

TRAVELLER OGL: ALIENIST



POSTMORTEM
STUDIOS





TRAVELLER: ALIENIST CAREER

An Alienist is an explorer who is fascinated, in either a personal or professional context, with alien species and cultures; fascinated to the point of obsession. They pursue knowledge and experience of alien civilisations with a degree of tenacity and zeal that might even be described as a fetish.

Alienists do not stop at learning about, or observing, alien cultures. They want to become a part of them, to experience them from the inside, to *become* the alien. Some xenocultures are more accepting than others of this approach; some are even flattered by the attentions. Others are likely to take it as a grave insult to their people, their species and their civilisation. The sheer persistence of the successful Alienist manages to overcome – or ignore – these suspicions and they can even earn themselves a place of honour and acceptance in the alien culture, integrated within it.

Xenophiles are those who are truly in love with the alien and wish to become a part of it. They might be scouts or soldiers who have 'gone native' while stationed in alien dominated space or they may simply have become enchanted with the aliens through the image that they have in the media, seeing them as the embodiment of a concept or as something in their own species that has been lost or diminished. In extreme cases a Xenophile may be suffering from a mental illness, believing that they truly are a member of this alien culture that has become trapped in a human body. They seek to soothe their craving for belonging by finding a new home in an alien culture.

Xenoethnologists are scientists who specifically study the cultures of alien species. Rather than the dry, biological facts or a broad study of intelligent beings as a whole, they zero in on an alien culture and study it intensively, living amongst it and learning to translate meaning between that species and their own. They build bridges between different species and cultures that sometimes don't even share base biology or senses, let alone concepts.

Tourists Tourists are fascinated by alien cultures in a more general sense. They want to experience as many of these cultures and viewpoints as they can, to travel far and wide seeking novel experiences and seeing strange wonders. They wander from port to port, trying to get off the beaten track, away from the well travelled and to lose themselves on alien worlds. Tourists often find themselves in trouble but this adds a frisson of excitement to their travels and gives those who return to civilisation interesting stories to tell.

Qualification: Intelligence 6+

- **Xenophile:** You have a profound and obsessive interest in an alien culture.
- **Xenoethnologist:** You seek to make accessible the cultural essence of alien species.
- **Tourist:** You have travelled beyond the beaten path and experienced many alien cultures and still have a desire to see more.

SKILLS & TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Int	Integration (any)	Integration (any)
2	+1 Edu	Investigate	Art
3	Integration (any)	Diplomat	Language (any)
4	Language (any)	Jack of all Trades	Science*
5	Streetwise	Language (any)	Medic
6	Survival	Science*	Recon
Roll	Xenophile	Xenoethnologist	Tourist
1	Integration (any)	Integration (any)	Carouse
2	Carouse	Art	Diplomat
3	Deception	Diplomat	Jack of all Trades
4	Diplomat	Language (any)	Language (any)
5	Persuade	Science*	Streetwise
6	Language (any)	Persuade	Survival

*Science (Linguistics, Philosophy, Psychology, Sophontology, Xenology)

CAREER PROGRESS

	Xenophile	Xenoethnologist	Tourist
Survival	Intelligence 7+	Intelligence 6+	Endurance 5+
Advancement	Intelligence 7+	Edu 7+	Int 7+

RANKS AND BENEFITS:

Rank	Xenophile	Skill or Benefit
0		
1	Acquaintance	Persuade 1
2		
3	Friend	Language (any) 1
4		
5	Family	Integration 1
6		

Rank	Xenoethnologist	Skill or Benefit
0		
1		
2		Investigate 1
3		
4		
5		Science* 1
6		

Rank	Tourist	Skill or Benefit
0		
1	Wanderer	Jack of all Trades 1
2		
3		Streetwise 1
4		
5	Traveller	Survival 1
6		



MUSTERING OUT BENEFITS:

Roll	Cash	Benefits
1	5,000	Intelligence +1
2	10,000	Education +1
3	20,000	TAS Membership
4	30,000	Ship share
5	40,000	Two ship shares
6	60,000	Two ship shares
7	100,000	Scout ship

MISHAPS:

2d6	Mishap
2	Severely injured. Roll twice on the injury table and take the lower result.
3	Your interest in alien cultures distances you from your own people. Lose 1 Social Standing.
4	You're hurt while far from home and are forced to see an alien doctor who doesn't quite understand human physiology. Lose 1 Endurance.
5	Despite your best efforts you give offence to your alien hosts. Gain an alien enemy.
6	Isolation from your own people causes you immense mental anguish. Lose 1 Intelligence.
7	You're exposed to an extremely rare alien narcotic which is incredibly hard to get outside that culture. You must leave the career path or spend 2,000 credits per term maintaining your habit.
8	Forces from your home culture try to use you for diplomatic leverage over the aliens. If you agree gain 1 point in Diplomat and an enemy from the alien culture. If you refuse lose 1 point from Social Standing and gain an enemy from the political class of your home culture.
9	You're imprisoned by the aliens after transgressing their local laws. You're injured while you're being held (roll once on the injury table) but gain 1 point of Streetwise.
10	You are claimed to be a spy by the aliens and are escorted off world. Leave the career in disgrace.
11	A media reporter makes sensationalist claims about your involvement in alien cultures, lose 1 point of Social Standing.
12	You are wounded when alien civilians panic and attack you in fear, roll on the injury table.



EVENTS

d66	Event
11	Disaster! Roll on the mishaps table but you are not ejected from this career.
12	An alien friend that you grew particularly close to bequeaths you a small fortune. Gain 1d6 x 1000 Credits.
13	The alien culture can be secretive about their true nature, with persistence and through learning a few tricks you manage to uncover some new insights. Gain 1 point in Investigate.
14	You intervene and speak up on behalf of an alien who has fallen afoul of your government, securing their release without any further cultural misunderstandings. Gain a Friend.
15	Some of your 'strange' ideas about the alien culture are put to the test by your own people. Roll Intelligence 7+, if you succeed gain 1 point in Integration, if you fail lose 1 point of Social Standing.
16	Life event. Roll on the Life Events table.
21	Your calm and collected influence helps to dispel burgeoning xenophobia in the alien culture towards your home culture. Gain 1 point of Diplomat.
22	While under suspicion you are kept under house arrest by alien soldiers. You get on with them quite well and pick up a few things. Increase Gun Combat (any) or Melee (any) by 1.
23	There's a small embassy on this world but they're not as involved in the alien community as you are. You're called upon to help when a minor diplomatic incident comes up and acquit yourself well. Gain 1 point of Diplomat.
24	You'll never forget your time at the great festival, the lights, the sounds, the strange smells, the new foods and drinks. The experience taught you a new level of celebration. Gain 1 point in the Carouse skill.
25	You're caught up in a natural disaster that is far more terrible for the aliens than for your own species. If you help the alien culture deal with its problems gain 1 point of Integration and roll on the Injury table, if you look out for yourself during the disaster gain 1 point of Survival and an Enemy.
26	Life event. Roll on the Life Events table.
31	An alien traveller is as fascinated by you as you are by him; you are fellow travellers on this journey. Gain them as a Contact and 1 point in an alien Language.
32	Constant exposure to alien cultures is a mind expanding experience that is changing the way you think, making you far more adaptable. Gain 1 point of Intelligence.
33	You're in a unique position to do a great favour to your alien hosts and they're most appreciative of your efforts. Gain 1 point of Integration.
34	The aliens threaten your standing and status unless you betray your own people in favour of them. If you accept gain an alien Ally and an Enemy from your own culture. If you remain loyal gain an alien Enemy and an Ally from your home culture.
35	The trust you've developed with the alien community is abused by the military, using you as an unwitting spy to gather intelligence. Gain a Rival (an intelligence officer) and 1 point in the Recon skill.
36	Life event. Roll on the Life Events table.
41	You are called upon to be the local escort and tour guide to a noble who is visiting the planet. Gain 1 point of Social Standing and 1d6 x 1000 credits as a bonus.
42	Life in alien space can be very strange and unusual. Roll an Unusual Life Event.
43	You spend a year, in a blur, moving from planet to planet, culture to culture, drinking it all in at a hectic pace without really thinking about what you're learning. Gain 1 point in Jack of all Trades.
44	You are honoured by being called to witness an alien mating/birthing event. The experience is a little uncomfortable but you gain new understanding of alien culture. gain 1 point in Science (sophontology).
45	Your musings on alien culture are collected and made into a popular databook. Gain a +1 DM bonus to your next Benefit roll.
46	Life event. Roll on the Life Events table.
51	Your efforts to integrate with and understand the local culture have been noticed and appreciated. Gain a +1 DM bonus to your next promotion roll.
52	The alien government seeks your advice on how best to approach your home culture for trade. You give the best advice you're capable of and they seem happy. Gain a +1 DM bonus to both your Promotion roll and your Benefit roll.
53	Time spent in, less than salubrious, merchant ship quarters, keeping out of the way of the crew is made worthwhile by learning alien languages on computer. Gain 1 point in an alien Language.
54	You explore the furthest corners of the alien culture including their far-flung outposts. Gain 1 point in Vacc Suit or Zero-G.
55	After a crash you're thrown into an alien landscape and forced to find a way to survive. Roll an Injury and gain 1 point in the Survival skill.
56	Life event. Roll on the Life Events table.
61	You manage to completely cut ties to your home culture and live as much as an alien as it is possible to do without actually being one. Gain 1 point of Integration and a +1 DM bonus to your next promotion check.
62	You are taken in by an alien family unit who look after you and watch out for you. Gain a +1 DM bonus to your next Survival and Promotion rolls.
63	The only outpost on this world from your home culture is a science station, observing some unusual conditions on the planet. They're welcoming to you and some of what they are studying rubs off on you. Gain 1 point in any Science skill.
64	The aliens are curious about your possible psionic capabilities. They test you and if the test comes through positive you may enter the Psion career under intense interest and study from the aliens and outside the control and record of your home culture.
65	A tourism corporation wants to bring these alien worlds within their routes and offers you a position in their company to advise them. If you accept you gain a 100,000 credit bonus and move to the Citizen (corporate) career for your next term – should you wish to train for another term. If you refuse you gain 1 point of Integration and a Rival in the company.
66	You gain insight into alien cultures and the respect of the alien culture that you've been living in. You're automatically promoted.



NEW RULES

Integration

This skill determines how accepted and well regarded your character is in the alien society they have entrenched themselves within. The skill acts as the Social Standing – or equivalent – that you have in that society.

Smoothing the Path

Alienists are at their most useful in advising others on the alien cultures that they understand. In most situations their Integration skill acts as a statistic rather than a skill, replacing the Social Standing value in relation to the alien culture and their position in it. This is likely to be a fairly low social rung, but it will still be higher regarded than most of those from out-culture as, most importantly, it demonstrates that the character is considered, at least in some small degree, to be a part of the alien culture.

Integration can also be used, straight, as a skill and in that form can be used to advise others or to gain bonuses on social skills such as Diplomat, Persuade, Deception in dealing with alien species. An Alienist may roll their Integration skill to provide a +1 DM bonus (+2 for an exceptional success) to their own appropriate rolls or those of others whom they are advising.

Alienists may also use this ability to boost their own, more technical, insights into alien races, giving themselves a bonus on alien Language rolls or appropriate Science rolls (Xenology and Sophontology in particular). While other character types may have book learning and even personal experience, the Alienist literally throws themselves into an alien culture and has much more profound and natural insights into the alien mindset.

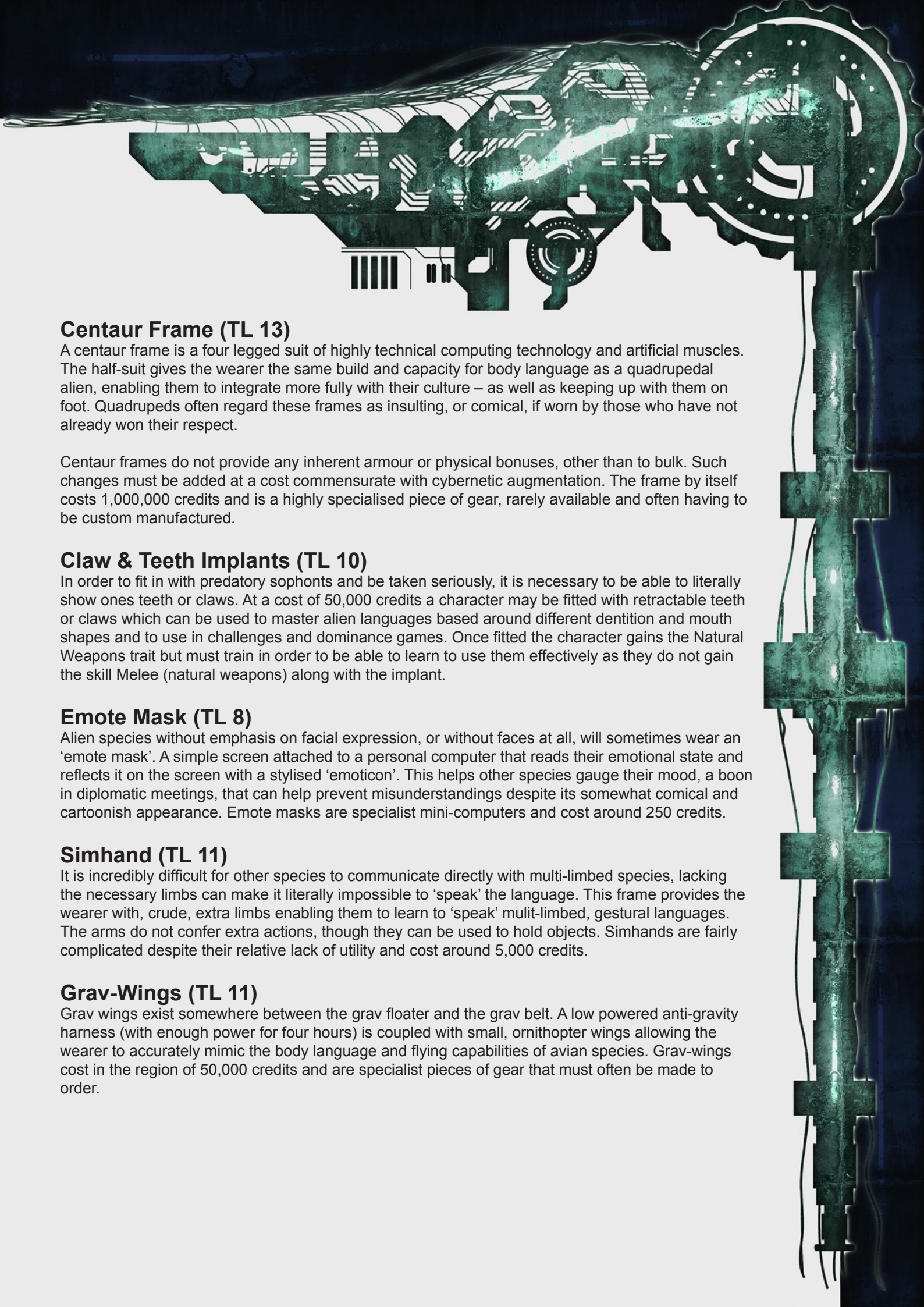
New Equipment

Bodyswap (TL 14)

The ultimate option for those with xenodismorphia (the feeling that one is born into the wrong species) is to have a new body constructed for them, enabling them to truly *become* the alien species. The technology was originally developed as a solution for espionage on alien worlds but has since become an expensive option for those who want to fully assimilate into an alien culture.

Due to objections from proud alien species and concerns about spying, commercial alien bodies are deliberately made in strange colours or with other markers so that they can be identified as being artificial. Only black market or government bodies can pass completely for the real thing, barring a medical examination.

A bodyswap costs 10,000,000 credits, at least twice that on the black market, and gives the 'wearer' all the statistic modifiers and natural capabilities of the alien species though they will still need to learn about the culture, the history and the language to be truly convincing.



Centaur Frame (TL 13)

A centaur frame is a four legged suit of highly technical computing technology and artificial muscles. The half-suit gives the wearer the same build and capacity for body language as a quadrupedal alien, enabling them to integrate more fully with their culture – as well as keeping up with them on foot. Quadrupeds often regard these frames as insulting, or comical, if worn by those who have not already won their respect.

Centaur frames do not provide any inherent armour or physical bonuses, other than to bulk. Such changes must be added at a cost commensurate with cybernetic augmentation. The frame by itself costs 1,000,000 credits and is a highly specialised piece of gear, rarely available and often having to be custom manufactured.

Claw & Teeth Implants (TL 10)

In order to fit in with predatory sophonts and be taken seriously, it is necessary to be able to literally show ones teeth or claws. At a cost of 50,000 credits a character may be fitted with retractable teeth or claws which can be used to master alien languages based around different dentition and mouth shapes and to use in challenges and dominance games. Once fitted the character gains the Natural Weapons trait but must train in order to be able to learn to use them effectively as they do not gain the skill Melee (natural weapons) along with the implant.

Emote Mask (TL 8)

Alien species without emphasis on facial expression, or without faces at all, will sometimes wear an 'emote mask'. A simple screen attached to a personal computer that reads their emotional state and reflects it on the screen with a stylised 'emoticon'. This helps other species gauge their mood, a boon in diplomatic meetings, that can help prevent misunderstandings despite its somewhat comical and cartoonish appearance. Emote masks are specialist mini-computers and cost around 250 credits.

Simhand (TL 11)

It is incredibly difficult for other species to communicate directly with multi-limbed species, lacking the necessary limbs can make it literally impossible to 'speak' the language. This frame provides the wearer with, crude, extra limbs enabling them to learn to 'speak' mulit-limbed, gestural languages. The arms do not confer extra actions, though they can be used to hold objects. Simhands are fairly complicated despite their relative lack of utility and cost around 5,000 credits.

Grav-Wings (TL 11)

Grav wings exist somewhere between the grav floater and the grav belt. A low powered anti-gravity harness (with enough power for four hours) is coupled with small, ornithopter wings allowing the wearer to accurately mimic the body language and flying capabilities of avian species. Grav-wings cost in the region of 50,000 credits and are specialist pieces of gear that must often be made to order.



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