

# Amindii

## The People Of The Forest

Regina's Indigenous Sophonts

**NIL:** Amindii [= people of the forest]. Herbi- vore grazers. Gender: EAB. Symmetry: 2. Limb Groups: 4. Vision: GBV. Enhanced Ole-factory. Perception. SDEIES 432222. Size: 2.3.

24% of Regina population.

The Amindii are bipedal arthropoid sophonts native to Regina (Spinward Marches 1910). They average about 2.2 meters in height and mass roughly 110 kilograms when full grown. While they superficially resemble the Terran grasshopper or locust, the Amindii have no wings, instead having four arms and four legs (two of which are vestigial). Despite their insectoid appearance, they have a bony skeleton articulated by muscles and covered by a combination of finely scaled skin and larger chitinous plates. Their coloring is not uniform, and instead occurs in dozens of localized colors and patterns.

Centuries of exposure to the Imperium have allowed the Amindii to travel more widely and mingle with Humaniti. However, the majority hold to their traditional ways, including their division into five different linguistic groups (clans) and dozens of tribes. Descended from herbivore grazers who wandered in small groups through the primeval forests of Regina, the Amindii remain strongly tied to their semi-nomadic hunter/gatherer roots. They hunt for reasons other than food, primarily rites of passage and acquisition of useful materials.

## The Walkers in the Forest

Mi\*tii The Forests of Ishkis

Tida\*ii The Forests of Noncredo Ni\*dami Northern Moors of Feni Ka\*Tami The Archipelagoes of Makan  
Idinii The Caverns of Queenland

The Amindii were already spread across much of Regina when the Zhodani first found them sometime during the Imperial Long Night. They had achieved a Tech Level 2 society and begun to develop metalworking and well- organized agriculture. Appreciating the potential of the Amindii, the Zhodani studied the Mi\*ti Tribes of the central western woodlands for several decades before finally making contact. The Mi\*ti adapted surprisingly well to the idea of non-Amindii foreigners, and helpfully pointed out a few possible spots for the Zhodani to set up camp once their needs were made known. The Zhodani found that while the Amindii were amenable to their strange new neighbors, the trade possibilities proved to be limited. The Mi\*ti Amindii simply weren't interested in most of what the Zhodani offered. A low-key trade relationship eventually formed that would carry on for centuries, but had almost no effect on the slowly advancing culture and technology of the Amindii.

When the early Imperium expanded into the Marches, Regina fell under Imperial control. An ideal world for the more settlement-prone Imperials, Regina attracted a colonial effort very quickly. Imperial contact with the Amindii was similar to the experience of the Zhodani. As development continued the Tida\*ii of

Noncredo showed increasing interest in the works of their Imperial neighbors. At first treated as second class workers, curious savages, or obstacles to development, the Amindii were showing signs of unrest by 640. Over the next generation, this Amindii unrest manifested itself primarily as legal challenges to various injustices; the Ni\*dami adopted a variety of relatively sophisticated resistance activities. By about 750, the Tida\*ii were essentially integrated into mainstream human society on Noncredo. On the other hand, the other Amindii tribes have been content with parallel citizenship, substantial semi-sovereign territories (some call them reservations).

At the Imperial Millenium, the Amindii are as much involved in Regina's human society as they desire. The Tida\*ii are thoroughly integrated (and their original culture is rapidly becoming a footnote), while the other tribes maintain their cultures and language. Amindii make up only a quarter of the population of Regina (due mostly to the rapid growth of the human population) but comprise nearly 90% of Regina's rural population.

The planetary government of Regina readily accepts Amindii into civil and military service.

In addition, the Duke of Regina maintains a regiment of Amindii Lift Infantry trained and equipped to Imperial standards. This 4519th Lift Infantry Regiment (Regina's Own) is comparable to the Duke's Human-trooped 4518th.

## **Biology Of Regina**

Much of the native animal life of Regina, including the Amindii, developed from a common ancestral form that reproduced using three genders. Two of the genders supply the genetic material, while the third provides the womb. Many species are seasonal and require the three genders come together in a short span to successfully reproduce. While this is mostly the case with the Amindii, the Bearers, as the third gender is called, can potentially hold an egg for up to a week before fertilization. In many Reginan species the Bearer is drabber in color than the other two to provide better concealment during the most vulnerable stage of pregnancy. Among the Amindii, a color change is the first observable sign that a pregnancy has begun, but each of the nations' Bearers change in different ways. The Ni\*dami of the northern moors actually get more colorful, for example. Gestation takes about ten standard months for the Amindii, and most births are of single children, with a small chance of twins.

While the genders of the Amindii are, in most cases, very similar externally, they do carry the remnants of gender-specific traits still seen in other Reginan life. Surviving through the frequent ash falls and other volcanic events of recent Reginan pre-history has been possible due to a form of hibernation. More common in species downwind of the great volcanos, this ability still echoes through much of the land-based life of Regina, suggesting that periods of apocalyptic ash fall have occurred. The Amindii are no different, though only the Bearers retain conscious control over their hibernation ability. It is thought by xenologists who study the Amindii that they developed sentience and tool use as a response to the volcanic activity, and shed the ability to hibernate when it was no longer needed. Amindii of all genders retain an affinity for tool use, a tendency only strengthened by their often creative approaches to finding food prior to developing agriculture. All Amindii also retain a trace of the hibernation gene, and even those who cannot trigger it consciously find that Imperial Low Berth technology holds less risk for them than it does for Humaniti.

## **Amindii Culture and Language**

As the Amindii spread across Regina they formed five distinct linguistic groups, now identified by nation. Four of the five language groups combine vocalization and posture, hand and foot-hand gestures, and antenna position to express ideas completely, while the fifth, the Idinii, spent a portion of its history underground and depends much more on vocalization with inflection. An Amindii-Galanglic pidgin is also in wide use among the rural tribes who do business with Humaniti.

Amindii voices are not commonly used to express emotion, instead conveying just the basic ideas. Nuance is typically expressed in posture, which each of the Amindii nations interpret differently. This makes Amindii speech seem flat and emotionless to those not familiar with it.

Amindii are community oriented, while at the same time encouraging individual prowess. They feel that a strong community is made up of strong individuals, though they make allowances for the aged and the debilitated. Amindii hunt, farm, and raise children communally in most parts of Regina.

Because of their control over the mating patterns, Bearers wield significant social and political power. The Idinii show this most extremely as the Bearers generally rule their tribes and retain considerable influence even in tribes where they don't rule. The other four nations follow a variety of less extreme social models.

## **Senses**

Amindii vision is acute, centered on the Green-Blue- Purple range. though sensitive to specific wavelengths relating to Regina's sun and the colors commonly reflected by both food and dangerous predators. Similarly, their sense of smell is somewhat better than Human average.

Their skin and nerves are not optimized to allow a fine sense of touch, and their hearing is slightly less sensitive to discerning details than Human average due to structural differences. They compensate for this with a form of whole- body hearing that is sensitive to certain frequencies, most of which are well below Human hearing thresholds.

Finally, Amindii have a sense of Perception and its associated ability to sense the presence of life and emotion, often at great distances. Although they also have Poice, it has not developed into language.

## **Playing the Amindii**

The characteristic rolls and gender specialties are summarized on the Amindii Sophont Creation Card.

It is possible to play either assimilated or rural Amindii, using many of the same cultural differences ascribed to humans from similar cultural situations. Some rural Amindii will adapt readily, while others will remain a bit lost in the wider world for much of their lives.

Rural Amindii typically express the racial affinity for devices and tools as skill levels in Craftsman, though backwoods mechanics are not unknown. Assimilated Amindii, on the other hand, are more commonly found with levels in Mechanic. Some artisans, with those levels in Craftsman, are found in every community.

While rare off Regina, Amindii can be found in any of the high tech careers available in the T5 Core Rules and do not modify the processes used to generate characters except as noted on their Sophont Creation Card.

## **Amindii as NPCs**

Most rural inhabitants of Regina are Amindii. In their sovereign territories, they predominate; in other regions, they share both producer and consumer roles with humans. Most construction and public accommodation is built **to be** hospitable to both species.

In urban settings, they are most commonly encountered as members of the bureaucracy (customs inspectors, enforcers, and security) and in industrial jobs (from air/raft mechanics to fabrication specialists). They rarely take menial or servant positions.

### **Rolling Up The Character**

The Sophont Creation Card (detailed by the Amindii Walk-Thru) governs the rolls when initially generating an Amindii character. The personal characteristics are SDEIES, the same as for Humans. The Characteristics Table on the face of the card shows the rolls for each of the Characteristics.

**Strength:** Roll 4D (3+4+5+6)= 18.

**Dexterity:** Roll 3D (5+2+1)= 8.

**Endurance:** Roll 2D (3+4)= 7.

**Intelligence:** Roll 2D (5+5)= 10.

**Education:** Roll 2D (6+1)= 7.

**Social Standing:** Roll 2D (5+1)= 6.

The Gender tables show there are differences between genders. Roll 2D to determine this character's specific Gender (6+3)= 9 Activator. Activators are +2 in Strength and -2 in Education (there are apparently cultural barriers to Education for Activators). Apply these mods to increase Str (18+2)= 20 and decrease Edu (7 -2)= 5. Gender is assigned at Birth and is Fixed, so it will not change as the Character progresses.

The Life Expectancy table indicates a comparable lifespan when compared to Humans, but with a shorter Teens and a longer Midlife. A 2-year Infancy, an 8-year Childhood, and a 4-year Teens means that the character will begin Character Generation at age 14.

Not every detail of the Amindii has been specified. It needs to be named: randomly pick a clan (Idinii) and apply a syllable indicating membership (ik-) preceded by a random word as a genetic line indicator (Krin), and finally a random personal name (Jorn).

The result is an Amindii character: Jorn Krin ik-Idinii L87A56 Age= 14