

Shriekers

Overview. Shriekers are natives of a marginally habitable world in District 268, descended from omnivore gatherer stock. They mass 200 kg and have eight legs, the front two of which end in hands. Their world has a very thin atmosphere, and they cannot live at elevations above 4,000m there.

They have three pairs of eyes: a strong 'U'-only pair for distance, a weak 'G'-only pair, and an average 'I'-only pair for infrared and heat detection. Nerve pads situated on the palms of the manipulators are capable of directly sensing nerve pulses in the nerve pads of other shriekers when in direct contact. The result has been the evolution of language using these nerve pulses; this shrieker language is concerned primarily with subjective content such as opinion, preference, judgment, and evaluation. Their nerve pads also suggest a unique interface to electronic controls and computers; though not a direct interface, it potentially could be faster than human controls, if engineered correctly.

Playing Shriekers. Shriekers today use machines to interact with people. They can communicate across greater distances than humans, but have the same difficulty in learning spoken languages. Their vision is weak in the bands which humans use, and strong in bands which humans cannot see. Thus machine assistance – for example, custom-made Shrieker vision goggles – is often needed for seeing “properly” in the red-green-blue spectrum. Similarly, Shrieker writings and art uses spectra that humans cannot detect without vision enhancers.

On the other hand, Shriekers rely on kinesthetic learning for everything they do. Thus they are very good at mimicking human physical motions. Hand waving, swaggering, postures, even head angles are quickly learned and parroted, sometimes for humor, using Shrieker anatomy in some manner. They rapidly learn human sign language, and their hands can operate human-designed equipment.



Characteristics. Shriekers have 4D Strength (rolled as 2D+12) and 3D Endurance. In addition, they have Training instead of Education; Training is halved when used for Education-specific tasks.

Career. Careers start from age 10 (life stage 3). A life crisis occurs at 42 years: roll 4 or less on 2D to avoid death and become an elder. After reaching an age of 250 standard years, throw 9 or less on 2D each week: success indicates the shrieker has lived another week. Failure to make the throw indicates the shrieker has died.

Talent. All Shrieker characters have the hibernate talent.

	Strength	Dexterity	Endurance	Intelligence	Training	Caste
Egg-Layer	2D+12	2D	3D	2D	2D	2D
Activator	2D+12	2D	3D-3	2D	2D+3	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.

Characteristics. Since Strength is 4D, the player should roll 2D and add 12.

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.

About half the population are Egg-Layers, and half are Activators. There is a Bearer gender. It is a vestigial gender that is not needed to perpetuate the species. It accounts for less than 1% of the world population.

Naming. Some typical Shrieker names are Brii, Bvirhaa, Hibvraa, Kevha, Khrisvre, Rhiyyaa, and Shiree. Shriekers will also take Anglic nicknames.

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. Shrieker characters dealt with here might be with an embassy to a Lllelweyloly world, or cooperating with a Scout service for local survey work.

Travel Guidelines

Life Support. Shriekers require adaptable life support apparatus to be installed on starships. They

also require staterooms of at least 2 tons per individual. They do not require breathing aids.

Hibernation. Egg-layers and Activators can choose to *hibernate* for some amount of time. The character finds a safe place, and enters a state of suspended animation, with a plan to hibernate for up to 24 weeks.

After the chosen period of time, roll 3D<Endurance. On success, the character awakens. On failure, the character remains asleep for a number of days equal to the amount by which the roll failed.

Upon emergence, two points of wounds are healed per week spent in hibernation. The character awakens extremely hungry and thirsty.

Shriekers in the Galaxiad Era

Occasional Shrieker diplomats and their entourage visit Lllelweyloly embassies in or near the Republic of Regina. Since both peoples can tolerate similar world conditions, a healthy exchange evolved between the Lllelweyloly and the Great Retreat.

A new class 'D' starport is built at the original site. It is owned and operated by Lllelweyloly, who can breathe the planet's very thin atmosphere with little support. The underground facilities support a delegation of 16 officials, a squad of marines, and up to four scouts – all Lllelweyloly. There is also living space for four Shrieker diplomats. Above ground is a vehicle hangar with room for four grav vehicles. There is also an open-air amphitheater, built into the nearby hillside from quarried local stone, for conferences with local tribes.

The starport beacon's console is configured for Lllelweyloly ideographs; computer skill is required to temporarily switch to a Human-based system, such as Anglic or Interlingua. Data may be queried remotely from a starship with the appropriate Lllelweyloly access protocols.

Updated Denuli Timeline

-140,000	Eastern Coastal Sedentary I/II
-108,000	Sun Worshipper Empire
-100,000	Sun Worshipper Civilization collapses
-15,000	Western Agricultural Complex
-10,000	Western Ritual Context
-9,200	Warrior Caste Context
-8,900	Shrieker Empire I/II
-6,000	Shrieker Empire collapses
-1,000	Darrian survey
480	Mtume Denuli visit
1110	Kafka Thingvellir visit
1112	IISS outpost; Naasirka Agreement
1117	Naasirka upgrades starport to 'D'
1240	Starport back to 'E'
1768	Llellewyloly establish embassy
1850	Llellewyloly upgrade starport to 'D'

Sources

For more detail on Shriekers, please consult the [Traveller wiki entry](#), the classic Traveller [Adventure 10 - Safari Ship](#). This document was written with those supplements in mind, as well as the [Traveller5 core rules](#) and [Xboat Special Supplement 1](#).

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Shrieker
Creation Card

SOPHONT CREATION CARD

Size: 200

Sophont Name	Sophont Long Name		StarName & Orbit
Shrieker	Shriekers of Denuli		Khrer-8
Homeworld	UWP and Trade Classifications		HomeStar
Denuli / 1031 Spinward Marches	E5327D0-3 Na Po		K5 III
Native Status	Environ Roll	Overview	Life Expectancy
Natives	-	HBS-T-LLLL-N	42 - 250 years
Niche and Subniche	Genders	Symmetry	0
Omnivore Gatherer	EA	Bilateral horizontal	1/2
Native Environment and Locomotion	Castes	Head	1
Plains Walker	Skilled	Brain and senses	1
Breathes	Species Scent	Torso	2
Air-3	6UN-SHV	Yes	1
Characteristics	Senses	Limbgroup 1	3 Chargen Begins
SDEITK		Leg pair with hands	4
C1 Str	Energy	Vision String	Limbgroup 2
Bulk=2 4D		V-16-NAC*	4
C2 Dex	Vibration	Hearing String	Limbgroup 3
2D		H-16	5 Physical Aging
C3 End	Volatiles	Smell String	(Life Crisis) 10
3D		No	6
C4 Int	Contact	Touch String	Elder-2 10
2D		T-24	7
C5 Tra	Fields	Aware String	Elder-3 10
2D		No	8 (Phys. Aging -2)
C6 Cas	Auras	Percep String	Elder-4 10
2D		No	9 Mental Aging
		Skin	Elder-5 10
		Hairy	Blood

SOPHONT CREATION CARD (BACK)

Sophont LongName:

Shriekers of Denuli

Talent. Shriekers have the hibernate talent. At will, they can enter suspended animation for a predetermined number of weeks.

Bearer Gender. If gender roll is 4, then roll again. On another 4, gender is "B", otherwise "A".

Life Support Requirements. Adaptable life support. Staterooms of 2 tons or more.

G1 1E	C1	C2	C3	C4	C5	1FE	K02	C1	C2	C3	C4	C5
	0	0	0	0	0	E 2	Mechanic	+2				
G2 2A			-3		+3	2MA	K03	-2				+5
G3 3B		+2				3NB	K04			-2		+2
G4						*	K05				+2	
G5						A 5	Teacher					
G6						A 6	Fighter	+2		+2		
						A 7	Driver	0	0	0	0	0
Caste Assignment:						K08						
At life stage 3						E 8	Liaison	-2				+3
Caste Shift						K09						
At life stage 5 (on life crisis survival)						E 9	Surveyor					+2
Gender Assignment						K10						
At birth						E 10	Memorizer	-2		-3	+3	+2
Gender Shift						K11						
No						E 11	Priest	-2				+2
Caste-Gender Relation						K12 Unique						
No						A 12	Leader			+2		

Equipment, Commodities, and Services

Since equipment is only available on Denuli, most prices are in the local **kabe**. The exception in the list is Shrieker art. Trade is barter based, depending more on the items being traded than their value in credits.

Armor. AV 8, 25 kabe. Protective clothing worn by fighters. Constructed of hardened bone and metal, its layered construction helps ward off blows and swings. Quilted, padded fabric reduces the chance of hits by bow shots. In addition, components of a complete armor set attach to legs to prevent their being severed by swings.

Art. 1D ton packet. KCr10. Local art is interesting on a number of levels. First, as a form of recording history, it is invaluable to historians and xeno-sociologists. Second, as an art form, it is striking and often beautiful to various cultures, including humaniti. Third, as a portable artifact of a little-known and existentially threatened sophont people, it commands a value (KCr100 x 2D per packet) far beyond the effort required to make them.

Clothing. 2 kabe. Made of hand-woven fabrics. Patterns vary, and some varieties show striking artistic quality or cultural themes.

Crossbow. 20 kabe. Hand made of varying quality. Difficulty+1 for human use.

Dagger. 5 kabe. Hand made of varying quality.

Galley. 10,000 kabe. A 100-Shrieker rowed galley.

Legs. 250 kabe. A set of carefully made, individualized walking legs for Shriekers. Legs can only be used by those who have undergone a surgical alteration of their leg joints. The operation is irreversible, and once a Shrieker has it, it rarely removes the legs. Legs require walking skill.

Medical Kit. 200 kabe. A sewn pouch containing an accumulation of medical tools and drugs suitable for treatment of most ailments of Shriekers. May include

dried herbs, unguents, poultices, cloth bandages, and other mostly-natural remedies. The kit also supports basic surgery.

Room and Board. 1 kabe. Food and lodging for one Shrieker for one day.

Sailing Vessel. 1,000 kabe. A one-Shrieker small sailing ship.

Sparkplant. 10 liters, 1 kg. Sparkplants (Rusplantae Tellae Lenti Sparkplantae) are one of a family of tall, spiny brush that can be found on the savannahs around the Great Sea. They are interesting due to their organic capacity to draw and store electric potential.

Spear. 5 kabe. A simple Shrieker-designed polearm.

Sword. 30 kabe. A forged one-handed blade.

Vestments. 10 kabe, 4 kg. The distinctive harness and decorated ornaments peculiar to priests of the Great Retreat.

Wand. 100 kabe, 1m long, 1 kg, TL 3 construction. These wands are constructed from a local plant (the sparkplant) which internally generates electricity. Carefully shaped from the wood of the sparkplant, it carries a powerful electric charge which can be gradually spent. Wands are contact weapons and are usable only at close and short range. When touched to an opponent, it delivers 5D damage (treat as cudgels for combat purposes). A wand is capable of up to 50 uses before it must be replaced. Old, discharged wands cannot be recharged. An exhausted wand can inflict 2D damage.

Beasts and Vehicles

Barge W-AU11 Shumshuga MCr 37.1

Displacing 100 tons, the Type W Barge is a low-tech level, utilitarian vessel designed to haul small amounts of critical material across space as cheaply as possible. As a result, the ship is slow (Jump-1), and uncomfortable, with a cramped bridge and a crew barracks. Attached to the bridge is a computer Model/1.

The ship is bulky and overtonned, making it ungainly and difficult to use by inexperienced operators. The barge typically carries 12 tons of fuel – sufficient for a one parsec jump and one month of operations – and frontier refueling capabilities. Cargo capacity is 70 tons. It is unstreamlined.

The ship has four grapples, suitable for attaching up to four 35-ton small craft or pods. The ship requires a pilot, astrogator, and engineer. The barracks can accommodate an additional two people.

Notes. This barge is essentially a 40 ton ship's boat, gutted and filled with drives. The cargo hold is an 88 ton pod hull welded to the refitted boat. The crew space is what used to be the boat's old cockpit and a bit of leftover space.

The “bridge” and barracks are “on their sides” when the ship is landed - it lands like a ship's boat, to provide proper access to the huge cargo bay and its bay lock. In space, the bridge and barracks level uses grav plates, and it works like a 7 ton crew area.

Most owners reposition the fittings in the crew compartment so that its usable when landed, and never turn on the internal grav plates.

The engineering section has a 1.5m x 1.5m access crawlway, when landed, with several sections divided by hatches. In space, the engineering section is in zero G, and is easier to transit. Wall rungs permit access to all machines there. You ought to have Zero-G skill.

Octocrusta Herbivora Remex Muta (“Dumb Puller”)

Length: 5m. Volume: 14 m³ (fat); 5 m³ (lean). Burden: 4500. Endurance: 12. Cost: 100 kabe.

The eight-ped amphibious remex is equally adapted to plodding through savannah and slogging across vast tidal flats. Remex stores food reserves throughout its body and consumes them as required. In its fat stage, the beast is huge (and close to 15 cubic meters); after months of work without food or water, remex is reduced to skin and bones (and a third of its former volume and weight). The beast recharges itself on simple grasses and plants.

Remex chooses to hibernate during the violent storm season on the savannah, its sleep being triggered by an increase in local pollen.

Remex is a Large Slow VStrong Intermittent, massing 5,000 to 13,800 kilograms. Its maximum speed is 10 kph, and can keep up its ponderous pace for 12 hours.

As a pack animal, remex can be loaded with 4,500 kilograms. As a wagon beast, remex can pull a wagon filled with 13,000 kilograms over level terrain. Two remex hitched together can pull a wagon loaded with 26,000 kilograms. As a riding animal, the remex can carry a rider (or several riders) 12 hours. It cannot do bursts of speed when burdened.

Animal Handler skill is required to control the animal.

Wagon

Length: 5m. Cost: 50 kabe.

A two-wheeled cart, typically pulled by a Dumb Puller above. It is used to carry goods and Shriekers between field and town. A typical beast can pull a cart with up to a 400kg load.

CREW SECTION

1.5 METERS

- A** BRIDGE OBSERVATION STATION
- B** BRIDGE
- C** BARRACKS FOR 5
- F** FUEL TANKAGE
- G** GRAPPLE
- J** JUMP DRIVE
- K** ENGINEERING
- L** LARGE CARGO LOCK
- M** MANEUVER DRIVE
- P** POWER PLANT
- R** FUEL INTAKES AND PROCESSING

