

# S'mrii

*"Stability without stagnation, order without repression."*

**Overview.** The S'mrii are descended from flying carnivore/pouncers native to Mimu (Dagudashaag 0208). They average 1.8 meters in height and 56 kg in mass. Because their homeworld is a low-gravity planet, they have a comparatively light bone structure. Their forward limbs have well-developed hands, while the center pair of "claw hands" can be used to grasp or steady equipment, but less dextrously.

Their ancestors hunted by ear rather than eye; thus, while S'mrii vision has a broad angle and ranges from near-IR through near-UV, its strength is quite weak. Their hearing has a wider range than Humans, extending into higher frequencies.

They are poikilothermic, and therefore are sensitive to rapid changes in temperature. They can overcome this with hot/cold thermal suits. In the absence of such technological remedies, they tend to become sluggish in cold conditions (Cold-1) and lethargic in hot conditions (Hot-1). The S'mrii cardiovascular system is less efficient than Humans'. Conversely, they have a greater tolerance for higher pressures than do humans, and are less subject to nitrogen narcosis.

S'mrii can live 200 standard years or more.

**Playing S'mrii.** S'mrii are conditioned to control their aggression. When they must fight, they prefer to win combat as quickly as possible. Additionally, they think leadership should be based on technical aptitude rather than psychological ability; this may cause them to behave somewhat naively if they are not careful.

**Characteristics.** S'mrii have 1D Strength and 3D Vigor. Vigor is halved for tasks requiring Endurance. Training requires a different learning environment than Education -- trade schools are a potential analogue to S'mrii Training.

**Career.** Careers begin at 32 standard years, physical aging at 76 years, and mental aging at 212 years.



	Strength	Dexterity	Vigor	Intelligence	Education	Caste
Female	1D	2D	3D	2D	2D	2D
Male	1D+2	2D+1	3D-2	2D	2D	2D

## Castes ("Phyla"):

2	3	4	5	6	7	8	9	10	11	12
Labor	Guard	Clerk	Teacher	Advisor	Assistant	Craftsman	Artisan	Researcher	Innovator	Director

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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.

**Caste.** S'mrrii castes (called "Phyla") are economic-based. To determine a primary caste (there are many many Phyla in reality), roll 2D:

- 2: Contract Labor
- 3: Guard
- 4: Clerk
- 5: Instructor
- 6: Advisor
- 7: Assistant
- 8: Craftsman
- 9: Artisan
- 10: Researcher
- 11: Innovator
- 12: Director

**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.** Ships may be acquired through mustering out, or by purchasing a ship with cash, similar to Humans.

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## Travel Guidelines

**Thermal Suit.** When travelling in non-S'mrrii ships, characters will wear specially designed thermal suits to protect them against Cold and Heat. Unprotected Cold-1 and Hot-1 causes sluggishness and/or lethargy; Cold-2 and up causes +1 damage, as does Hot-2 and up.

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## S'mrrii in the Galaxiad Era

Mimu, their homeworld, was thrown into chaos by the Hard Times of the 1120s, then Virus beginning in 1130, and finally the Wave in 1248. Their world survived and struggled back into an interstellar presence, fighting in the midst of the Wilderness to keep the peace in their own system.

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## Sources

Signal GK No 5.  
Traveller5 Core Rules.

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S'mrii  
Creation  
Card

SOPHONT CREATION CARD				Size:	60
Sophont Name		Sophont Long Name		StarName & Orbit	
S'mrii		S'mrii of Mimu		Mimu-4	
Homeworld		UWP and Trade Classifications		HomeStar	
Mimu / 0208 Daqudashaag		A583AC9-F Hi Pz		F8 V	
Native Status		Environ Roll	Overview	Life Expectancy	
Native		-	HBS-T-ALLN-T	250+ years	
Niche and Subniche		Genders	Symmetry	0	
Carnivore Pouncer		FM	Bilateral, horizontal	1	
Native Environment and Locomotion		Castes	Head	1	
Forest Valley Flyer		Economic	Brain and senses	3	
Breathes		Species Scent	Torso	2	
Air-8		???-???	Yes	4	
Characteristics	Senses		Limbgroup 1	3 Chargen Begins	
SDEITK			Arms with gaspers	5	
C1 Str	Vision String		Limbgroup 2	4	
1D	V-08-ACRGBPS		Leg pair	6	
C2 Dex	Vibration		Limbgroup 3	5 Physical Aging	
2D			Leg pair	7	
C3 Vig	Volatiles		Limbgroup 4	6	
3D			No	8	
C4 Int	Contact		Tail	7	
2D			Yes	9	
C5 Tra	Fields		Skeleton	8 (Phys. Aging -2)	
2D			Light internal bones	10	
C6 Cas	Auras		Skin	9 Mental Aging	
2D			Scaled	Body Fluids	11
				Hemolymph	

SOPHONT CREATION CARD (BACK)											Sophont LongName:				
											S'mrii of Mimu				
											K02-K12 The technocratic-economic castes of the S'mrii are called <i>Phyla</i> .				
											'Zura': character has the 'Memsight' talent. Re-roll for Gender.				
G1 1F	C1	C2	C3	C4	C5	1F	K02	C1	C2	C3	C4	C5			
Female (46%)	0	0	0	0	0	Female 2	Contract Labor								
G2 2M						2M	K03								
Male (54%)	+2	+1	-2			Male 3	Guard	+5			+3	+2			
G3							K04								
						Female 4	Clerk								
G4							K05								
						Male 5	Instructor								
G5							K06								
						Male 6	Advisor			-2					
G6							K07 Common								
						Female 7	Assistant	0	0	0	0	0			
Caste Assignment:							K08								
						Female 8	Craftsman		+2		-2				
Caste Shift							K09								
						Male 9	Artisan			-3		+4			
Gender Assignment							K10								
						Male 10	Researcher								
Gender Shift							K11								
						Female 11	Innovator								
Caste-Gender Relation							K12 Unique								
						Zura 12	Director								

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## Equipment

Creatures with a lifespan approaching three centuries, and almost thirty thousand years of recorded history expect their manufactured artefacts to be enduring. S'mrii techniques use multiply redundant systems and components made to extremely high tolerances to produce the most reliable vehicles in all of known space. Visually, S'mrii vehicles betray a clean and aerodynamic efficiency. The S'mrii favor “sharp”, wedge-shaped profiles – triangular winglets and hull fairings of parallel overlapping plates create a look which some human observers describe as “insectoid” and “unsettling”, but which nonetheless has a beauty all its own.

### **Environmental Suit.**

AVIEnS-11, Advanced Vlight Environ Suit-11, 2 kg, KCr 6

AV 13

EMCage: 9

Flashproof: 9

Radproof: 6

Soundproof: 9

Psishield: 4

Insulated: 48

Sealed: 15

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## Starships

The primary S'mrii starship contractor, U'Chakzii SIA, holds a great many production licences for commercial craft from other imperial corporations. Thus a freighter built by U'Chakzii looks very much like a freighter built by Medurma AstroTech or General Products. However, they do produce their own designs: streamlined craft tend to be based on a wedge configuration, while unstreamlined vessels are usually of a modular type, consisting of a central tapered cylinder containing the power core and drive section, surrounded by rhomboidal and octahedral modules for cargo and crew. All S'mrii native designs share the same “clean”, linear look and supreme reliability.