

## THE VEGANS: A MINOR RACE OF THE SOLOMANI RIM FOR T20

By Jason "Flynn" Kemp

**Background:** Intelligent minor race originating on Muan Gwi (Vega/Solomani Rim 1717). Solomani humans named the race after the bright star near their homeworld.

The Vegans received the jump drive about -6000 from Vilani-influenced traders, and colonised several nearby worlds before being absorbed into the First Imperium in -4404. They were severely restricted under Vilani rule, as were all races that resisted being intergrated into Vilani culture. Thus, they welcomed Terran victory in the Interstellar Wars and the advent of the Rule of Man. The Vegan Polity prospered under the Rule of Man and survived the Long Night largely intact. However, the Third Imperium, in accordance with Imperial policy, broke the Polity into individual planetary states: non-humans were treated as full citizens, but no interworld governments were allowed.

The creation of the Solomani Autonomous Region in 704 again restricted the Vegans. Human colonies were founded on most worlds to maintain Solomani influence there, and Solomani governors were installed on all Vegan worlds.

**Personality:** Vegan society is divided into hundreds of different *tuhuir*, which might be roughly translated as culture, philosophy, or tao. Each *tuhuir* has its own customs and traditions, and its own interpretation of the proper way to live. The civil service that governs the Region is a *tuhuir* that oversees and mediates among all the other *tuhuir*, in accordance with the Vegan Covenant, an ancient document that dictates the interactions of the various *tuhuir*. Although rare, heretical and rebellious *tuhuir* do exist. Archeology shows that *tuhuir* were once separate societies, each associated with a particular people and geographic location, like countries on ancient Earth. Now, however, they are mixed together in complex patterns. *Tuhuir* are not hereditary; when a Vegan nears sexual maturity, he or she enters a period of search, which may last for many years. Eventually the individual chooses a *tuhuir*; once made, the choice is for life. In practice, about 50% of Vegans choose the *tuhuir* of their parents; about 0.5% find that they enjoy the search as a way of life and never join a *tuhuir*.

As individuals, Vegans are considerably calm and less prone to the ebb and flow of human emotions. An aesthetic sense rather than an acquisitive one drives them. Vegans value life as a journey or a work of art rather than a destination or struggle for survival. Many are uncomfortable with positions of social prominence, feeling that service to the whole interferes with one's ability to live life according to one's personal principles. As a whole, Vegans tend to be more pacifistic than other races.

**Status:** Minor Race

**Homeworld:** Muan Gwi (Vega/Solomani Rim 1717 A456A86-F)

**Languages:** Vegans speak both Galanglic and Vegan.

**Physical Description:** Physically, Vegans are upright, bipedal, and bilaterally symmetrical, averaging 2.2m in height. They are bisexual, homeothermic oxygen breathers with an average lifespan of over 200 years. Because of their low-gravity origin, they are physically quite weak, and are unable to live on high-gravity worlds.

Vegans are roughly humanoid. Their head serves as braincase, and does not turn. A hood-like fleshy structure covers the head, and contains two eyes, covered by a single transparent eyelid-like structure. This is a polarized light filter, protecting the eyes from glare and also from windblown dust. The eyes can see into the infrared. Auditory organs are located in a collar-like structure around the neck. The mouth is a vertical slit in the upper thoracic region; two mandibles are located inside the upper chest, and grind food between their opposing sets of teeth. Where the forearm and hand would be on a human, Vegans have three tentacles to serve as manipulative organs. Their legs end in broad, splayed feet, which prevent them from sinking onto soft sand. The urogenital opening is a vertical slit located ventrally in the lower abdomen. There are no external differences between the sexes. Vegans are designed to radiate heat as necessary through regulating blood flow to their skin, obviating the need for sweating.

**Adventurers:** Vegans encountered away from their homeworlds are often still seeking a sense of self-identity, or have chosen to join a *tuhuir* that promotes exploration. Such Vegans serve as ideal Traveller characters.

### RACIAL TRAITS

- +2 Dexterity.
- Vegan base speed is 9 meters.
- Although they are quite tall, Vegans are still Medium-sized.
- **Darkvision:** To simulate their infrared vision, Vegans possess the Darkvision special ability referred to under section 6, Special Attacks, on page 397 of the Traveller's Handbook. The range of the Vegan's darkvision is 18 meters.
- **Polarized Eyes/Nictating Lens:** Vegans gain a +2 on any saving throws against blindness or flash effects. In addition, should they suffer temporary blindness or flash effects, the duration is halved from normal.
- Vegans gain a +2 racial bonus to their Listen skill checks, as well as Survival skill checks made in desert environments.

- **G-Intolerance:** As Vegans evolved at 0.5 standard gravity, they are more intolerant of higher gravities. In regards to Vegans, double the local gravity before determining the Gravity Check modifier, as found on the table on page 154 of the Traveller's Handbook.
- **Vegan Height:** As Human, Male, plus 45 cm to the base height, for both sexes.
- **Vegan Weight:** As per Human, Male, for both sexes.
- **Vegan Age:** Double the Mixed Vilani row of the Aging By Race table on pg 114 of the Traveller's Handbook.

---

**OPEN GAME LICENSE VERSION 1.0A**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15. COPYRIGHT NOTICE**

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

D20 System Rules and Content Copyright 2000, Wizards of the Coast, Inc.; Authors Johnathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

T20 – The Traveller's Handbook Copyright 2002, Quiklink Interactive, Inc. Traveller is a trademark of Far Future Enterprises and is used under license.

Open Game Content from "The Vegans – A Minor Race Of The Solomani Rim For T20" Copyright 2004, Jason D. Kemp.

**DESIGNATION OF OPEN GAME CONTENT:** The racial traits provided in this document are designated as Open Game Content. The remainder of this document is considered Closed Content and contains Product Identity belonging to Far Future Enterprises. No challenge of their copyright is intended by its inclusion here.