

# Amindii

*“Four hands, one purpose.”*

**Overview.** 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.

**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.

**Characteristics.** 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, while Activators have +2 to Strength, and -2 to Intelligence.

**Career.** Careers begin at 14 standard years, physical aging begins at 30 years, and mental aging at 62 years.

**Talent.** Activators have the Hypno talent; Bearers have the Hibernate talent.

	Strength	Dexterity	Endurance	Intelligence	Training	Caste
Egg Layer	2D+12	3D	2D	2D	2D	2D
Activator	2D+14	3D	2D	2D-2	2D	2D
Bearer	2D+12	3D	2D+2	2D	2D	2D

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## Character Generation Notes

Character generation follows the same procedures and concepts as human character generation in Traveller5. Traits specific to this sophont's genetic makeup are given here, which are used as inputs into the character generation and career system in the core rules. Therefore, no special character generation rules are required for aliens in Traveller5. The unique features of the sophont are recorded in this document, and, potentially, notes about how they were imported into the T5 system.

**Gender:** Roll 2D and consult the GENDERS table in the character card to determine gender. Next, consult the GENDER MODS table in the character card to determine characteristic adjustments.

**Example Names:** Amikra, Biakrind, Jorn, Sakra, Tadak.

**Career.** Characters examine the available careers, found in the Traveller5 rulebook, and select one to enlist in. The career process is followed according to Traveller5 rules.

Upon leaving the service and mustering-out, the character is ready to begin adventuring.

**Acquiring a Ship.** Amindii characters may acquire a starship in two ways: first, by purchasing a new ship

(or acquiring it by ship shares) or as an extended loan based on its prior career. In both cases, the ship will be a Human design but specifically with one or two tons of Adaptive Life Support. These are affordances added to a ship design to make it naturally habitable to Amindii. Most noticeably, the atmosphere mix of an Amindii ship will feel noticeably thicker than on a Human ship, but Humans will be able to adapt to it.

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## Travel Guidelines

Amindii travel to other star systems. However, their presence is rare in other systems. Due to their small overall population as a percentage of the Spinward Marches, only a few hundred Amindii *travel*. And of those that do travel, most travel no further than one jump away from Regina.

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## Amindii in the Galaxiad Era

Amindii continue to travel and visit Republic worlds. Diakria (formerly Jenghe) is an Amindii colony. On Regina, more of the Amindii tribes have become industrialized and are economically and culturally linked to the larger Human society. Only the Idinii remain distinctly sovereign and regionally separated. Their independence has been formally recognized, and as a result Regina has an official government description of “Balkanized”.

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## Sources

Beasts & Sophist (TJL)  
Imperiallines No. 6  
Xboat Special Supplement 1

# 02 Amindii Creation Card

SOPHONT CREATION CARD				Size:	108
Sophont Name		Sophont Long Name		StarName & Orbit	
Amindii		Amindii of Regina		Lusor-4 Arr	
Homeworld		UWP and Trade Classifications		HomeStar	
Regina / 1910 Spinward Marches		A788899-C Ri Pa Ph An Sp Sa		F7 V	
Native Status		Environ Roll	Overview	Life Expectancy	
Natives		+1	HBS-T-AA-LL-M	70 years	
Niche and Subniche		Genders	Symmetry	0	
Herbivore Grazer		EAB	Bilateral	1/2	
Native Environment and Locomotion		Castes	Head	1	
Forest Walker		No	Contains brain and senses	2	
Breathes		Species Scent	Torso	2	
Air-8		DII-8YF	Mottled blue camouflage	1	
Characteristics	Senses	Limbgroup 1		3 Chargen Begins	
SDEIES	VHSTP	Arms with hands		2	
C1 Str	Energy	Vision String	Limbgroup 2	4	
4D		V-20 GPB	Arms with hands	2	
C2 Dex	Vibration	Hearing String	Limbgroup 3	5 Physical Aging	
3D		H-14-5433	Vestigial Legs	1	
C3 End	Volatiles	Smell String	Limbgroup 4	6	
2D		S-26-4	Legs	4	
C4 Int	Contact	Touch String	Tail	7	
2D		T-08-5	No	1	
C5 Edu	Fields	Aware String	Skeleton	8 (Phys. Aging -2)	
2D		No	Bony interior	2	
C6 Soc	Auras	Percep String	Skin	9 Mental Aging	
2D		P-25-35	Fine scales	Body Fluids	1
			Hemolymph		

SOPHONT CREATION CARD (BACK)										Sophont LongName: Amindii of Regina					
Activators have the Hypno talent. Bearers have the Hibernate talent.										Notably clumsy with equipment designed for human hands.					
G1 1E	C1	C2	C3	C4	C5	1E	K02	C1	C2	C3	C4	C5			
Egg Donor	0	0	0	0	0	Egg Donor 2									
G2 2A						2A	K03								
Activator	+2			-2		Activator 3									
G3 3B						3B	K04								
Bearer			+2			Bearer 4									
G4						Bearer 5	K05								
G5						Bearer 6	K06								
G6						Egg Donor 7	K07 Common	0	0	0	0	0			
Caste Assignment:						Bearer 8	K08								
No						Activator 9	K09								
Caste Shift						Egg Donor 10	K10								
No						Egg Donor 11	K11								
Gender Assignment						Bearer 12	K12 Unique								
Birth															
Gender Shift															
No															
Caste-Gender Relation															
No															

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Equipment