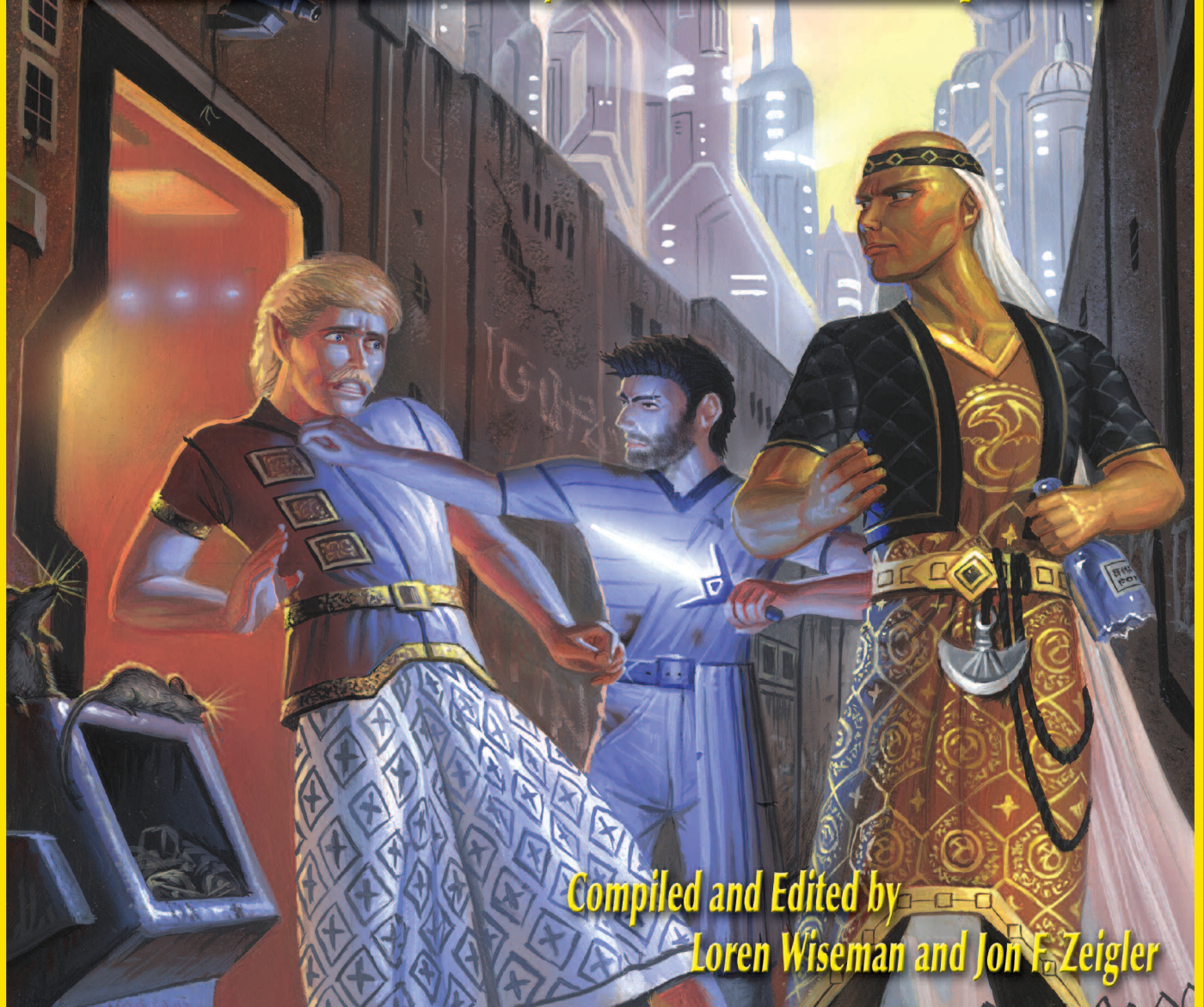


GURPS[®] *Traveller*[®]

HUMANITI[™]

The Infinite Variety of Mankind in Space



Compiled and Edited by
Loren Wiseman and Jon F. Zeigler

STEVE JACKSON GAMES

UNITY IN DIVERSITY



In the far future, mankind has scattered to many worlds and divided into many races . . . and some are very alien, despite their Human ancestry. *GURPS Traveller: Humaniti* describes 16 Human-descended races from the far reaches of the Imperium and beyond, including the technologically advanced Darrians (with their sun-smashing Star Trigger), the carnivorous Dynchia, the dour warrior Azhanti, and the aggressive Itharans. Compiled by Loren Wiseman, this book is a valuable resource for any *Traveller* campaign.

- Never before published details on the societies and cultures of 16 races of Humaniti.
- Maps of the Answerin, Darrians, Irhadre, Kargol, Luriani, Nexxies, and Otrai homeworlds.
- Background histories and character creation details for all 16 races.
- Adventure and campaign seeds.



STEVE JACKSON GAMES
www.sjgames.com

The *GURPS Basic Set* and *GURPS Traveller* are required for full use of this book in a *GURPS* campaign. The background presented here will be of great value to any *Traveller* campaign, and will also serve as a source of inspiration for other SF gamers.

THE HUMANITARIANS:

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**LOREN WISEMAN
AND JON F. ZEIGLER**

Based on the award-winning *Traveller* science-fiction universe by

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STEVE JACKSON GAMES

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About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources include:

Pyramid (www.sjgames.com/pyramid/). Our online magazine includes new *GURPS* rules and articles. It also covers *Dungeons and Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, and many more top games – and other Steve Jackson Games releases like *In Nomine*, *Illuminati*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online!

New supplements and adventures.

GURPS continues to grow, and we'll be happy to let you know what's new. For a current catalog, send us a legal-sized or 9"×12" SASE – please use two stamps! – or just visit www.warehouse23.com.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available on our website – see below.

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Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, e-mail majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your web browser to gurpsnet.sjgames.com.

The *GURPS Traveller: Humaniti* web page is at www.sjgames.com/gurps/traveller/humaniti/.

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set, Third Edition*. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set, Third Edition*. Page references that begin with CI indicate *GURPS Compendium I*. Other references are BIO for *GURPS Bio-Tech*, GT for *GURPS Traveller*, R for *GURPS Religion*, and UT for *GURPS Ultra-Tech*. The abbreviation for *this* book is T:H. For a full list of abbreviations, see p. CI181 or the updated web list at www.sjgames.com/gurps/abbrevs.html.

Introduction

It's a peculiarity of the *Traveller* background that many of the "alien" races are actually Human. Scattered across the galaxy by enigmatic aliens long ago, the various Human races have developed in dozens of distinctive ways. This book presents a collection of Human races. Most of them have been taken from past *Traveller* publications, but many are receiving detailed attention here for the first time.

In this book, you will find:

The *Acheron*, genetically-engineered inhabitants of a hellish world.

The *Answerin*, famed warriors who are rumored to be strangers to fear.

The *Azhanti*, impulsive and adapted to life in an extremely hot climate.

The *Darrians*, an important Imperial ally, heirs to an ancient civilization of miraculous technological accomplishments.

The *Dynchia*, proud tribesmen with their own small interstellar empire.

The *Floriani*, a dimorphic race which divides brains and brawn into distinct castes.

The *Geonee*, diminutive engineers and merchants who believe themselves to be the Ancients.

The *Iltharans*, once conquering warriors, now a downtrodden minority on the worlds of their ancient empire.

The *Irhadre*, desert-adapted and infamous for their practice of slavery.

The *Kargol*, freedom-loving people with advanced biotechnology.

The *Luriani*, one of the few truly amphibious Human races.

The *Nexxies*, genetically engineered for underwater life.

The *Otrai*, descended from ancient Terran religious dissidents.

The *Syleans*, native to the capital world of the Imperium and influential in its politics.

And the *Yileans*, founders of a major interstellar empire outside the Imperium, implacable foes of the alien Vargr.

Some of these Human races are restricted to a small region of the *Traveller* setting, a single world or a small cluster of worlds somewhere in Imperial space. Others are more influential, ruling interstellar empires of their own or taking an important role in the Third Imperium. Any of these races might provide the background for an interesting *Traveller* adventurer – or an equally compelling patron or adversary!

ABOUT THE LINE EDITORS

Loren Wiseman was one of the founding partners of GDW, Inc., original publishers of *Traveller*, and spent more than 20 years there as a game designer, developer, typesetter, and editor. After GDW closed, Loren freelanced for a time, and then came to SJ Games, where he is a Senior Editor and *Traveller* expert-in residence.

Jon F. Zeigler has been a science fiction fan since the cradle (literally). He and his wife and two children live in Maryland, where he works as a computer security consultant. He has written several past books for *GURPS* and *GURPS Traveller*, and currently serves as the *GURPS Traveller* Line Editor for Steve Jackson Games.

JOURNAL OF THE TRAVELLERS' AID SOCIETY

The long-running *Traveller* magazine is now online at jtas.sjgames.com. It supports all versions of *Traveller* with news, articles, discussion areas, and reviews. Subscriptions are \$20 per two years, for 52 biweekly updates and full access to archives.

The *Traveller News Service* is updated weekly, chronicling the life and times of the Imperium, and is viewable *free* at www.sjgames.com/gurps/traveller/news.html. The SJ Games *Traveller* links page (www.sjgames.com/gurps/traveller/links.html) links to the *Traveller* Web Ring, which includes most of the major *Traveller*-oriented websites. For information on subscribing to the *Traveller* mailing list, go to tml.travellercentral.com.

Azhanti Humor

Belying their dour reputation, the Azhanti are actually devoted to riddles and jokes. Of course, Azhanti humor is an acquired taste. It depends heavily on *Rakhli* puns and cryptic *Ro'akh* theological conundrums. Consequently, there are only a handful of non-Azhanti in the Imperium who can vouch for the hilarity of Azhanti jokes.

One of the few translatable examples of Azhanti humor is the story of a well-regarded *Ro'akh* practitioner, who made it his vocation to travel Irale and encourage others to seek out ever-greater challenges. The practitioner came to a rural village, where he exhorted the local inhabitants to live their lives as God intended. But one of the village's inhabitants disagreed strenuously, suggesting that the search for greater challenges held no meaning for him. The practitioner pressed his argument for days, citing *Ro'akh* scriptures and religious thinkers. Finally, exasperated at the man's stubbornness, he asked, "What's wrong with you? Don't you understand what I am saying?"

The man replied, "Of course I do, but I thought I should provide *you* with a challenge."

his servants, and more-distant kin related by marriage. Several clans will unite under a strong leader to form a tribe. Tribes, in turn, form nations. In recent decades on Irale, nations have joined to form a world government. Although Irale is currently united under a single impersonal bureaucracy, it still possesses several nations with their own histories and autonomous governments.

Given the prevalence of warfare in Azhanti history, children have often been necessary to replenish fallen warriors. Children were cherished, and the more children (especially sons) a warrior had, the greater his status within the community. Meanwhile, the constant warfare often caused Azhanti tribes to face gender imbalance, with more than one woman of childbearing age per adult male. Most Azhanti societies therefore allowed successful warriors or tribal leaders to keep more than one wife. Polygamy is still practiced by the Azhanti, although contact with mainstream Imperial culture has begun to discourage the practice.

Meanwhile the Azhanti still cherish children, and will tend to have as many as they feel they can support. As warfare becomes less common and advanced technology brings greater prosperity, Irale and other Azhanti worlds face serious population problems.

DISCIPLINE AND THE MILITARY

Organized military institutions have long been important to Azhanti society. Military discipline and honor are among the few concepts compelling enough to control Azhanti passions. As a result, most clans have a paramilitary structure.

Even the most democratic clans have definite chains of command that must be obeyed.

The concept of *patriotism* – the notion that an individual can be loyal to a social institution larger than his own family or clan – was a major innovation in Azhanti social development. Only with patriotism was it possible for the Azhanti to build large nation-states or a unified world government. However, the Azhanti version of patriotism leans heavily on military discipline and loyalty to a military leader. As a result, *all* Azhanti political institutions above the clan level are organized along military lines.

The Azhanti revere skilled warriors. Meanwhile, joining an offworld military can provide any Azhanti the opportunity to satisfy his curiosity about the cosmos. As a result, since Irale was opened to interstellar contact, the Azhanti have provided a disproportionate number of recruits for Antarean military units.

The structure of the Imperium, with its Emperor and hierarchy of nobles, suits the Azhanti quite well. Indeed, they usually conceive of God as a distant monarch, much like the Emperor. This has led some outsiders to mistakenly believe that the Azhanti worship the Emperor as a god. Nothing could be further from the truth, although such mistakes are understandable given the intricacies of the Azhanti language (which uses very similar words for "leader" and "God").

THE ARTS

Defying the stereotype of the dour warrior people, the Azhanti are neither humorless nor without emotion. In fact, they possess a remarkable body of literature and have contributed significantly to Imperial culture. More than one poet laureate of the Domain of Antares has been an Azhanti, the most notable being Hartim Makhiyus, composer of the famous *Odes to Certainty*.

The Azhanti have a fine appreciation for music and song. Azhanti musical compositions are famous throughout the Domain of Antares. Many Antarean military units sing Azhanti battle hymns – although none can match the sheer vocal texture of several dozen raspy-voiced Azhanti singing in unison.

TECHNOLOGY AND TRADE

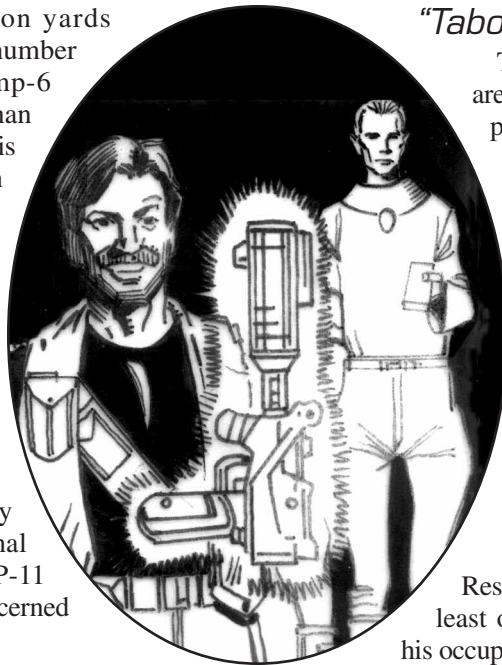
The incessant wars of precontact Irale served as a spur to technological development, but that development was hampered by the lack of a structured scientific method.

Contact with the wider Imperium eventually pushed Irale's technological base up to higher levels. Still, even today there is little original research or development on Irale. A practical people, the Azhanti see little reason to reinvent the wheel. They recognize that Imperial science has been achieving great wonders long before they appeared on the scene. It would be foolish not to take advantage of these technological accomplishments. Thus, there has been little effort to do more than acquire and use technologies already developed elsewhere in the Imperium.

The Darrian starship construction yards are capable of constructing a limited number of TL12 starships. This includes jump-6 capability, although ships with more than jump-3 are rare. Much of this capacity is tied up maintaining the Confederation Navy's starships.

Personal Military

Visitors to Daryen often have high hopes of finding exotic TL13 weapons which are simply not available in the Imperium. They find that such weapons are not available; however, they usually don't go away disappointed. Darrian sells a wide variety of personal military weapons, including gauss rifles, personal combat armor, and fusion guns (FGMP-11 and FGMP-12). For individuals not concerned with price, Darrian is a weapons heaven.



"Taboo" Disadvantages

The following mental disadvantages are very rare among Darrians: Bad Temper, Berserk, Bloodlust, Intolerance, Jealousy, and Megalomania.

Acute Vision

see p. B19

Darrians have slightly sharper senses than the Human average, and have particularly keen vision.

SKILLS

Research see p. B62

Almost every Darrian will have Research skill at IQ or better, along with at least one other Scientific skill unrelated to his occupation.

DARYEN (0627, SPINWARD MARCHES SECTOR)

Starport: Class V.

Diameter: 4,300 miles (6,900 km). *Gravity:* 0.52 G.

Atmosphere: Standard oxygen-nitrogen. *Surface Water:* 33%.

Climate: Warm. *Population:* 2.1 billion (128,000 Aslan).

Government: Feudal Technocracy. *Control Rating:* 2. *TL:* 13.

Gas Giants: 5. *WTN:* 6.5. *Trade Classifications:* Hi.

DARRIAN CHARACTERS

Darrian characters are very tall and slender, averaging 14" taller than a normal Human of the same ST, but as much as 100 pounds lighter than a normal Human of the same height. Pure-bred Darrians have golden or grayish-tan skin, with white or light-toned hair. Darrians with some Solomani ancestry are often ruddier and darker. Darrians have delicate features and slightly pointed ears, which many Solomani feel gives them an elfin look.

DARRIAN RACIAL TEMPLATE -18 POINTS

Attribute Modifiers: ST -1 [-10]; HT -1 [-10].

Advantages: Acute Vision +1 [2].

NOTES ON RACIAL ADVANTAGES AND DISADVANTAGES

Common Advantages

Ambidexterity, Mathematical Ability, and Musical Ability are all quite common among Darrians.

The Minifac

One of Daryen's best-kept secrets is a single TL13 minifac (p. UT17) that survived the Maghiz. Its exact location, and even its very existence, is known to only a few highly placed ministers.

The minifac is able to manufacture a wide range of spanking-new TL13 artifacts, provided it has the necessary raw materials. This includes some alloys that cannot be manufactured on Daryen today. Consequently, new artifacts can only be made if old, broken devices are available to feed into the minifac. There is always some loss in the process, so for every four or five broken items fed into the minifac, three or four items of similar bulk can be manufactured.

The minifac is also limited in its rate of production. It can take over a day to produce a single TL13 hand weapon, weeks to produce the parts for a single TL13 grav vehicle, years to produce the parts for a TL13 supercomputer. Hence the Darrian planetary government doesn't use it for mass production, only for small items that can be used in critical functions. The minifac is always kept busy, and there is considerable quiet infighting among government ministries on how to allocate its production.

Note that the minifac can't produce just *anything*. If something is not in its menu of templates, it can't make it. The minifac is mostly a plot device, permitting GMs to introduce TL13 "artifacts" to his campaign without giving the Darrians the knowledge or ability to make a lot of them. Such artifacts can be almost as desirable as Ancient artifacts, without being as powerful (or as illegal to possess).

after which security forces arrested 24. The detainees were quartered temporarily at the Benat Facility while their injuries were assessed and treated, then transferred to the penal facilities at Lenay, where the group will be held until a trial date can be set for the survivors.



THE MINISTRY OF INFORMATION AND SAFETY

The Ministry of Information and Safety (MIS) has existed since the earliest days of the Second Empire of Gashikan. Although it is technically an arm of the imperial government, in many ways it behaves independently. The Ministry's ostensible mission is to prevent the spread of damaging Vargr propaganda, and to promote peace and unity throughout the Empire.

To accomplish these goals, its agents maintain careful control of all news and information. All information about Vargr is carefully edited or altered. Most stories that present Vargr in a heroic or positive light are suppressed, while others are given a more dubious or threatening cast. The MIS maintains careful search routines on all planetary databases and electronic networks. These programs collect all new information about other governments or the Vargr, and send this information to a series of electronic and Human editors for approval.

Although outsiders are permitted to carry nonapproved information into the Empire, attempting to distribute such information is highly illegal. Any attempt to upload suspect information onto any planetary network results in the data being forwarded to the local Ministry office. MIS officials will edit the information and pay the person responsible a visit. The penalty for uploading or distributing unapproved information is several years of hard labor on one of the Empire's prison planets.

After more than 2,500 years of continuous operation, the MIS has shaped all aspects of imperial society. Today, all of the history, news, and fiction presented to the Empire's citizens make up a coherent whole, without any obvious gaps or omissions. However, this information is subtly different from that received by citizens of the Third Imperium or residents of the neighboring Julian Protectorate. For example, Yileans who leave the Empire are shocked to discover that the Vargr were not primarily responsible for the collapse of the Ziru Sirka, and that the Vargr did not secretly back Zhodani aggressions in the Fifth Frontier War.

The MIS possesses great power due to its control over all information within the Empire. Aside from employees of the MIS, only the Empire's elite have access to uncensored information. Although it is legally forbidden from doing so, the MIS sometimes edits the information received even by high-ranking politicians and business leaders.

The headquarters of the MIS is located on Gashikan, in the capital city of Khasla. The current head of the MIS is Jarob Milligar. Like many of his predecessors, he dislikes the Vargr, but realizes that they are currently not a direct threat to the Empire. However, to keep the Empire unified and strong, he is happy to encourage the citizens of the Empire to support strong government by playing upon fears of Vargr invasion. Milligar is the most powerful person in the Empire, and is largely responsible for the outcome of the recent civil war.

No one outside of the MIS, including the Empress, is aware of the true extent of the Ministry's power and influence. Revealing the truth about the MIS would produce an extremely serious scandal. However, since the MIS effectively controls all news inside the Empire, such a revelation is unlikely to occur.

Visiting Vargr

In recent years, some of the Empire's border worlds have begun importing poor Vargr to work as ill-paid menial laborers and service workers. Only the most destitute Vargr take such assignments. When his 5-year contract ends, a Vargr laborer is shipped home with whatever meager savings he has accrued.

This practice began in 1079 to help alleviate labor shortages caused by the recent civil war. Although these shortages are now over, many worlds have found that "visiting Vargr" form a cheap and controllable labor pool. While under contract, all Vargr laborers must be implanted with special radio trackers that continuously broadcast their location.

Although most of the inhabitants of these border worlds have grown used to seeing Vargr carrying heavily loads and performing menial similar work, many Yileans further from the Empire's boundary are horrified by the thought of Vargr living on any of the Empire's worlds. Holovids depicting these laborers as Vargr spies and terrorists have been growing in popularity. Recently, several border worlds have seen demonstrations against Vargr being imported to take Human jobs. A number of Vargr have been harassed, and a few have been injured or killed. The MIS has been helping to publicize these demonstrations in an effort to help keep the Empire isolated from outside influence.

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