

# Droyne

*"Learn by doing."*

**Overview.** The Droyne are a small race derived from flying omnivore gatherers. They look kind of like winged, bug-eyed, bipedal lizards with six limbs, arranged in three pairs. The lowest pair are legs, ending in sharp, strong claws; the middle pair have developed into extensive wings, with a wingspan of 3 or more meters; the upper pair are arms, equipped with four-fingered hands.

They 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.



**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.

**Equipment Note:** Droyne hands cannot use human equipment, and vice versa.

**Characteristics.** Droyne have Agility instead of Dexterity, and 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. The most common Droyne player character is of the Sport caste: record Caste ("CAS") as a 7. .

**Career.** Characters begin their careers at 10 standard years of age. Physical aging begins at 18 standard years, and mental aging at 50 standard years.

|        | Strength | Agility | Endurance | Intelligence | Education | Caste |
|--------|----------|---------|-----------|--------------|-----------|-------|
| Female | 1D       | 2D      | 2D        | 2D           | 2D        | 2D    |
| α Male | 1D+3     | 2D      | 2D        | 2D           | 2D-2      | 2D    |
| β Male | 1D       | 2D+3    | 2D        | 2D           | 2D-2      | 2D    |

## 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.

**Naming.** The wiki has guidelines on sophont names and words. While not necessary, using sopront-specific names adds to the flavor and atmosphere of the game. Common Droyne names include Edosmisso, Nonoyso, Oysus, Poyu, and Tsaykayss.

**Caste.** The nature of Droyne society stems from the caste system, which dictates much of the interaction between groups, and also influences government, warfare, and a variety of other matters. Caste is the single most important factor influencing Droyne personality; it determines the types of skills and careers available to the individual, as well as almost every other feature of his mental and physical make-up.

Which caste a Droyne belongs to seems to be triggered by environment and diet, the effects of which are awakened in an individual during the Iskyar, the Ceremony of Casting. At the Iskyar, Droyne youths are assigned a caste, and aspects of the ceremony initiate and reinforce existing genetic "programs" latent in the sophont. The ceremony is little understood outside Droyne society, and is shrouded in mystery, but what does seem clear is that any youthful Droyne has the potential to become a member of any caste.

The six primary castes are:

**Worker (Aydin):** Manual labor and mundane activity.

**Warrior (Aydih):** Soldiers and marines. Strong, with high reflexes and a tactical mind. Typically larger than humans.

**Drone (Aydrroth).** Functionaries. A kind of middle-management caste which handles the routine functions of business, trade, and administration.

**Technician (Ayssath):** Builders, fixers, and scholars, small but dexterous and intelligent, showing expertise and initiative within their area of expertise.

**Leader (Aykrusk):** Captains, officers, and patriarchs. These are the most intelligent of all Droyne, with the highest initiative and intuitive thought. They are also highly driven and possessive of their *oytrip*. They use the Sport caste for diplomacy and negotiations.

**Sport (Praytsirv):** Scouts, couriers, belters, diplomats, and pilots. The individuals of high initiative who can work alone for long periods of time. Sports average around 1.5 meters in height and are about equivalent to drones in intelligence.

**The Uncasted:** Typically small and semi-intelligent. Droyne groups which have lost the ability to caste live primitively and are called **Chirpers**. They are fairly common.

**Career.** Career is dependent on the caste of the individual, as explained above. 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.** Usual procedures are followed for most starship purchase.

**Flying.**

## Travel Guidelines

Droyne adapt their procedures easily to the dominant customs of any region of space. When in Zhodani space, they adopt Zhodani customs; when in Imperial space, they adopt Imperial customs. They operate similarly in Aslan and Vargr space; they avoid K'kree space. Overall, this adaptability makes Droyne star-ships very successful in interstellar trade.

**Crewing:** Small Droyne scouts can be operated by one Droyne (almost always Sports); other ships are crewed by a minimum of one Droyne fraternity or family. The formation of fraternities and families is often influenced by the potential for various members for handling the necessary crew positions.

as a result of aspects of Droyne culture and

**Stewards:** The natural predisposition of Droyne drones to handle the duties of a steward makes them a valued asset to a passenger carrying ship. Steward skill normally serves as a positive DM on the Passenger Table for high passengers; a Droyne drone steward on a ship is treated as having double steward skill for the purpose of attracting high passengers.

**Ship Design and Construction:** Droyne ship design is essentially identical to Imperial ship design, but rarely at higher than tech level 13.

Droyne have lower metabolic requirements for life support and they have a basic need for the companionship of their fraternity or family. On any normally designed ship, one stateroom will easily hold two Droyne, and life support costs per individual are about half normal. As a result, two Droyne can occupy one stateroom; double occupancy allows four Droyne per stateroom.

Specifically designed Droyne ships have one large stateroom for each six individual Droyne; the staterooms themselves are constructed to have interconnecting doors enabling the entire family or fraternity to live together.

## Droyne in the Galaxiad Era

Droyne Sports make useful guides in the Wilds, and may know local conditions better than most. 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 ships in the Galaxiad are built at a tech level appropriate to their purpose. While maintainability is typically valued over high technology, survivability in risky areas trumps all other considerations.

## Droyne Timeline

| <i>Imp.</i> | <i>Event</i>             |
|-------------|--------------------------|
| -500,000    | City-states on Eskayloyt |
| -470,000    | The Long Plateau at TL 5 |
| -350,000    | Ancients Period          |
| -300,000    | The Ancients War         |
| -75,000     | Koynisin Renaissance     |

## Sources

For more detail on the Droyne, please consult the [Traveller wiki entry](#), the classic Traveller [Alien Module 5: Droyne](#), or the MegaTraveller [Referee's Companion](#). This document was written with those supplements in mind, as well as the [Traveller5 core rules](#) and [Xboat Special Supplement 1](#).

# 02 Droyne Creation Card

| SOPHONT CREATION CARD             |           |                               |                         |             |  | Size:              | 48 |
|-----------------------------------|-----------|-------------------------------|-------------------------|-------------|--|--------------------|----|
| Sophont Name                      |           | Sophont Long Name             |                         |             |  | StarName & Orbit   |    |
| Droyne                            |           | Droyne of Eskayloyt           |                         |             |  | ?                  |    |
| Homeworld                         |           | UWP and Trade Classifications |                         |             |  | HomeStar           |    |
| Eskayloyt / unknown location      |           | ?484???-?                     |                         |             |  | F? V               |    |
| Native Status                     |           | Environ Roll                  | Overview                |             |  | Life Expectancy    |    |
| Transplants                       |           | 0                             | HBS-T-AW-LN-T           |             |  | 64 years           |    |
| Niche and Subniche                |           | Genders                       | Symmetry                |             |  | 0                  |    |
| Omnivore Gatherer                 |           | EAB                           | Bilateral               |             |  | 1/2                |    |
| Native Environment and Locomotion |           | Castes                        | Head                    |             |  | 1                  |    |
| Flyer                             |           | Yes                           | Brain and senses        |             |  | 1                  |    |
| Breathes                          |           | Species Scent                 | Torso                   |             |  | 2                  |    |
| Air-8                             |           | DRO-YNE                       | Yes                     |             |  | 1                  |    |
| Characteristics                   | Senses    |                               | Limbgroup 1             |             |  | 3 Chargen Begins   |    |
| SAVIEK                            |           |                               | Arms with hands, talons |             |  | 1                  |    |
| C1 Str                            | Energy    | Vision String                 | Limbgroup 2             |             |  | 4                  |    |
| 1D                                |           | V-16-BPS                      | Wings                   |             |  | 1                  |    |
| C2 Agi                            | Vibration | Hearing String                | Limbgroup 3             |             |  | 5 Physical Aging   |    |
| 2D                                |           | H-18-53/63                    | Legs                    |             |  | -                  |    |
| C3 End                            | Volatiles | Smell String                  | Limbgroup 4             |             |  | 6                  |    |
| 2D                                |           | S-16-01                       | No                      |             |  | -                  |    |
| C4 Int                            | Contact   | Touch String                  | Tail                    |             |  | 7                  |    |
| 2D                                |           | T-20-03                       | Yes                     |             |  | 4                  |    |
| C5 Edu                            | Fields    | Aware String                  | Skeleton                |             |  | 8 (Phys. Aging -2) |    |
| 2D                                | ????????  | A-18-05                       | Bony interior           |             |  | 4                  |    |
| C6 Cas                            | Auras     | Percep String                 | Skin                    | Body Fluids |  | 9 Mental Aging     |    |
| 2D                                | ????????  | P-14-03-03                    | Scales                  | Blood       |  | 3                  |    |

| SOPHONT CREATION CARD (BACK)                                                 |    |    |    |    |    |     |               |    |    |    | Sophont LongName:<br>Droyne of Eskayloyt |    |
|------------------------------------------------------------------------------|----|----|----|----|----|-----|---------------|----|----|----|------------------------------------------|----|
| <b>WARNING:</b> I think the caste characteristic mods are too generous here. |    |    |    |    |    |     |               |    |    |    |                                          |    |
| G1 1E                                                                        | C1 | C2 | C3 | C4 | C5 | 1E  | K02           | C1 | C2 | C3 | C4                                       | C5 |
| G2 2A                                                                        | 0  | 0  | 0  | 0  | 0  | E 2 | Drone Medic   | +3 | +2 |    |                                          | +2 |
| G3 3B                                                                        | +3 |    |    |    | -2 | 2A  | K03           |    |    |    |                                          |    |
| G4                                                                           |    | +3 | +2 |    | -2 | A 3 | Warrior Pilot | +2 |    |    | -2                                       | +2 |
| G5                                                                           |    |    |    |    |    | 3B  | K04           |    |    |    |                                          |    |
| G6                                                                           |    |    |    |    |    | B 4 | Warrior       | +2 | +2 | +2 | -2                                       | -2 |
| Caste Assignment:<br>At Iskyar                                               |    |    |    |    |    |     | K05           |    |    | +2 | +2                                       | +2 |
| Caste Shift<br>No                                                            |    |    |    |    |    |     | K06           |    |    | +2 | +2                                       |    |
| Gender Assignment<br>At Iskyar                                               |    |    |    |    |    |     | K07 Common    |    |    |    |                                          |    |
| Gender Shift<br>No                                                           |    |    |    |    |    |     | K08           | 0  | 0  | 0  | 0                                        | 0  |
| Caste-Gender Relation<br>Gender is rolled after caste.                       |    |    |    |    |    |     | K09           | +2 | +2 |    | -2                                       | -2 |
|                                                                              |    |    |    |    |    |     | K10           | +2 | +2 | +2 | -2                                       | -2 |
|                                                                              |    |    |    |    |    |     | K11           | +2 |    | +2 | +2                                       |    |
|                                                                              |    |    |    |    |    |     | K12 Unique    |    | +2 |    | +2                                       |    |

## PSIONICS

## SHIP LIST

The following Droyne ships are standard designs found in Charted Space.

### **Scout Ship (Syunutstryak class / S-AS22).**

Using a 100-ton streamlined hull, the Droyne Syunutstryak is a small Scout ship designed for elementary exploration and courier duties; it is typically assigned temporarily to a kroyloss. It is fitted with "A"-class drives, giving performance of Jump-2 and 2G acceleration. Attached to the bridge is a computer Model1/bis. There is one six-passenger stateroom, outfitted for six Droyne; it is usable for three humans with minor alterations (equivalent to 3 standard staterooms). There are no low berths. The ship has one hardpoint; installed on the hardpoint is one triple turret armed with three beam lasers. There is one ship's vehicle: an air/raft. Cargo capacity is 6 tons.

The ship requires a crew of one: a pilot/astrogator/engineer. The ship can carry a total of six Droyne. MCr 82.

**Free Trader (Miymosa class / A-BL11).** Using a 200-ton Lifting Body hull, the Droyne Trader is operated as a tramp merchant vessel, usually on an unscheduled basis between Droyne worlds. It is equipped with "A"-class drives, and is capable of Jump-1 and 1G acceleration. Attached to the bridge is a computer Model/1. There are 11 standard staterooms and no low berths. The ship has two hardpoints; installed on the hardpoints are two single turrets armed with missile racks. There are no ship's vehicles. Cargo capacity is 88 tons.

The ship requires a crew of five: pilot, astrogator, engineer, steward, and medic. Gunners may be added as needed. The crew is typically a Droyne tyafelm or kroyloss. The ship can carry 8 passengers and no low passengers. MCr 61.

**Far Trader (Loskay class / A2-CA22).** Using a 300-ton hull, the Loskay-class Far Trader mounts jump drive-C, maneuver drive-C, and power plant-C, giving a performance of jump-2 and 2G acceleration. Fuel tankage supports a 2 parsec jump, at 30t per parsec, and one month of operations. Attached to the bridge is a Computer Model/2. There are 5 crew ('double-Droyne') staterooms, 12 standard staterooms, and 9 standard-sized low berths. Installed weaponry include one T2 Beam Laser and one T2 Sandcaster. Cargo capacity is 55 tons. The ship has an airframe hull, with scoops, intakes, and bins for frontier refueling. Its undertonned design gives it a +1 in atmospheric operations.

The ship carries 1 Launch. The ship has 9 crew,

and can carry 12 passengers and 9 low passengers. MCr 103.

**Escort (Tweyo class / E-CA62). A TL16 ship used in the Galaxiad milieu.** Using a 300-ton hull, the Tweyo-class Escort mounts jump drive-C, maneuver drive-H, and power plant-H, giving a performance of jump-2 and 6G acceleration. Fuel tankage supports a 2 parsec jump, at 27t per parsec, and 2 months of operations. Attached to the bridge is a Computer Model/4. There are 5 standard staterooms (roomy enough for two Droyne each), two luxury passenger staterooms, and barracks for 20 Droyne troops (or 10 Humans). Installed weaponry include one B1 Particle Accelerator, one B1 Missile, and one T3 Beam Laser. Select models carry a bolt-in black globe generator. Cargo capacity is 20 tons. The ship has an airframe hull, with scoops, intakes, and bins for frontier refueling. Its undertonnage design grants a +2 bonus in atmospheric operations.

The ship carries 2 Gigs. The ship has 9 Droyne crew and up to 20 Droyne troops. It can carry 6 Droyne passengers (or 2 Human passengers in luxury). MCr 233.

### **Military Transport (Bretremoy class / T-KU33).**

Using a 1,000-ton unstreamlined hull, the Droyne Transport Bretremoy is a military ship typically placed in service for a Droyne oytrip. It is fitted with the Nethosmeres-1 Grid E3 jump drive, the Themyo Oe.33 maneuver drive, and the Domisse Mk3913-O power plant, and is capable of Jump-3 and 3G acceleration. Attached to the bridge is a computer Model/3. There are 4 triple-Droyne crew staterooms, 4 six-Droyne passenger staterooms, ten squad barracks, and no low berths. The ship has 10 hardpoints; installed on the hardpoints are 10 single barbettes armed with particle accelerators. There is one ship's vehicle: a cutter. Cargo capacity is 278 tons; the space is large enough to provide hangarage for a craft displacing up to 260 tons.

The ship requires a crew of 8: pilot, astrogator, 5 engineers, and medic. Up to 3 stewards may be added. The ship's troops man the guns. The ship can carry 24 passengers and no low passengers. MCr 323.