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# Traveller Hero

## Book 1

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

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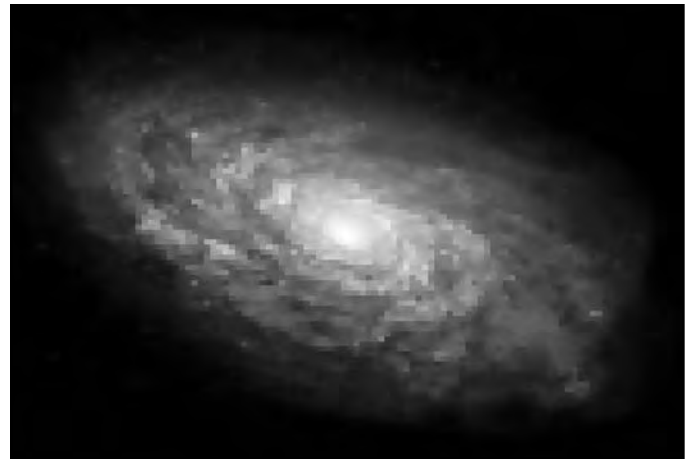
## Special Thanks

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Last, but not least, we'd like to thank all of the fans who have contributed ideas as this guide has grown.



## Dedication

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

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

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

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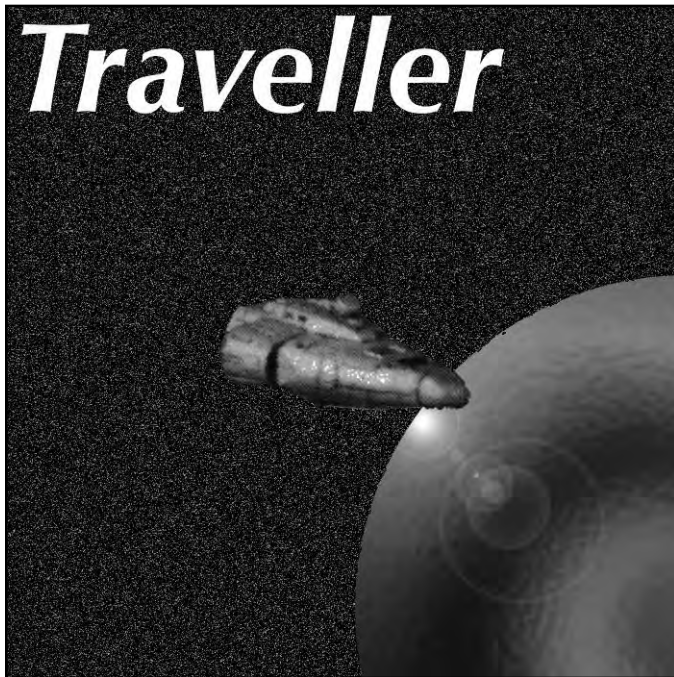
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# What Is Traveller Hero?



**T**he *Traveller Hero* sourcebook is a reference for playing *Star Hero* campaigns in the Traveller setting using the *HERO System 5th Edition* rules.

Traveller has been around in various incarnations since 1977, and was one of the first science fiction role-playing games. It is a popular backdrop for many science fiction RPG campaigns, and has undergone various evolutions.

## Traveller Basics

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

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

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

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

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

the crossfire.

## Traveller Eras

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

### DAWN OF THIRD IMPERIUM

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

### GATEWAY

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

### GOLDEN AGE OF THIRD IMPERIUM

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

### REBELLION

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

### THE NEW ERA

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

### OUT OF DARKNESS

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

## Other Incarnations

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

## Unsuitable Technology

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

Nanotechnology, which has come to mean self-replicat-

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

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

## Traveller Hero Subgenres

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

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

## Espionage

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

Some of the options of the Espionage genre include:

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

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

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

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

### ESPIONAGE CAMPAIGNS

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

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

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

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

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

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

## Law Enforcement

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

Law Enforcement options can include:

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

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

### LAW ENFORCEMENT CAMPAIGNS

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

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

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

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

## Military

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

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

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

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

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

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

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

## MILITARY CAMPAIGNS

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

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

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

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

## Mercantile

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

Some of the mercantile options include:

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

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

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

## MERCANTILE CAMPAIGNS

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

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

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

## Exploration

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

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

Exploration options include:

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

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

## EXPLORATION CAMPAIGNS

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

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

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

## Freelance Adventure

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

Various freelance adventure options include:

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

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

## FREELANCE ADVENTURE CAMPAIGNS

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

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

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

## Metagenres

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

## Post-Apocalypse

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

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

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

## Planetbound

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

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

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

## Humor

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

## Traveller Resources on the Web

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

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

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

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

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

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

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

<http://www.freelancetraveller.com>

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

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

**The Interactive Atlas of the Imperium** is at

<http://www.utzig.com/traveller/iai.shtml>

**The Traveller Starship Technical Manual** is at

<http://members.cox.net/magash/STM/Intro.htm>

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

## Star Hero Web Resources

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

Star Hero Fandom is at <http://www.starherofandom.com/index.php>, and Shadowcat's Traveller Hero is at [http://www.starherofandom.com/h\\_traveller/index.php](http://www.starherofandom.com/h_traveller/index.php)

## Recommended Books

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

### HERO SYSTEM BOOKS

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

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

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

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

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

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

### TRAVELLER SYSTEM BOOKS

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

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

### TRAVELLER HERO BOOKS

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

*Golden Age Starships 1*

*Golden Age Starships 2*

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

# Humanity and the Third Imperium

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

## Imperium Humans

### Solomani

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

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

### SOLOMANI HOMEWORLD

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

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

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

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

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

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

### SOLOMANI SOCIETY AND CULTURE

#### THE SOLOMANI TRIUMVIRATE

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

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

#### The Solomani Party

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

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

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

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

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

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

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

#### The Military

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

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

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

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

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

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

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

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

### Solomani Security

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

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

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

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

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

**Monitors:** SolSec monitors are openly the eyes and ears

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

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

## SOLOMANI CHARACTER GENERATION

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

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

## SOLOMANI CHARACTER BASICS

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

**Beginning:** Start with the HERO system character sheet.

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

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

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

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

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

## Vilani

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

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

## Variant Humans

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

## Species of the Third Imperium

### Ael Yael

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

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

### Ael Yael Biology

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

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

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

### Ael Yael Template

#### Abilities

Cost	Ability
-2	-2 STR
-4	-2 BODY
11	<i>Ael Yael Wings</i> : Flight 10" (20 Active Points); Restrainable (-½), Limited Power Affected by atmospheric density and gravity (-¼)
2	<i>Ael Yael Wings</i> : +1 OCV with wings
2	<i>Ael Yael Eyes</i> : +1 Enhanced Perception (Sight Group)
5	<i>Ael Yael Eyes</i> : Nightvision
2	<i>Ael Yael Eyes</i> : Flash Defense (Sight Group; 2 points)
6	<i>Forelimbs and Tail</i> : Extra Limbs, Inherent (+¼) (6 Active Points)
4	<i>Ael Yael Claws</i> : Killing Attack - Hand-To-Hand 1 point (½d6 w/STR) (5 Active Points); Reduced Penetration (-¼)

**Total Cost of Template Abilities: 26**

#### Disadvantages

-5	<i>Physical Limitation</i> : Small, down to half human size (1m, or ½"; +3" KB) Infrequently, Slightly Impairing
-5	<i>Physical Limitation</i> : Difficulty utilizing cover Infrequently, Slightly Impairing

**Total Cost of Template Disadvantages: -10**

#### Options

-15	<i>Psychological Limitation</i> : Turns over most earnings to government (Common, Strong)
-15	<i>Psychological Limitation</i> : Distrusts merchants and corporations (Common, Strong)

### Ael Yael Homeworld

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

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

### Ael Yael Society and Culture

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

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

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

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

### Ael Yael Character Generation

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

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

### AEL YAEL CHARACTER CREATION

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

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

**Naming:** Pick a Ael Yael-sounding name.

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

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

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

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

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

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

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

## Githiaskio

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

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

## Githiaskio Biology

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

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

Githiaskio speech has been described as "whistling"

## Githiaskio Template

### Abilities

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

**Total Cost of Template Abilities: 49**

### Disadvantages

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

**Total Cost of Template Disadvantages: -62**

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

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

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

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

## Githiaskio Homeworld

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

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

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

## Githiaskio Society and Culture

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

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

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

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

## Githiaskio Character Generation

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

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

## GITHIASKIO CHARACTER CREATION

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

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

**Naming:** Pick a Githiaskio-sounding name.

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

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

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

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

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

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

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

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

## Irkklan

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

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

### Irkklan Biology

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

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

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

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

### Irkklan Homeworld

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

### Irkklan Society and Culture

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

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

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

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

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

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

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

### Irkklan Template

#### Abilities

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

**Total Cost of Template Abilities: 48**

#### Disadvantages

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

**Total Cost of Template Disadvantages: -75**

#### Options

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

## Irkklan Character Generation

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

### IRKLAN CHARACTER CREATION

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

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

**Naming:** Pick an Irkklan-sounding name.

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

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

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

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

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

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

## Newts

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

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

## Newt Biology

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

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

### Newt Template

#### Abilities

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

**Total Cost of Template Abilities: 5**

#### Disadvantages

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

**Total Cost of Template Disadvantages: -40**

#### Options

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

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

## Newt Homeworld

The Newts originated on Marhaban, in the Lentuli subsector.

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

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

## Newt Society and Culture

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

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

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

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

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

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

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

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

usually segregated from other races.

## Newt Character Generation

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

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

### NEWT CHARACTER BASICS

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

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

**Naming:** Pick a Newt-sounding name.

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

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

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

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

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

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

## Virushi

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

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

## Virushi Biology

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

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