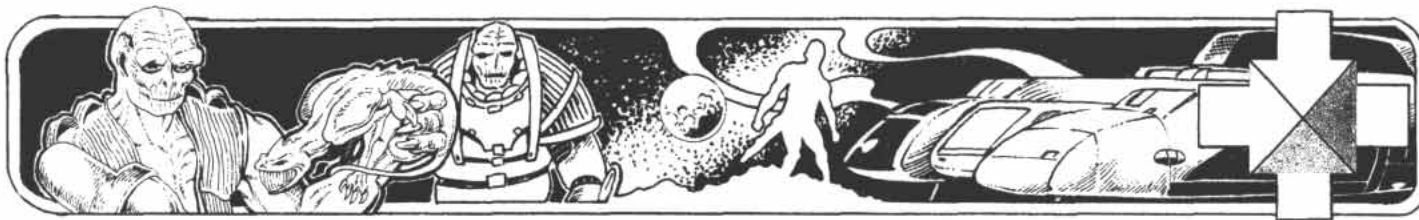
Enlightened: Gun Combat 2, Melee 2, Spacehand 1, Heavy Weapons 1, Tactics 1, Determination 1, Personal Transport 1.

Elementary: Gun Combat 2, Melee 2, Spacehand 1, Heavy Weapons 1, Acrobat 1, Technician 1, Personal Transport 1.

Subsequent Terms

Skills:

Enlightened: Gun Combat, Spacehand, Heavy Weapons, Tactics, Determination, Charm, Personal Transport.



Elementary: Gun Combat, Melee, Heavy Weapons, Spacehand, Vice, Charm, Personal Transport.

All Terms

Special Duty: 8+ for Melee, Aircraft, Crime, Interaction, Explore, Vehicle, Artillery, Acrobat, Technician, Screens, Space Tech, Perception.

Contacts: One per term, military, non-lthklur on 8+.

Other Effects: One ship DM per term, plus one per special assignment. +1 to Initiative if more than one term served.

EXPLORER PATH

The Explorer Path is devoted to "the search for knowledge without," in other words exploration of the physical universe, and venturing into the unknown.

Enlightenment: 10+, DM=(CON+INT + CHR -20).

Advancement: 12+, DM=(CON+INT + CHR -20).

Belter

The demand for minerals is felt in all of space, and lthklur in many systems feel the call to seek their fortunes among the scattered chunks of rock, metal and ice that make up an asteroid belt.

Prerequisites: AGL 6+ and Geology 2+. Homeworld Tech=Pre-Stellar+.

First Term

Skills: Spacehand 2, Geology 1, Technician 1, Excavation 1, Economics 1, Ship's Engineer 1, Space Vessel 1.

Subsequent Terms

Skills: Determination, Perception, Spacehand, Physical Science, Technician, Engineer, Economics, Space Vessel, Interaction.

All Terms

Special Adventure: 6+ for Gun Combat, Melee, Language, Space Tech, Charm, Vice.

Contacts: One per term, criminal, business, trader or law enforcement, non-lthklur on 6+.

Other Effects: At the end of each term (except the first) roll for a strike. Making a strike is Difficult test of Geology. If the task roll is successful, roll 2D6 and multiply the result by Cr100,000 for the cash income from the strike. In addition, the character receives a seeker ship. The character may continue as a belter and try for additional strikes.

-1 SOC per term (including the first) served unless and until the character makes a successful strike. +3 SOC if a strike is made. No effect on SOC (plus or minus) for being a belter after the first strike is made.

One ship DM per term for a scout/courier, but only if no strike was ever made. +1 to Initiative if more than one term is served as Belter.

Explorer

This career represents service in the FDA (Federation Development Agency), the exploration and contact service of the Hive Federation.

Prerequisites: INT 7+ or STR 8+. Homeworld Tech=Early Stellar+.

First Term

Skills:

Enlightened: Gun Combat 1, Spacehand 1, Space Vessel 1, Space Tech 2, Physical Science 1, Explore 1, Determination 1.

Elementary: Gun Combat 1, Spacehand 1, Space Vessel 1, Space Tech 2, Technician 2, Explore 1.

Subsequent Terms

Skills:

Enlightened: Charm, Determination, Explore, Perception, Personal transport, Physical Science, Space Tech, Space Vessel, Spacehand, Technician.

Elementary: Charm, Explore, Perception, Personal transport, Space Tech, Space Vessel, Spacehand, Technician, Vice.

All Terms

Special Duty: 8+ for Acrobat, Aircraft, Animal Handling, Crime, Gun Combat, Interaction, Medical, Melee, Perception, Tactics, Vehicle.

Contacts: One per term, government, military or trader, non-lthklur on 6+.

Other Effects: One ship DM per term as an Elementary, three ship DMs per term as Enlightened, both for a scout/courier. +1 to Initiative if more than one term served as Explorer.

Merchant Marine

The need for this career is the same among the lthklur as among humans.

Prerequisites: CON 6+ or STR 8+. Pop=Moderate+. Hydro=Wet+.

First Term

Skills:

Enlightened: Determination 1, Economics 1, Explore 2, Gun Combat 1, Heavy Weapons 1, Vessel 2.

Elementary: Explore 2, Gun Combat 1, Heavy Weapons 1, Technician 1, Vessel 2.

Subsequent Terms

Skills:

Enlightened: Charm, Determination, Economics, Explore, Gun Combat, Heavy Weapons, Vessel.

Elementary: Charm, Explore, Gun Combat, Heavy Weapons, Technician, Vessel, Vice.

All Terms

Special Duty: 8+ for Acrobat, Archaic Weapons, Artillery, Crime, Interaction, Medical, Melee, Perception, Vehicle.

Contacts: One per term, business, law enforcement, or specialist (merchant marine), non-lthklur on 8+.

Other Effects: Two secondary activities allowed per term.

Trader

lthklur merchant ships and crews are becoming increasingly common in the Old Expanses, especially in the Wilds (where merchants sometimes deserve combat pay).

Prerequisites: INT 7+ or CHR 6+. Homeworld Tech=Early Stellar+.

First Term

Skills:

Enlightened: Economics 2, Interaction 1, Space Tech 2, Space Vessel 2, Spacehand 1.

Elementary: Spacehand 2, Space Tech 2, Technician 2, Vehicle 1, Charm 1.

Subsequent Terms

Skills:

Enlightened: Determination, Economics, Interaction, Space Tech, Space Vessel, Spacehand.

Elementary: Charm, Interaction, Space Tech, Spacehand, Technician, Vehicle, Vice.

All Terms

Special Duty: 4+ for Aircraft, Charm, Crime, Explore, Gun Combat, Melee, Tactics, Vehicle.



Ithklur Aphorism

So I hit him.

This is perhaps the classic statement of the Ithklur spirit. Most Ithklur fables, anecdotes and stories end with some act of violence, often utterly inexplicable from the human point of view.

Ithklur ethologists theorize that from time to time events so confound or offend an Ithklur that his rationality "snaps," and he reverts to his most basic, vivid, violent nature and simply attacks the offending object. Others assert that certain events confront the Ithklur sense of order, and so to reassert order in his personal universe, the Ithklur is required to punish the offending agent.

Many human observers attribute an existential or Zen-like quality to this aspect of the Ithklur nature, which speaks of an essential psychic connection to and accommodation with the absurd.

Regardless of the true origin, the simple fact of the Ithklur tendency is inarguable.

Contacts: One per term, trader, government or criminal, non-Ithklur on 8+.

Other Effects: Two ship DMs per term served as an Elementary, five ship DMs per term served as Enlightened, both for a trader ship.

SEEKER PATH

The Seeker Path is devoted to "the search for knowledge within," in other words the discovery of eternal immutable truths of science, philosophy, theology and the soul.

Enlightenment: 9+, DM=(INT+EDU+CHR-19).

Advancement: 11+, DM=(INT+EDU+CHR-19).

Diplomat

These are rare in Coalition space, and represent either the independent Ithklur client state or the Hive Federation.

Prerequisites: CHR or INT 8+. Homeworld Pop=Mod+.

First Term

Skills: Charm 3, Determination 1, Economics 1, Interaction 2, Language 1.

Subsequent Terms

Skills: Determination, Economics, Charm, Interaction, Perception, Vehicle.

All Terms

Special Duty: 8+ for Crime, Gun Combat, Melee, Spacehand, Vehicle, Vice.

Contacts: Two government contacts per term, non-Ithklur on 8+.

Other Effects: Minimum SOC for a diplomat is 5. (All characters with lower SOC have it raised to 5 upon enlistment.) Each level of advancement adds 1 to SOC. One ship DM per term for a scout/courier (in the Old Expanses, these are usually human vessels modified to Ithklur standards) or Hiver utility vessel (provided Homeworld Tech=Early Stellar+).

Medicine

The primary difference between the medical arts among the Ithklur and among humans is that Ithklur medical practitioners do not receive the same social status (or high pay) accorded medical practitioners in human space.

Prerequisites: AGL 6+.

First Term

Skills:

Enlightened: Biology 4, Medical 4.

Elementary: Charm 1, Medical 2, Perception 1, Physical Science 1, Technician 1, Vehicle 1.

Subsequent Terms

Skills:

Enlightened: Charm, Determination, Interaction, Medical, Perception, Physical Science.

Elementary: Charm, Perception, Physical Science, Technician, Vehicle.

All Terms

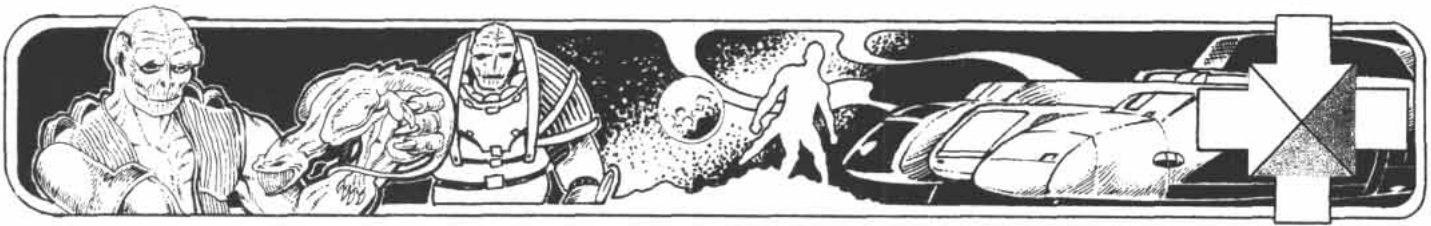
Special Adventure: 8+ for Language, Medical, Melee, Spacehand, Vessel.

Contacts: One per term, medical, non-Ithklur on 8+.

Other Effects: None.

Scientist

The search for knowledge knows no racial limits, and the Ithklur



need scientists as much as anyone else.

Prerequisites: INT 7+ or doctorate in any physical science.

First Term

Skills:

Enlightened: Physical Science 5, Language 1, Perception 2.

Elementary: Technician 2, Physical Science 2, Interaction 1, Artisan 1, Perception 1.

Subsequent Terms

Skills:

Enlightened: Determination, Interaction, Perception, Physical Science.

Elementary: Technician, Physical Science, Perception, Interaction, Vehicle.

All Terms

Special Adventure: 5+ for Acrobat, Engineer, Explore, Gun Combat, Melee, Spacehand, Vice.

Contacts: One per term, government or scientist, non-Ithklur on 8+.

Other Effects: One ship DM per term as an Elementary, five ship DMs per term as Enlightened, both for a lab ship.

Philosopher

Someone has to think and wander about and scratch one's head about things. And, from time to time, those who don't think about things need a crack over the head from those who do. It's a service you gladly provide.

Prerequisites: INT 7+, CHR 6+.

First Term

Skills: Social Science 3, Language 1, Perception 2, Armed Martial Arts 2.

Subsequent Terms

Skills: Determination, Melee, Animal Handling, Interaction, Perception, Social Science.

All Terms

Special Adventure: 5+ for Acrobat, Crime, Explore, Gun Combat, Melee, Spacehand, Vice.

Contacts: One per term, government or scientist, non-Ithklur on 8+.

Other Effects: One ship DM per term for a scout/courier. +1 to Initiative if more than one term served as Philosopher.

TETRAMEROUS PATH

Players choosing the Tetramerous (or "Four-Fold") Path for their Ithklur characters must choose whether this character will follow the Fascist or Phalangist tradition, below. Either of these traditions may be freely combined with any educational option as well.

Fascist Tradition

In the Fascist tradition, the character combines any careers desired from all four paths (Facilitator, Guardian, Explorer and Seeker). The character must change paths after each term, and may not take an additional term from a given path until a full cycle of all four paths has been completed.

For example, careers in the following pattern are legal: Facilitator, Explorer, Scientist, Guardian, Guardian, Facilitator, Scientist, while careers in the following pattern are not allowed: Guardian, Scientist, Explorer, Guardian, Facilitator, Facilitator.

Any term spent in education does not count toward the fulfillment of a four-path cycle. This places no restriction on the number of education terms that may be taken in a row, but the character must complete the four-path cycle before repeating terms in any path.

Alternately, referees may allow Ithklur characters to be generated who spend several terms in a given path and then begin to take careers in a fascist cycle. This represents an Ithklur who elected to follow the Tetramerous Path later in life. Note that if for any reason a character ends character generation without having completed a full four-path cycle (either by failing the continuation roll or reaching the predetermined end of character generation), that character is considered to still be committed to the Tetramerous Path, but is now doing so in the roleplaying context rather than in character generation.

Followers of the Fascist tradition use rank names from the Tetramerous Path, not from the individual four paths, and also use the following enlightenment and advancement rolls, *not* those of the individual four paths.

Enlightenment: 9+, DM=(STR+INT+CHR-21).

Advancement: 12+, DM=(STR+INT+CHR-21).

Phalangist Tradition

The Phalangist tradition is not easy to describe in the way that the above careers paint a picture of the sort of activities a character is involved in. Each phalangist's path through this tradition is different, and is based on the truth he or she has discovered in combining the strengths and wisdoms of all four paths. To an outside observer, the exact nature of the careers of a phalangist may look very much like the careers of a fascist, but the difference is that while the fascist devotes himself to the values of the various paths sequentially, the phalangist endeavors to combine all four paths in each career term.

Followers of the Phalangist tradition use the below career only, but may also freely combine any and all educational terms with these terms.

Followers of the Phalangist tradition use the rank names of the Tetramerous Path, and the enlightenment and advancement rolls below.

Enlightenment: 10+, DM=(STR+INT+CHR-24).

Advancement: 14+, DM=(STR+INT+CHR-24).

Prerequisites: None.

First Term

Skills:

Enlightened: Gun Combat 1, Explore 1, Melee 1, Interaction 1, Physical Science 1, Social Science 1, Determination 1, Perception 1.

Elementary: Gun Combat 1, Melee 1, Explore 1, Technician 1, Physical Science 1, Social Science 1, Charm 1, Perception 1.

Subsequent Terms

Skills:

Enlightened: Physical Science, Social Science, Animal Handling, Fine Arts, Artisan, Charm, Determination, Economics, Explore, Acrobat, Interaction, Medical, Perception.

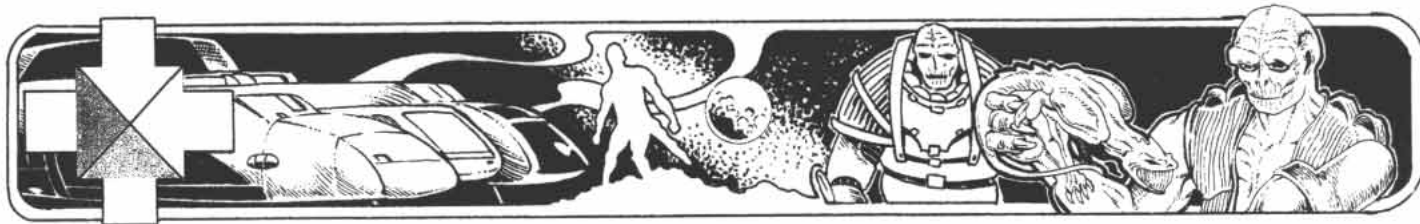
Elementary: Gun Combat, Melee, Explore, Charm, Acrobat, Medical, Physical Science, Engineer, Technician.

All Terms

Special Adventure: 4+ for Archaic Weapons, Gun Combat, Melee, Aircraft, Crime, Spacehand, Vehicle, Artillery, Interaction, Technician, Perception, Personal Transport, Animal Handling, Heavy Weapons, Space Tech, Space Vessel, Vice, Vessel, Tactics.

Contacts: Two per term, any, non-Ithklur on 8+.

Other Effects: +1 Initiative if more than one term served.



ITHKLUR SKILLS

This section discusses how skills differ in application between Ithklur and humans. Players and referees will need to be familiar with the skills as they are defined in the basic rules.

Ithklur Skill Choice

Ithklur aggressiveness represents a reality about this race's psychology and sociology that cannot be denied. These predispositions combine to make certain methods and skills more likely to be used by Ithklur, and certain other methods and skills less likely to be used by the Ithklur. We will impose no new rule limiting the number of skills that may be taken during Ithklur character generation. We will limit ourselves to reminders of certain Ithklur tendencies that players should be aware of and attempt to play in accordance with. As always, referees are the ultimate authority. In this spirit, we present skills that are more and less common among Ithklur characters.

The following skills are notably *more* common among Ithklur than among humans:

Acrobatics, Animal Handling, Archaic Artillery, Archery, Armed Martial Arts, Autogun, Biology, Carousing, Dance, Early Firearms, Energy Weapon, Gambling, Genetics, Grenade Launcher, Ground Tactics, Guard/Hunting Beasts, Gunnery, Heavy Gun, History, Leadership, Muscle Transport, Observation, Painting, Sculpture, Slug Weapon, Stealth, Survival, Thrown Weapon, Tracking, Unarmed Martial Arts, Willpower, Xeno-Biology.

The following skills are notably less common among Ithklur than among humans:

Astrogation, Bribery, Chemistry, Computer, Disguise, Farming, Fleet Tactics, Forgery, Intrusion, Marketing, Pickpocket, RCV Operations, Screens, Ship's Engineering, Starship Architecture.

Interspecies Interaction

Certain skills cannot be used on their own when used in conjunction with another species. Psychology and Persuasion, for example, are not very useful if the user has no knowledge of the basics of another being's thinking or emotional processes.

The skill in **Traveller** used to understand other species and use knowledge and skills in conjunction with those species is **Liaison**. Because any skill level in **Liaison** could not imply familiarity with *all* existing intelligent races, referees may treat **Liaison** as a cascade skill, in which a specialty species (such as human, Hiver, etc.) should be specified. Thus the full skill level is used when dealing with the listed species, and only half the level when dealing with different species. (Naturally referees may impose additional penalties if these other nonlisted species are extremely unusual or unfamiliar to the character.) The following skills when used in conjunction with non-Ithklur require the use of **Liaison** as an *enabling skill* (TNE page 109):

Act/Bluff, Bargain, Bribery, Carousing, Gambling, Instruction, Interrogation, Interview, Leadership, Marketing, Persuasion, Psychology, Recruiting.

Ithklur Use of Traveller Skills

Ithklur use the standard skills from the TNE basic rules just as any human character with the following exceptions or modifications:

Acrobatics: The Ithklur tail provides significant advantages in maintaining balance in situations where there is sufficient space to extend the tail, as the Ithklur does not have to extend his/her arms or legs to maintain balance as a human would. Ithklur are also much better able to run in a crouching position than are humans, as they can extend their tails behind them, and do not need to use their hands to keep from falling forwards. In situations where the Ithklur tail can assist with balance (referee's discretion), Acrobatics tasks are one level easier for Ithklur.

Act/Bluff: This skill is rather limited in Ithklur use compared to the standard rules. The Ithklur do not recognize drama or acting, and moreover do not accept lying as a legitimate social activity. Act/Bluff is specifically used only in interaction with Hivers as part of Ithklur "games" (see page 63).

Animal Handling: This skill is also used with certain Ithklur "pets," the so-called "decorative carnivores." (page 89). This skill is used to determine whether or not the Ithklur can control these typically dangerous animals.

Disguise: This skill exists among Ithklur only as the art of personal camouflage. This confers the ability not to disguise oneself as another Ithklur, but only as a shrub, tree stump, piece of ground, etc., for combat, hunting or other tactical purposes.

Interrogation: Interrogation skill is enhanced by the Ithklur's inherent IR sense, which can enable them to detect minor changes in pulse rate and blood flow if they are trained in questioning humans. Use **Liaison** as an enabling skill to represent such training. When enabled in this way, all Interview tasks versus humans are made one level easier.

Interview: As with Interrogation skill, above.

Investigation: Their natural IR sense and heightened sense of smell are of value to Ithklur in gathering and interpreting evidence at the scene of a crime or accident. The referee must decide precisely how the Ithklur's senses fit into a situation—enhanced IR vision might enable an Ithklur to know roughly how long a human has been dead (by observing the temperature differential between the body and the surroundings) for example, or might detect traces of a chemical accelerant at the scene of an arson.

Liaison: Ithklur use this as an enabling skill (TNE page 109) in certain social/psychological tasks with non-Ithklur.

Medical: There are few significant differences between the Ithklur and human use of this skill except as it applies to the treatment of another race (see Wound Treatment, page 82). As in the basic game, this skill is a cascade: Diagnosis, Trauma Aid or Surgery.

Observation: The referee may wish to implement positive task modifiers to represent the enhanced vision made possible by the Ithklur IR sense. Otherwise, there are no significant differences between the Ithklur and human use of this skill.

Painting: There are no significant differences between the Ithklur and human use of this skill. It is used mainly for decoration of weapons and personal items (see pages 63-64).

Sculpture: There are no significant differences between the Ithklur and human use of this skill. It is used mainly for decoration of weapons and personal items (see pages 63-64). This includes finely detailed woodworking.

Swimming: Because of their powerful tails, all swimming tasks are one difficulty level easier for Ithklur than they would otherwise be for a human.

Tracking: All Tracking tasks are one level easier due to their enhanced sense of smell.

Referees' Section

ITHKLUR NPCs

This is an expansion to the necessarily abbreviated guidelines shown on TNE page 69 for how to create Ithklur template NPCs. Detailed Ithklur NPCs can also be created by using the character generation rules found on pages 65-77 of this book.

ITHKLUR MOTIVATIONS

Motivations for Ithklur NPCs are not handled the way they are for other races. Instead of abbreviated personality sketches, the results of the two Ithklur motivation cards show their positions in the life paths of the Tetramorous Way (see pages 51-53). Referees must therefore be familiar with Ithklur sociology and philosophy in order to properly run Ithklur NPCs.

The first card shows whether the NPC is enlightened or an elementary, and the approximate rank if enlightened (flip a coin or roll a die for odds or evens to determine whether the rank is the higher or lower of the range listed). If the NPC is an elementary, there is no need to draw a second card. If the NPC is enlightened, the second card shows if the Ithklur is a disciple of the Tetramorous Path (and which tradition—see pages 52 and 57) instead of one of the separate paths. Note that if the character is on the Tetramorous Path, the rank shown by the first card draw is superseded by the rank shown on the second (tetramorous) card draw.

Naturally this only works if the Ithklur NPC's occupation is not already known. If the referee already knows the type of Ithklur NPC needed, that type will dictate the path as noted under the NPC templates.

Most Ithklur are followers of the Tetramorous Way, but some "aberrant" Ithklur are not. The motivations of these rare Ithklur may be determined using the standard system found on TNE pages 60-62.

Referees who are looking for an additional randomizing element to help them firm up the precise personality of an NPC Ithklur may pull a third "personality" card and use the following guidelines. These guidelines are intended only to spur the referee's imagination, as Ithklur eccentricity is unfathomable.

Clubs Numbered Card: The Ithklur has a pet of some kind, perhaps a moderately dangerous decorative carnivore (see page 89) or something as simple as a goldfish or mouse on which he or she lavishes gifts and affection. Such Ithklur may also be inclined to "free the oppressed" (see page 55).

Clubs Face Card or Ace: The Ithklur has an extremely dangerous decorative carnivore (see page 89).

Diamonds Numbered Card: The Ithklur is an artist (painter, carver or sculptor) of above-average ability.

Diamonds Face Card or Ace: The Ithklur is an "art" collector who becomes fascinated by most any imaginable object (snowglobe, letter opener, colander, etc.) and will insist on buying it or trading something for it.

Hearts Numbered Card: The Ithklur adores human culture and is constantly quoting human popular songs, comedians, literature, etc.

Hearts Face Card or Ace: The Ithklur is a particularly avid player of games (see page 63) and is something of a ringleader in corporate Ithklur Hiver-baiting.

Spades Numbered Card: The Ithklur is an avid gardener or botanist. Such Ithklur are inclined to "free the flowers" (see page 54).

Spades Face Card or Ace: The Ithklur is a particularly boisterous individual, prone to knocking people down in "pushing matches" (see page 91), and to mistake most any activity (human joggers, ballet dancers, mimes; aerobics instructors) for a game of "Calvin Ball" (see page 62) and start tackling people.

ITHKLUR NPC TEMPLATES

Ithklur Mercenary

These are becoming more and more common in the Old Expanses, and are usually found in small units consisting completely of Ithklur plus one or two local representatives.

Path: Guardian or Tetramorous.

Level: Elite.

Combat Assets: Energy Weapon (Rifle) or Slug Weapon (Rifle), *Armed Martial Arts*, and *Unarmed Martial Arts*, plus any two from **Heavy Weapons** or **Artillery**.

Other Assets: One from **Technical** or **Vehicle** at 10, plus **Ground Tactics** 16, **Leadership** 16 if Enlightened.

Bounty Hunter

Ithklur bounty hunters have a fairly high success rate, which is not unusual considering their size and background. Often, upon discovering that they are being trailed by an Ithklur, a criminal will seek out officials of another race in order to surrender before the Ithklur can find them.

Path: Guardian or Tetramorous.

Level: Veteran.

Combat Assets: Energy Weapon (Rifle) or Slug Weapon (Rifle), *Armed Martial Arts*, and *Unarmed Martial Arts*.

Other Assets: Three from **Charm**, **Crime**, **Determination**, or **Vice** at 12, plus two from **Technical**, **Spacehand**, **Space Tech**, or **Space Vessel** at 10.

Itinerant Warrior-Philosopher

Travelling alone, these Ithklur live simple lives, constantly on the move, seeking knowledge. After all, this is how *San*klaass* got his start.

Clubs: Guardian Path

Card	First	Second
Ace	Enlight 7-8	Fascist 7-8
King	Enlight 5-6	Fascist 5-6
Queen	Enlight 3-4	Fascist 3-4
Jack	Enlight 1-2	Fascist 1-2
8-10	Elementary	No change
5-7	Elementary	No change
2-4	Elementary	No change

Hearts: Facilitator Path

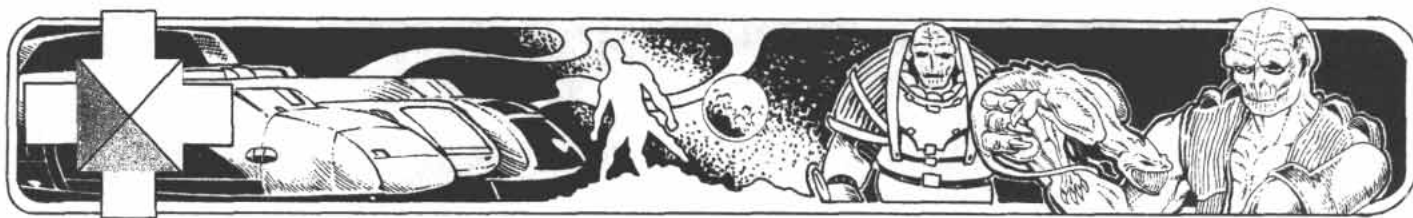
Card	First	Second
Ace	Enlight 7-8	Fascist 7-8
King	Enlight 5-6	Fascist 5-6
Queen	Enlight 3-4	Fascist 3-4
Jack	Enlight 1-2	Fascist 1-2
8-10	Elementary	No change
5-7	Elementary	No change
2-4	Elementary	No change

Diamonds: Explorer Path

Card	First	Second
Ace	Enlight 7-8	Phalangist 7-8
King	Enlight 5-6	Phalangist 5-6
Queen	Enlight 3-4	Phalangist 3-4
Jack	Enlight 1-2	Phalangist 1-2
8-10	Elementary	No change
5-7	Elementary	No change
2-4	Elementary	No change

Spades: Seeker Path

Card	First	Second
Ace	Enlight 7-8	Fascist 7-8
King	Enlight 5-6	Fascist 5-6
Queen	Enlight 3-4	Fascist 3-4
Jack	Enlight 1-2	Fascist 1-2
8-10	Elementary	No change
5-7	Elementary	No change
2-4	Elementary	No change



Path: Seeker or Tetramerous.

Level: Veteran.

Combat Assets: Energy Weapon (Rifle) or Slug Weapon (Rifle), *Armed Martial Arts*, and *Unarmed Martial Arts*, plus any two from *Acrobat*.

Other Assets: Any five from *Charm*, *Social Science*, *Physical Science*, *Determination*, and/or *Perception* at 12.

ITHKLUR AND PSIONICS

Ithklur, unlike Hivers, have some psionic potential, but Ithklur have less than do humans. Generate an Ithklur character's psionic rating by rolling 2D6-2, then subtract one for each four-year block over age 17 without psionic training.

Ithklur are unable to use any skills from the Telephysics cascade, Teleportation, or any skills from the arcana sub-cluster. Ithklur characters may not achieve any stage of psionic success higher than stage 5.

The Ithklur represent an alien evolutionary path (as discussed on page 249 of the basic rules). Thus any human psionic attempting to use Telepathy, Project Emotion, Project Thought or Probe on an Ithklur automatically subtracts one stage of success. Ithklur are likewise subject to the same penalty if they attempt to use Telepathy, Project Emotion, Project Thought or Probe on humans. Hivers are a very alien evolutionary path from both Ithklur and humans, so both would subtract two stages of success.

Psionic Institutes: Among the Ithklur, those with psionic pow-

ers have not been subjected to the tremendous prejudice and persecutions that they endured, and institutes for the study of psi powers and the training of those who possess them are not restricted in any way. Because of the relative lack of such powers among the Ithklur, however, psionic institutes are few and far between, and not easy to find. The techniques of psi training are much the same, even from race to race, however, and Ithklur can undergo training at human psi institutes (and vice versa). Ithklur characters in the Old Expanses may search for psi institutes in the same manner described on page 245 of the basic rules.

Psi Drugs: Psionic drugs differ from race to race, sometimes radically. Human psi drugs have no effect on Ithklur psi talents and vice versa. At their option, referees may implement rules for inter-race psi drug effects, but such use should always have side-effects and drawbacks.

Because of the relative lack of psi powers among Ithklur, the manufacture and sale of psi drugs is not a large industry. Only Ithklur booster is available, and it effects Ithklur in the same way as human booster does humans (see page 258 of the basic rules). Locating a dealer in Ithklur booster is an Impossible test of Streetwise on any given world in the Old Expanses, Formidable within the Reformation Coalition or at any Hiver permanent base. Roll 1D3 for the number of doses available at a base price of Cr2500. Ithklur booster has no effect on humans and vice versa.

Ithklur psi drug users face the same drawbacks as do human users, as described in the Pitfalls section on page 258 of the basic rules.



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Appendix

PLANETARY COMBAT

All TNE page references are to the Mark I, Mod 1 printing (also known as the second printing). Unless otherwise indicated, if a rule is not mentioned, it applies to both Hiver and Ithklur without modification.

Hivers: Hivers are not suited to fighting either intellectually or emotionally, and prefer their combats to be at ranges where dispassionate thought can override their instinct to flee. To a Hiver, the more high tech (and long range) a given weapon, the more attractive it is. Hivers prefer pistols over clubs, rifles over pistols, artillery over rifles, starship turrets over artillery, and arranging for someone else to do the fighting most of all.

Initiative

Hivers: All rules on pages 264-265 of the basic rules regarding Initiative apply to Hivers, except the rule on *High Initiative Characters* (as no Hiver may have an Initiative higher than 2) and the Template NPC Initiative table. Burdened Hiver characters suffer no Initiative penalties, but may only walk or crawl.

Ithklur: Ithklur Initiative follows the rules outlined on pages 264-265 of the basic rules without exception.

Movement

Movement is as noted on page 265 of the basic rules.

Hivers: Hiver movement rates are 2/10/20/—, meaning they may crawl two meters per turn, walk 10 and trot 20 (Hivers may not run due to limitations in their physiological makeup). Hivers must use at least four limbs in order to trot, and at least three in order to crawl or walk. Limbs not used for movement may be used as arms (to carry items) if desired.

Ithklur: Ithklur movement rates are 2/10/20/30 and are therefore the same as human movement rates.

ACTIONS

Combat Actions

All rules on pages 266-268 of the basic rules apply, except as follows:

Hivers: 1. Hivers may go prone or stand up without any movement penalty. 2. Hivers may not use deck hatches to mount/dismount a vehicle unless these are specially designed for use by Hivers. They require two turns to mount/dismount via a side or rear door. 3. Hivers may not run.

Involuntary Actions

The following discussions modify the Involuntary Actions rules on page 268 of the basic rules. These rules apply to Ithklur unchanged (although the Ithklurs' slightly higher Initiative will make them less likely to panic in most situations).

Hivers & Panic: Hivers are more susceptible to panic than human characters. Most Hivers must roll for panic under the following circumstances (see exception on page 36):

- When knocked down.
 - When surprised.
 - When they come under fire for the first time in a particular combat.
 - Each time they are wounded, unless the wound is a Scratch wound (except in the head—see below).
- Hivers automatically panic if:
- Their blowhole is covered during melee combat (i.e., they are strangled).

- Their head limb takes any wound (including a scratch wound).

When a Hiver tests for panic, roll 1D6. If the result is greater than its Initiative rating, the Hiver panics. For a Hiver, panic means much the same as it does for humans: A panicked Hiver will freeze and can take no actions for the number of turns equal to the amount by which the die roll exceeded the Hiver's Initiative. On the second turn of panic (if any) the Hiver may go prone and must remain there for the remainder of its panic.

If the die roll exceeds the Hiver's Initiative by 3 or more, the Hiver will flee if it can do so without exposing itself to increased danger, running for the duration of the panic. If this is not possible, it will go prone and crawl toward the best protected position within 10 meters. If this is not possible, the Hiver will go prone, tuck its eyestalks inside the fingers of its head (if it is not wearing a helmet), shield its head with its other limbs as much as possible, and take no further actions for the duration of the panic.

Hivers & Bail-Out: For Hivers, bail-out is automatic (except as noted below) when a vehicle is penetrated by any fire (final penetration greater than armor value) from anything other than small arms. When penetration happens, Hivers will exit the vehicle, seek the nearest cover within two meters and remain there for two turns.

In situations where the Hiver cannot bail out without risking death or serious injury (when travelling at extremely high speed, for example, or at a high altitude without a parachute), the Hiver will completely freeze and be unable to take any action (including communication) for a period of 1D3 turns. This includes Hivers acting as pilots and drivers.

Hivers & Charge: This rule applies to Hivers unchanged.

COMBAT RESOLUTION

"If you can persuade a Hiver to wrestle, they can hold their own—they're low to the ground and they have a lot of arms, which makes up for some of their inexperience. Hivers, however, hate melee worse than I hate asparagus. They are fair at fire combat, although they are a little prone to cut and run when the range is short."

Sgt. Vladimir "Sugar" Dzugishvili
RCMC Nonhuman Orientation Seminar

Melee Combat

Hivers: Hivers don't have melee combat skills (except possibly Unarmed Martial Arts at level 0), but if flight is not an option and they have not panicked, they will defend themselves (using the Unskilled Tasks rule as noted on page 108 of the basic rules).

Ithklur: The larger attributes of the Ithklur will (on the average) result in a larger Unarmed Combat value than in humans.

Ithklur can do all eight unarmed melee strike attacks as discussed in the basic rules: hand strikes, kicks, leaping kicks, throws, diving blows, grapples, escapes and strangling. In addition, they can also undertake a tail strike, as follows:

Tail Strikes: The Ithklur's powerfully muscled tail can be used to strike blows during melee combat. A tail strike action may be made in addition to any hand strike, grapple, escape, or strangle action, thus giving Ithklur characters two attacks per unarmed combat action. The target of the tail strike must be behind or to the side of the Ithklur, but may not be to its front (see diagram, page 82). A tail strike may not be carried out at the same time as a kick, leaping kick, throw or diving blow. Ithklur may make aimed strike attacks using their tail and block attacks using their tail, but in both cases only if the tail strike is their only action.

Damage from a tail strike is equal to twice the Ithklur's normally calculated unarmed combat damage.



Hiver and Ithklur Personal Hit Location

Hiver	Ithklur
1 Head Limb	Head
2 Right Front Limb	Right Arm
3 Left Front Limb	Left arm
4 Body	Chest
5 Body	Abdomen
6 Body	Abdomen/Tail*
7 Body	Right Leg
8 Right Rear Limb	Right Leg
9 Left Rear Limb	Left Leg
10 Reproductive Limb	Left Leg

* A hit in this location from the rear will hit the tail.

Ithklur Permitted Tail Strikes

No	No	No
Yes	↑	Yes
Yes	Yes	Yes

↑ = Ithklur facing in direction of arrow

WOUNDS AND DAMAGE

Hiver Target Protection: Hivers make use of armor protection specifically designed for their body form. The areas protected by various types of armor are discussed in the Equipment section on page 84.

Ithklur Target Protection: Ithklur body armor covers the same areas as human body armor.

Quick Kill: The quick kill rule on page 285 of the basic rules applies to Ithklur as written. Head limb hits on a Hiver cannot result in a quick kill, however—only hits to the body.

Falls

Hivers and Ithklur take damage from falls as described on page 287 of the basic rules, but Hivers take 2D6+1 per meter fallen, and Ithklur take 2D6+2 per meter fallen. This is because Hivers and Ithklur are heavier than humans, and the kinetic energy generated by their impact will be greater.

WOUNDS EFFECTS AND HEALING

With the exceptions noted below, these work as noted in the basic rules on pages 288-290.

Immediate Effects

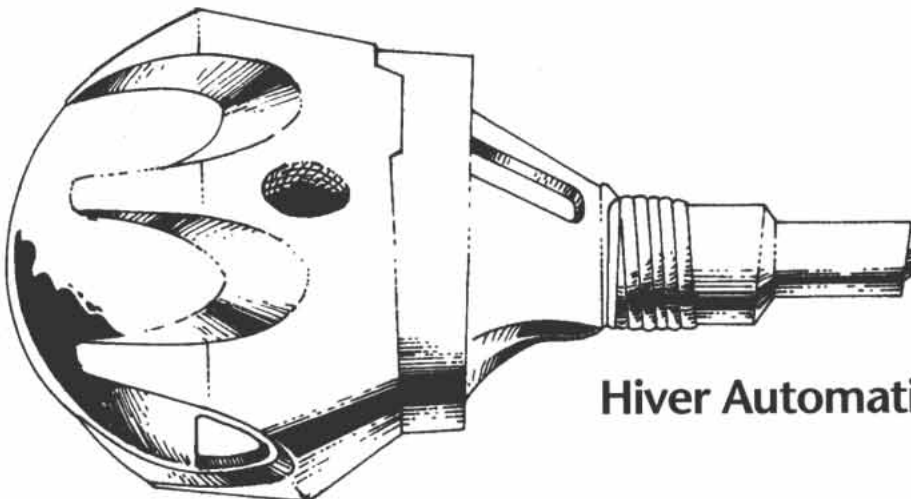
Knockdown and stun for Hivers and Ithklur are as noted on page 288 of the basic rules. The larger average attributes of the Ithklur will make them tougher to knock down and to stun.

Wound Severity

Wound severity for both Hivers and Ithklur is as noted on page 288-289 of the basic rules, except that Hiver NPCs have a wound capacity of 44, and Ithklur NPCs have a hit capacity of 48.

Healing

The rules on healing apply to both Hivers and Ithklur as noted on pages 289-290 of the basic rules. Referees are reminded of the restrictions placed on medical treatment of other races as discussed on page 123 of the basic rules. Ithklur medics will have no penalties imposed while treating Ithklur, but human or Hiver medics will unless another skill (Biology or Xeno-biology) is used as an enabling skill for the task. An Ithklur medic treating a human will also have penalties imposed, all other things being equal.



Hiver Automatic Pistol

Equipment

EQUIPMENT

All equipment listed in the basic rules is available to Hiver and Ithklur characters, in models suited to their own race, at the same price, mass, volume and so on as for humans, except as noted below.

Assorted Equipment

Hiver Utility Harness: Since Hivers wear no clothing in normal circumstances, this item provides them with a convenient means of carrying the various items a technological civilization demands. Most consist of a collection of straps running around each leg and connected together on both top and bottom of the central body, leaving the blowhole (on the top) and mouth (bottom) open. Harnesses have several pockets and pouches for small items, plus quick-release attachment links for other items of equipment such as translators, weapon holsters, scanners and so on. Filters, respirators and the like are attached to the top of the harness, covering the blowhole. An electronic psionic shield can be installed in the harness at an additional cost (see below).

Worn as clothing, the Hiver utility harness has negligible mass and volume, and costs Cr50.

Medical Equipment

Automed, Hiver: This model of automed is designed specifically to accommodate Hivers. A Hiver automed is larger than a human or Ithklur model, and shaped like a large clam rather than a box (2.5 meters across and about 1.2 meters thick). Hiver automeds in the Old Expanses can be reprogrammed to treat humans or Ithklur as well as Hivers (and contain the appropriate drugs for such treatment), but the medical modifier becomes +2 instead of +3. Hivers cannot fit inside a human or Ithklur automed.

TL	Vol	Weight	Price	Medical Mod
13	6 kiloliters	9 tonnes	MCr0.6	+3

Automed, Ithklur: Ithklur automeds are slightly larger than Human automeds, but operate identically. Ithklur automeds can be programmed to treat humans as well as Ithklur (and contain the appropriate drugs for such treatment), but the medical modifier becomes +2 instead of +3.

Hivers cannot fit inside an Ithklur automed.

TL	Vol	Weight	Price	Medical Mod
13	3.5 kiloliters	5.2 tonnes	MCr0.4	+3

Drugs

Hiver and Ithklur drugs do the same things for Hivers and Ithklur as human drugs do for humans, but drugs used for one race can seldom be used on another, and are often toxic to a greater or lesser degree. (Interestingly, the whole point behind most drugs is that they are toxic to one thing or another, up to and including the brain cells of the user.) Hiver and Ithklur drugs are extremely scarce in the Wilds but are available on most worlds of the Reformation Coalition due to the Hiver/Ithklur presence there (although at a higher price than corresponding human drugs).

Nonmedicinal Drugs: As mentioned earlier, both the Hivers and Ithklur shun the use of anagathics. Hivers make use of combat drug from time to time, as do some Ithklur (although many Ithklur consider its use an unfair advantage). Ithklur psi booster drug is discussed on page 80.

Drugs (Hiver and Ithklur)

Drug	Per Dose
Antibacterial Vaccine	Cr20
Whole Blood	Cr125
Local Anesthetic	Cr25
Total Anesthetic	Cr125
Antitoxins	Cr25
Antibiotics	Cr65
Blood Plasma	Cr15
Antinerve Agent	Cr65
Antivenin	Cr65
Metabolics	Cr1250
Broad Spectrum Vaccine	Cr25
Antiviral Vaccine	Cr25
Combat Drug	Cr950

Vac Suits

Vac Suit, Hiver: Hiver vac suits are constructed at TL14, and consist of a two-part central body with "gloves" (or "boots" depending on your point of view) covering each limb and a helmet for the head. Hiver vac suits are self-sealing as a standard feature, and come in general purpose and hostile environment models. Price as noted below does not include a helmet, PLSS or any accessories.

General-Purpose Vac Suit, Hiver

TL	Armor	Volume	Weight	Price
14	1	0.3 kl	0.55 kg	Cr5000

Hostile Environment Vac Suit, Hiver

TL	Armor	Volume	Weight	Price	AGL Mod
14	3	2.8 kl	26.25 kg	Cr160,000	-2

Accessories and Miscellaneous Accessories: Use the statistics supplied in the basic rules for PLSS and other accessories. Ithklur helmets are effectively identical to human models.

Hiver helmets are as noted below. Note that they come in two varieties, with finger gloves that allow the manipulation of objects outside the helmet, or as hard bubble helmets which allow the fingers inside the helmet to operate equipment such as vision devices, cameras, etc.

Hiver hard bubble helmets may be fitted with additional vision enhancements, as noted under the "goggles" entry, below. These may only be added to the nonfinger glove helmets, as the fingers must be retained within the helmet to operate the vision enhancement controls.

Helmets, Hiver

TL	Special Features	Volume	Weight	Price
8	Hard bubble, no features or fingers	10 liters	2 kg	Cr800
8	Finger gloves	10 liters	1 kg	Cr1600
14	Integral Heads-Up Display (no gloves)	10 liters	1 kg	Cr1200

Vac Suits, Ithklur: Except for increased size and cost, these are identical to human models. Ithklur vac suits are available in general-purpose and hostile environment models at tech levels ranging from 12 to 14, with the same accessories as human models. Differences in size and cost are noted below. Where an item is not mentioned, it is identical with the human item. Ithklur do not use tailored vac suits, body pressure suits or the soft helmet option available with human TL14 suits. Price as noted below does not include a helmet, PLSS or any accessories, which are identical to those listed in the basic rules for human suits (for game purposes, Ithklur respiration is identical to human).



General-Purpose Vac Suit, Ithklur

TL	Armor	Volume	Weight	Price	AGL Mod
12	1	1 kl	2.2 kg	Cr7700	-1
13	1	0.6 kl	—	Cr7700	—
Self-Seal Option			1.1 kg	+Cr6600	-1
14	1	0.2 kl	—	Cr7700	—
Self-Seal Option			0.55 kg	Cr5500	—

Hostile Environment Vac Suits, Ithklur

TL	Armor	Volume	Weight	Price	AGL Mod
12	2	3.3 kl	44 kg	Cr19,800	-3
13	2	2.2 kl	11 kg	Cr22,000	-2
14	3	2.9 kl	27.5 kg	Cr165,000	-2

Vacuum and Hostile Atmosphere Survival Equipment

Masks, Filters and Respirators: Human and Ithklur masks, filters and respirators are identical in game terms. (Ithklur filter masks are worn over the mouth and are used with air-tight headbands to seal off the nostrils.) Hiver versions of this type of equipment function identically, but are designed to be attached to a Hiver utility harness and thus held in position over a Hiver's blowhole.

Communication Equipment

Hiver Translator: This device combines the functions of a portable computer, a three-kilometer radio and an electronic translator. It is operated by the rear limb (opposite the "head" limb).

TL	Vol	Wt	Price
14	2.5	1.1 kg	Cr25,000

Vision Enhancement Equipment

Hiver Hexoculars: The Hiver instrument that is their equivalent to human binoculars is generally referred to as "hexoculars" because it is

constructed for the six-fold vision of the Hivers. In the simplest form, a set of Hiver hexoculars consists of a spherical central handle (which the user grasps with the fingers of its head), surrounded by six sets of lenses (prismatic or electronic, depending on tech level). Electronic, image converter and PRIS hexoculars function in game terms exactly as described in the basic rules (pages 342-343).

PRIS hexoculars have their lens systems mounted on individually extendible arms (in an arrangement similar to human artillery binoculars)

Type	TL	Vol	Weight	Price
Hexoculars	4	6 liters	3 kg	Cr225
Electronic	8	6 liters	6 kg	Cr2250
Image converter	10	6 liters	4 kg	Cr10,500
PRIS	12	8 liters	8 kg	Cr36,000

Hiver "Goggles": Hivers do not make use of goggles in the human sense, as it would be silly to strap a little cup over the end of each eyestalk. Where a human would use goggles, a Hiver uses a hard bubble helmet covering the entire sensory cluster of the head appendage, often fitted with vision enhancements as noted below. The standard hard bubble helmet serves a Hiver as conventional goggles, providing protection from wind-blown dust and debris. Price and mass shown below do not include the hard bubble helmet. Note that Hiver IR sense is not as well-developed as that of the Ithklur, and they need IR goggles from time to time.

Type	Vol	Mass	Price
Combination IR/LA	*	+1 kg	+Cr7500
Infrared	*	+0.25 kg	+Cr3000
Light Amplifier	*	+0.75 kg	+Cr6000

*Volume added to the helmet is negligible.

Ithklur Goggles: Ithklur have little need of IR goggles and normally use only light amplification models identical in function to human ones.

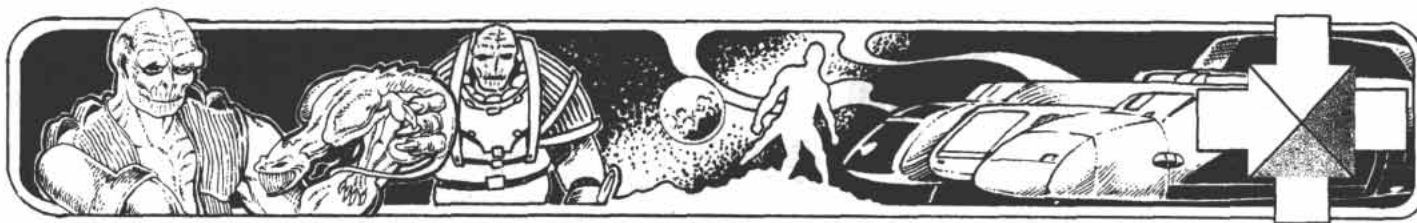
Hiver Armor

	TL	Vol (liters)	Wt (kg)	AV	AV vs lasers	Hit Location	Price (Cr)	AGL	INIT
BW Helmet	8	1.2	0.6	1(2)	—	(H)	55	—	—
BW "Vest"	8	2	5	1(2)	—	B	420	—	—
BW Body Suit	8	5	12	1(2)	—	B, L	975	-1	—
Combat Env. Suit	9	5	12	1(2)	—	B, L	7275	-1	—
Visored (airtight) Helmet	14	10	1	4	4	H	1025	—	—
Combat armor	14	42	19	4	4	H, B, L	11,350	-1	-1
Battle Dress	14	105	312	8	8	H, B, L	229,165	-1	-1

Hit Location Abbreviations: H = full head coverage, (H) = partial head coverage, B = body, L = other (non-head) limbs. See Hiver Personal Hit Location table, page 82.

Ithklur Armor

	TL	Vol (liters)	Wt (kg)	AV	AV vs lasers	Hit Location	Price (Cr)	AGL	INIT
BW helmet	8	1.2	0.6	1(2)	—	(H)	55	—	—
BW vest	8	1.1	4.5	1(2)	—	C, A	440	—	—
BW body suit	8	3	10.3	1(2)	—	C, A, Ar, L	1023	-1	—
Combat Env. suit	9	3	10.3	1(2)	—	C, A, Ar, L	7625	-1	—
Visored (airtight) Helmet	12	2.2	2	3	3	H	1012	—	—
Combat Armor	12	44	22	3/2	3/2	C, A, Ar, L	9570	-1	—
Battle Dress	12	110	217	6	6	C, A, Ar, L	160,600	-2	-1
Visored (airtight) Helmet	14	2.2	1.3	4	4	H	1073	—	—
Combat Armor	14	44	20	4	4	C, A, Ar, L	11,090	-1	—
Battle Dress	14	110	326	8	8	C, A, Ar, L	240,080	-1	-1



PROTECTIVE CLOTHING

Psionic Shields

Since a Hiver's brain is in its central body, not in its head limb, Hivers concerned about psionic attacks wear a psi shield harness. This is similar in operation to the psi shield helmets used by humans and Ithklur, but designed to be incorporated into a standard Hiver utility harness or body armor. Any Hiver harness, grav belt, BW vest, BW body suit, combat environment suit, combat armor or battle dress can have a psionic shield fitted at an additional cost of Cr4000. Ithklur use psionic shield helmets identical in game terms to those used by humans.

Hiver Armor

Hivers have a variety of personal armor protection available to them.
BW Helmet: This is a globe-shaped helmet incorporating ballistic weave cloth technology. It fastens to the Hiver's neck and provides partial protection to the sensory organs in exactly the same way a human helmet does (see Target Protection, page 285 of the basic rules). The fingers are left exposed, allowing them to grasp and operate hexoculars, pistols and other equipment, and there are holes through which the eyestalks project and which allow them to be withdrawn for protection. Openings in the helmet allow partial use of the ears and IR sensing organs. All Hiver helmets provide an Initiative reduction of 1 (with reduced Initiatives of 0 treated as 1).

BW "Vest": This armor incorporates ballistic weave cloth technology and covers the Hivers central body (locations 4-7 on the Hiver Hit Location chart, see page 82).

BW Body Suit: This armor incorporates ballistic weave cloth technology and covers the Hiver's central body and all limbs but the head.

Visored (Airtight) Helmet: An advanced form of helmet providing full protection of the head appendage while retaining all-around vision. Similar in concept to the BW helmet above, but the fingers are gloved, and the eyestalks are housed in small blisters. The visored helmet reduces Initiative by 1 like the BW helmet. Visored helmets are also available as simple spherical "fishbowls," much easier to produce, but these do not allow the head limb's hand to manipulate external objects. For this reason, such helmets are usually fitted with integral equipment which is operated by the otherwise useless hand, such as hexoculars, hand computer, pistol, advanced sensor, translator, etc. For price and mass of such helmets, simply add the price and mass of the visored helmet to that of the desired equipment.

Combat Environment Suit: As described on page 358 of the basic rules, but designed to fit a Hiver.

Combat Armor: As described on page 358 of the basic rules, but designed to fit a Hiver.

Battle Dress: As described on page 358 of the basic rules, but designed to fit a Hiver.

Chameleon Option: As described on page 358 of the basic rules, this feature may be added to any combat environment suit, combat armor or battle dress.

Psi Shield Option: See psionic shields, above.

Ithklur Armor

In game terms, Ithklur personal armor is broadly similar to human personal armor, as both are bilaterally symmetrical, bipedal species.

Ithklur helmets either leave the temple nostrils completely exposed or else come with perforations in the temples which allow the Ithklur to use their keen directional olfactory sense. In addition, most Ithklur helmets (and all of those intended for use in melee combat) have nose visors.

Nose visors are intended to protect the Ithklur from blows to their vulnerable IR pits, and are either made from an IR-transparent material or can be swung up over the top of the helmet to allow the Ithklur to see across the full spectrum. Such visors also typically include eye protection. Because of the Ithklur's natural and highly efficient thermal sense, there is little need for Ithklur helmets to be equipped with vision enhancement devices. Ithklur armor is also slightly larger (to suit the larger Ithklur body) and therefore more expensive, and these differences are noted on the table below. Other

characteristics are identical to human armor, but for convenience, are given here. Hit location abbreviations and armor values are as described on page 358 of the basic rules, except that Abdomen also includes the Ithklur tail.

HIVER GRAV PLATFORM

The grav platform is an individual open Hiver transport similar to the Reformation Coalition grav rail.

Tech Level: 15, with lower TL components

Price: Cr150,601

Size: 14 cubic meters=1 displacement ton (Mc)

Mass: 1.29 tonnes empty, 3.01 tonnes loaded

Power: 0.6 MW fusion power plant, with HEPlaR thruster generating 1 tonne of thrust (0.219 MW excess power)

Maint: 1

Controls: Holographic linked, TL6 flight avionics, TL15 terrain following avionics, 2xModel 15-FLT computers, TL7 inertial positioning navigation

Commo: 300 km radio

Life Support: Light, heat, inertial compensators

Cargo: 1.44 tonnes (5.76 m3)

Crew: 1

Passengers: 1 in cramped seat

Travel Move: 890/445

Combat Move: 41/10 (in 10-meter grid squares)

Fuel Capacity: 1200 liters liquid hydrogen, sufficient for 96 hours

Combat Statistics: Treat as open vehicle (TNE, page 298), except that all side hits (not merely 50%) are resolved vs. passengers or cargo.

GRAV HARNESS/BELT

Hiver grav belts are called grav harnesses, as they are arranged about the disk-shaped Hiver body just as the Hiver utility harness. Aside from this configuration, its function is the same as human grav belts. Ithklur grav belts are essentially the same as their human counterparts except that the larger Ithklur may not carry an emergency passenger.

The TL15 Hiver Grav Harness and Ithklur Grav Belt both have the characteristics below, but each may not be used by the other race.

Capacity: One individual plus armor and equipment.

Speed: 300 kph maximum, 225 kph cruising, 40-120 kph NOE.

Combat Move: 42 10-meter grid squares in high mode (absolute speed), six 10-meter grid squares in NOE mode (safe speed).

Type	TL	Mass	Volume	Endurance	Price
Hiver/Ithklur Grav Belt	15	90 kg	63.5 liters	2 hours	Cr115,100

WEAPONS

Hiver Weapons

The most commonly encountered pistol in use by Hivers is a 5.5mm gauss pistol, based on the barrel and action of the Ithklur 5.5mm gauss pistol, but incorporating a Hiver-style grip. The weapon features twin optic sights (Hivers prefer binocular sights), and the large, globe-shaped grip/housing give it a unique appearance. The weapon's most unusual feature, however, is the 75-round internal magazine. Hivers prefer to minimize the actions they must take during combat, and the large magazine gives them one less thing to be concerned about. Ithklur like to joke that the Hivers prefer to load their pistols every 10 days, whether they need to or not. To ease loading of pistols, 5.5mm gauss ammunition is supplied in 15-round plastic packages similar to stripper-clips. The Hiver gauss rifle, like their gauss pistol, is based on the barrel and action of the Ithklur 5.5mm gauss rifle, but incorporating a Hiver-style grip and provision for up to four magazines. The rifle also features a laser sight and a rifle grenade adaptor. Hivers prefer rifles to pistols, unless something with a longer range is available. Ithklur and humans using Hiver weapons suffer +2 Diff Mods due to their size and shape.



Ithklur Weapons

Ithklur weapons are characteristically ornate. All unique decorations and carvings are added by their owners to commemorate personal events, values and beliefs. For more details on these weapons, see the **Reformation Coalition Equipment Guide**, pages 74-75, and **Challenge 74**, page 27. Ithklur weapons are built more robustly than their human analogs, and their controls are more difficult for weaker human fingers to operate. For this reason, all fire tasks by humans using Ithklur weapons are made at a +1 Diff Mod. Hivers attempting to fire Ithklur weapons do so at a +2 Diff Mod.

INTERSPECIES EQUIPMENT USE

From time to time, it is necessary for members of one race to use equipment designed for another. Differences in language are one barrier to such use, as it is difficult to get accurate sensor readings if the operator doesn't read the language it is presented in. Differences in physical build present the most serious complications, but the situation is not one that can be easily summed up in a simple "-2 Diff Mod for Hivers using human equipment" statement.

Referees will have to consider the kind of equipment being used and the task being undertaken when assigning difficulty levels for using another race's equipment. Some of the equipment or task descriptions set difficulty levels for various items of equipment, but for the most part referees must use common sense and judgement. The vast majority of tools and equipment

available to a given race will not be perfectly suited to another, but will still be usable with a few minor problems. The problems encountered will depend on how different the two races are. It is up to the referee to add one or two difficulty levels to a particular task. As a general rule, the more complex the equipment and/or the task, the greater the difficulties that will be encountered.

Some equipment is identical for all races, and no penalties should be imposed for tasks undertaken using it. For example, Hiver rope, Ithklur rope and human rope are all effectively identical, and used in pretty much the same way. A Hiver using a human rope or vice versa will encounter no problems, and will be able to accomplish any given task without penalty. A human could use an Ithklur hammer or screwdriver with no problems, because the human hand and the Ithklur hand are quite similar. An Ithklur using a human hand-held screwdriver will incur no penalty. The same Ithklur using a human power screwdriver will find the buttons too small and located inconveniently, and an additional difficulty level for most tasks is indicated. A Hiver trying to use a human manual screwdriver will find that the tool does not fit its hand at all well, and a power screwdriver will be very clumsy. The simplest tasks will have an additional level of difficulty, complex ones two levels. A Hiver might be able to use a human power screwdriver for simple tasks at two additional levels.

Some equipment is effectively impossible for one race to use. A Hiver attempting to operate a human ground car will not fit into the seat very well, and will find the controls hard to reach and operate.

HIVER WEAPONS

Weapon	TL	Ammo	Weight		Ammo	Magazine	Price Weapon	Price Ammo	Features
			Empty	Loaded					
5.5mm Gauss Pistol	14	5.5mm/45	3.84	3.94	0.1	75i	514	0.03	O
5.5mm Gauss Rifle	14	5.5mm/45	20.6	21	0.4	4x75/4x3.9	1265	0.03/8	O, L, R
— Recoil —									
Round	ROF	Dam Val	Pen Rtg	Bulk	Magazine	SS	Burst	Short Range	
5.5mm Gauss Pistol Dart	SA	4	1-2-Nil	2	75i	1	—	30 (26)	
5.5mm Gauss Pistol HEAP	SA	5	2-2-2	2	75i	1	—	19	
5.5mm Gauss Pistol Tranq	SA	-1*	Nil	2	75i	1	—	12	
5.5mm Gauss Rifle Dart	5/10	6	1-3-5	6	4x75	1	1/2	130 (116)	
5.5mm Gauss Rifle HEAP	5/10	7	2-2-2	6	4x75	1	1/2	100 (87)	
5.5mm Gauss Rifle Tranq	5/10	-1*	Nil	6	4x75	1	1/2	30 (30)	

*1D6-1 points of damage plus tranq effect on TNE, page 350.

Short range in parentheses in the unrounded iron sight range.

ITHKLUR WEAPONS

Weapon	TL	Ammo	Weight		Ammo	Magazine	Price Weapon	Price Ammo	Features
			Empty	Loaded					
5.5mm Gauss Pistol	14	5.5mm/45	1.88	1.91	0.03	26/0.7	499	0.03/2	O
5.5mm Gauss Rifle	14	5.5mm/45	6.48	6.58	0.1	75/3.9	1044	0.03/8	O, R
5.5mm Gauss SAW	14	5.5mm/45	12.12	12.25	0.13	100/8.6	1208	0.03/18	O
— Recoil —									
Round	ROF	Dam Val	Pen Rtg	Bulk	Magazine	SS	Burst	Short Range	
5.5mm Gauss Pistol Dart	SA	4	1-2-Nil	2	26	3	—	30	
5.5mm Gauss Pistol HEAP	SA	5	2-2-2	2	26	3	—	19	
5.5mm Gauss Pistol Tranq	SA	-1*	Nil	2	26	2	—	14 (12)	
5.5mm Gauss Rifle Dart	5/10	6	1-3-5	4	75	1	2/4	120 (105)	
5.5mm Gauss Rifle HEAP	5/10	7	2-2-2	4	75	1	2/4	90 (79)	
5.5mm Gauss Rifle Tranq	5/10	-1*	Nil	4	75	1	2/3	30 (30)	
5.5mm Gauss SAW Dart	5/10	7	1-2-4	5	100	1	3/7	190 (166)	
Bipod	5/10	7	1-2-4	5	100	1	2/4	250 (216)	
5.5mm Gauss SAW HEAP	5/10	8	2-2-2	5	100	1	3/7	140 (124)	
Bipod	5/10	8	2-2-2	5	100	1	2/4	190 (161)	
5.5mm Gauss SAW Tranq	5/10	-1*	Nil	5	100	1	3/6	30 (30)	
Bipod	5/10	-1*	Nil	5	100	1	2/3	30 (30)	

*1D6-1 points of damage plus tranq effect on TNE, page 350.

Short range in parentheses in the unrounded iron sight range.

For description of values, see TNE page 350.



EQUIPMENT, FURNISHINGS AND FIXTURES

This section discusses design and layout for equipment and facilities of Hivers and Ithklur, and how they differ from those used by humans.

Design Sequences

When using the **Fire, Fusion, & Steel** and **Brilliant Lances** design sequences to design equipment for Hivers and Ithklur, there is no need to change the size, dimensions or price of any equipment to suit these races. While such changes would be reasonable in theory, the additional work required of players, referees and game designers means that this would not be a Good Thing. Thus a ship or rifle designed for human use will have exactly the same characteristics as one designed for an Ithklur. However, players and referees should be careful to remember that it cannot necessarily be easily used by members of another race, under the guidelines presented above. Note, however, that Ithklur can profitably use weapons designed with heavier recoil than can humans.

In addition, weapons designed to be shoulder-fired by Ithklur may mass up to 60 kilograms loaded. Of course, humans still cannot use them if they are more than 45 kilograms. Hivers are also limited to 45 kilograms (although their lack of solid skeletal structure makes it harder for them to hold heavy objects, they have more limbs to work with).

For those sticklers for detail who insist that Ithklur should allocate more space for passenger seats and workstations than humans do, I say, "Fine, make your own life more difficult. Mine is hard enough already, thank you."

Duplex Controls: Spacecraft to be operated by mixed crews of Hivers and Ithklur or Hivers and humans (or Hivers, humans and Ithklur) can be fitted with duplex controls, allowing all ship functions and all workstations to be operated by any crewmember race. These controls have adjustable seating, control panels, readouts, etc., which can be rapidly reconfigured for different body shapes, linguistic and display requirements. When designing a vessel with duplex controls, double the cost of all control systems and workstations (FF&S page 47). If ship-wide duplex controls are not installed, Hivers aboard human/Ithklur ships or Ithklur/humans aboard Hiver ships will require their own separately installed workstations in order to function as crewmembers. Duplex controls are normally impractical in the more cramped aircraft and ground vehicles.

Workstations

Each race has designed its controls and data read-outs to suit their own physiology. Radical differences in body form can mean radical differences in design (although not always). Also, when a member of one race attempts to use equipment designed for another, there can be problems that make language barriers pale to insignificance.

Hiver: Hiver data readouts are normally projected onto a spherical or hemispherical screen. Hivers have six eyes on stalks, and can arrange them in a number of different configurations as the situation requires, which means that a Hiver can see almost all the surface area of a sphere at once. Hivers find this arrangement more compact than flat screens (a single spherical display can show data that would require three or more flat screens), and can study holographic displays (such as 3-D graphs) from all angles. Humans and Ithklur find these readouts almost impossible to use with any efficiency.

Hivers are built low to the deck, and they tend to do without stools or chairs, substituting rotating circular mats or pads. Hiver workstations incorporate low consoles arranged in a semicircle (or complete circle) around a rotating circular floor pad (described by one human xenologist as "a slightly concave throw pillow mounted on a lazy susan"). The rotating floor pad serves the same purpose as a human swivel chair and enables the Hiver to bring its head around to study whatever display needs close attention. If necessary, a Hiver can raise its head and arrange its eyestalks to see all 360° of the workstation at once (this enables a Hiver to monitor a great many controls at once, but does not permit detailed study of any individual readout).

Hiver ship workstations are often arranged to allow operation by Hivers and humans or Hivers and Ithklur (see notes on duplex operation above).

Ithklur: Ithklur workstations are built to accommodate the Ithklurs'

greater bulk, and allowances are made for their tails in all seating arrangements. Workstation controls are designed to be very robust. Knobs, buttons, switches and the like are built to be operated by the Ithklur's large, stubby fingers. Other than these differences, Ithklur workstations can be used by humans (provided the humans can read written Ithklur or the station is re-programmed to give Anglic readouts) at little loss of efficiency—humans find Ithklur buttons, switches and knobs stiff and balky, and usually have to reach farther than they would for their own workstations. Ithklur computers (and Hiver computers designed to be used by Ithklur) are usually voice or touchscreen operated, but those with keyboards have large, widely spaced keys.

Staterooms

Hiver: When reconfiguring human staterooms for use by Hivers, Coalition protocols call for the substitution of Hiver-configured plumbing fixtures and replacement of all chairs with Hiver stools. The beds are removed or left according to the wishes of the occupant(s). See the notes on Hiver furniture, below. Lighting, ventilation and other controls are to be placed lower on the walls, linked to signals from the Hiver's personal portacomp or configured to respond to the Hiver's voice-synthesizer. All Hiver vessels in Coalition space seem to have been designed to accommodate Ithklur-sized beings if necessary, and this means that the ceilings and doors are also compatible with humans. Travellers in Hiver space report that vessels designed for purely Hiver use normally have less headroom, varying between 1.75 and 2.0 meters.

Ithklur: When reconfiguring human staterooms for Ithklur use, Coalition protocols specify that the plumbing fixtures and all chairs must be suitable for use by a tailed biped. If Ithklur-configured switches and other controls are available, these are to be installed; otherwise, the room is to be configured to respond to voice commands (if this is not done, the controls will need to be replaced approximately once per month of Ithklur occupancy).

Furniture

Hiver: When among themselves, Hivers do without stools or chairs almost entirely, simply lowering themselves to the floor whenever necessary. Hivers cannot use normal human chairs, and they cannot use a human bench or stool for dining, as their mouth is located on their underside and must remain uncovered in order for them to eat.

For meals, Hivers use a short broad stool with a pierced top (allowing access to their ventrally located mouth so they can eat while sitting). Some models resemble doughnuts with tripod legs, but the most common variety is called a "mushroom" because of its shape.

For long conversations with humans or Ithklur, Hivers also make use of "mushroom" chairs to keep their heads at the same level with those of seated humans. Whether this is because the Hivers feel more comfortable or because they think humans feel more comfortable when all heads are at the same level is a matter for speculation.

Hivers find human single beds a little narrow, but they can make do quite comfortably on human double beds. As for their natural preferences, one human scientist remarked, "A Hiver wishing to sleep simply flops down someplace soft and curls its legs up like a cat in a sunny window...." Some Hivers, however, prefer sleeping mats: soft, circular pads ranging from two to three meters across and slightly domed in the middle. Hiver sinks, shelves and other furniture are all built close to the ground (where they may be readily reached by a Hiver resting on the floor) and often look strange to the human eye. Hivers can reach items on shelves designed for humans, but must stretch one of their legs uncomfortably high to do so.

Ithklur: Ithklur furniture is similar in form and function to human designs, the primary differences being a more robust construction and the allowance made for the Ithklur's large, muscular tail. Chairs, acceleration couches and crewstations, for example, must have a large cutout in the back to accommodate the tail. Ithklur may use backless benches or stools without difficulty. Since Ithklur sleep either on their sides or face-down, human beds present no problems, but they find human single beds a little cramped.



DESIGNERS AFTERWORD

How many of you have turned to this page while browsing through this book in a store, and how many of you have arrived here only after having digested the rest of the book? It's just a question, please keep score for yourself.

Without any further ado, we will consider the term:

alien *adj* different in nature or character, see EXTRINSIC.

How many times have you read ad copy from some science fiction game company that includes the sanctimonious drivel about how "the aliens in (insert the name of the company's game here) are more than just people in funny suits"? Sounds good to me. Of course I wouldn't be impressed with a game whose aliens were simply humans with four arms, or doggy heads or whatever. It seems sort of gimmicky. Yeah, I guess I would prefer a game in which the aliens truly *were* alien, with fully realized motivations, worldviews, bank accounts, automotive industries, magazine subscriptions, highway regulations, etc.

Well, boys and girls, I'm here to tell you that just ain't so. Any alien in any roleplaying game played by humans is nothing more or less than a person in a funny suit. Sorry. And I'm allowed to sit up here on my blindingly white charger and say that because GDW is the company that invented that fatuous nonsense. I will refrain from citations.

So why am I raining on this parade? Into every game a little rain must fall, so rain I must.

What does the sensation of consciousness feel like to a mind which has evolved completely unlike our own? We often experience our own consciousness as our own voice speaking silently in our minds, or as sudden bursts of realization without words. One common theme is that we all imagine a tiny little man (*homunculus*) inside of our heads, overseeing things and making decisions. Surely we don't believe this is *literally true*, and current neurological theory holds that these sensations are merely the *by-products* of the physical biochemical processes that go on in our brains. How does consciousness itself feel to an alien mind? What are its sensations, and how do those sensations affect the way they perceive and respond to reality (or their interpretation of reality)? How could we ever truly *understand* them without sharing that same utterly subjective sensation?

Our minds have arguably evolved as a primarily visual system. Our ability to perceive the world with our eyes is so efficient that we routinely confuse our visual sense of the world with reality, when in fact it is nothing of the kind. We have no problem realizing that a radar screen or an oscilloscope is merely a *representation* of reality using a particular medium of analysis, but it is far harder for us to be conscious that the same is true of our visual perception of the world. It is also only a representation of reality, although a *very good one*—so good that we normally treat it as reality.

What is it like inside the mind of a creature whose brain is primarily configured for aural representation of the world, or olfactory or vibrational? How could we ever know? The filters in our brains and the filters in their brains are as *literally alien* as alien can be.

What would it be like to confront a truly alien intelligence, one whose workings were completely, utterly foreign and incomprehensible to our own? What if the best understanding we can have of an alien race is the realization: "Oh my God, they're *crazy*! But they're quirky and weird, and so help me, I like them."

Meet the Ithklur. (If anyone ever makes a *Traveller* movie, Jeff Goldblum has to be an Ithklur, and maybe Bruce Dern, but never Jack Nicholson.)

So anyway, back to the rainy part about people in funny suits.

You and I are people, and there is nothing more valuable that we could

ever aspire to be. While some people get their kicks out of Monday Night Football, buying and dismembering financially troubled companies, or whatever else, we get something out of science-fiction roleplaying (and believe me, my answer is not "a paycheck," and if you've ever seen a game designer's paycheck, you'll know why).

What do we get out of it? Do we see the future? Do we meet alien races? Do we achieve understanding of life far beyond that of our miserable nonscience-fiction contemporaries (you know the attitude: "reality is for people who can't handle science fiction")?

No, no, and Hell, no.

So what do we get to see? *We get to see ourselves.* Is this a creative enterprise? Is this an open-minded and intellectually stimulating undertaking? Yes, and yes.

But what we take away from this is what we bring to this: ourselves.

Apollo 14 Command Module Pilot Stuart Roosa has said, "Space changes nobody. You bring back from space what you bring into space." At the risk of trivializing space travel, I will tell you that *Traveller* is the same way.

Have you ever looked back on yourself at an earlier age, say in high school, or whatever, and noticed how utterly different you are from who you were, but at the same time, how much the *same* you are? You have somehow become only *more like yourself*. How? How am I supposed to know? It's your life.

But anything in our lives, gaming included, is just the same. We bring back ourselves. But are we better for having done so? I hope so, because none of us are going to become aliens. All we are going to do is gain some different perspective on what it means for us to be human. And I hope to God that we take that insight back to our workplaces, our homes, our co-workers, our parents, our spouses and our children, and make those places better, and those people happier and stronger.

Well that's a pretty sanctimonious and high-falutin' thing for me to say, isn't it? Yes it is, but so was saying that "our aliens are more than just people in funny suits."

Well, our aliens *are* just people in funny suits, and we're damn proud of it, because we can't imagine that anyone would want to be anything more, or less, than a person—and have a little bit of fun while they're here.

To those who take their roleplaying deadly seriously, who believe that we are somehow actually conjuring up the actual future here in an unspeakably earnest, responsible and scientific way, or who feel the need to confront the dark brooding whatchamacallems lurking at the heart of the human psyche, who dress all in black and like to talk about what it's like to be misunderstood, this book is an outright act of sedition.

Bummer.

Get a grip. Laugh, be free.

For those of you who are happy to be a person in a funny suit, God bless you. Laugh, be free.

Re: The Scottish Joke from Page 51

This is a joke, and pokes fun at the English presumption that good colonial troops only achieve their best effect when led by "civilized" English officers. This refers to the practice in Gurkha and Indian sepoy units, and makes the allusion that certainly the Scots could not be such good fighters, or even such good soccer hooligans, if they were truly civilized Englishmen. Naturally the Ithklur play the bagpipes, for the reasons that they sound neat, get the blood running in a properly martial way and irritate others, not necessarily in that order.

Publisher's Note: The opinions expressed above are not the opinions of GDW. If you agree with them, they are the opinions of the designer. If you disagree, they are someone else's opinions. For the humor-impaired, I say again, "Laugh, be free."

Glossary

GLOSSARY

This book has been barely able to scratch the surface of the details of Hiver and Ithklur society. This glossary provides small capsule insights into further Hiver and Ithklur concepts that referees and players can use, which will be developed more fully in future *Traveller* products.

Absurd (translated from the Ithklur **Klisa*): This is perhaps the highest Ithklur value, codified in the formula: "It makes no sense, nonetheless it is true." This is often mistaken by observers of the Ithklur to mean that *anything* which makes no sense is *therefore* true. This is not the case, but instead refers to moments of ambiguity and contradiction when something which is known to be true appears to be impossible, and cannot be proven by any rational means. In this moment, the Tetramorous Way calls upon the individual to ignore rationality and hang onto what is true, acting on it alone, trusting in success by virtue of the absurd.

Blackening Ritual (translated from the Ithklur *Hayyar *chekkeh*): The ceremony in which Ithklur uniforms, weapons and equipment are made "tactical" in preparation for combat, toning down their normal bright colors and dampening the sounds of the *spontaneity bells* (which see). In the case of uniforms, this is accomplished by changing into camouflaged fatigues, combat armor or battle dress (as appropriate), but the intricately carved, painted and decorated weapons are actually covered with a matt black coating to render them less visible.

This coating is removable at the conclusion of hostilities, but it is Ithklur custom that, once blacked, a weapon cannot be "re-stored" (i.e., stripped) until it has been fired in combat. Thus the Ithklur penchant for profligately firing off all of their weapons near the close of hostilities. It is thus considered to be *excruciatingly* dangerous to be anywhere near an Ithklur unit when a cease-fire is about to be negotiated.

"Corn Dogs": The Ithklur fascination with human culture, especially as obtained through discovery of "*behsehball*" brought the Ithklur into contact with the concept of hot dogs and corn dogs.

Noting this popularity and the difficulty of obtaining human-manufactured ballpark franks within the Federation, the Hivers looked for an alternative to meet this need. Eventually, a substitute was found in the form of an aquatic annelid inhabiting many of the worlds of the Hive Federation. These creatures, similar to the Terran seaslug or sea cucumber, proved to be virtually indistinguishable from Terran hot dogs when cooked. They were particularly good when battered and deep fried, as discovered in the manipulation of M. Kryten, founder of the Kryten Ballpark Concessions Topical Club.

Although the Ithklur are not bothered to learn the true nature of these weiner-substitutes, humans usually profess to become quite ill.

Decorative Carnivore: Term used to describe the Ithklur fondness for adopting highly dangerous animals as "pets." The rule of thumb appears to be that the more dangerous the animal is to everyone but its owner, the more the status of its owner is enhanced. Unlike in human society, where owners can be sued for the violent behavior of their pets, the cultural force behind this tradition holds that any injury done to any third party by a

decorative carnivore is the fault of that third party, and not of the owner or even the animal itself. This is even the case when a decorative carnivore attacks a Hiver. For this reason, the shy and retiring Hivers seek to limit the number of decorative carnivores in their Ithklur retinues, usually by whatever reason they can come up with.

The decorative carnivore concept is, however, superseded by the *sanctuary* concept.

Drivers (translated from the Ithklur *Maxxen*): Ithklur slang term for the Hivers, because "they take us where we want to go and attend to all of the mundane details." Also translated as "chauffeurs."

Elementary (translated from the Ithklur *Brunnen*): An Ithklur which has not achieved *enlightenment* (which see). Elementaries are broadly similar to the human concept of noncommissioned or enlisted individuals.

Elementaries are not considered to be lower than the enlightened *per se*, only that they are not aware of their own nature in the sense that the enlightened are. In fact, the simplicity and innocence of being an elementary, i.e., being what one is without being self-regarding, is held in high esteem, the same way that childish innocence is valued by humans, even though it is often wrong or incomplete.

Ithklur often say, "Oh, to be elementary again." See also Knight of Faith for further discussion of this idea.

Enlightened (translated from the Ithklur *D*vakken*): An Ithklur who has achieved enlightenment. Enlightened Ithklur are broadly similar to the human concept of commissioned officers, i.e., those who are placed in a position of responsibility due to their enhanced education and sense of responsibility.

Enlightenment (translated from the Ithklur *D*kvakka*): The state of having achieved some measure of awareness of one's nature, and no longer living within the boundaries of that nature without being conscious of its characteristics.

Exposer of Deceit (translated from the Ithklur *Tokkanah *Kshuden*): Formal name of the highest level of achievement in the Guardian Path. However, this role is considered sufficiently important that all groups of Ithklur have an Exposer of Deceit, who is the highest ranking guardian in the group (when no guardians are present, another is appointed by group consensus). This Ithklur is charged with the protection of all in the group, and is the group's leader and spokesperson in all issues of survival, conflict and relations with Hivers.

Extroverted: This term describes Hivers which have made the cultural and educational adjustments necessary to interact with other races. The first and most necessary adjustment is the use of a spoken language, made possible by a vocal synthesizer built into the Hiver chest computer.

Other adjustments include the adoption of a name meaningful to that race, sometimes to include the adoption of a false gender associated with that name (e.g., female with "Alice" or male with "Einstein"). Because no Hiver is adjusted to interact with all non-Hiver races, the term extroverted is usually combined with the race that is adjusted to, for example, a Hiver could be described as



human-extroverted or Ithklur-extroverted, or human/Ithklur-extroverted in cases where a Hiver is skilled with both groups.

Fascist (translated from the Ithklur *Kchhollioli): One of the two branches of devotion to the Ithklur Tetramorous Way, which see. Fascists believe that the four paths can be visualized as a bundle of sticks tied together. In this way they can be seen as separate but parallel, beginning at the same point and ending at the same point, although defining four distinct paths through time and space. Fascists believe that achievement of unity comes from tasting the reality of all four paths. Therefore they move through their lives in a variety of sequential careers from the Facilitator, Guardian, Seeker and Explorer paths on their way to the state of Blissful Warrior.

See also Phalangist.

54-40: An Ithklur expression of numerical perfection, out of a total of 100 equally divided units. It has to do with the fact that 54 is the product of 6 and 9, while 40 is the product of 5 and 8 (each one less than 6 and 9, respectively). The remaining 6% is set aside for benevolent purposes, charity, taxes, held for a rainy day or any of a number of other reasons, depending upon circumstances.

It is not always clear what the splitting of things into the ratio 54:40 is intended to accomplish, except that the failure to divide things into this ratio inevitably results in an Ithklur shouting "54-40 or fight!" with the predictable consequences.

Strangely enough, Ithklur are often willing to allow their opponents to have the 54%, leaving them with only the 40%, so long as this numerical standard is observed.

Ethologists have noted that 54-40, as a base 10 concept, is inconsistent with the Ithklur's own base 8 mathematics, and is also not related to the Hivers' base 12 system.

F'naah: Ithklur expression of surprise, denoting joy and wonder.

Gender Imperialism: The term used by Hivers to describe the Ithklur habit of assigning genders to Hivers. Although many Hivers adopt this convention when using male or female human names to interact with humans, the Ithklur insist on referring to Hivers as "he" or "she" even when they are introverted Hivers with pure Hiver names (see Introverted).

This is seen by the Hivers as a form of Ithklur insecurity or stupidity that they need to recast the universe in their own terms in order to be able to be comfortable with it. For this reason, the Hivers are willing to put up with the practice, although it is clear that they do not approve of it.

Hand (translated from the Ithklur *On): Ithklur slang for a Hiver. The term derives from the Hivers' physical characteristics: their entire body with its six radial limbs can be seen as a hand, and the Hivers are amply equipped with six hands. The term has a deeper pejorative meaning, referring to the Hivers' cherished self-image as manipulators, string-pullers and puppeteers.

Handles (translated from the Ithklur Grabba): Ithklur term for the human necktie. This comes from the belief that the necktie is intended as a convenient handle to catch a human who has just come out on the losing end of the Ithklur greeting ritual (see Pushing Match). The fact that people wearing neckties are more

likely to lose pushing matches than humans who do not is not lost on the Ithklur.

Introverted: A Hiver which has made no adjustment to live with any non-Hiver species. Introverted Hivers do not use any spoken language, although they are necessarily familiar with written Gurvin.

Knight of Faith (translated from the Ithklur Tokkah Na*klie): The Knight of Faith is an almost mythical Ithklur ideal which surpasses even the honor given to the *Knight of Infinite Resignation*. The Knight of Faith is someone who has attained the state of the Knight of Infinite Resignation but who, by virtue of the *absurd*, regains his or her attachment to the finite, or physical, world. The Knight of Faith therefore lives a life of complete joy in the real world, because he is beyond the pain of the physical world (which was achieved by becoming a Knight of Infinite Resignation), but has regained the simple joys of each and every simple, subtle moment of the physical world, in a childlike way.

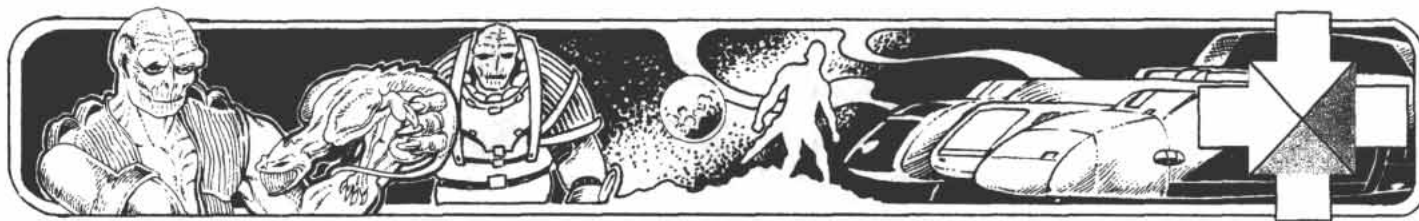
The Knight of Faith is therefore one who can be described as having given up all ties to life in order to gain ties to the infinite, but, rather than remaining elevated above, and untouched by the finite, then is able to exist fully connected to the finite. When the Knight of Infinite Resignation dances, he leaps with sublime grace, but in the instant when he touches the ground he vacillates, for he is a stranger to this world. But when the Knight of Faith alights on the ground, there is no moment of transition from leaping to walking—it is all one motion, for this Knight is able to express the sublime in the pedestrian.

Such an individual is indistinguishable from an ordinary person, for the joy that this knight finds in corporeal life is unsurpassed by the most abandoned voluptuary, although the Knight of Faith does not live a life of abandoned voluptuousness, having learned the futility of such things. The Knight of Faith, therefore, has achieved all the positive benefits of physical life with none of its traps or drawbacks. There is no agreement among the Ithklur whether such a person has ever existed, although the mythical figure *Avram* is associated with this state.

This state can be compared to having re-achieved the simplicity and innocence of the *elementary* after having become fully *enlightened*, although becoming a Knight of Infinite Resignation is a state well above that of normal enlightenment.

To be a Knight of Faith is "to live joyfully and happily every instant by virtue of the absurd, every instant to see the sword hanging over the head of the beloved, yet not to find repose in the pain of resignation, but joy by virtue of the absurd."

Knight of Infinite Resignation (translated from the Ithklur Tokkah Bark*ktonye): The Knight of Infinite Resignation is a state greatly admired by the Ithklur. It describes a person who has fully committed him or herself to a value or course of action that it then turns out cannot be fulfilled. But rather than denouncing this commitment, the Knight of Infinite Resignation transforms this commitment from a worldly commitment (where its fruition can never occur) to an infinite, spiritual commitment. The Knight of Infinite Resignation thereby removes himself from the concerns of the world, and becomes someone above, and unconnected to, the physical world, unable to be hurt by mundane reality (see also *True Nature*). Unfortunately for the Knight of Infinite Resignation, he is



now fully contained in contemplation of the eternal, and can also no longer derive any meaning or pleasure from the physical world, although this is perhaps a small price to pay for having achieved real and permanent peace and connection to the eternal.

"In the infinite resignation, there is peace and rest; every person who wills it, who has not abased himself by scorning himself, can train himself to make this movement which in its pain reconciles one with existence."

Kok*hon: A parasitic animal native to *Eethk*klaa*/Trylin known for its filthiness and lack of intelligence or any other redeeming characteristics. The word is also used as a derogatory term for any person worthy of contempt.

Lizard (translated from the Ithklur *Ithklur*): Ithklur term for an Ithklur. Unlike other sapient races, the Ithklur term for themselves does not mean "person" or "human." (There is an Ithklur word for "person," but this word specifically means an intelligent, sapient being of indeterminate species.) Instead, their term for themselves is descriptive rather than presumptive of their unique role as "persons," a position arrogated by all other known intelligent races. This third-person nature of the Ithklur self-identity is quite unusual, but has never been adequately explained.

An accurate translation of the term is closer to "upright lizard," a reasonable description of the Ithklur themselves. Note that the Ithklur term for humans is "upright *slaa*." The Ithklur term for Vargr is "clever *slaa*." The Ithklur term for Aslan is "earnest *slaa*." The Ithklur term for K'kree is *Kohl slaa*, or "*slaa* food."

Official Flower: All Ithklur organizations, including military units, have an official flower. This flower is allowed, although not required, to be worn with all levels of military dress. Artificial flowers are not allowed, although clearly nonimitation representations, such as enamel pins or embroidered patches, are permitted.

Our Active Friends: A Hiver term used to describe the Ithklur.

Pennsylvania 6-5000: A nonsequitur that Ithklur are prone to shout out when in the presence of human companions, particularly when music is being played.

Phalangist (translated from the Ithklur *Ha*on*): One of the two branches of devotion to the Ithklur Tetramorous Way, which see. Phalangists believe that the four paths can best be visualized as an Ithklur hand, with four distinct fingers, but still the same unified organ. This represents the belief that it is not the precise details of their four separate paths *per se*, but the mystical combination of their essence, which can be pursued in its own right, without having to concentrate on the point of view of any single path. Phalangists therefore remain on a "pure" four-fold path on their way to the state of Blissful Warrior.

See also Fascist.

Post hoc: Because some Hiver manipulations reach fruition only many years after they are begun, their duration can outlive the manipulator who set them into motion. In this case, the claim of credit cannot physically be made by the manipulator itself. In some cases the manipulator leaves a pre-recorded claim of credit set to announce itself at some prearranged time. In most cases, however,

Hiver tradition allows the manipulator to entrust his manipulation to a successor (or in extreme cases, a line of successors) who will ultimately make the claim of credit in the name of the original manipulator. The posthumous claimant, by taking responsibility for recording and documenting the ultimate unfolding of the manipulation, also partakes in a portion of the credit. The accepted style for this credit is expressed as, "M. Tuesday for M. Monday *post hoc*," in the case of M. Tuesday making the posthumous claim of credit for a manipulation begun by M. Monday.

Pushing Match: Term for the standard Ithklur greeting in which the Ithklur push each other until one of them falls backward, usually to catch him or herself with the tail. This exchange usually starts out with firm, but relatively light pushes, until one or the other wins. This greeting is used even when greeting one's social superiors, but is modified in that the inferior allows him or herself to be pushed down. However, the inferior cannot make it look too easy, and it is considered an insult to give a too-soft push to one's superior when attempting to not win a pushing match. So even elderly and infirm Ithklur are given strong, healthy pushes (although calculated to be within their ability to withstand).

When rivals greet each other, even at formal public occasions, this greeting ritual can actually escalate into a full-fledged boxing match, which ends amicably only as soon as one of the rivals is knocked backward.

Ithklur extend this greeting to humans, but since humans have no tails, they have a tendency to fall all of the way to the ground. Ithklur often make allowances for this by catching the humans before they hit the ground (also see Handle). Humans should be aware that it is a sign of respect from the Ithklur that they include them in this ritual. The Ithklur do not engage in this greeting ritual with Hivers. It is unknown if this is because of the physiological uselessness of attempting it, or if it is a deliberate attempt to snub the Hivers by denying them the honor of participation in this beloved ritual.

Sanctuary (translated from the Ithklur *Lu*ern*): Ithklur society sets aside certain physical or conceptual areas as safe havens for its members or inhabitants. Physical areas may be such things as embassies, temples, orphanages or prison camps. Conceptual areas are usually organizations. Among traditionally recognized sanctuaries are marriage, formal betrothal, military units, veterans groups and the like, although any group can be recognized as a sanctuary by the consent of its members.

Within sanctuary, no physical harm can be done to anyone (this sometimes includes the pushing match, which see, but this varies with the local rules); all decorative carnivores are muzzled, caged, or otherwise made incapable of violence; and most importantly, no lies or breaches of trust can be committed.

Transgression of these rules is punished by death (although Ithklur law allows any victim to waive or reduce such severe penalties when desired).

San*klaass: The archetypal Blissful Warrior, also referred to by his title, "The Blissful One." *San*klaass* was the founder of the Tetramorous Way, and the first follower of the Tetramorous Path.

San*klaass Cap: The traditional headwear of all followers of the Tetramorous Path, which see. The cap is a soft, conical, red cap



made from red fur, with white trim and a white pompon at the tip, often with spontaneity bells attached.

Sept: A common form of Hiver government, consisting of a council of seven individuals appointed for life. Hivers place great importance on the number seven, which many people find odd, given the fact that Hivers have six of everything.

Slaa: A domesticated furred animal kept as a working animal or pet by many Ithklur, analogous to the Terran dog. *Slaas* are not as closely related to the Ithklur as dogs are to humans, although their DNA analogs show that they did evolve from common roots.

Slaas do not qualify as decorative carnivores because of their long and successful association with the Ithklur since their prehistory.

Note that the Ithklur term for "human" literally means, "upright *slaa*." Anglic-speaking Ithklur freely translate *slaa* as "dog" in their Anglic speech. An adjunct to this is the fact that Ithklur refer to human infants and children as "whelps," and often translate the human concept of "brothers and sisters" as "littermates." It is clear that no disrespect is meant by these comparisons, as the Ithklur terms for themselves are identical, save for their reptilian, rather than mammalian, references.

Spontaneity Bells (translated from the Ithklur *Anjell*k*): Small, spherical, metallic bells worn by all Ithklur on their clothing or equipment. These jingle at the slightest movement, and are intended to remind Ithklur of the constant passage of time and the irreplaceable uniqueness of each moment. This is similar in concept to the human habit of setting watch timers to beep every hour, except that the Ithklur believe that the value of time and life cannot be captured or regulated by rigid external constructs like hours or days. Thus the bells jingle as often as they do, imparting, to the Ithklur mind, a reminder of the joy and spontaneity present in each moment.

Naturally these bells are maladaptive in combat situations, and in the blacking ritual (which see), they are filled with grease or wax to silence them, although they are usually not removed.

Spontaneity bells are usually called "jingle bells" by humans, as their design is virtually identical.

Steppingstone Worlds: The string of worlds that run from the Reformation Coalition rimward-trailing to the Hive Federation. These worlds serve as staging bases for the Federation missions into the Old Expanses to maintain contact with the re-emergent human culture there.

Terminal Manipulation: The manipulation conducted after the failure of an unsuccessful manipulation to erase all traces of it, or at least all connections to the unsuccessful manipulator. A "coverup."

Tetragram: The cross-like symbol of the Tetramorous Way. It is an inherently three-dimensional symbol, and thus is not suited to a flag, but must be embossed on a shield. The symbol shows the joining of the points of four arrows which then emerge as a pyramid from the surface. This shows that the four paths (Facilitator, Guardian, Explorer and Seeker) when combined, achieve a new dimension of effectiveness that they do not have separately.

Each arm of the tetragram corresponds to a particular path. The

base, or downward pointing arm is the Facilitator Path, the upward pointing arm is the Guardian Path, the right-hand arm is the Explorer Path, and the left-hand arm is the Seeker Path.

This sign is also made with the Ithklur hand by holding the hand palm out, and spreading the fingers out, thumb down, so that they are all separated by an angle of 90 degrees, or as close to this as the Ithklur can manage. Not all Ithklur are capable of performing this sign perfectly, as it comes from a combination of long practice and individual variation in the flexibility of the hand. However, it is the intent that counts, so the sign is considered properly made even if the angles between the fingers are not perfect.

Tetramorous Path (translated from the Ithklur *Haggar Sonnie*): The single path to enlightenment which combines the four paths of Facilitator, Guardian, Explorer and Seeker, as opposed to the Tetramorous Way, which is the larger philosophical belief system which encompasses all these paths.

Tetramorous Way (or "Four-Fold" Way, translated from the Ithklur *Dikrah Sonnie*): The overarching Ithklur "national religion" which divides life into four different social roles or "paths": the Facilitator, Guardian, Explorer and Seeker paths. Most Ithklur spend their entire lives in the pursuit of one of these paths, finding their own true nature reflected in these four social roles. Some very spiritual Ithklur attempt to combine all four paths in their lives and are said to be followers of the Tetramorous (or "Four-Fold") Path, which see.

True Nature (translated from the Ithklur *Chalor*): The Ithklur believe that the highest goal of the individual is to discover one's own true nature, which involves the truth about one's own character and talents, and therefore demonstrates one's best role for the benefit of society.

Once this nature is discovered, the Ithklur is obliged to be true to this nature and to attempt to make no secret of it. One facet of Ithklur belief is that the true nature, once discovered, is incorruptible, so the Ithklur have no fear of letting the entire universe know about their unique individual strengths and weaknesses, for they were assigned these by divine providence. Unlike humans, who attempt to conceal their personal fears and weaknesses, the Ithklur believe that one cannot be truly hurt by another taking advantage of one's true nature. Certainly one can suffer temporary reverses by those who take advantage, but facing up to and not fearing this nature is part of the duty, burden and joy of living in accord with the true nature and attaining the full realization of what one was created to be.

Uniforms: Ithklur military "uniforms" are, in the words of many a human observer, "an oxymoron," as they are anything but. Ithklur uniforms do begin with a basic utilitarian fatigue or jumpsuit design in a tactical color, but these are then festooned with all manner of personal, unit, religious and philosophical insignia (almost always including a tetragram in some form), flowers, boutonnieres, corsages, sashes, epaulettes, aiguillettes, medals, ribbons and spontaneity bells.

Troops who are followers of the Tetramorous Path all wear the *San*klaass* Cap (which see) as their official military headgear, with the same pride that human elite military units wear their berets.

Hiver and Ithklur Character Generation Worksheet

1. Name _____

2. Race _____

3. Basic Attributes

Hivers: 2D6-1 each, assigned as desired. If attributes total less than 36, add points as desired to bring total up to 36.

Ithklur: 2D6-1 for all but EDU, 1D6, otherwise assigned as desired. If attributes total less than 33, add points as desired to bring the total to 33 (but EDU may not exceed 6).

Aging, homeworlds, and/or activities may raise or lower certain attributes.

Attribute	Roll	Hiver	Ithklur	Mods	Final
STR	_____	—	+2	_____	_____
AGL	_____	—	—	_____	_____
CON	_____	—	+1	_____	_____
INT	_____	—	+1	_____	_____
EDU	_____	+2	—	_____	_____
CHR	_____	—	—	_____	_____

Additional Attributes Roll Mod Final

Hivers Only

Curiosity (CRS) (1D6, no mods) _____

Smell (1D6 for 4+) Yes/No _____

Ithklur Only

Psionic Strength (PSI) _____

2D6-2 rolled upon examination minus term DMs, see TNE page 246.

Social Level (SOC, 2D6-1) _____

Roll: Roll/allocation; Mods: Modifications

4. Homeworld _____ SP _____

Sz _____ Atm _____ Hyd _____ Grv _____

Pop _____ Gov _____ Law _____ TL _____

5. Careers

1st Term Career/Path _____

2dy Act/Top Club _____

Contact _____

Spec Assignmt _____

Promo/Adv _____ Ship DM _____

2nd Term Career/Path _____

2dy Act/Top Club _____

Contact _____

Spec Assignmt _____

Promo/Adv _____ Ship DM _____

3rd Term Career/Path _____

2dy Act/Top Club _____

Contact _____

Spec Assignmt _____

Promo/Adv _____ Ship DM _____

4th Term Career/Path _____

2dy Act/Top Club _____

Contact _____

Spec Assignmt _____

Promo/Adv _____ Ship DM _____

5th Term Career/Path _____

2dy Act/Top Club _____

Contact _____

Spec Assignmt _____

Promo/Adv _____ Ship DM _____

6th Term Career/Path _____

2dy Act/Top Club _____

Contact _____

Spec Assignmt _____

Promo/Adv _____ Ship DM _____

6. Skills

Skill Name _____ Level _____

7. Initiative

Hiver: 2 if more than one term in military career, otherwise 1.

Ithklur: 1D6+1, +1 Bonus from some careers.

8. Age

Hiver = 14+(Terms×4)

Ithklur = 17+(Terms×4)

See Age Effects table, below

9. Hit Capacity

Hiver: Body = (STR+CON)×4,

Limbs = (STR+CON)×2

Ithklur: Head = CON×2, Chest = (STR+CON)×3, Other = (STR+CON)×2

10. Weight

= [4×(STR-AGL)] + [90 if Hiver, 100 if Ithklur]

11. Load

=(STR+CON)×3

12. Throw Range

=STR×4

13. Unarmed Combat Damage

Hivers: UCD always=1. **Ithklur:** (Unarmed Martial Arts×STR)+10, round down.

14. Starting Money

Hivers: For each eligible term, multiply CRS asset by Cr4000.

Ithklur: For each eligible term, multiply SOC asset by tech level cash base value: [(0-3)=Cr10, (4-5)=Cr100, (6-8)=Cr500, (9-A)=Cr1000, (B+)=Cr5000].

Hiver/Ithklur Consolidated Effects of Age Table

Term	Start Age		End Age	Subs Term/ Spc Duty Skills	Losses			
	Hvr/Ithklr	Hvr/Ithklr			STR	AGL	CON	INT
1	14/17	18/21	4	—	—	—	—	—
2	18/21	22/25	4	—	—	—	—	—
3	22/25	26/29	3	—	—	—	—	—
4	26/29	30/33	2	—	—	—	—	—
5	30/33	34/37	1	—	—/I	—	—	—
6	34/37	38/41	1	—	H/I	—	—	—
7	38/41	42/45	1	H/—	H/I	H/—	—	—
8	42/45	46/49	1	H/I	H/I	H/—	—	—
9	46/49	50/53	1	H/I	H/I	H/I	—	—
10	50/53	54/57	1	H/I	H/I	H/I	H/I	—
11	54/57	58/61	1	H/I	H/I	H/I	H/I	H/I
12	58/61	62/65	1	H/I	H/I	H/I	H/I	H/I
(all subsequent terms)				1	H/I	H/I	H/I	H/I

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If a tree fell in a forest, and no one was there to hear it, would it make a sound? And how come if there are trees falling down, you never see any Hivers running around with axes?

What do you get when you cross a golden retriever with a box of razor blades? How is it that the most efficient, merciless killers in the universe don't have a mean bone in their bodies? If violence is natural, guileless, and innocent, does that mean one need not take it so personally?

The Ithklur are the most feared warriors known to man. To an Ithklur, Vargr plunder is like a walk in the park; Aslan warrior spirit is the babbling of a toothless child. Other races make such a fuss over violence—why not just do it and enjoy yourself?

To the Hivers, the Ithklur are their trained, elite shock troops, lovingly perfected by millenia of manipulation and social engineering. No finer tool has ever been fashioned.

But as far as the Ithklur are concerned, they have the Hivers just where they want them. Who wants to be a boring taxi driver anyway? If the Hivers want to pretend they're in charge, what does it really hurt, so long as they leave the Ithklur alone?

Who is manipulating whom? Is the Vargr wagging his tail, or is the tail wagging the Vargr? What is the sound made when an irresistible force collides with an immovable object?

Hivers and Ithklur

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