

XBOAT

A Traveller⁵ Zine



SPECIAL SUPPLEMENT 1: CONTACT!



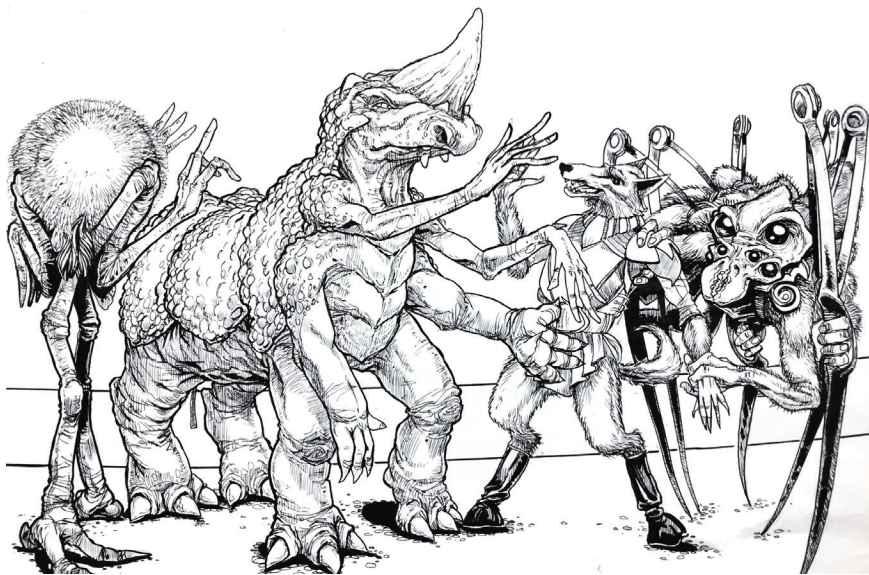
Xboat

Special Supplement 1: Contact!

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OBERLINDES LINES EMPLOYMENT DIVERSITY STATEMENT

All people are born free with equal dignity and rights. [Anglic]

Ea-ke-kattar-databbapawath oe kapkatabwas. [Bwap]

*Llollouillyuolollyyuo lol-clhhyuolulollyyuo lolhewolly ohcyell-llyyuo.
[Llollewylolly]*

Bikakhabvii'kakaarvaya'svreakarike'svre'ba. [Shrieker]

Oberlindes Lines does not adhere to a strict quota system. However, it is important to the health of the company that people from all corners of the Republic of Regina work here. Sophont diversity is a strength of the company, and allows us to tailor our services based on specific needs of the various communities in the Republic.

This section will help you understand some of your fellow co-workers, as well as those whom you may be helping on the job.

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Amindii

“Four hands, one purpose.”

Standing 2.2 meters tall, the insect-like Amindii tower over most sophonts. Despite looking a bit like big grasshoppers (note that calling one a “grasshopper” won’t insult it), they actually have a skeleton articulated by muscles, covered by a combination of finely scaled skin and larger chitinous plates. Amindii vision is acute, centered on the Green-Blue-Purple range. They have the ability to sense the presence of life and emotion: this serves them well when hunting and tracking prey. There are three sexes: egg-layer, bearer, and activator. Because of their control over the mating patterns, bearers typically wield significant social and political power.



Body language is everything with Amindii. Their speech seems flat and emotionless to those not familiar with it; nuance is typically expressed in posture. If an Amindii holds its four arms akimbo, one may want to back away slowly. When speaking with Amindii, it is best to keep one’s hands at one’s sides at all times; gesturing wildly will likely offend, and may provoke.

Amindii readily serve in civil and military service on Regina, their homeworld and seat of the Republic of Regina. They have a significant presence working security at Regina’s starports.

The Amindii language is an isolating, positional language: verbs and nouns are not inflected. Example: *Sii a madin dasa idi*, “You to-behind look-must”. Look behind you.

Amindii Character Generation.

When generating an Amindii character, roll 4D for Strength and 3D for Dexterity. Amindii are naturally mechanically inclined: roll 1D to determine Mechanic skill level. Determine gender: Egg-Layers are the baseline, bearers have +2 to Endurance and have the Hibernation talent, while activators have +2 to Strength, -2 to Intelligence, and the Hypno talent. Careers begin at 14 standard years, physical aging begins at 30 years, and mental aging at 62 years.

Playing Amindii. An Amindii will



be noticeably clumsy with human equipment (and Amindii equipment can be hard to find). They are also likely to miss a lot of nuance in spoken language, but have keen senses. Human-style gesturing tends to amuse, confuse, insult, or antagonize them. They can be comfortable giving or taking orders. Finally, they appear relaxed but alert at all times, even when they're not.

Amindii names: Amikra, Biakrind, Jorn, Sakra, Tadak.

Aslan

“Wait for the correct moment, then pounce with all claws out.”

Aslan stand roughly human-sized, and are a bit stronger. They are descended from carnivore/pouncer stock, originally adapted to a solitary arboreal existence. Aslan have a single highly specialized “dewclaw” under each thumb which folds back jackknife fashion into a horny covering in the base of the thumb and palm.

There are two sexes, male and female, with females outnumbering males by 3:1.



The most notable external difference is the increased size and mane of the male. The Aslan divide all roles by gender: “male” roles are martial and exploratory, while “female” roles are analytic and economic. Thus a human astrogator would be considered a “female”, regardless of actual gender. An uninformed human could be unwittingly insulted in this way. Some Aslan try to be carefully neutral when speaking about roles around humans. Others might try to rub it in.

A deep-seated territorial instinct causes the Aslan to have an inordinate (from a human standpoint) concern with land. An Aslan’s stature is determined by the amount of land he (or her husband) controls.

The main Aslan world in the Republic is Belizo (3015 Spinward Marches), a volcanic breadbasket world home to 400 million Aslan and 200 million humans. Belizo is run by an almost-all-Aslan council chosen from the most powerful clan leaders. These leaders have quasi-religious status and represent the essential unity of the Aslan people. To be chosen as council member is a high honor to which an Aslan can aspire. The one human council member, Eneri Galaraaden, was chosen under

extraordinary circumstances by the most powerful Aslan clan.

The extremely deadly nature of any combat between Aslan has led to a polite, rigid pattern of behavior designed to reduce conflict. Although most have learned to be patient with non-Aslan, accidental fights still occur. Disputes between individuals are handled by the patriarchs, disputes between families by the pride leader, and between prides by the clan leader.

Aslan mercenary units are in demand, and Aslan merchants ply trade routes throughout most of known space.

Trokh. The common tongue of the clans, Trokh is a polysynthetic



verb-based language. What this means is that the Trokh verb has a number of classes of prefixes and suffixes (twenty classes, to be specific) which modify the verb in a way that can fully express a wide variety of concepts, often without the need for supporting noun phrases. Example: *Ke'kheii'atyerhkeifeiaorihitseha khiih akhhyah*, which means, all people are born free with honorable rights (“honorable rights” is a gloss for “equal in dignity and rights”).

Aslan Character Generation. Aslan have 2D Stamina instead of Endurance: the Stamina value is doubled when used for typical Endurance-related tasks (including the character career process). Determine gender: female is the baseline, and males have Strength +2, Dexterity -2, and Stamina +2. Careers begin at 14 standard years, physical aging begins at 50 years, and mental aging at 66 years.

Playing Aslan. Aslan can be played reasonably well by using a samurai stereotype. Remember that the ultimate goal or reward for an Aslan is land. Aslan hands cannot use human equipment, and vice versa.

Aslan names: Eayyua, Feilraa, Htoyeaio, Kiaiyi, Riyoi.

COMMON ASLAN STARSHIPS

1. Aositao Transport (T-KL33). 1000 tons, spacious bridge. Jump-3, 3-G. Model/5. 10 staterooms, 13 crew. 10 hardpoints. 88 tons cargo. Flotation hull, Fuel intakes, scoops.

2. Eakhau Far Trader (A-DS12). 400 tons, spacious bridge. Jump-2, 1-G. Model/2. 15 staterooms, 6 crew. 4 hardpoints. 162 tons cargo. Fuel scoops. Landing skids (tarmac only).

3. Ekawysyua Escort (E-HU44). 800 tons. Jump-4, 4-G. Model/5. 7 staterooms, 8 crew. 8 hardpoints. 30 tons cargo. Flotation hull, Fuel scoops.

4. Khtukhao Far Merchant (R-FB22). 600 tons, spacious bridge. Jump-2, 2-G. Model/3. 33 staterooms, 7 crew. 6 hardpoints. 140 tons cargo. Landing skids (tarmac only).

5. Kteiroa Seeker (J-BS22). 200 tons, spacious bridge. Jump-2, 2-G. Model/3. 4 staterooms, 7 crew. 2 hardpoints. 78 tons cargo. Flotation hull, Fuel intakes, scoops.

6. Stayow Corvette (EB-BU72). 200 tons, spacious bridge. Jump-2, 7-G. Model/5. 4 staterooms, 6 crew. 2 hardpoints. 3 tons cargo. Fuel scoops.

Bwap

"If you stand in your place, the sun will come back around to you."

Bwaps look like bipedal lizards, standing 1.4 meters tall and massing around 45 kilograms. Their blood hemoglobin is copper-based, making their basic skin color a faint greenish-blue. The Bwap homeworld is hundreds of light-years away; enclaves exist throughout the Republic of Regina. In the Republic, 90% are male and 10% are female.

In less than 80% humidity, they need special clothing to stay alive:

a loose kaftan-like garment and a hood. The cloth is permeated with a network of fine tubes, through which water flows and keeps the Bwap's skin moist. Clothing is colored with a stylized representation of their body.

Being called a "towel-head" does not offend the Bwap. Each has a function to perform, and as long as one is doing one's job in one's proper place – "your right spot of sun on the Great Tree" – then any problem can be handled. The true way to unsettle a Bwap is to indicate a missed detail, and the way to insult a Bwap is to openly question his position, or the usefulness of his job function. The traditional, ritual Bwap greeting is also intended to be an expression of camaraderie: "I am at this place, doing my part. Which is your place and what part are you doing?" Criminal behavior is considered the worst mental disorder among Bwaps, since it disrupts the proper order of things.

Many Bwaps serve in the military or in mercenary units. Typically, Bwaps do best when in non-combat roles. This includes being in charge of materials or organization, as Functionaries, administrators, logisticians, and so on. However, it also includes reconnaissance and intelligence roles.

Wawa-pakekeke-wawa, also known as Wapawab-kebwapefeab, is the language of the Bwaps in the Republic of Regina. Its sentence structure is of the form Verb – Object – [Subject]. The verb itself encodes the subject pronoun and state or emotion, so a simple transitive sentence could simply have an inflected verb and an object.

Bwap Character Generation. Bwap have 1D Strength, 4G Agility



instead of Dexterity, and 2D Vigor instead of Endurance. The Agility value is halved when used for typical Dexterity-related tasks (including the character career process); similarly, the Vigor value is halved when used for typical Endurance-related tasks (including the character career process). Bwaps are generally not psionic. Bwaps are naturally stealthy: roll 1D to determine Stealth skill level. Determine gender: female is the baseline, and males have Agility -3 and Vigor +3. Careers begin at 14 standard years, physical aging begins at 26 years, and mental aging at 58 years. Roll 2D for a primary coloration: 2=Sapphire, 3=Cobalt, 4=Azure, 5=Cerulean, 6=Turquoise, 7=Jade, 8=Celadon, 9=Citrine, 10=Brass, 11=Copper, or 12=Chocolate. Stippling or spot patterns are also common.

Playing Bwap. They have a keen eye for details (this is why they are handy with paperwork and accounting, and may come off as a bit obsessed with order and method). This can be helpful at times, and can be harmful at other times. The careful player knows when to use this in enlightening ways, rather than simply to exasperate other players. Bwap hands can use any human-rated equipment, and vice versa.

Bwap names: Apab, Eka-a, Kos, Pabwa, Tebpa.

Clothian

With thanks to Greg Lee.

The Clothian (also “Cetian”) are savannah-walker omnivore hunters. They live on the fourth world of 1618 Foreven. It is a metal-poor world: technology is boosted by exploiting minerals from meteor impacts. They are small (average mass is 66 kg), wiry, tough, and bipedal, with a curved “mainhorn” growing out from the top of their skulls. To them, the horn represents honor and unity. *Death before dishonor* is a phrase they understand. Also the concept of “One Horn”, perhaps referring to a united world once their civilization reached that level of sophistication.

Their vision and touch is better than humans’, but they have poorer hearing. They are also faintly aware of electro-mechanical fields. They have a confusing (to humans) five-fold gender system, and organize based on charisma.

Year 1217: When the Wave was passing overhead, they were at TL 3, and were harassed by slavers that plundered their towns. Apparently, the Madness eradicated that interstellar menace permanently.

The Madness struck the Clothian like a world-spanning Black Death, with a high population loss and a collapse of governments and agriculture. The surviving nomads formed bands. The honorable Horns of the Plains rode with the Clan, migrating in their packs and caravans, listening to the



Bards (= Keepers of the Fire), and gazing into the Fires that spoke to the ancestors, “*the Hearth Fires that bind and unbind a Horn’s spirit*”. The bands militarized over time, dispensing brutal justice from oral law. Towns grew from low charisma people to support these nomadic governments.

600 year later, the Clothian had space travel and acquired the jump drive. At this point, their military government, now spanning four star systems, split into the current four worlds of Thashnesht, Anwefakanru, Naflejir, and Sisakahlanib.

Clothian Character Generation. Clothian have 3D Vigor instead of Endurance, 2D Training instead of Education, and 2D Charisma instead of Social Standing. The Vigor value is halved when used for typical Endurance-related tasks (including the character career process). Training allows characters to acquire skills through trade schools (as well as the typical career process). Careers begin at 22 standard years. Physical aging begins at 38 years, and mental aging begins at 78 years. Their life expectancy is 82 years.

Playing Clothian. Clothian tend to be stoic and even fatalistic when they think they lack authority, but vigorous arguers when they have a stake in the results. Dueling is an acceptable way to resolve a stalemate.

Names: Fahnisht, Klysira, Pelest, Irthasht, Lanna, Wesht, Yinthe.

Droyne

“*Learn by Doing.*”

The Droyne are a small race derived from flying omnivore gatherers. They look kind of like winged, bug-eyed, bipedal lizards, and generally stand one meter tall (but: large workers and warriors can be larger than humans). There are three genders: female, alpha male, and beta male.



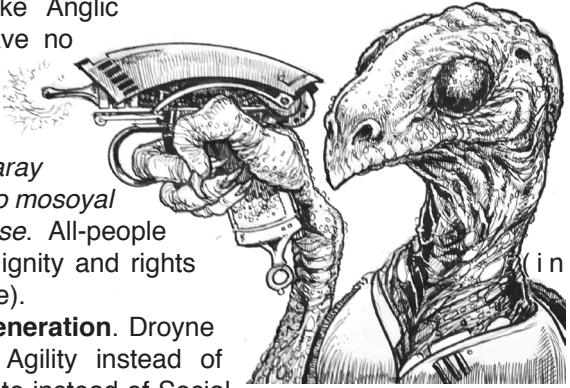
Droyne society is divided into rigid castes determined when an individual reaches adolescence. The six castes of the Droyne (worker, warrior, drone, technician, sport, and leader) each serve different functions within Droyne society. A typical Droyne group consists of a variety of Droyne from the different castes. There will be many workers, few drones and leaders, and technicians and warriors based on current needs. Each group will also have several sports, although they may not be present; instead they may be occupied with their own solitary tasks.

Oynprith is the principal Droyne language. It is a synthetic noun-oriented language with a relatively free word order. Nouns fall into seven genders (and three “exceptions”); adjectives and verbs inflect to agree with their head noun. An odd characteristic of Oynprith is that all nouns

are inherently plural (like Anglic 'sheep' or 'fish') and have no purely singular form.

Even pronouns are plural only. EXAMPLE

TEXT: *Syalskolm pyaray nuhholmal mosolmal beyo mosoyal rissoyal nyabeh va vasse.* All-people are born free, in equal dignity and rights a very formal speech style).



Droyne Character Generation. Droyne have 1D Strength, 2D Agility instead of Dexterity, and 2D for Caste instead of Social Standing. The Agility value is halved when used for typical Dexterity-related tasks (including the character career process). Droyne are naturally psionic, and may receive psionic training if the player wishes. Determine gender: female is the baseline, alpha males have Strength +3 and Education -2, and beta males have Agility +3, Endurance -2, and Education -2. The most common Droyne player character is of the Sport caste: record Caste ("CAS") as a 7. Careers begin at 12 years, physical aging begins at 20 years, and mental aging at 34 years.

Playing Droyne. The Sport caste is the caste which is the most free to pursue independent or solitary goals. Thus Sports tend to show a contagious enthusiasm with exploration, research, and forensic tasks. Of all castes, they are the most compatible with humans, able to work alone or in a group as needed, whether self-directed or under a chain of command. Their early psionic training can help offset their delicate physique.

Note that there are no Droyne worlds in the Republic of Regina. Thus a Droyne character is typically better-travelled than the average citizen of the Republic, and will likely have better knowledge about the Wilds.

Droyne names: Edosmisso, Nonoyso, Oysus, Poyu, Tsaykayss.

COMMON DROYNE STARSHIPS

1. Syunutstryak Scout S-AS22. 100 tons. Jump-2, 2-G. Model/1bis. 1 stateroom, 1 crew minimum; 6 maximum. 1 hardpoint. 6 tons cargo. Flotation hull, Fuel bins, intakes, scoops. Air/Raft.
2. Miymosa Free Trader A-BL11. 200 tons. Jump-1, 1-G. Model/1. 11 staterooms, 6 crew. 2 hardpoints. 88 tons cargo. Fuel bins, intakes, scoops.
3. Bretremoy Cruiser C-KU33. 1000 tons, spacious bridge. Jump-3, 3-G. Model/3. 36 staterooms, 16 crew, 24 passengers. 10 hardpoints. 278 tons cargo. Fuel bins, intakes, scoops.

Hiver

"Find the right people. Then, manipulate them into doing it for you."

Hivers stand 1.5m tall and mass just under 150 kg, with a hard carapace protecting the brain. They look vaguely starfish-like, but with six "arms" (and one arm has vision and hearing senses) and a center carapace. They are genderless.

The term "hiver" is human, as are all terms used here to describe them: the hivers have no spoken language. The mouth, on the lower surface of the body, is incapable of producing sound. Their language is a combination of arm/tentacle waving and physical contact.

Hiver society is organized around family units that work together to



achieve shared goals. Individuals in each family are free to leave to find a more suitable group; in this respect, Hivers are highly individualistic.

Every Hiver has an intense curiosity about some part of the universe. This is ingrained to such a degree that it is best represented as a characteristic, and is modeled as an “economic” (per Traveller⁵ rules) caste system. Each caste represents a general area of curiosity, and each Hiver’s interests generally align with its caste.

Hiver Character Generation. Hivers have standard physical characteristics. They are bulky (with a Bulk rating of 2), and may have some difficulty in narrow corridors. They also have Caste, instead of Social Standing. Caste names are as follows:

	Roll 1d6 for Column	
Roll 1d6 for Caste	<u>1-3</u>	<u>4-6</u>
	1 Innovator	1 Organizer
	2 Guard	2 Advisor
	3 Craftsman	3 Sport
	4 Instructor	4 Laborer
	5 Artisan	5 Entrepreneur
6 Researcher	6 Director	

Careers begin at 14 standard years; physical aging begins at 34 years, accelerates at 42 years, and mental aging begins at 54 years. Life expectancy is 62 years.

Playing Hivers. Consider these behaviors when playing a Hiver:

- Highly individualistic.
- Assumes leadership in exploratory situations.
- Displeased with any uncomfortable climate.
- Heedless of danger when distracted by a puzzle or a novelty.
- Then, catatonic when violence ensues.
- Unable to sympathize with others.
- Good at group communication and working together.
- Good at taking orders from superiors.
- Unable to use weapons.

In general, their behavior seems to resemble an intelligent or useful “social butterfly”.

K'kree

“Against us, no empire can advance; nothing will delay their end.”

The K'kree are among the most massive of the major races and are the only one of the major races to be descended from herbivores. An adult K'kree stands about 1.5 meters at the shoulder and between 2.0 and 2.4 meters tall when standing erect. They average 550 kg mass. They are hexapedal and homeothermic. They bear some resemblance to the centaur of ancient Terran myth, a trait noted by the earliest human explorers.

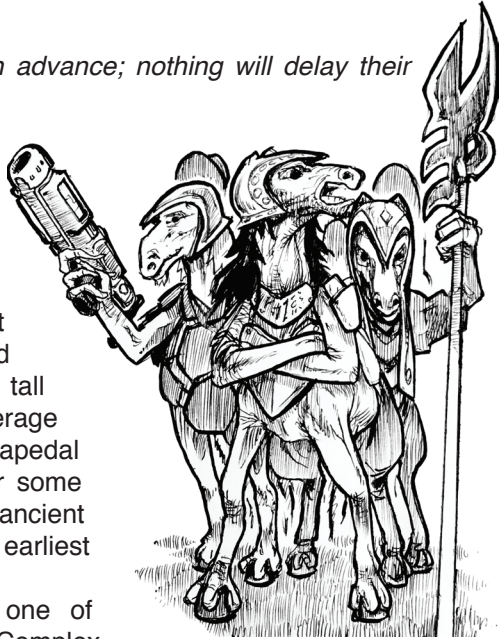
Their front graspers are one of their most interesting features. Complex cartilaginous tubes permit the fingers of the K'kree hand to telescope out of the way when the hand is used as a weapon. Fully extended, the fingers are mutually opposable to each other and to the “thumb” which is in reality an extension of the ulna. The K'kree hand is very flexible but somewhat weaker in grasping power than a human hand.

K'kree society is extremely conservative, and organized into noble, merchant, and serf castes. The basis of K'kree government is rooted in the traditional herd system. The basic unit of government is the herd, which consists of thousands of individuals of all castes and ages led by Krurruna (literally: bosses) under a single steppelord.

K'kree Character Creation. K'kree have 5D Strength, 3D Endurance, and Caste instead of Social Standing. The Caste rolls are: 2-4, Serf (“Defender”); 5, Serf (“Healer”); 6, Serf (“Caregiver”); 7-8, Merchant (“Breadwinner”); 9-10, Noble (“Uncle”); 11, Noble (Leader); and 12, Noble (Archon). Careers begin at 22 standard years; physical aging begins at 62 years, and mental aging begins at 86 years. Life expectancy is 90 years.

Playing K'kree. Their behavior, in a nutshell, is that the Herd is the Authority.

- Herd tradition dominates decision making at all levels; tradition is the definition of “what’s good for the herd” - even when it isn’t.
- They are claustrophobic. They must have open spaces. K'kree starships have vast, open living space.
- Gregarious to a fault. They must have communal living and sleeping



spaces. They are friendly (to other K'kree) to the point of obligation, and unquestioningly loyal (to K'kree leaders).

- They have no individuality - the herd is all. Sacrifice for the herd is a sign of a balanced K'Kree.
- They tend to be particular about, well, everything.



Llellewyloly

“By the volcanic vents of Ullulloc we sat and wept...”

Llellewyloly are natives of Junidy (Spinward Marches 3202). They have five multi-jointed limbs which function as hands and feet interchangeably. Their main sensory organs are also located on the limbs. The spherical central body is covered with long, coarse hair. They colonize worlds with very thin atmosphere and light gravity; in other environments they typically require whole-body environmental and grav-assisted suits. There is only one gender.

It is sometimes slightly insulting to call them Dandelions (or just Dandies).

Their society divides up roles such that one can have high status in one situation, but low status in another. To make a politeness error based on a wrong assessment of status is apparently a serious matter. In the best case, unless a person is very clever in dealing with Llellewyloly, he or she is likely to be regarded as simple, foolish, or childish. A Llellewyloly's communicator is therefore likely to translate its anger into patronizing irony, such as “Obviously you humans know better than us” or “I’m sure I can’t fathom your grand plans”.

The Llellewyloly language, Hulloyuo-co, is a synthetic language, trilled and whistled by the Llellewyloly in and around the Republic of Regina. Nouns can serve as predicates, so acceptable sentences include O, S, SO, and VSO. It is also pro-drop: subjects are typically not





overtly expressed when they are inferable from context. Therefore, V and VO are also valid sentence structures. Adjectives precede the noun (big house), while possessive constructions follow it using the multipurpose article col (e.g. uleou col-cy, “my house”, literally house-of-me). Verb morphology is structured around a basic contrast of aspect prefixes and tense suffixes grouped with an imperative. A number of particles on either side of this stem further modifies the verb.

Llellewyly Character Generation. Dandelions have 2D Grace instead of Dexterity, 2D Stamina instead of Endurance, and 2D Training instead of Education. The Grace value is halved when used for typical Dexterity-related tasks (including the character career process), The Stamina value is doubled when used for typical Endurance-related tasks, and the Training value is halved when used for typical Education-related tasks. They are skilled builders by nature: roll 1D to determine Craftsman skill level. Careers begin at 14 standard years, physical aging begins at 26 years, and mental aging at 54 years.

Playing Llellewyly. When interacting with humans, they will invariably have gravitic environmental suits with translators built-in. For this reason, they tend to make better patrons than player characters. At any rate, encounters with Dandies are like formal human encounters. They will have a dry sense of humor, and tend to point at whatever they’re paying attention to (since their senses are in their limbs). If approached without the proper ritual formulas appropriate to their stations, a Dandelion may become annoyed, folding up four of its limbs, and stand stork-like and unresponsive on its fifth limb. They cannot easily use human-rated equipment, nor can humans easily use Dandelion-rated equipment.

Llellewyly names: Collo, Holillou, Lloyuo, Ollull, Uco.

Robots

The “artificial person” is a constructed version of any sophont, human or otherwise. Structurally they can appear as lifelike as a natural person, or they can look metallic and skeletal. It all depends on *purpose*: robots are designed by industry for specific tasks or missions.

Player-character robots usually look like humans. They might have metallic or plastic skins, or real-looking skin with visible markings or tattoos to distinguish them from actual

humans. But they have the five senses, legs, arms, and hands. The brain is semi-organic, cloned from a stock cellbank. It therefore requires rest, and the brain ages typically. The body, of course, does not age as such: parts are replaced as they fail. The skin is self-healing. The robot will have controls that keep it under management by natural people: for example, a remote “clicker” and subservience conditioning of some sort. Many robots have the equivalent of the Asmovian Three Laws. Note that conditioning and control circuitry can be damaged under various circumstances.

Robots typically come with a built-in radio and computer network transceiver. They are powered by Fusion+, which require yearly refueling. They are vacuum safe, corrosive-atmosphere safe, electric shock safe, and radiation safe.

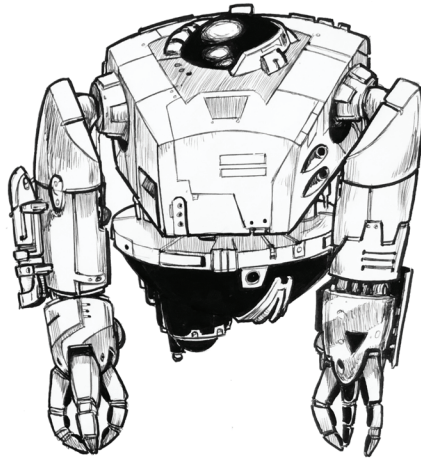
Robot Character Generation. When generating a robot player, the Strength, Dexterity, Endurance, and Intelligence are all set at the average+1 for the target sophont (8 for humans). Education is set at 6. Its Social Standing/Caste is recorded as “R”, meaning it is a robot, and therefore programmed to be subservient to natural people. Robots can then be sent through the career process, or alternately just can be given a training package of 14 skill levels, plus one skill level in a “hobby”.

Robots start at the age of 2D x 5 “years” old. The robot body does not physically age; however, the brain will age starting at 66 years.

Typical robots cost around 1.3 million credits.

Playing Robots. Robots typically have the personality quirks of the sophont they resemble. For example, a human robot will act more or less human, a droyne robot will act like a droyne, and so on. The difference is in subordination: the robot is hard-wired to submit to authority. This may at times cause stress and eventually mental illness, but it is only circumvented through significant damage.

Robot names. Sophontoid robots typically have a sci-fi-sounding



first name plus a “batch number”. For example, Jandel Six, Eddek Four, or Sharik 15. The batch number is usually in the range of 1 to 100 (for example, roll 4D x 4).

Non-sophontoids could be named anything, from “XR-12” to “Eddie”.

Shrieker

Shvireeyiyi (1031 Spinward Marches) is a small, low gravity world with one large sea. Plate tectonics ceased long ago, and erosion from the rarefied air is very slow. As a result, absurdly tall and ancient mountain ranges look much as they did a billion years ago, except for ever-growing volcanoes. The world is in orbit 8 around a giant star; it completes one orbit every 42 standard years.

Shriekers average 1 meter tall, 1.5 meters long, and mass about 200 kg. All eight legs end in hands, each with two thumbs and two fingers. Specially crafted “walking legs” raise a Shrieker up higher, and improves the wearer’s walking speed.

Many public and private sign languages exist among Shrieker populations.

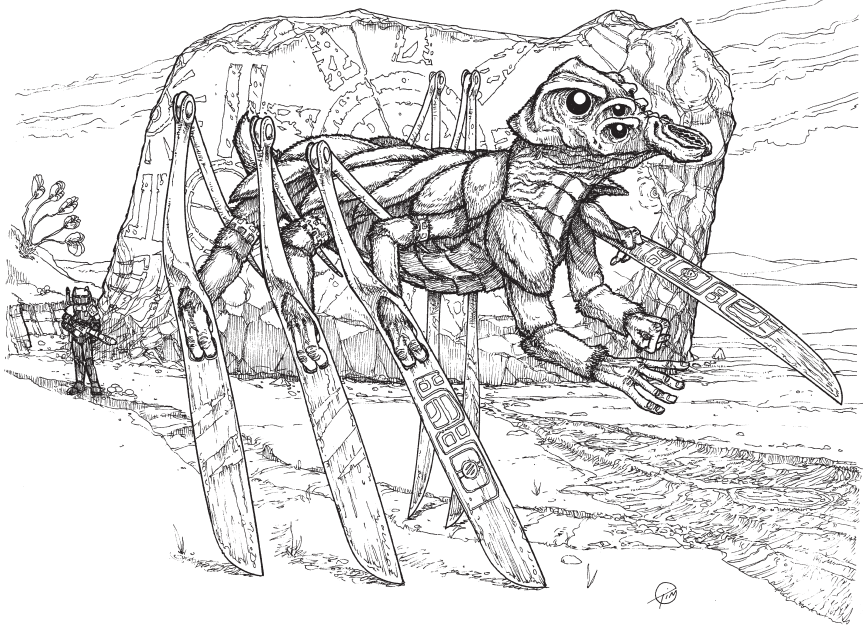
They have three pairs of eyes: a strong ultraviolet-only pair for distance, a close-ranged green-only pair, and an infrared-only pair. Their sense of hearing is acute, enabling them to communicate to one another in standard atmospheres more easily than humans. Nerve pads situated on the palms of the manipulators directly sense nerve pulses in the nerve pads of other Shriekers when in direct contact. The result is the evolution of emotive languages using these nerve pulses; these languages convey subjective content such as opinion, preference, judgment, and evaluation. Their nerve pads also suggest a unique interface to electronic controls and computers; though not a direct interface, it potentially could be faster than human controls, if engineered correctly.

There are two genders: Egg-layer and Activator. In theory there is a third, Bearer, gender, but Shriekers have adapted or evolved to not need it, and perhaps they no longer exist.

The language of “civilized” Shriekers is called Yirabarhi. It is a combination of pipes, trills, and screeches. Yirabarhi is center-embedded with one major grammatical rule: the determinant is embedded in the determined. For example, they call their homeworld Shvireeyiyi. Its is a combination of two words: *shviriyi*, world, and *reeyi*, home: *Shvir-reeyi-yi*.

Shrieker Character Generation. When generating a Shrieker character, roll 4D for Strength, 3D for Endurance, and 2D Training instead of Education. Training is halved when used for typical Education-related tasks (including the character career process). Activators have END-3 and TRA+3. Shriekers may be psionic.

Shriekers related socially based on a skill-based caste system. Roll 2D



to determine caste: 2 = Mechanic; 3 = Artist (Poet); 4 = Medic; 5 = Teacher; 6 = Fighter (unarmed); 7 = Animals (training); 8 = Driver (wheeled); 9 = Surveyor; 10 = Memorizer; 11 = Priest; 12 = Leader. The determined caste results in a skill receipt. The Memorizer receives the Eidetic Memory talent. The Priest receives Language (shrieking), which is a technique for long-distance vocal communication.

Shriekers are designed to learn body language. Each receipt of Gambler skill adds two levels of skill.

Adulthood starts at 8 standard years. A life crisis occurs at 42 years: roll $2D < 4$ to avoid death and become an elder. Terminal age is 250 years: roll $2D < 10$ each week; failure means the Shrieker has died.

Playing Shriekers. Shriekers today use machines to interact with people. They can communicate across greater distances than humans, but have the same difficulty in learning spoken languages. Their vision is weak in the bands which humans use, and strong in bands which humans cannot see. Thus machine assistance – for example, custom-made Shrieker vision goggles – is often needed for seeing “properly” in the red-green-blue spectrum. Similarly, Shrieker writings and art uses spectra that humans cannot detect without vision enhancers.

On the other hand, Shriekers rely on kinesthetic learning for everything they do. Thus they are very good at mimicking human physical motions. Hand waving, swaggering, postures, even head angles are quickly learned and parroted, sometimes for humor, using Shrieker anatomy in some manner. They rapidly learn human sign language.

Shrieker names: Bvirhaa, Hibvraa, Khrisvre, Rhiyyaa, Shiree.

Vargr

“Urrh, I haven’t got time to think about consequences!” – Valtra, legendary Vargr pirate queen.

Perhaps the most common stereotype of a non-human sophont is the Vargr pirate, cruising around in packs of corsairs, preying on lightly-armed ships that stray into the Wilderness, and eating captives. The notorious, fabled Okloe Ragzthoegh Valtra is supposedly a Vargr female whose raw charisma allegedly holds together a small pirate kingdom somewhere in the Wilds, and yet most Vargr are honest, law-abiding citizens.



Vargr descend from uplifted Terran canids. They are typically 1.6 meters in height and 100 kilograms in mass. They are upright, bipedal carnivores, rear limbs digitigrade, with hands very similar in size and appearance to those of a human, although with internal differences. They have approximately the same physical parameters as humans and are able to use the same equipment without modification or additional instruction. About half are female and half are male, with no appreciable differences in ability.

Their reactions are slightly faster than those of the typical human. Their senses of smell and sight are superior to humans – although their fashion sense looks garish to humans. If a human insults a Vargr’s taste in clothes, the Vargr is likely to take that as a compliment. On the other hand, insulting a Vargr’s superior is likely to get a hostile response.

Vargr society is one characterized by endemic social change. They flock to charismatic leaders, but the larger an organization gets, the more their organization tends to fracture. Centralized authority is extremely limited at the upper levels of Vargr society, and action is based on broad coalitional concerns, with a constant splitting and rejoining of dissident factions. Stable governments are typically measured in decades, and not centuries. Within the Republic of Regina, such shifting allegiances are contained to the world or regional level.

While only a few planets populated completely by Vargr exist within the Republic, there are millions of Vargr considered to be citizens of loyal subject planets. Additionally, Vargr adventurers, criminals, mercenaries and traders can be found on most worlds, and particularly in the coreward worlds.



Vargr Character Generation. Vargr have 2D Charisma instead of Social standing, and 3D Vigor instead of Endurance: The Vigor value is halved when used for typical Endurance-related tasks (including the character career process). Charisma is used to determine pecking order within small groups: roll 2D < Charisma, with the lowest successful value winning. Determine gender. Careers begin at 18 standard years, physical aging begins at 34 years, and mental aging at 66 years.

Playing Vargr. Vargr are gregarious, even towards non-Vargr, and can be persuaded to follow any sufficiently charismatic sophont. The Charisma characteristic determines pecking order within Vargr society, as well as a Vargr's ability to charm others with his gregariousness. Vargr will dress as if color-blind to a human. They can use any equipment built for hands, but require specially fitted drinking spouts for glasses.

Vargr names: Azu, Etaez, Khueruk, Okue, Saezkaz.

1. Az Alrrak-class Raider P-DA62. 400 tons, spacious bridge. Jump-2, 6-G. Model/2. 10 staterooms, 5 crew. 4 hardpoints. 15 tons cargo. Fuel scoops.
2. Orizae Corsair P-DA42. 400 tons. Jump-2, 4-G. Model/1. 9 staterooms, 7 crew. 4 hardpoints. 74 tons cargo. Fuel scoops.
3. Dhaztuen-class Subsidized Liner M-FU13. 600 tons, spacious bridge. Jump-3, 1-G. Model/2bis. 36 staterooms, 5 crew. 6 hardpoints. 33 tons cargo. Landing skids (tarmac only).
4. Fang Patrol Ship PN-CU42. 300 tons, spacious bridge. Jump-2, 4-G. Model/2. 0 staterooms, 9 crew. 3 hardpoints. 45 tons cargo. Fuel bins, intakes, scoops, Landing skids (tarmac only).
5. Se Koez Frigate G-HS44. 800 tons. Jump-4, 4-G. Model/5. 5 staterooms, 6 crew. 8 hardpoints. 30 tons cargo. Fuel scoops.
6. Tathoe Far Scout S2-BA33. 200 tons, spacious bridge. Jump-3, 3-G. Model/5. 5 staterooms, 5 crew. 2 hardpoints. 8 tons cargo. Fuel intakes, scoops, Landing skids (tarmac only).







A science fiction fanzine for the Far Future

TRAVELLER⁵