

Llellewyloly

"By the volcanic vents of Ullulloc we sat and wept..."

Overview. Llellewyloly (LEL-uh-wi-Low-lee) are natives of Junidy (SPIN 3202). They have five multi-jointed limbs, functioning as both hands and feet. Their sensory organs are located on the limbs. The spherical central head/body is covered with long, coarse hair. There is only one gender.

Llellewyloly have a complex society (the "Cyuoll") with many dimensions of social precedence; the same individual may be entitled to high status in one situation and low status in another, and to make an error in propriety is a serious matter. A Llellewyloly's communicator is therefore likely to translate its anger into patronizing irony, such as "Obviously you humans know better than us" or "I'm sure I can't fathom your grand plans". The Llellewyloly language, Hulloyuo-co, is a synthetic language, trilled and whistled by the Llellewyloly in and around the Republic of Regina. It is possible for a Human to learn and communicate in Hulloyuo-co.

Playing Llellewyloly. Llellewyloly wear gravitic environmental suits in high-G environments. Built-in translators allow them to interact with humans. Encounters with Dandelies are like formal human encounters. They have a dry sense of humor, and point at whatever they're paying attention to (since their senses are in their limbs). If approached without the proper ritual formulas appropriate to their stations, a Dandelion may become annoyed, folding up four of its limbs, and stand stork-like and unresponsive on its fifth limb. When interacting in Llellewyloly society, they use skill level as a DM to SOC-related tasks.

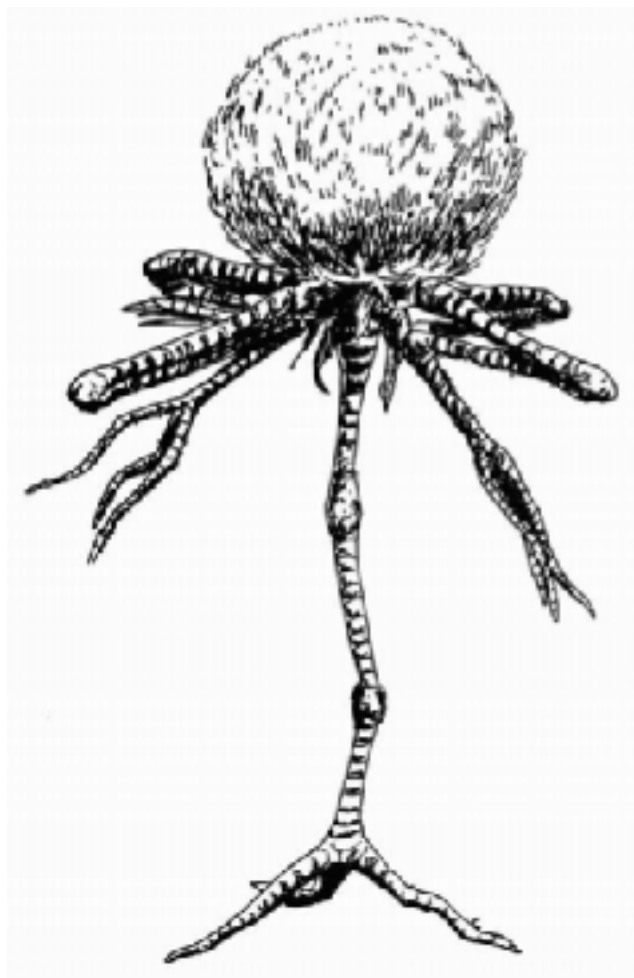
Equipment Note. They cannot easily use human-rated equipment, nor can humans easily use Dandelion-rated equipment.

Characteristics and Special Ability. Llellewyloly have Grace instead of Dexterity, and Training instead of Education. Grace and Training values are halved when used for Dexterity and Education-specific tasks. Finally, all characters have a natural 1D Math Talent.

Career. Llellewyloly characters begin their career at 14 standard years of age. Physical aging begins at 26 standard years, and mental aging at 54 standard years.

	Strength	Grace	Endurance	Intelligence	Training	Social Standing
Solitaire	2D	3D	2D*	2D	2D	2D

* **Note.** Endurance starts at 2D, but when a character reaches 38 years of age, they gain another 1D, and Endurance effectively becomes 3D.



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.

Homeworld. The Lllelweyloly have significant colonies on several worlds, including Rhylanor, Rethe, Crout, and Treece.

Social Standing. This value represents the role with the highest status in society; the character will have many other roles at lower levels.

Gender. The Lllelweyloly have only a single gender; the official term for this is **solitaire**.

Mass. Lllelweyloly never stop growing. They mass about 62 kg at 14 years, 78 kg by age 38, and 86 kg at 66 years.

Special Ability. All characters begin their career with the Math talent. Roll 1D for its rating.

Naming. Some common names include Collo, Holillou, Lloyuo, Ollull, Llejuwy, and Uco.

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.

All career types are open to individuals in Lllelweyloly society. Typically, the career process in Traveller leads characters into an adventuring life, so presumably the character is one interested in traveling in the first place.

Acquiring a Ship. Lllelweyloly characters can purchase a ship from their own funds as usual. If a ship or ship shares are acquired through the mustering out process, consult this table for the type of ship received:

Craftsman:	Lllelweyloly Lab Ship
Scholar:	Lllelweyloly Lab Ship
Noble:	Lllelweyloly Yacht
Entertainer:	Safari Ship
Scout:	Scout Ship
Merchant:	Free Trader
Spacer:	Corvette
Marine:	Corvette
Agent:	Corvette
Citizen:	Any ship
Rogue:	Any ship

Travel Guidelines

Environmental Suits. The Lllelweyloly gravitic environmental suit is well-known on every Size 6 or greater world that is visited by them.

Life Support Requirements. To travel aboard Human starships, a Lllelweyloly must either wear its own gravitics-equipped vacc suit at all times, or else the ship must be equipped with one ton of Adaptive Life Support for every four 'aliens'.

Lllelweyloly in the Galaxiad Era

Shadow Empire. In the Galaxiad era, the Lllelweyloly live in an area of space shared with humans around the Republic of Regina. Since their worlds are generally inhospitable to Humaniti, they are present, and yet seldom encountered outside of formal trade routes. For this reason, their worlds are collectively called the Shadow Empire.

Embassies. The Cyuoll has embassies opened up on several worlds with several sophont groups in the Spinward Marches, including Humans (Rhylanor), Amindii (Regina), and Shriekers (Denuli).

02 Llellewyloly Creation Card

SOPHONT CREATION CARD				Size:	62 - 86
Sophont Name Llellewyloly		Sophont Long Name Llellewyloly of Junidy		StarName & Orbit Lylloollo-5	
Homeworld Junidy / 3202 Spinward Marches		UWP and Trade Classifications B434ABD-B Hi Pz		HomeStar F7 V	
Native Status Natives		Environ Roll -1	Overview N-TB-LS-NN-N	Life Expectancy 66 years	
Niche and Subniche Producer Collector		Genders Solitaire	Symmetry Radial	0 1/2	
Native Environment and Locomotion Plains Amphibian		Castes	Head Brain	1 1	
Breathes Air-3		Species Scent	Torso Senses in limbs	2 2	
Characteristics SGSITS	Senses		Limbgroup 1 5 legs with 3-fingered graspers	3 Chargen Begins 2	
C1 Str 2D	Energy	Vision String V-12-GBP	Limbgroup 2 No	4 1	
C2 Gra 3D	Vibration	Hearing String H-20-7440	Limbgroup 3 No	5 Physical Aging 3	
C3 End 2D	Volatiles	Smell String S-22-1	Limbgroup 4 No	6 0	
C4 Int 2D	Contact	Touch String T-16-3	Tail No	7 END=3D 2	
C5 Tra 2D	Fields	Aware String No	Skeleton Cartilage	8 (Phys. Aging -2) 2	
C6 Soc 2D	Auras	Percep String No	Skin Hairy Pelt	Body Fluids Humors	9 Mental Aging 3

SOPHONT CREATION CARD (BACK)											Sophont LongName: Llellewyloly of Junidy										
Endurance starts at 2D at Life Stage 3, then changes to 3D at Life Stage 7.											Social Standing. In Llellewyloly society, always use the appropriate skill as a +DM to SOC.										
Size is = [50 + Life Stage x 4]											Special Ability: All Dandelions have 1D Math talent.										
G1 1FE	C1	C2	C3	C4	C5	1FE	K02	C1	C2	C3	C4	C5									
	0	0	0	0	0	2															
G2 2MA						2MA	K03														
						3															
G3 3NB						3NB	K04														
						4															
G4						5	K05														
						6	K06														
G5						7	K07 Common	0	0	0	0	0									
G6						8	K08														
Caste Assignment: No						9	K09														
Caste Shift No						10	K10														
Gender Assignment No						11	K11														
Gender Shift No						12	K12 Unique														
Caste-Gender Relation No																					

EQUIPMENT

Gravitic Environmental Suit/L (GES/L).

TL 12, 8 kg, KCr 28.

A Llellewyloly-form vacc suit. It enables a Dandelion to roam across the surface of larger worlds without extra effort, and any worlds regardless of atmosphere. Well insulated and protected against temperature, radiation, EM bursts, and flash-blindness. Like vacc suits, it will protect the wearer against corrosive and insidious atmospheres for up to 8 hours. A variant model with an integrated grav belt, for flying propulsion, is available for an extra KCr 72.

Grav Umbrella.

TL 10, Size 5, KCr 271.

A gravitic glider, designed for Llellewyloly. Two hands hang onto a central pole, two more hands clutch a steering keel, and one hand operates a gentle throttle. This is an ultralight vehicle, designed to catch thermal updrafts and assist with gravitic elements.

This transport is very common in cities, where dozens of Llellewyloly can be seeing catching an updraft to transit across buildings.

Some humans have found amusing similarities to dandelion seeds scattering from a pod.



LLELLEWYLOLY CUSTOM STARSHIPS

Starship Design. Merchant and military vessels are usually adapted from Imperial designs. However, exploration and specialty ships are designed by Lllelleyloly naval architects and built from standard components at the shipyards on Junidy and Rhylanor, at the best possible tech level.

Lllelleyloly-specific starship designs tend to be unstreamlined, with landing legs. They often carry Collectors. Crew typically prefer to bunk in quad-capacity staterooms, but require plenty of common space.

Interestingly, Lllelleyloly starships usually take Anglic names. Privateers are the exception to this rule.

Lab Ship (L-EU13), MCr 172. A custom Lllelleyloly design. Using a 500-ton, TL16 hull, the Tarshish-class Lab Ship is designed for wilderness research and transport operations. It mounts jump drive-H, maneuver drive-C, and power plant-C, giving a performance of jump-3 and 1G acceleration. Fuel tankage supports a 1 parsec jump, at 45t per parsec, and two months of operations. A Collector supports jump-3. Attached to the bridge is a Computer Model/3. There are 6 quad-capacity staterooms and 10 low berths. Research payload includes survey sensors, 10 tons of mission-specific space, 5 medical capsules, and one medical clone capsule. Cargo capacity is 50 tons. The ship has an unstreamlined hull.

The ship carries a Light Shuttle in a hangar. The ship requires 7 crew, and can carry 16 passengers and 10 low passengers.

Yacht (Y-BU13), MCr 72. Using a 200-ton, TL16 hull, the Daedalus-class Yacht is a Lllelleyloly noble's transport. It mounts jump drive-C, maneuver drive-A, and power plant-C, giving a performance of jump-3 and 1G acceleration. Fuel tankage supports a 3 parsec jump, at 18t per parsec, and one month of operations. Attached to the bridge is a Computer Model/3. There are two crew staterooms capable of carrying six Lllelleyloly crew, five passenger staterooms, and no low berths. Cargo capacity is 4 tons. The ship has an unstreamlined hull, with scoops and intakes for frontier refueling.

The ship carries one Fast Boat in a hangar. The ship requires 6 crew, and typically carries three high passengers and eight assistants.