Vargr

"Urrh, I haven't got time to think about consequences!" – Valtra, legendary Vargr pirate queen.

Overview. Vargr descend from uplifted Terran canids. They are typically 1.6 meters in height and 66 kilograms in mass. They are upright, bipedal carnivores, rear limbs digiti-grade, 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.

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.

Characteristics. 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.

Career. Careers begin at 18 standard years, physical aging begins at 34 years, and mental aging at 66 years.

	Strength	Dexterity	Vigor	Intelligence	Education	Charisma
Female	2D	2D	3D	2D	2D	2D
Male	2D+1	2D-1	3D+3	2D	2D	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 Vargr short names includes Azu, Etaez, Khueruk, Okue, and Saezkaz.

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.

Most career types are open to Vargr. Typically, these are careers which may lead characters into an adventuring life, both legal (for example, mercenary, merchant, explorer) and less than legal (for example, privateer or pirate).

Acquiring a Ship. Ships obtained as a result of mustering out benefits are free and clear, though optionally characters or the referee may specify a background which will involve further complication-a task still to be performed, or the ship as the product of a hijacking or raid, etc.

Acquiring Ships In the Vargr Extents. Because of the instability of Vargr economics, bank financing is rarely attainable. Characters seeking to acquire a starship require either cash, or a wealthy patron (a business, government, or organization) willing to provide a ship in payment for services rendered.

Because the former approach is out of reach of most individuals, it is the latter route which is most frequently taken by small groups wishing to acquire a starship. Agreements relating to obtaining the necessary backing to acquire a ship may be simple (the ship as "payment" for a specific task), or complex (involving service for a particular period of time or under particular conditions); the more complex the arrangement, the less likely it is to work out, because of changes in the conditions surrounding the agreement over the course of time.

It is up to the referee to determine appropriate conditions; it should not be too easy to get a ship, but neither should it be completely impossible.

Travel Guidelines

Travel Priority. In the Vargr Extents, characters may be "bumped" from a berth, not by a superior class of ticket, but by a character with higher charisma. They may, in turn, "bump" other passengers of lower charisma.

Hijacking. This and other crimes are somewhat more frequent in Vargr space than in the Imperium. Roll 7 < 3D (DMs as desired by the referee) once each trip.

Skipping. Skipping is not commonly a problem, because ships are rarely purchased on credit in the Vargr Extents (Vargr society is too unstable to have made credit a viable economic tool in most areas). Impose skipping situations only by discretion, rather than on a regular, random basis.

Ship Expenses in the Vargr Extents. Ship costs and all fixed expenses are subject to considerable fluctuations. Fuel, life support, maintenance, and berthing costs will vary from planet to planet. Crew salaries are negotiated on an individual basis. When player characters are hiring NPCs, salaries can be set as desired, using the Traveller5 personal interactions process.

There are no established mail contracts within the Vargr Extents.

Vargr in the Galaxiad Era

Vargr are the second largest population group in the Empire, occupying many of the worlds to coreward. They continue their typical pattern of unstable social orders and governments. The influence of the Zhodani and Imperial Humans have stabilized their world governments. Within the Republic, Vargr governments last three or four generations. Still, this makes the Republic's coreward border the most unstable and mercurial.

Sources

Alien Module 3: Vargr.
MegaTraveller Referee's Companion.
Traveller5 Core Rules.
Xboat Special Supplement 1.

SOPHONT CREATION CARD

Size: 66

Sophont Name	Sophont Long Name	StarName & Orbit
Vargr	Vargr of Lair (Provence 2402)	Knegg-3

Homeworld	UWP and Trade Classifications	HomeStar
Lair (Provence 2402)	A8859B9-F	G5 V

Native Status	Environ Roll	Overview	Life Expectancy
Natives	-	HBS-T-AN-LN-T	74 years

Niche and Subniche	Genders	Symmetry	0
Carnivore Chaser	FM	Bilateral	½

Native Environment and Locomotion	Castes	Head	1
Plains Walker	No	Senses and Brain	2

Breathes	Species Scent	Torso	2
Air-8	VAR-03Z		2

Characteristics	Senses		Limbgroup 1	3 Chargen Begins
SDVIEC			Arms with hands	2

C1 Str	Energy	Vision String	Limbgroup 2	4
2D		V-20-RxB	None	2

C2 Dex Agi Gra	Vibration	Hearing String	Limbgroup 3	5 Physical Aging
2D		H-18-B4B3	Legs	2

C3 End Vig Sta	Volatiles	Smell String	Limbgroup 4	6
3D		S-20-4	None	2

C4 Int	Contact	Touch String	Tail	7
2D		T-06-2	Yes	2

C5 Edu Tra Ins	Fields	Aware String	Skeleton	8 (Phys. Aging -2)
2D		Unaware	Bony interior	2

C6 Soc Cha Cas	Auras	Percep String	Skin	Body Fluids	9 Mental Aging
2D		Oblivious	Furry pelt	Blood	2

SOPHONT CREATION CARD (BACK)

Sophont LongName: Vargr of Lair

50% Female, 50% Male.

	C1	C2	C3	C4	C5				C1	C2	C3	C4	C5
G1 1FE	0	0	0	0	0	1FE Female 2	K02						
G2 2MA	+1	-1	+3			2MA Male 3	K03						
G3 3NB						3NB Female 4	K04						
G4						Male 5	K05						
G5						Female 6	K06						
G6						Male 7	K07 Common		0	0	0	0	0
Caste Assignment: None						Female 8	K08						
Caste Shift None						Male 9	K09						
Gender Assignment Birth						Female 10	K10						
Gender Shift None						Male 11	K11						
Caste-Gender Relation None						Female 12	K12 Unique						

Starships

Aedokhaz Privateer (PQ-DA41) TL 17, MCr 187

Using a 400-ton, TL-17 hull, the Aedokhaz-class Privateer is a corsair design manufactured in the Tuglikki sector by Humbolt Research & Design and sold to traders who travel in unpatrolled regions, or who travel without gunned escorts. It is fitted with the Ghafo L-226D jump drive, the Knudhue Mark 1 hop drive, the Vaeno Gravitics H4.4 maneuver drive, and the Gozoukhs Power H power plant, giving performance of Hop-1, Jump-1 and 4G acceleration. Fuel tankage supports one month of operations, and up to two interstellar jumps/hops. Attached to the standard bridge is a Computer Model/2 std. Installed weaponry include two T3 Missiles, one T3 Jump Damper, and three firmpoint Beam Lasers.

There is an owner's suite, an XO stateroom, two officer staterooms, four spacer niches, four barracks, and twelve low berths. The ship does not carry passengers. Cargo capacity is 74 tons. The ship has an airframe hull, with scoops and intakes for frontier refueling. The ship has a hangar for holding one 40 ton small craft.

This ship is a 1902-era vessel. Extremely rare in 1902, it becomes more common with time. A TL-16 version is available before 1902, with no hop drive and an extra 15 spare tons.

Az Alrrak Raider (P-DA62) TL 12, MCr 386

Built around a 400t airframe hull, the Az Alrrak Intruder was originally designed to combat corsairs in the Vargr Extents, but instead became a choice vehicle for piracy. It is fitted with the Kforou Systems D12-2z jump drive, the Voukkoez AH-4 maneuver drive, and the Gozoukhs Power H power plant, and is capable of Jump-2 and 4G acceleration. Fuel tankage supports one jump-2 and one month of operations. Attached to the bridge is a computer Model/2. There are four hardpoints, all with triple turrets: two are missile launchers, one is a sandcaster, and one is a beam laser. At TL11, the vessel is able to match the firepower of higher tech craft, but has inferior sensors. Upgraded sensors are a common sight on these vessels.

The Az Alrrak requires a crew of 11: captain, XO, pilot, astrogator, medic, three engineers, and three gunners. There are eight standard crew staterooms, two 4-ton officers' staterooms, and one captain's suite. Twelve low berths hold the ship's troops. There is also a 6 ton medical clinic and surgery.

Dhaztuen Packet (M-FU13) TL12, MCr156

Using a 600-ton hull, the Dhaztuen-class Vargr packet is a large merchant vessel intended to carry passengers and freight to ports of convenience. It has jump drive-J, maneuver drive-D, and power plant-J, giving a performance of jump-3 and 1G acceleration. Fuel tankage of 198 tons supports one jump-3 and one month of operations. Adjacent to the bridge is a computer Model/2bis. There are 36 staterooms and 10 low berths. The ship has six hardpoints and six tons allocated to fire control. Installed on the hardpoints are six single turrets: two single beam lasers, two single missile racks, and two single sandcasters. There is one ship's vehicle: a 95-ton shuttle. Cargo capacity is 33 tons (supplemented by 49 tons capacity in the shuttle, which generally travels loaded). The ship is unstreamlined.

The Vargr packet requires a crew of nine: pilot, navigator, three engineers, medic, and three stewards. Provision is made for three additional crew -- gunners -- with the stewards trained to fill the other gunnery positions. The ship can carry 24 high or middle passengers and 10 low passengers. The pilot and a steward/gunner crew the shuttle. The shuttle can carry 44 passengers and 49 tons of cargo.

Se Koez Frigate (G-HS44) TL 13, MCr 323

Using an 800-ton hull, the Se Koez is a Vargr frigate – a typical small warship used on patrol, military, and anti-corsair missions. It sports the Ghafo L-448R jump drive, the Vaeno Gravitics R4.1 maneuver drive, and the Viraz 4.5R/t power plant, giving performance of Jump-4 and 4G acceleration. Fuel tankage supports 1 month of operations and one jump-4. On the bridge is a computer Model/5.

There are 5 staterooms, 2 spacer niches, barracks, and 5 emergency low berths. Weaponry consists of one particle accelerator bay, one missile bay, a quad turret CommCaster, and two triple beam laser

turrets. There is one dual barbette nuclear damper. There are two ship's vehicles: a 40-ton pinnace, and a GCarrier. Cargo capacity is 25 tons. The ship is streamlined.

The Vargr frigate requires a crew of seven: pilot, astrogator, medic and four engineers. Four gunners, two pinnace pilots, and two pinnace gunners are carried in the troops' barracks. Frigates on patrol duty generally carry 12 combat troops for boarding parties in the barracks; with full occupancy, up to 32 troops can be carried when ground fighting or prolonged operations are expected. The ship is not intended for the transport of paying passengers.

Tathoe Courier (S2-BA33) TL13, MCr126

Using a 200-ton hull, the Vargr courier is intended for transportation of messages and envoys rapidly over interstellar distances. It is equipped with the Knudhue Mark 3 jump drive, the Sizful 330m maneuver drive, and the Koellaez Foellghouk C power plant, and is capable of Jump-3 and 3G acceleration. Fuel tankage of 64 tons supports 2 weeks of operations and one jump-3. On the bridge is a computer Model/5. There are 5 staterooms and no low berths. The ship has two single turrets: each mounts one beam laser. There is one ship's vehicle: a modular cutter, used as a ship's boat. Cargo capacity is 8 tons. The hull is a streamlined airframe with collapsing wings and fins.

The Vargr courier requires a crew of four: pilot, astrogator, engineer, and medic, with one spare stateroom. Double occupancy permits the addition of up to five others, such as gunners, emissaries, or other passengers. The ship is not intended for commercial passenger carriage.