

# Virushi

*"Quote here"*

**Overview.** The Virushi are among the largest intelligent species encountered by Humaniti. They are about 3.1 meters tall (or long), and 0.6 m wide and deep. They mass about one ton. Formidable in appearance, they are gentle giants with a core philosophy that respects all life as an essential part of the universe. Those who travel beyond Virshash do so to practice that philosophy, for example as doctors dedicated to the healing arts.

Their four arms are divided into a dextrous upper pair, and a heavily muscled lower pair. They have poor vision and hearing, and their voice is faint and breathy in typical atmospheres.

**Playing Virushi.** Virushi are individualistic and gentle pacifists. They do not seek conflict, and rarely carry weapons. They are polite and unassuming, even when in pain or facing a threat.

They don't give orders, though they will make suggestions. Their sheer massiveness alone is persuasive, and can inspire obedience to their timid advice.

They don't take orders, either. Of course, they may be persuaded to work for a common good.

They prefer negotiation to combat. The exception is when the lives of their friends or charges are threatened. In this case, they will fight, humbly and apologetically dealing violence to their antagonists.

**Equipment Note:** Virushi upper arms can handle human equipment, but it tends to break in their hands. They wear **oversized** Vacc suits and armor.

**Characteristics.** Their bulky size (Bulk=5) translates to a very high strength.

Psionics is as common with Virushi as it is with humans.

**Career.** Virushi will not join a military career. Social standing does not increase during careers; instead, apply such bonuses to education. Their career begins at 18 standard years. Physical aging begins at 26 yards, physical aging-2 begins at 54 years, and mental aging begins at 70 years.



	Strength	Dexterity	Endurance	Intelligence	Education	Social Standing
Female	12+5D	3D	2D	2D	2D	2D-2
Male	12+5D	3D	2D	2D	2D	2D-2

## 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.** While not necessary, using sopront-specific names adds to the flavor and atmosphere of the game. Travelling Virushi adopt single-syllable Human names (such as “Fred,” “Cheng,” or “Belle”) for convenience when dealing with Humans.

**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.

Many career types are open to Virushi. They do not take orders well, and therefore do not join the military. They are drawn to dedicated, adventurous careers that allow them to help others, such as search and rescue operations or disaster response. They also do well as scholars, independent merchants, and scouts or belters.

Within these careers, exploration, trades, and medical and interpersonal skills predominate. Some may be found in medical service in war-torn zones — they even sometimes turn up in the company of military units; no sensible commander refuses the request of a Virushi medic to join a posting as an “attached civilian”.

**Skill Notes.** Virushi require three knowledges in weapon skills before gaining Fighter-1.

**Acquiring a Ship.**

## Travel Guidelines

Factors relating to Virushi travellers are noted here.

A Virushi requires twice the space of a human. This may be calculated in two ways. The first way is that staterooms must be at least four tons; a two ton stateroom is cramped and uncomfortable to them and is liable to be accidentally damaged. The other way to deal with this is simply to impose a DM-2 to passenger demand (for Virushi passengers) or to crew comfort (for Virushi crew).

They also consume twice the life support allowance as a human; thus a standard one-ton life support module supports only 10 Virushi.

To them, standard air pressure is like a thin atmosphere to humans; thus they prefer their cabin air thicker (“soupy”). Adaptable life support is required for the shipboard comfort of Virushi.

**Virushi Vacc Suit-11.** 80 kg, KCr 100.

An oversized vacc suit tailored to fit Virushi. Armor value 22. Includes EM Cage protection (13), Flashproof (8), Radproof (9), Soundproof (9), Insulated (13) and Sealed (13).

## Virushi in the Galaxiad Era

The Wave did deep and lasting harm, as insanity resulted in never-before-seen Virushi violence against Virushi. The mainworld was marked a red zone until the “berserker generation” finally died off.

In the Galaxiad era, the Virushi and at least two colony worlds have returned to a peaceful, low-tech existence. They do business with any traders who may visit. Pirates are not tolerated, and are typically put to death with the abject and sincere apologies of their intended victims.

## Virushi Timeline

<i>Virushi Imp.</i>	<i>Event</i>
-1935	-9000 Rise of Virshash Agriculture
0	-7064 Virshash calendar origin
4705	-2360 Solomani Contact (AD 2158)
4714	-2250 Irlaggur colonized.
4726	-2100 Urlaggash colonized.
4933	380 Virshash joins Third Imperium
4994	1111 Golden era of Third Imperium
5001	1201 The New Era
5013	1347 The Wave hits Virshash
5060	1902 The Galaxiad Era

# 02 Virushi Creation Card

SOPHONT CREATION CARD				Size:	1000
Sophont Name <b>Virushi</b>		Sophont Long Name <b>The Virushi of Virshash</b>		StarName & Orbit <b>Thintle-6</b>	
Homeworld <b>Virshash / 2724 Reaver's Deep</b>		UWP and Trade Classifications <b>DA86954-6</b>		HomeStar <b>F9 V</b>	
Native Status <b>Natives</b>		Environ Roll <b>0</b>	Overview <b>HBS-T-AA-LL-T</b>		Life Expectancy <b>82 years</b>
Niche and Subniche <b>Herbivore Grazer</b>		Genders <b>FM</b>	Symmetry <b>Bilateral</b>		<b>0</b> <b>1/2</b>
Native Environment and Locomotion <b>Plains Walker</b>		Castes <b>-</b>	Head <b>Contains brain and senses</b>		<b>1</b> <b>2</b>
Breathes <b>Air-8</b>		Species Scent	Torso <b>yes</b>		<b>2</b> <b>2</b>
Characteristics		Senses		Limbgroup 1 <b>Arms with dextrous hands</b>	
C1 Str <b>12+5D</b>		Energy	Vision String <b>V-10-GBP</b>	Limbgroup 2 <b>Heavy arms with strong hands</b>	
C2 Dex <b>3D</b>		Vibration	Hearing String <b>H-14</b>	Limbgroup 3 <b>Legs</b>	
C3 End <b>2D</b>		Volatiles	Smell String <b>S-16</b>	Limbgroup 4 <b>Legs</b>	
C4 Int <b>2D</b>		Contact	Touch String <b>T-16</b>	Tail <b>Yes</b>	
C5 Edu <b>2D</b>		Fields	Aware String <b>No</b>	Skeleton <b>Internal, bony</b>	
C6 Soc <b>2D-2</b>		Auras	Percep String <b>No</b>	Skin <b>Plates (armor = 5)</b>	Body Fluids <b>Blood</b>
				3 Chargin Begins <b>2</b>	
				4 <b>0</b>	
				5 Physical Aging <b>3</b>	
				6 <b>3</b>	
				7 <b>1</b>	
				8 (Phys. Aging -2) <b>4</b>	
				9 Mental Aging <b>3</b>	

SOPHONT CREATION CARD (BACK)														Sophont LongName: The Virushi of Virshash				
Natural Armor = 5																		
G1 1F Female	C1 0	C2 0	C3 0	C4 0	C5 0	1FE Female	2 2	K02	C1	C2	C3	C4	C5					
G2 2M Male	0	0	0	0	0	2MA Male	3 3	K03										
G3 3NB						3NB Male	4 4	K04										
G4							5 5	K05										
G5							6 6	K06										
G6							7 7	K07 Common	0	0	0	0	0					
Caste Assignment: No							8 8	K08										
Caste Shift No							9 9	K09										
Gender Assignment Birth							10 10	K10										
Gender Shift Progression							11 11	K11										
Caste-Gender Relation No							12 12	K12 Unique										

## SHIP LIST

The following ships are custom designs built to order for Virushi Imperial citizens. Whether they still exist in the Galaxiad era is an open question.

### **Long Range Courier (Gnush class / S-BS13):**

Using a 200-ton hull, this scout is designed primarily for Virushi exploration duties. It mounts jump drive-C, maneuver drive-A, and power plant-C, giving performance of jump-3 and 1-G acceleration. Fuel tankage of 66 tons supports the power plant and one jump-3. Adjacent to the bridge is a computer Model/3. There are six large staterooms and no low berths. Installed weaponry consists of two hybrid (L-M-S) triple turrets. There are no ship's vehicles. Cargo capacity is 20 tons. The hull is streamlined, with landers and fuel scoops. It is capable of water landings.

The scout requires a crew of six: pilot, astrogator, engineer, medic, and up to two gunners. MCr82.

### **Frontier Merchant (Uqhayer class / RF-DS12):**

Using a 400-ton hull, the Virushi trader is a basic interstellar merchant ship, carrying a mix of cargo and passengers. It has jump drive-D, maneuver drive-B, and power plant-D, giving performance of jump-2 and 1-G acceleration. Fuel tankage of 80 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/1bis. There are eight crew staterooms and eight passenger staterooms. There are four hardpoints, with two hybrid (L-M-S) turrets installed. There are no ship's vehicles. Cargo capacity is 130 tons. The ship is streamlined, with landers and fuel scoops. The ship is capable of water landings.

The trader requires a crew of five: pilot, astrogator, engineer, medic, and purser/steward. It can carry up to eight passengers. MCr105.

### **Rapid Response Ship (Urlaqqash class / NR-JL42):**

Using a 900 ton hull, the Urlaqqash class Rapid Response Ship mounts jump drive-J, maneuver drive-T, and power plant-T, giving a performance of jump-2 and 4G acceleration. Fuel tankage supports a 1 parsec jump and 2 months of operations. An on-board Collector supports a 2 parsec jump. Attached to the bridge is a Computer Model/4. There are 32 staterooms and 36 medical low berths, all sized for Virushi. Installed weaponry include four hybrid triple turrets. Cargo capacity is 2 tons, plus six fitted bays that hold cutter modules. There are two carried craft: modular cutters fitted for Virushi crew. The ship has a lifting body hull, with scoops, intakes, and bins for

frontier refueling.

The Urlaqqash requires seven crew: Pilot, Astrogator, Medic, and four Engineers. Additional crew may be added for guns, sensors, and so on. The ship may carry up to 20 passengers; these are either mission specialists or rescued people. MCr 546.

A lab variant of this ship repurposes the spaces for research.