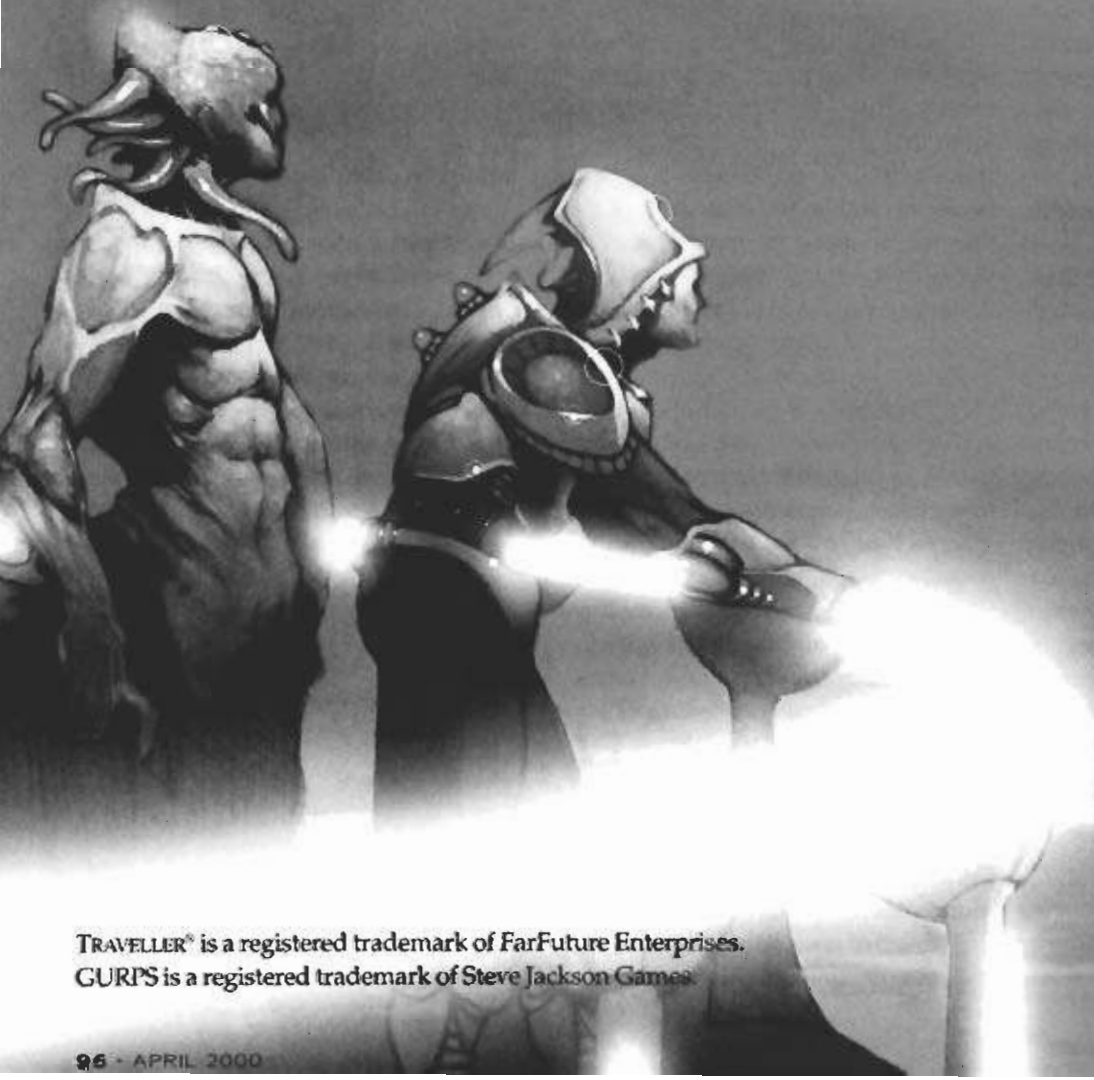


ALTERNITY®

New Frontiers

The TRAVELLER® Universe for the ALTERNITY Game

The ALTERNITY® game can
propel you into any
future, including those
from other games.



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by
**Stephen
Kenson**

illustrated by
Jeff Miracola

With the ALTERNITY science fiction roleplaying game, players can adventure in a wide range of science fiction genres and settings. The STAR*DRIVE® and DARK*MATTER™ campaigns describe only two. Another option is using ALTERNITY to tell stories in an established science fiction or science fantasy setting from television, films, novels, computer games, or even other roleplaying games. One of the oldest science fiction settings in roleplaying games is the TRAVELLER universe.

A Brief History of the Imperium

In 2087, Earth humans discovered the secret of jump drive, a technology for traveling faster than the speed of light. With the jump drive, humans began to explore the nearby star systems, only to discover them already inhabited ... by other humans! In 2096, explorers from Earth brushed up against the edge of the Vilani Imperium, a vast Empire ruled by humans from a distant planet. The discovery rocked Earth civilization to the core. Who were these other humans, and where did they come from?

It turned out the Vilani Imperium was old and stagnant. Although vastly outmatched by Vilani technology and numbers, Earth went to war against the Imperium less than 20 years after their first encounter at Bernard's Star. Even more surprisingly, Earth won. In a series of wars, the Terran Confederation drained the resources and spirit of the tottering Imperium. Then, like barbarians sacking Rome, they conquered it.

So began the Rule of Man, called the Second Imperium, or the Ramshackle Empire by the Vilani. Although the infusion of "new blood" from the Terrans (or Solomani, as they came to be known) helped stave off the collapse of the Imperium for a few centuries, they ultimately could not prevent it. Interstellar civilization fell apart, leading to a period known as the Long Night, where many planets lost the capability for space travel, some even reverting to barbarism. The Long Night lasted for 1,500 years, with only limited space travel and trade between worlds. Some worlds banded together to form "pocket empires," mere shadows of the former Imperium.

About TRAVELLER and GURPS

This is not the first TRAVELLER article in *DRAGON Magazine*. First published in 1977, Marc Miller's TRAVELLER was one of the first SF roleplaying games. It presented a far-future universe of space opera adventure.

Steve Jackson's GURPS (The Generic Universal Roleplaying System) was published in 1986. Currently in its Third Edition, GURPS provides a set of rules for roleplaying in almost any setting. GURPS TRAVELLER, published in 1998, is the latest incarnation of the TRAVELLER universe, and Steve Jackson Games continues to support the setting with a variety of source material.

The current calendar dates from the founding of the Third Imperium on the planet Sylea. Cleon Zhunastu, head of the powerful Sylean Federation, declared the Third Imperium in 4521 A.D. This became Year 0 of the new Imperium calendar, and Zhunastu became Emperor Cleon I. For more than one thousand years, the Third Imperium steadily expanded, covering more territory than either of its predecessors. It fought a number of wars with nearby civilizations, including the Aslan Heirate and the Zhodani Consulate.

It is now the 1120th year of the Third Imperium. Strephon, the 43rd emperor, sits on the Iridium Throne. On all sides of the Imperium are other interstellar civilizations, some friendly and some hostile. The last border war with the Zhodani Consulate ended in 1110, and Imperial ships still suffer raids from corsairs near the Vargr Extents. The region nearest these interstellar powers, the Spinward Marches, is the farthest frontier of the Imperium. It is a place of opportunity and adventure for those willing to seek it out.

Stellar Cartography

The Imperium encompasses eleven thousand worlds spread throughout a region 700 parsecs across. Even with the fastest jump ship, traveling from one side of the Imperium to the other takes over 2 years. The Imperium maintains a vast network of express

New Equipment

Neural Activity Sensor (PL 7)

This backpack-sized sensor unit detects the electrical activity of different lifeforms up to 250 meters distance. The sensor classifies the lifeforms based on their level of activity (intelligence): insect-level (INT 1 or less), reptile-level (INT 2), mammal-level (INT 3), or near sentient/sapient (INT 4+) and displays the information to a dataslate.

Mass: 10 kg

Cost: 3,000

boats, or "Xboats," to carry messages and information quickly across their space.

Spinward (following the direction of the galaxy's rotation) of the Imperium lie the Zhodani Consulate, the Vanguard Reaches, the Great Rift, and the Aslan Hierate. The Imperium fought border wars with both the Zhodani and the Aslan in the past, although its current relations are far more cordial with the Heirate than with the Zhodani.

Coreward, toward galactic center, lie the scattered worlds of the Vargr Extents. The Vargr, evolved from Earth canines, are well known as raiders and corsairs throughout the Imperium. They have also been known to ally with the Zhodani, when their scattered political system can become organized enough.

Trailing the Imperium are the Two Thousand Worlds of the K'kree, known as "centaurs" to humans, and the Hive Federation, home to the most alien of the new species encountered by Humaniti.

Finally, rimward of the Imperium is the Solomani Sphere, the region of space claimed by human separatists who split from the Imperium centuries ago. Although the Solomani home world Terra is still an Imperial world (recaptured by the Imperium during the Solomani Rim War), the Solomani Confederation claims the heritage of the old Terran Confederation and organizes itself along similar lines. The Imperium has largely ignored this minor challenge to its authority.

Technology

The technology of the Imperium and its interstellar neighbors is Progress Level 7 in ALTERNITY terms. As described in the *ALTERNITY Player's Handbook*, the two major PL 7 technologies are gravity control and stardrive, known as "jump drive" in TRAVELLER.

Jump Drive

TRAVELLER jump drive is quite similar to the stardrive described in the *ALTERNITY Player's Handbook*. A jump drive moves a starship through dimensional barriers into an alternate space known as jump-space. Travel through jumpspace takes approximately the same time, regardless of the distance traveled. A normal jump takes 168 hours (seven days), plus or minus ten percent.

The distance traveled is based on the jump rating of the engines. A jump-1 ship travels one parsec (3.26 light years). A jump-6 ship, the highest possible jump rating, travels six parsecs (almost twenty light years) in a single jump. Ships must be a minimum of 100 diameters out from large bodies like planets and stars when they jump and when they return from jumpspace, to minimize gravitational interference.

Attempting to jump while closer than one hundred diameters to a large body, or a critical failure on a Navigation-jump-space astrogation skill check, results in a misjump. Misjumps can destroy a ship or send it in the wrong direction. A misjump can also affect the distance the ship travels, even exceeding normal jump limitations and sending a ship ten or twenty parsecs in a random direction. Roll randomly to determine the ship's direction, and roll 1d20 to determine the number of parsecs the ship jumps.

Entering jumpspace requires liquid hydrogen, used as both fuel and coolant for the ship's fusion reactor, and required to form a protective "bubble" around the ship in jumpspace. A ship's jump fuel capacity measures how many jumps it can make before refueling. Refined fuel is available at most starports. Some ships are also equipped with scoops to gather hydrogen from the atmospheres of gas giants, or water, which can be refined into usable fuel.

Jump ships can also perform "micro-jumps" of less than one parsec distance,

but any jump of less than one parsec still takes a week and consumes the same amount of fuel as a one parsec jump. Still, this can sometimes be more efficient than using maneuver drives to reach a destination in a star system.

An important point with the TRAVELLER jump drive is that communication is still limited to the speed of light. The only way to carry a message to another system is on board a jump ship. The Xboat network carries news and information throughout the Imperium at jump-6 speeds. Freelancers are also employed as "information couriers."

TRAVELLER maneuver drives function the same as ALTERNITY induction drives, moving a ship through normal space without reaction mass or thrusters.

Weapons & Armor

Most PL 7 weapons and armor from the *ALTERNITY Player's Handbook* are available in the TRAVELLER campaign setting. PL 7 melee weapons like the gravmace and power cestus are not available (TRAVELLER gravity technology isn't sufficiently miniaturized.) Common melee weapons tend to be more high-tech versions of lower-Progress Level weapons like cutlasses, combat knives, and stun batons.

Ranged weapons include lasers (by far the most common) and plasma guns. Stutter pistols (called stunners) are available but fairly rare. Multiply their Cost by 10. All PL 6 and lower weapons are available.

With the exception of the deflection harness, all forms of PL 7 armor are also available. TRAVELLER combat armor is similar to cerametal, while lighter armor is similar to a CF softsuit or battle jacket. Body tanks are called "battle-dress" in the TRAVELLER game.

Communications & Sensors

A TRAVELLER short-range communicator is equivalent to a cellular phone (PL 5), while a medium-range communicator is PL 7 comm gear. ALTERNITY mass transceivers are not available; all forms of communication are limited to the speed of light.

Most PL 7 sensor technology is available, although gauntlets of various types are not used in the TRAVELLER campaign. They are more likely to take

the form of dataslates equipped with the appropriate sensor package.

Computers

TRAVELLER computer technology is primarily PL 6 in ALTERNITY terms. Gauntlets, gridsuits, Nijacks, and artificial intelligence do not exist. Computers are usually found in dataslate form for day-to-day business, with desktop and mainframe computers handling the heavy work. The Grid is virtually nonexistent. Individual worlds have their own Grid systems of interconnected computers, but data travels too slowly between star systems to support an interstellar Grid. Virtual reality, gridcasters, shadows, and related technologies do not exist.

Medicine & Biotechnology

The PL 7 medical technology from the ALTERNITY *Player's Handbook* is available in the TRAVELLER universe. Some additional pharmaceuticals are available in the TRAVELLER game.

Slow (PL 6) makes the world appear to slow down from the user's perspective. It lasts for 10 minutes and grants the user a -3 bonus on action checks during that time. When the drug wears off, the user suffers d4w damage.

Cost: 500 per dose.

Fast (PL 6) has the opposite effect of Slow. The world seems to speed up from the user's perspective as his metabolism slows down. Fast reduces metabolic rate by sixty times and lasts for sixty days, which seems to pass like one day from the user's point of view. When the drug wears off, the user suffers d4w damage. Fast is used primarily in survival situations to prolong life-support.

Cost: 200 per dose.

Anagathic (PL 7) drugs slow the aging process almost to a halt. The user ages only about one week per year, as long as a dose of the drug is taken monthly.

Cost: 20,000 per dose.

Cybertech

Some PL 6 cybertech is available in the Imperium, but there is a prejudice against anything other than prosthetic cyberlimbs or similar replacement cybernetic gear. Such technology may

be considered a "Zhodani influence" and persons with too much cybertech risk being considered "robots" rather than "living beings" and therefore no longer entitled to rights as Imperial citizens. PL 7 cybertech isn't likely to show up anywhere outside Imperial Research Stations or similar places.

Psionics

Psionic abilities were first studied in the Imperium during the Long Night, when many cultures turned introspective. They developed slowly for centuries before becoming more popular around 650, with the establishment of Psionic Institutes for the study and development of psionic abilities.

In the early 800s came a series of scandals around the Institutes. This led the Imperium to ban the practice of psionic skills, which remains the case to this day. Psionic Institutes still operate as underground organizations to find and teach mindwalkers and psionic talents. Psionics are still practiced in other civilizations, most notably the Zhodani, who are highly psionic.

**The militant
Arlan make
fierce and
proud
warriors.**



Mindwalker heroes and psionic talents are both allowed in TRAVELLER games. The psionic skills from the ALTERNITY game work slightly differently in the TRAVELLER universe.

Biokinesis is limited to the specialty skills of *control metabolism*, *heal*, and *rejuvenate*. ESP is limited to the specialty skills of *clairaudience*, *clairvoyance*, *empathy*, *mind reading*, *precognition*, and *sensitivity*. Telekinesis is limited to the specialty skills of *levitation* and *psychokinetics*. Telepathy is limited to the specialty skills of *contact*, *mind blast*, and *mind shield*. At the Gamemaster's option, the other psionic specialty skills might be available, particularly to Zhodani heroes. The TRAVELLER universe also has one other psionic broad skill.

Ability Score Limits

Species	STR	DEX	CON	INT	WIL	PER
Aslan	6-15	4-13	4-14	4-14	4-14	4-14
Droyne						
Worker	4-13	4-13	4-12	4-12	4-12	4-12
Warrior	4-13	4-14	4-12	4-12	4-13	4-12
Drone	4-12	4-14	4-12	4-14	4-12	4-14
Technician	4-11	4-15	4-11	4-15	4-12	4-12
Sport	4-12	4-14	4-12	4-14	4-14	4-14
Leader	4-11	4-12	4-11	4-16	4-14	4-14
Hiver	4-12	4-14	4-14	5-15	4-14	4-13
K'kree	8-16	4-13	8-16	4-12	4-12	4-12
Vargr	4-13	4-15	4-14	4-14	4-12	4-14



Free Broad Skills

Species	STR	DEX	CON	INT	WIL	PER
Aslan	Athletics	Vehicle Op	Stamina	Knowledge	Awareness	Interaction
Droyne						
Worker	—	—	Stamina	Knowledge	Awareness	—
Warrior	Athletics Melee Weapons	Vehicle Op	Stamina	—	Awareness	—
Drone	—	Vehicle Op	Stamina	Knowledge	Awareness	Interaction
Technician	—	Vehicle Op	Stamina	Tech. Science	Awareness	Interaction
Sport	Athletics	Vehicle Op	Stamina	Knowledge	Awareness	Interaction
Leader	—	Vehicle Op	—	Knowledge	Awareness	Leadership
Hiver	—	Vehicle Op	—	Knowledge	Awareness	Interaction
K'kree	Athletics	—	Movement	Knowledge	Awareness	Culture
Vargr	Athletics	Vehicle Op	Stamina	Knowledge	Awareness	Interaction

New Psionic Skills

Teleportation (Dexterity Skill)

This skill can't be used untrained.

This skill allows a hero to use the power of her mind to move instantly from one place to another without crossing the distance in between. The character moves herself and any clothing or equipment she is wearing, up to 10 kg. With only the broad skill, a hero can attempt either of the specialty skills below.

Teleport

The character teleports from one place to another using this skill. The distance the hero teleports, plus her familiarity with the destination, determines the situation modifier.

Situation/distance	Modifier
Familiar location	-1
Unfamiliar location	none
1-10 meters	-1
11-100 meters	none
101 m-1 km	+1
2-10 km	+2
11-100 km	+3
101-1,000 km	+4

Apport

This skill allows a hero to carry additional weight while teleporting. The amount of weight determines the situation modifier. If the hero fails the skill check, the object gets left behind. It is not possible to teleport only part of an object.

Weight	Modifier
1-10 kilos	none
11-15 kilos	+1
16-25 kilos	+2
26-50 kilos	+3
51-100 kilos	+4
101-200 kilos	+5

In the TRAVELLER universe, objects retain their orientation and inertia when teleporting. Teleportation over great distances is dangerous due to the relative velocities involved. Teleports on a world's surface are limited to no more than one hundred kilometers. Changes in altitude result in potential energy changes. Teleporters who lose altitude increase body temperature, while those who gain altitude decrease temperature. Teleporting more than 100 meters up or down results in d4m damage. Gamemasters using these rules in a setting other than the TRAVELLER universe might wish to ignore these limitations.

SPECIES

The TRAVELLER universe has many different alien species, but only six are considered "major" races—species that discovered jump drive technology on their own.

Humaniti

Humaniti (old spelling: humanity) is wide-spread in the TRAVELLER universe, even more widespread than humans first thought. Hundreds of thousands of years ago, an extinct alien race known as the Ancients took samples of Humaniti from Earth and transplanted them to different planets. Several dozen Human races are known to exist. The three most influential Human races are the Vilani, the Solomani, and the Zhodani.

The Vilani are the founders of the First Imperium and still involved in the current Imperium. They developed on a world called Vland, a planet with sufficient biochemical differences from Terra that the Vilani relied heavily on a class of people known as shugilii, who prepared food so it was safe to eat. In general, the Vilani are conservative and mistrust

New Equipment

Psionic Shield (PL 7)

This light helmetlike device shields against psionic influence. It works like the *mind shield* specialty skill and imposes a +3 penalty on psionics use against the wearer. Psi-shield circuitry can also be incorporated into vehicles and buildings to provide the same protection.

innovation, preferring well-proven tradition. Their influence creates much of the Imperium's prejudice toward cybertech and mutations.

The Solomani originated on Earth, the homeworld of all Humaniti. They are a diverse and ambitious people, widely spread throughout the Imperium.

The Zhodani developed on Zhdant, a world outside Imperial space, with a lighter gravity than Earth. Tall, thin, dark-haired, and swarthy, Zhodani are prone to manifesting psionic abilities. Mind-walker intendants and nobles rule their culture, while the Thought Police ensure order and happiness among the proles (citizens). The Zhodani Consulate has long been a rival and sometime enemy of the Imperium, having fought several border wars with them. The Zhodani and their psionic abilities are the root of much of the Imperium's distrust of psionics.

Most of the branches of Humaniti have the same attributes and abilities as normal (Solomani) Humans. Some unusual Human races might have adaptations based on ALTERNITY mutations, particularly Adaptation (Environment or Gravity).

Aslan

Aslan are fierce warriors. Explorers saw in them a vague resemblance to the great cats of Earth, so they are often described as leonine. They are human-sized, although heavier and more muscular. They have elongated, pointed ears and digitigrade postures. Males have prominent manes. Aslan have a specialized dewclaw in each thumb that folds back, jackknife style, into the digit.



The intensely curious Hivers are natural explorers.

History

The Aslan evolved on Kuzu from carnivorous pouncing hunters. They developed a technological civilization and discovered jump drive technology in -1999 (2519 A.D., several centuries after Humaniti). Various Aslan clans fought border wars with Humans over the years, but the founding of the Third Imperium largely put an end to these conflicts. Many Aslan now live in the Imperium and even serve in its military. The Aslan Heirate is a large collection of planets and star systems spinward and rimward of the Imperium.

Roleplaying

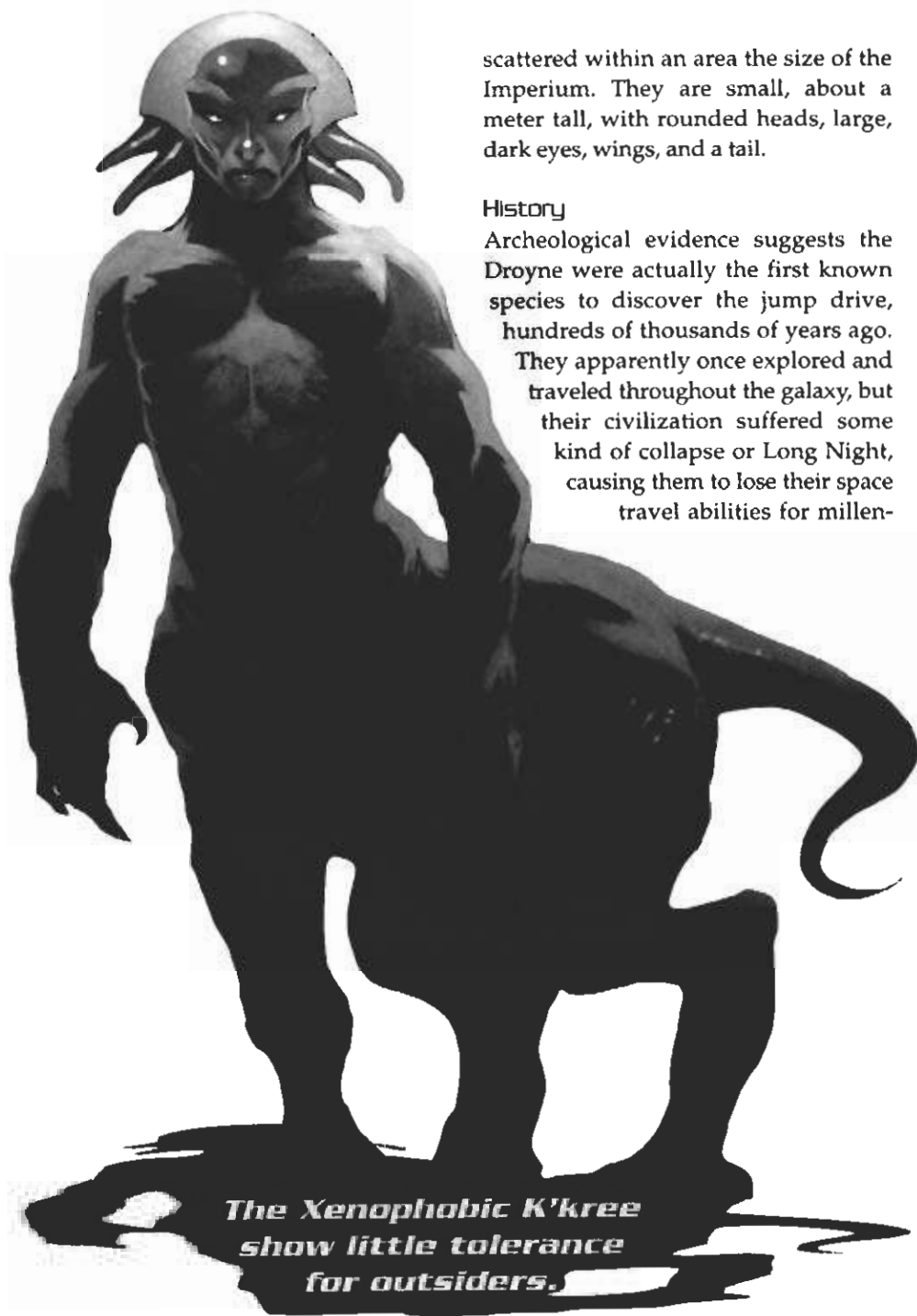
Aslan are fierce and proud. They have a clan-based culture and a strong territorial instinct. Owning land is the main goal of male Aslan, since land determines status and wealth in their society. Males concern themselves with the acquisition of territory, military matters, and politics. Females are interested more in trade, technology, science, and learning. Aslan Tech Ops are always

female, and Aslan Combat Specs are always male.

Aslan society is based on a rigid code of behavior emphasizing personal honor. Aslan are very polite and expect the same in return. Disputes are handled by ritual duels or mediated by clan leaders.

Special Abilities

- **Dewclaws.** Aslan have a folding claw in each thumb that can be used in combat with a successful Unarmed attack-brawl or *power marital arts* skill check. The dewclaws inflict d4w/d4+1w/d4m damage (LI/O), plus any Strength bonus.
- **Senses.** Aslan have excellent night vision. They ignore penalties for low light conditions other than total darkness. Aslan also have very acute hearing, giving them a -1 bonus on checks involving hearing.
- **Sprinting.** Descended from running carnivores, Aslan are good sprinters. They can move at 1.5 times their normal Sprint movement rate for five



scattered within an area the size of the Imperium. They are small, about a meter tall, with rounded heads, large, dark eyes, wings, and a tail.

History

Archeological evidence suggests the Droyne were actually the first known species to discover the jump drive, hundreds of thousands of years ago. They apparently once explored and traveled throughout the galaxy, but their civilization suffered some kind of collapse or Long Night, causing them to lose their space travel abilities for millen-

example, warriors are taller and stronger, while leaders develop greater brainpower.

Generally speaking, workers and drones are non-professionals, warriors are Combat Specs, technicians are Tech Ops, and leaders are Diplomats. Sports are deliberate exceptions to the caste structure, able to function alone away from Droyne society for long periods of time. They are the Free Agents of Droyne society and the most likely to be encountered away from a Droyne world (and therefore the most suitable as heroes). There is little individual freedom in Droyne society, since all the castes know their duties and follow them at all times.

Special Abilities

- **Flight.** Their wings allow Droyne to fly on worlds where the gravity is less than 1 G and the atmosphere is sufficiently thick (Earth-normal or greater pressure).
- **Invisibility.** The Droyne have the natural psionic ability to prevent other beings from detecting them. Treat this as a natural psionic talent rolled against the Droyne's Intelligence and costing 1 psionic energy point per minute of use. Droyne have psionic energy points equal to half their Will. The result of the feat check determines how difficult the Droyne is to detect: Ordinary +2, Good +4, Amazing +6. This ability does not affect robots or sensor devices.
- **Night Vision.** Droyne have excellent night vision, allowing them to ignore penalties for low light so long as there is at least some light available.

Hivers

The most alien of the major races, Hivers display six-fold radial symmetry. They have rounded bodies with six limbs. One limb serves as the "head," topped with six eyestalks and tentacles, while the other five limbs serve equally as arms or legs, each ending in six manipulative tentacles.

Hivers have only one sex and reproduce by exchanging cells each time they encounter another Hiver, using the limb opposite their head. (This process is called "shaking hands" by humans.) These cells gestate in the

actions before they must make a Stamina-endurance check for fatigue.

- **Territorial.** Aslan are all driven by their territorial instincts toward acquiring and holding land. Male Aslan desire land for its own sake, while females are more interested in the economic and resource potential, but both genders do everything they can to acquire land of their own.

Droyne

The reptilian Droyne are mysterious, and their original homeworld remains unknown. Droyne live on many worlds

nia. Another theory suggests the Droyne were scattered across the galaxy by the Ancients, much like Humaniti. Pictures of Droyne found in Ancient ruins suggest this might be the case.

Roleplaying

The Droyne are a generally peaceful and friendly species. Their society is divided into six castes: worker, warrior, drone, technician, sport, and leader. All Droyne are casted on reaching maturity. Members of different castes develop different biological adaptations to better serve their role in Droyne society. For

Hiver's body until a small larva drops off from the parent, roughly every forty days. Hivers consider these larvae pests, and they are left to fend for themselves for the first year of their lives. Those that survive are adopted and raised by the community.

History

The Hive Federation is found trailing the Imperium. The Hivers developed from omnivorous scavengers on their homeworld of Guaran. Their strong curiosity drove them to develop technology and eventually discover jump drive in -4212 (306 A.D. on Terra). Most of their exploration of space was peaceful, since the Hivers shun combat. Hiver industry specializes in communications, electronics, and robotics.

Roleplaying

Hivers are dominated by certain personal and cultural traits. They are intensely curious, and it is this trait more than any other that led them to explore space. They have a strong parental instinct that extends beyond their own children to other, less "developed" species (nearly everyone, from the Hivers' viewpoint). They try their best to guide others, which makes them manipulative. Finally, Hivers disdain any form of personal combat, even with ranged weapons. They prefer to flee rather than engage in combat. They're not pacifists—Hivers can and have developed combat robots and other impersonal weapons—they just don't like to get into fights.

Special Abilities

- **Arms.** Hivers can use any of their limbs as arms or legs interchangeably. They effectively have the Ambidextrous perk for free.
- **Senses.** Hivers can see in the infrared, allowing them to "see" heat sources. Their hearing is lower frequency than that of humans.
- **Toughness.** Hiver skin and body structure makes them fairly tough. They have an extra Wound box.
- **Mute.** Hivers cannot speak. Their normal language consists of gestures with their tentacles and writing. They need technological translators in order to speak aloud.



Vargr mercenaries are common throughout the Imperium.

- **Cowardly.** Hivers avoid all forms of personal combat (treat as a 6-point Phobia) and cannot be Combat Specs.

K'kree

Often known as "centaurs" by humans, the K'kree are herbivores with a herd structure. They have four legs, an upright torso with two arms, and binocular vision. They developed on the grassy plains of their homeworld, Kirur.

History

The K'kree evolved from six-limbed herbivores into beings vaguely resembling Earth legends of centaurs. Their adaptations allowed them to gather additional food from the trees and spot dangerous predators from far away. In time, they developed intelligence and a community-based society. They also discovered their homeworld's moon was inhabited by a race of predators they called the G'naak.

The K'kree fought a war of extermination against the G'naak lasting a century. The war stimulated their development of military and space technology. Not long after the war, the K'kree discovered the jump drive and moved out into the galaxy. They fought an unsuccessful war against the Hiver Federation as well as skirmishes with the Vargr and the Imperium. For the time being, the K'kree maintain reasonably good relations with their neighbors, except for the Hiver Federation, which they have no contact with at all.

Roleplaying

The K'kree are nervous and xenophobic. They intensely dislike outsiders, especially carnivores. They are only comfortable in groups of other K'kree, and become despondent and eventually ill when separated from others of their kind. They also dislike confinement. Only "crazy" K'kree (by their standards)

TRAVELLER Resources

Huge amounts of information have been written about TRAVELLER in the setting's twenty-year history. Unfortunately, most of that material is out of print. You might find some in game stores that carry discontinued games.

Fortunately, the GURPS TRAVELLER line from Steve Jackson Games has a number of books for those interested in learning more about the setting. The GURPS TRAVELLER book contains a complete overview of the setting, including an A-Z encyclopedia of TRAVELLER information. The *Alien Races* books profile the major races of TRAVELLER, along with several minor species. *Behind the Claw* provides in-depth information on the Spinward Marches. *Star-Mercs* provides information on mercenary operations. *Far-Trader* describes merchants and trade in the Imperium. *First-In* looks at the Imperial Scout Service, and how to build new star systems and planets. *Starports* looks at building and using starports in the setting.

There is also a wealth of TRAVELLER information online. The Steve Jackson Games website (www.sjgames.com) has the TRAVELLER News Service and links to other TRAVELLER sites. *Pyramid Magazine* online (www.sjgames.com/pyramid) has a number of TRAVELLER articles, including the companion piece to this article, which translates the STAR*DRIVE setting for use with GURPS. The TRAVELLER Web Ring (<http://waystation.hypermart.net/webring/>) is also a good place to start looking for TRAVELLER information.

serve in the military or do similarly dangerous things involving spaceships or contact with alien beings. Even the craziest K'kree need some contact with others of their kind, so Gamemasters might have problems including K'kree heroes in a group of non-K'kree.

Special Abilities

- **Increased Encumbrance.** Their greater lower-body strength allows K'kree to carry more weight. Increase the multiples on the Encumbrance Table by +2. So a K'kree can carry STR \times 4

kilos with no penalty and up to STR \times 8 kilos.

- **Running.** K'kree are built for running. Add +5 to their total STR + DEX for calculating their movement rates.
- **Senses.** K'kree have an excellent sense of smell, giving them a -2 bonus on all checks involving scent.
- **Phobias.** K'kree are claustrophobic and terrified of being alone. Treat these both as 6-point Phobias.

Vargr

The Vargr evolved from Earth canines and were transported to the planet Lair by the Ancients hundreds of thousands of years ago. They have a packlike social structure, a proud nature, and little respect for formal governments or authority.

History

The Vargr discovered the jump drive some five thousand years ago (around the height of the Mayan civilization on Earth) and have wandered the galaxy ever since, establishing colonies and sometimes living as raiders. They fought a number of minor wars with the Imperium centuries ago when the Third Imperium expanded into Vargr territory. They have been allied with the Zhodani in the past. The Vargr Extents are scattered along the coreward side of the Imperium.

Roleplaying

Vargr are proud, curious, enthusiastic, and generally friendly. They retain something of a "pack mentality," so they like to work in groups (even groups of non-Vargr). They have a reputation for being easily swayed by charismatic leaders. This is the prime reason why Vargr governments rarely last for long; they are not based on institutions but on individuals. Vargr are proud and sensitive to disparaging remarks, particular those aimed at their heritage. Calling a Vargr "doggie" is perhaps the ultimate insult.

Special Abilities

- **Claws.** Vargr have short claws on their hands that they can use with Unarmed Attack—brawl or power martial arts. Vargr claws cause d4s/d4w/

d4+2w in combat, plus any Strength bonus.

- **Senses.** Vargr have a developed sense of smell, giving them a -2 bonus on any check involving scent.
- **Sprinting.** Descended from running carnivores, Vargr are good sprinters. They can move at 1.5 times their normal Sprint movement rate for 5 actions before they must make a Stamina—endurance check for fatigue.
- **Swayed.** Vargr are often easily swayed, getting "caught up in the crowd." They reduce their Will Resistance Modifier by -1 for Interaction and Leadership checks.

Using TRAVELLER

In a STAR*DRIVE Campaign

Gamemasters with existing STAR*DRIVE campaigns might wish to use TRAVELLER material as a supplement. There are several ways to do this.

The first is to incorporate elements of the TRAVELLER universe into the STAR*DRIVE setting. The different alien species can be transplanted, either as independent powers in the Stellar Ring or newly discovered species interacting with humanity. Races like the Hivers and the K'kree make good Externals to show up in the Verge and make first contact, given their unusual motivations and quirks. Gamemasters might also find different planets and star systems from existing TRAVELLER material useful for presenting heroes with new places to explore. TRAVELLER adventures adapt easily to the STAR*DRIVE setting.

The TRAVELLER universe can also be a "parallel" or "alternate" universe for heroes to visit. A drivespace malfunction, or the discovery of a precursor artifact (like the dimensional gate from the *Tangents* sourcebook for the ALTER-NITY game) could send heroes from one universe to the other. They have to deal with the different conditions in the TRAVELLER setting while looking for a way to get back home (assuming they want to get back home).

Steve Kenson's first exposure to TRAVELLER was a black boxed set he got for Christmas 15 years ago. He's followed the development of the Imperium ever since.

Gamemaster Hints

A memo meant for someone else in the Hoffmann Institute finds its way to the heroes by accident. The implications are that the Institute suspects an agent—perhaps one of the heroes—of stealing classified documents. The Institute is prepared to take drastic action, including eliminating the "mole's" entire team.

Of course, this all might just be a loyalty test on the part of the Hoffmann Institute, and there really is no spy. The heroes can get to the truth only if they confront the memo's author and gain her trust. But doing so might compromise her investigation and let a spy go free.



"Improving the Human Condition"

The Hoffmann Institute

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READ & DESTROY

C:

Am now convinced information has been leaked to Fed. Document inventory missing classified documents. Fed investigation too close to material for coincidence.

Recommend action before entire team is compromised. Re-route, follow, or delete? Loss of entire team likely.

Please advise.

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Gamemaster Hints

Externals are hard to second guess, but it doesn't take a xenosociology degree to know they don't want well-armed targets. A small External strikeforce has been dispatched to disrupt Austrin-Ontis trade routes to the Verge. This is a good opportunity to have heroes interact with a small group of Externals. They could be traveling to the same destination as an Austrin freighter when the Externals attack.

Of course, attacking Austrin ships—even cargo ships—is a dangerous proposition. But a clever Gamemaster can drop clues from the strikeforce leading to the larger External threat.