

Flynn's Guide To Alien Creation



A Samardan Press Publication

*Requires the use of the Traveller™ Main Rulebook,
available from Mongoose Publishing.*

TRAVELLER

Compatible Product

Flynn's Guide To Alien Creation

Have you ever wondered what kind of alien species would live on the worlds of your own Traveller campaign? Referees, are you tired of variations on the same old theme, of "people in rubber suits" or "humans with rubber foreheads", when creating aliens for your new campaign setting? Are you looking for a way to play the aliens that are mentioned only in passing in your favorite Traveller rule books? If so, look no further!

Flynn's Guide to Alien Creation offers Traveller Referees a complete system for alien species creation, starting with only a Universal World Profile and two six-sided dice. With examples taken from the forthcoming ***Azri Drakara Campaign Setting***, Referees are guided through the process of generating their own interesting and varied alien species for their Traveller campaign settings. There's even advice on how to further define your alien culture, adding a rich and rewarding depth to the new alien species you have created using ***Flynn's Guide to Alien Creation***.

This product supplements the 2D6 open-gaming system presented in the Traveller System Reference Document, and requires the use of the Traveller main rules book, which is available from Mongoose Publishing.

A Samardan Press Publication

Flynn's Guide To Alien Creation
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Requires the use of the *Traveller*™ Main Rulebook, available from Mongoose Publishing.

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Dannie Clois Kemp, my father, who shared with me his love of science fiction and in so doing, gave me a lifetime of joy and wonder. Rest in peace, Dad.

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INTRODUCTION

Welcome to the latest product from **Samardan Press**: *Flynn's Guide to Alien Creation*, a generic Traveller supplement designed to provide Referees with the means to develop new alien races for their campaign settings. Based solely on a Universal World Profile and the results of multiple 2d6 roles, the Alien Species Generation process described in this guide will provide excellent game mechanics and general background information for any Traveller campaign setting. Although designed for use with the **Traveller Main Rulebook™**, available from **Mongoose Publishing**, this system is easily adaptable to other science fiction gaming systems.

WHAT IS A "FLYNN'S GUIDE"?

The *Flynn's Guides* product line supports the **Traveller System Reference Document**, providing campaign material and rules to empower you as the Referee to

create an entertaining and engaging Science Fiction gaming experience. Future releases include the *Azri Drakara Campaign Setting* and a variety of adventures, supplements and sourcebooks in support of the 2d6 open-gaming system detailed in the **Traveller System Reference Document**.

ABOUT SAMARDAN PRESS

Samardan Press is the personal publishing imprint for Jason "Flynn" Kemp. Samardan Press is dedicated to the support of classic science fiction and fantasy literature and genre-inspired roleplaying. Please keep an eye on the Samardan Press storefront for future releases, including future Traveller supplements, milieu sourcebooks, adventures and other generic support supplements for this and other OGL roleplaying efforts. Samardan Press's storefront can be found here:

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ALIEN SPECIES GENERATION

The core of this guide is the Alien Species Generation system. This chapter provides the full details of that process, as well as two examples selected from the forthcoming *Azri Drakara Campaign Setting*.

GENERAL ASSUMPTIONS

The Traveller rules assumes that the basic character is effectively human: a warm-blooded bipedal humanoid creature derived from omnivore/hunter stock with two arms, hands as manipulators, the usual array of senses, and so forth. Aliens described by the following species generation method assume that, unless otherwise indicated, game mechanics for an alien race follow the same rules as humans do. For example, unless described otherwise, an alien species has two arms with hands that can type on a human keyboard, hold a laser pistol and punch somebody the same way as a human does, and so uses the same rules. As part of the species generation method, the Referee creates a description of the alien race that contains the game mechanics to address any significant differences in how the race interacts with the rules of the game.

By the nature of a diverse universe, it would take a good number of books to describe all the possible variations in detail of a lifeform's appearance. This method, in the desire to remain somewhat concise, uses descriptions that are quite general, leaving room for the Referee to better detail the physical appearance of the alien species, such as the color of the race's skin, the number of fingers (if it even has fingers), and so on. These cosmetic elements do not have a significant impact on the game mechanics detailing an alien species, and so are left under the control of the Referee.

When completed, the alien racial description generated as a result of this species generation method can be used to introduce a new race to a Referee's Traveller campaign. However, the Referee is encouraged to review the final results to insure that they make sense, and adjust them as desired. Indeed, at any point in time along the generation process, the Referee is encouraged to make decisions or adjustments rather than let the dice dictate the results. This insures that the final result reflects the Referee's concepts for their Traveller gaming experience.

AN OVERVIEW

This species generation method was inspired by the animal/life form generation method described in the Traveller core rules. Of course, more detail was required in order to create an alien species usable as a character race, so additional details have been added to the process. Below is an overview of the fourteen major steps involved in creating a Traveller alien species.

The Alien Species Generation Process

1. Determine Existence of Sentient Life
2. Determine Homeworld Qualities
3. Determine Ecological Stock
4. Determine Description
5. Determine Size
6. Determine Movement
7. Determine Ability Scores
8. Determine Natural Armor
9. Determine Natural Weaponry
10. Determine Senses
11. Determine Alien traits
12. Determine Finishing Touches
13. Apply Common Sense
14. Record Alien Species Details

DETERMINE EXISTENCE OF SENTIENT LIFE

Before the Referee can generate an alien species, they must first select the homeworld of a prospective new race. This can be done arbitrarily, or can be identified from a pre-existing set of UWPs using the Referee's choice of world generation methods. For the purposes of this alien species generation method, the following process is suggested, as it tends to result in approximately four–six races per sector, which seems a good balance.

Is This A Homeworld?

If, in the mind of the Referee, native life exists on a world and is complex enough to have evolved potential sentient life, determine if an alien species has evolved on this world. This usually occurs on Agricultural and Garden worlds. On such worlds, this system suggests rolling 3d6. On a roll of 17+, the planet is home to a sentient race.

Example One: The Baelorn

For our first example, the Referee randomly determines that the world called Baelorna (Azri Drakara 1319 A8C6638–A) is home to a Lesser Race. As the Baelorn will be minority members of the Federation of Alutar, the Referee has no expectations on the specific details of this race as he begins the process of alien creation.

Example Two: The Methusans

For our second example, the Referee has a concept in mind for an alien species called the Methusans, a Dominant Race from the Methusan Concord in the Azri Drakara campaign setting. He chooses their homeworld from the map and names it Methusa (Azri Drakara 1825 A663AB8–A).

DETERMINE HOMEWORLD QUALITIES

Certain world conditions automatically establish specific alien traits for the races that evolved on them. These specific qualities are detailed below:

World Size

A world's gravity can negatively affect human characters. In order to reflect the impact such conditions have on a species that naturally evolved on a world with a different surface gravity, a species may gain certain alien traits based on the world's size rating.

World Size 0 (No Gravity): The alien species automatically gains the Zero-Gravity Adaptation and Gravity Intolerance alien traits.

World Size 1–3 (Trace Gravity): The alien species automatically gains the Low Gravity Adaptation and Gravity Intolerance alien traits.

World Size 4–6 (Low Gravity): The alien species automatically gains the Low Gravity Adaptation alien trait.

World Size 7–9 (Average Gravity): Worlds of this size do not grant any alien traits to an alien species.

World Size A+ (High Gravity): The alien species automatically gains the Heavy Gravity Adaptation alien trait.

World Atmosphere

A planet's atmosphere can seriously affect human characters. In order to reflect the impact these conditions have on a species that naturally evolved on such a world, a species may gain certain alien traits based on the world's atmosphere rating.

World Atmosphere 0 (No Atmosphere): The alien species automatically gains the Vacuum Survival alien trait.

World Atmosphere 1 (Trace Atmosphere): The alien species automatically gains the Trace Breather alien trait. Roll 2d6; on a roll of 11+, the alien species also gains the Vacuum Survival, Limited alien trait.

World Atmosphere 2, 3 (Very Thin Atmosphere): The alien species automatically gains the Trace Breather, Limited alien trait. Roll 2d6; on a roll of 11+, the alien species gains the Trace Breather and Vacuum Survival, Limited alien traits instead.

World Atmosphere 4, 5 (Thin Atmosphere): Worlds of this atmosphere classification do not grant any alien traits to an alien species.

World Atmosphere 6, 7 (Standard Atmosphere): Worlds of this atmosphere classification do not grant any alien traits to an alien species.

World Atmosphere 8, 9 (Dense Atmosphere): Worlds of this atmosphere classification do not grant any alien traits to an alien species.

World Atmosphere A (Exotic Atmosphere): The alien species automatically gains the Atmospheric Requirements alien trait.

World Atmosphere B (Corrosive Atmosphere): The alien species automatically gains the Atmospheric

Requirements alien trait.

World Atmosphere C (Insidious Atmosphere): The alien species automatically gains the Atmospheric Requirements alien trait.

World Atmosphere 2, 4, 7, 9 (Tainted Atmosphere): The alien species automatically gains the Tainted Breather alien trait. Roll 2d6; on a roll of 9+, the alien species loses the Tainted Breather alien trait and gains the Taint Immunity alien trait instead.

World Hydrographics

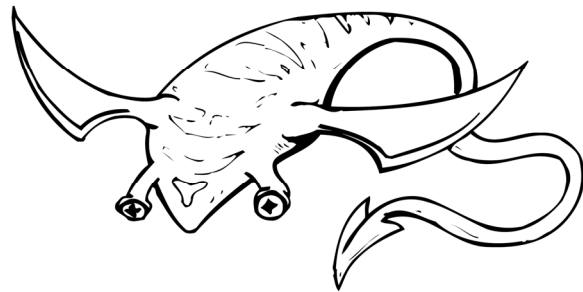
A world's average hydrographics (or percent of surface water) can impact human characters, particularly in terms of desert worlds and water worlds. In order to reflect the impact these conditions have on a species that naturally evolved on such planets, a species may gain certain alien traits based on the world's hydrographics rating.

World Hydrographics 0 (Desert World): The alien species automatically gains the Desert Adaptation alien trait.

World Hydrographics 1–5 (Dry World): Worlds of this hydrographics classification do not grant any alien traits to an alien species.

World Hydrographics 6–9 (Wet World): Worlds of this hydrographics classification do not grant any alien traits to an alien species.

World Hydrographics A (Water or Fluid World): The alien species automatically gains the Aquatic and Natural Swimmer alien traits. Roll 2d6; on a roll of 10+, the alien species also gains the Amphibious alien trait and must roll 2d6 again. On a roll of 6+, the amphibious alien species also gains the Water Dependent alien trait.



World Climate

The average surface temperature of a world negatively impacts human characters. In order to reflect the impact these have on a species that naturally evolved on a planet outside of Earth's ranges, a species may gain certain alien traits based on the world's climate rating.

World Climate Chilly– (Average surface temperature below 0 degrees Celsius): The alien species automatically gains the Cold Endurance alien trait.

World Climate Cold– (Average surface temperature –25 degrees Celsius or lower): The alien species automatically gains the Cold Endurance, Cold

Resistance and Fire Vulnerability alien traits.

World Climate Warm (Average surface temperature between 0 degrees Celsius and 25 degrees Celsius): Worlds of this climate do not grant any alien traits to an alien species.

World Climate Tropical+ (Average surface temperature above 25 degrees Celsius): The alien species automatically gains the Heat Endurance alien trait.

World Climate Hot+ (Average surface temperature above 45 degrees Celsius): The alien species automatically gains the Heat Endurance, Fire Resistance and Cold Vulnerability alien traits.

Table: Ecological Type For Intelligent Lifeforms

2d6	Primary
2	Scavenger
3	Scavenger
4	Herbivore
5	Herbivore
6	Omnivore
7	Omnivore
8	Omnivore
9	Omnivore
10	Herbivore
11	Carnivore
12	Carnivore

Example One: The Baelorn

Looking at the UWP for Baelorna (Azri Drakara 1319 A8C6638–A), the Referee identifies the following Homeworld Qualities: Average Gravity, Insidious Atmosphere, Wet World. Given the nature of the Baelorn’s homeworld, the Referee simply chooses a World Climate of Tropical.

These homeworld conditions provide the following alien traits for the Baelorn: Atmospheric Requirements, Heat Endurance.

Example Two: The Methusans

Methusa’s UWP (Azri Drakara 1825 A663AB8–A) is represented by the following Homeworld Qualities: Low Gravity, Standard Atmosphere, Dry World. Based on a mental picture of an alien race from an existing science fiction novel that the Referee is using as inspiration for the Methusan race, the Referee chooses a World Climate of Chilly.

These homeworld conditions provide the following alien traits for the Methusans: Cold Endurance, Low Gravity Adaptation.

Table: Ecological Subtype By Type

2d6	Herbivore	Omnivore	Carnivore	Scavenger
2	Filter	Gatherer	Pouncer	Reducer
3	Filter	Gatherer	Pouncer	Hijacker
4	Intermittent	Gatherer	Pouncer	Hijacker
5	Intermittent	Hunter	Trapper	Intimidator
6	Intermittent	Hunter	Chaser	Intimidator
7	Intermittent	Hunter	Chaser	Intimidator
8	Grazer	Hunter	Chaser	Intimidator
9	Grazer	Hunter	Chaser	Intimidator
10	Grazer	Eater	Siren	Carrion-eater
11	Grazer	Eater	Killer	Carrion-eater
12	Grazer	Eater	Killer	Carrion-eater

Example One: The Baelorn

With no pre-conceived notions as to the nature of the Baelorn, the Referee rolls a 9 on 2d6, establishing that the Baelorn descend from Omnivore stock. A second roll of 2d6 identifies the subtype as Hunter.

At this point, we now know that the Baelorn descend from Omnivore/Hunter stock, and have the following alien traits: Atmospheric Requirements, Heat Endurance.

Example Two: The Methusans

Although the Methusans are inspired by aliens from a specific science fiction novel, the Referee has no idea as to what stock these aliens descended from. Looking over his options, he choose Omnivore stock instead of rolling randomly for it, as he recalls that the aliens from his inspiration ate both plants and animals. To identify the subtype, the Referee rolls a 9 on 2d6, and determines that the subtype for his race is Hunter. Looking at the Baelorn, the Referee decides not to use the same subtype, desiring to create some differences for his setting, and so chooses the next subtype option down, the Eater.

At this point, we now know that the Methusans descend from Omnivore/Eater stock, and have the following alien traits: Cold Endurance, Low Gravity Adaptation.

DETERMINE ECOLOGICAL STOCK

Lifeforms in Traveller are defined by the ecological niche they fill. Humans, for example, evolved from omnivore/hunter stock. As the Traveller core rules assume that humans are the basis for the game mechanics involving characters, the Ecological Type For Intelligent Lifeforms And Ecological Subtype By Type tables are weighted toward generating omnivore/hunters. Roll 2d6 to determine the species’ primary type on the Ecological Type For Intelligent Lifeforms table, then roll 2d6 on Ecological Subtype By Type table under the appropriate subtype to determine the species’ subtype.

The ecological stock from which a species evolved impacts a number of other factors and alien traits, and so must be determined early on.

DETERMINE DESCRIPTION

This section is mostly descriptive, although the results here can impact game mechanics for aspects of the alien species that are non-human.

Metabolism

In general, most alien species have some capacity to regulate and maintain a body temperature range that is optimal for biological efficiency. These species are considered to be warm-blooded. Roll 2d6; on a roll of 11+, an alien species is considered cold-blooded, and gains the Cold-Blooded alien trait.

Gender(s)

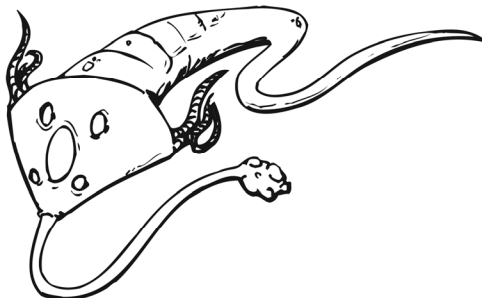
While most races are made up, like humans, of two genders, science fiction has explored alien races with different forms of gender and reproduction. To determine the gender options for an alien species, roll 2d6 and consult the Alien Genders table below.

Table: Alien Genders

2d6	Gender Type
2	Asexual
3	Hermaphroditic
4	Hermaphroditic
5	Two genders
6	Two genders
7	Two genders
8	Two genders
9	Two genders
10	Two genders
11	Two genders
12	1d6+1 genders

This system generally assumes that there are no significant differences between genders in terms of game mechanics. If a Referee desires to introduce differences between genders of a specific race, they can simply perform any desired step after this point in the process multiple times, once per gender, and track the differences.

Gendermorphic: Some alien species can enter into a state of hibernation while their body changes genders. If an alien species has more than one gender, roll 2d6; a roll of 12+ grants the alien species the Gendermorphic alien trait.



Reproduction Method

Classic science fiction depicts most alien races as bearing live young, but nature provides other options as well. To determine the reproduction method of a species, roll 2d6 and consult the Alien Reproduction Methods table below.

Table: Alien Reproduction Methods

2d6	Reproduction Method
2	External budding
3	Live-bearing
4	Live-bearing
5	Live-bearing
6	Live-bearing
7	Live-bearing
8	Live-bearing
9	Egg-laying
10	Egg-laying
11	Egg-laying
12	Egg-laying

DMs: Asexual, DM-3
Cold-blooded, DM+3

Respiration

Most alien species in Traveller follow the human model, and breathe air. Roll 2d6, DM+2 if the homeworld's hydrographics rating is 8 or higher; a roll of 12+ indicates that the alien species evolved from aquatic stock, assuming that the homeworld is not a desert world. An aquatic alien species automatically gains the Aquatic, Amphibious and Natural Swimmer alien traits. Roll 2d6 again. If the result is 6+, the amphibious alien species also gains the Water Dependent alien trait. If the result is 10+, the alien species loses the Amphibious and Water Dependent alien traits and becomes completely aquatic.

Example One: The Baelorn

Continuing to follow the charts from this guide, the Referee checks for the metabolism of the Baelorn race, rolling an 8 on 2d6, discovering that the Baelorn are warm-blooded. Another 2d6 die roll produces a 10, which indicates two genders. Since the Baelorn have more than one gender, the Referee checks for a gendermorphic species. Rolling a 3 on 2d6, the Baelorn are not gendermorphic. Under reproduction, the Referee rolls a 5 on 2d6, indicating that the Baelorn are live-bearing. Given a hydrographics rating of 6, the Referee does not have to check for respiration.

When we have completed this step, we know that the Baelorn descend from Omnivore/Hunter stock, are warm-blooded, have two genders, bear live young, and have the following alien traits: Atmospheric Requirements, Heat Endurance.

Example Two: The Methusans

The Referee knows that, as he already has some pre-defined concepts for the Methusans from the source material that serves as his inspiration, he will not ever roll on some of the charts for this step. In regards to metabolism, the Referee rolls a 4 on 2d6, indicating a warm-blooded race. For genders, the Referee arbitrarily decides that the species has two genders, and that the races is gendermorphic. Again, following the source of inspiration, the Referee chooses egg-laying under reproduction, and the hydrographics rating for Methusa does not indicate a need to consult the respiration section.

After this step, we have determined that the Methusans descend from Omnivore/Eater stock, are warm-blooded, have two genders, are gendermorphic, lay eggs, and have the following alien traits: Cold Endurance, Gendermorphic, Low Gravity Adaptation.

DETERMINE SIZE

The size of an alien species determines a number of significant details in regards to game mechanics, and influences quite a range of other options as well. To determine the size of a species, roll 2d6, modified using the DMs provided, and consult the Alien Size table below.

Table: Alien Size

<i>2d6</i>	<i>Size</i>
2	Tiny
3	Small
4	Small
5	Medium
6	Medium
7	Medium
8	Medium
9	Medium
10	Medium
11	Large
12	Large
13	Large
14	Huge

DMs: World Size 8+, DM-1
World Size 4-, DM+1
Flyer, DM-2
Natural Swimmer, DM+2

The benefits and penalties for a species' size should be included in the racial traits of the species description generated at the end of this process. These benefits and penalties are summarized for ease of reference below.

Tiny: Tiny species generally have a Strength and Endurance of only 1d6, and a Dexterity of 3d6. The minimum size for a sophont is about half that of a human. Attacks against Tiny creatures receive a -1 DM to hit.

Small: Small species generally have a Strength and Endurance of only 1d6, and a Dexterity of 3d6.

Medium: Species of a medium size receive no special bonuses or penalties due to their size.

Large: The species is considerably larger than the average for sophonts. Large creatures generally have a Strength and Endurance of 3d6 or even 4d6, and a Dexterity of 1d6. Life support requirements for Large creatures are doubled.

Huge: The species is extremely large compared to the average for sophonts. Huge creatures generally have a Strength and Endurance of 3d6 or even 4d6, and a Dexterity of 1d6. Life support requirements for Huge creatures are doubled. Attacks against Huge creatures receive a +1 DM to hit.

Example One: The Baelorn

Since Baelorn has a world size rating of 8, the Referee applies a DM of -1 to his roll of 2d6, resulting in (11-1=) 10. The Baelorn have a size of Medium.

Now we know that the Baelorn descend from Omnivore/Hunter stock, are warm-blooded, have two genders, bear live young, are Medium in size, and have the following alien traits: Atmospheric Requirements, Heat Endurance.

Example Two: The Methusans

The Referee once more falls back on the source of his inspiration, and notes that the two genders of the Methusan alien species are of different size categories. The males are considered Large, while the females are considered Medium. He decides that, with this difference in mind, he should start tracking the details of each gender separately.

After completing this step, we have determined that the Methusans descend from Omnivore/Eater stock, are warm-blooded, have two genders, are gendermorphic, lay eggs, and have the following alien traits: Cold Endurance, Gendermorphic, Low Gravity Adaptation. Females are Medium in size, while males are Large in size.

DETERMINE MOVEMENT

This section determines elements that impact a species movement.

Locomotion

Most alien species move much like humans do, using limbs to ambulate from one location to another. Some sentient races retain a racial ability to swim underwater or fly through the air. Some species even possess a natural ability to climb sheer surfaces. To determine any additional locomotive methods of a species, roll 2d6 and consult the Alien Locomotive Methods table below.

Table: Alien Locomotive Methods

<i>2d6</i>	<i>Locomotive Method</i>
2	Natural Swimmer, No Land Movement (and Deep Diver if non-Aquatic)
3	Natural Swimmer, Amphibious* (and Deep Diver if non-Aquatic)
4-9	—
10	Natural Climber
11	Flyer
12	Flyer, No Land Movement

DMs: World Size 3-, DM+2
World Size 4-5, DM+1
World Size 9+, DM-1
World Atmosphere 8+, DM+1
World Atmosphere 5-, DM-1
Wet World, DM-1
Water World, see World Hydrographics above, instead of consulting the Alien Locomotive table

(* **Note:** If a species has the Amphibious alien trait, roll 2d6 again; on a result of 6+, the amphibious alien species also gains the Water Dependent alien trait.

Homeworld Limitations: If a homeworld does not have at least a thin atmosphere (Atmosphere code 4+), then the species cannot have the Flyer alien trait. If the world does not have free standing fluid oceans (such as a desert world, an asteroid belt or an ice-capped world), the species cannot have the Natural Swimmer, Deep Diver, Amphibious or Water Dependent alien traits.

Body Symmetry & Number Of Limbs

As most aliens in science fiction tend to follow the humanoid body frame, it is assumed that most aliens in Traveller will follow a similar trend. Roll 2d6 and consult the Body Symmetry And Limb Count table below to determine body symmetry. Using the same line on the table, determine the number of limbs.

Table: Body Symmetry & Limb Count

<i>2d6</i>	<i>Symmetry</i>	<i>Limb Count</i>
2	Trilateral	(1d3+1)x3
3	Bilateral	4 (2 pairs)
4	Bilateral	4 (2 pairs)
5	Bilateral	4 (2 pairs)
6	Bilateral	4 (2 pairs)
7	Bilateral	4 (2 pairs)
8	Bilateral	4 (2 pairs)
9	Bilateral	6 (3 pairs)
10	Bilateral	8 (4 pairs)
11	Bilateral	2d6 pairs
12	Radial	2d3+1

Radial Symmetry: For all creatures with radial symmetry, all limbs are assumed to be used as both arms and legs. Flying creatures with radial symmetry are assumed to fly primarily through lighter-than-air means.

Bilateral Symmetry: Bilateral creatures have at least one pair of hands/manipulators. Flying bilateral species have at least one pair of wings. Use the Limb Group Types table below to randomly assign limb types to any remaining pairs. If a creature has more than eight limbs, assume that the remainder of the results are legs and only roll for the first four pairs.

Trilateral Symmetry: Trilateral creatures have at least one group of three limbs act as hands/manipulators. Flying creatures with trilateral symmetry are more likely to fly through lighter-than-air means, and so do not necessarily require wings to fly. If no limb groups generate wings for a flying creature, then assume the species flies through lighter-than-air means. Use the Limb Group Types table below to randomly assign limb types to each group of three appendages.

No Land Movement Note: Species with the No Land Movement alien trait (from Locomotion above) do not gain legs. Any locomotive limbs generated on the Limb Group Types table automatically convert to the appropriate type (wings or fins).

Multiple Limbs Note: If a race has multiple limbs designated for manipulation, the alien species gains the Multiple Limbs alien trait.

No Legs Results: If a race has no legs after creating their limb group types, the alien species gains the No Land Movement alien trait if it does not already possess it. Alternately, the Referee may assign a limb group to be legs, to insure the species has a base land speed.

Table: Limb Group Types

<i>2d6</i>	<i>Type</i>
2	Locomotion (wings for Flyers, fins for Natural Swimmers, otherwise legs)
3	Locomotion (wings for Flyers, fins for Natural Swimmers, otherwise legs)
4	Locomotion (fins for Natural Swimmers, otherwise legs)
5	Locomotion (fins for Natural Swimmers, otherwise legs)
6	Locomotion (fins for Natural Swimmers, otherwise legs)
7	Locomotion (fins for Natural Swimmers, otherwise legs)
8	Manipulation (arms, tentacles, etc.)
9	Manipulation (arms, tentacles, etc.)
10	Manipulation (arms, tentacles, etc.)
11	Manipulation (arms, tentacles, etc.)
12	Dual-purpose Manipulation/Locomotion (arms/legs)

Speed

A species' movement speed is based on a number of factors: size, locomotion type, number of locomotive limbs, body symmetry, ecological type and subtype, for example. For each locomotion type available to the

alien species, roll 2d6, apply the appropriate DMs and consult the Comparative Movement Rate table below to determine if the species is Slow, Average or Fast. (Note that flying creatures that use lighter-than-air methods are automatically Slow.) Finally, consult the Movement By Size And Type table to get the actual base movement speed of the alien species for each movement type.

Burst of Speed: Roll 2d6, DM-1 if the species has a Slow comparative movement. On a roll of 12+, the species gains the Burst of Speed alien trait.

Stability: Roll 2d6, DM +2 if species is multi-legged (i.e. non-bipedal), DM-1 if the species has a Fast comparative movement. On a roll of 12+, the species gains the Stability alien trait.

Stalwart Movement: Roll 2d6, DM-1 if the species has a Fast comparative movement. On a roll of 12+, the species gains the Stalwart Movement alien trait.

Table: Comparative Movement Rate

2d6	Comparative Movement
2	Slow
3	Slow
4	Slow
5	Average
6	Average
7	Average
8	Average
9	Average
10	Average
11	Fast
12	Fast

- DMs:** Herbivore/Filter, DM -2
 Herbivore/Intermittent, DM +0
 Herbivore/Grazer, DM +2
 Omnivore/Gatherer, DM +1
 Omnivore/Hunter, DM +0
 Omnivore/Eater, DM +1
 Carnivore/Pouncer, DM +0
 Carnivore/Chaser, DM +2
 Carnivore/Trapper, DM -2
 Carnivore/Siren, DM -2
 Carnivore/Killer, DM +1
 Scavenger/Hijacker, DM +0
 Scavenger/Intimidator, DM +0
 Scavenger/Carrion-Eater, DM +0
 Scavenger/Reducer, DM +0

Table: Movement By Size And Type

Size	Type	Slow	Average	Fast
Tiny	Land	1.5m	3m	4.5m
	Land, 4+ legs	3m	4.5m	6m
	Fly	4.5m	6m	7.5m
Small	Land	3m	4.5m	6m
	Land, 4+ legs	6m	7.5m	9m
	Fly	6m	9m	12m

Medium	Land	4.5m	6m	9m
	Land, 4+ legs	6m	9m	12m
	Fly	6m	12m	18m
Large	Land	6m	9m	12m
	Land, 4+ legs	9m	12m	15m
	Fly	12m	18m	24m
Huge	Land	6m	9m	12m
	Land, 4+ legs	9m	12m	15m
	Fly	15m	21m	27m
Any	Swim	6m	12m	18m
Any	Climb	4.5m	6m	9m

Recording Movement: If a species has a land movement rate of less than 6m, then they should receive the Slow Speed alien trait, and the Referee should note their speed. If a species has a land movement rate of more than 6m, then the species should receive the Fast Speed alien trait, along with a notation of their speed.

Example One: The Baelorn

Since Baelorn has a world atmosphere rating of C, the Referee applies a DM of +1 to his roll of 2d6, resulting in (6+1=) 7. The Baelorn have no additional forms of locomotion aside from land movement. The Referee then checks for Body Symmetry and Number of Limbs by rolling a 3 on 2d6, indicating Bilateral symmetry and four limbs. One pair of limbs provides hands or manipulators. Rolling on the Limb Group Types table for the second pair, the Referee rolls a 6 on 2d6, indicating that the second pair of limbs are for locomotion. To determine the comparative movement rate, the Referee then rolls 2d6 on the Comparative Movement table; a result of 8, not modified due to the Omnivore/Hunter stock of the Baelorn's ancestors, indicates that the Baelorn have average movement for their size. That translates to 6m, which is standard for most races in Traveller. The Baelorn do not possess the Burst of Speed alien trait (8 on 2d6), the Stability alien trait (7 on 2d6) or the Stalwart Movement alien trait (10 on 2d6).

At this point, the Baelorn descend from Omnivore/Hunter stock, are warm-blooded, have two genders, bear live young, are Medium in size, have bilateral symmetry, a pair of legs and a pair of arms ending in hands, travel at a speed of 6m, and have the following alien traits: Atmospheric Requirements, Heat Endurance.

Example Two: The Methusans

The Referee has limited references in determining the elements of this section. Although the source material describes the males of the original alien race as floating, the Referee decides that this is not necessary for his vision of the Methusans, so he checks the locomotion table with a 2d6 roll of 4. The Methusans do not have any additional locomotion methods. In regards to body symmetry, the Referee rolls on Body Symmetry and Number of Limbs; a 2d6 die roll of 12 indicates radial

symmetry. An additional roll of 2d3+1 provides seven limbs that are used for both movement and manipulation. The physical image of the Methusans is beginning to drift from the original source inspiration, but the Referee is fine with that, given that this will help create a unique alien species for his campaigns. For speed, the Referee rolls a 9 on 2d6, DM +1 for Omnivore/Eater stock, results in an Average speed. In these regards, males have a speed of 9m, while females have a speed of 6m. Methusans do not have burst of speed (rolling a 6 on 2d6). Because the Methusans are multi-legged, the Referee checks for stability, rolling a (10+2=) 12 on 2d6, giving Methusans the Stability alien trait. Finally, the Methusans do not have the Stalwart Movement alien trait (another 6 on 2d6).

After completing this step, we have determined that the Methusans descend from Omnivore/Eater stock, are warm-blooded, have two genders, are gendermorphic, lay eggs, have radial symmetry, seven limbs that are used interchangeably as legs or arms, and have the following alien traits: Cold Endurance, Gendermorphic, Low Gravity Adaptation and Stability. Females are Medium in size and move at 6m, while males are Large in size and have the Fast Speed (9m) alien trait.



DETERMINE ABILITY SCORES

Ability scores define a character's capacities relative to other characters. Humans, as the base from which all other characters are compared, do not have any modifications to their ability scores. However, other species may have natural tendencies that are above or below those of humans. These are reflected within the game system as racial ability score modifiers. This alien species generation method determines ability score modifiers (if any) in the following order: Strength, Dexterity, Endurance, Education, Social Standing and

finally Intelligence. The results from previous steps often serve as modifiers in the determination of ability scores later on in the process. When used in this manner, an ability score bonus serves as a penalty, while an ability score penalty serves as a bonus (i.e. the Referee should subtract the modifier from the die roll instead of adding it, thus turning bonuses to penalties and vice versa.)

At each step in the process, the Referee will roll 2d6, modified as listed in each section, and compare the results to the Ability Score Modifier table. The end results may be further constrained to certain values, as listed in each section below.

Table: Step Change By Result

<i>Result</i>	<i>Step Change</i>
(-9) or less	Step -5
(-8)-(-6)	Step -4
(-5)-(-3)	Step -3
(-2)-0	Step -2
1-3	Step -1
4-10	Base Value
11-13	Step +1
14-16	Step +2
17-19	Step +3
20-22	Step +4
23 or more	Step +5

Table: Ability Score Alien Traits By Step

<i>Step</i>	<i>Alien Trait</i>
1	Weak (1d6-1)
2	Weak (1d6)
3	Weak (1d6+1)
4	Weak (2d6-2)
5	Weak (2d6-1)
6	2d6
7	Notable (2d6+1)
8	Notable (2d6+2)
9	Notable (3d6-1)
10	Notable (3d6)
11	Notable (3d6+1)
12	Notable (4d6-1)
13	Notable (4d6)
14	Notable (4d6+1)
15	Notable (4d6+2)

Note: No Step Change may result in a result less than Step 1 (Weak (1d6-1)), nor greater than Step 15 (Notable (4d6+2)).

Table: Base Values By Size And Ability Score

<i>Size</i>	<i>Base Str</i>	<i>Base Dex</i>	<i>Base End</i>	<i>Base Int</i>	<i>Base Edu</i>	<i>Base Soc</i>
Tiny	1d6	3d6	1d6	2d6	2d6	2d6
Small	1d6	3d6	1d6	2d6	2d6	2d6
Medium	2d6	2d6	2d6	2d6	2d6	2d6
Large	3d6	1d6	3d6	2d6	2d6	2d6
Huge	3d6	1d6	3d6	2d6	2d6	2d6

Determine Strength Ability Score

Strength is an abstract measure of the amount of physical force that the creature can apply through the use of its muscular structure. To determine a species' Strength modifier, roll 2d6, modified as below, and compare the end result to the Ability Score Modifier table above.

- DMs:** World Size 0 (No Gravity), DM -7
World Size 1-3 (Trace Gravity), DM -5
World Size 4-6 (Low Gravity), DM -3
World Size A+ (High Gravity), DM +3
Carnivore, DM +3
Herbivore, DM +3

Determine Dexterity Ability Score

Dexterity is an abstract measure of a creature's level of physical control, from fine motor functions to general balance and coordination. To determine a species' Dexterity modifier, roll 2d6, modified as below, and compare the end result to the Ability Score Modifier table above. The Dexterity ability score modifier has an upper limit of 3d6 and a lower limit of 1d6. If the resulting ability score dice falls outside of that range, adjust the dice to fit.

- DMs:** World Size 0 (No Gravity), DM +7
World Size 1-3 (Trace Gravity), DM +5
World Size 4-6 (Low Gravity), DM +3
World Size A+ (High Gravity), DM -3
Carnivore, DM +3
Herbivore, DM -5
Strength, DM +/- 2 per Step Change below/above Base Strength

Determine Endurance Ability Score

Endurance is an abstract measure of a character's level of physical health and stamina, as well as their general resistance to damage. To determine a species' Endurance modifier, roll 2d6, modified as below, and compare the end result to the Ability Score Modifier table above. The Endurance ability score modifier has an upper limit of 4d6 and a lower limit of 1d6. If the resulting ability score dice falls outside of that range, adjust the dice to fit.

- DMs:** World Size 0 (No Gravity), DM -5
World Size 1-3 (Trace Gravity), DM -3
World Size A+ (High Gravity), DM +3
Strength, DM +/- 2 per Step below/above Base Strength
Dexterity, DM +/- 2 per Step below/above Base Dexterity

Determine Education Ability Score

Education is an abstract measure of a character's level of general education. To determine a species' Education

modifier, roll 2d6, modified as below, and compare the end result to the Ability Score Modifier table above.

The Education ability score modifier has an upper limit of 3d6 and a lower limit of 1d6. If the resulting ability score dice falls outside of that range, adjust the dice to fit.

Feral: Some races remain uncivilized, sometimes in spite of their surroundings or technological advancement. To determine if the species is feral, roll 2d6, DM+2 if the world's Starport is either X or E, DM-2 if the world's Starport is either A or B; on a result of 12+, the species gains the Feral trait and thus start with a Base Education of 1d6 instead of the usual 2d6. Once the Base Education value is determined, determine the Education Ability Score Modifier as normal.

- DMs:** World Starport A (Exceptional Quality), DM +2
World Starport E (Non-existent), DM -2
World Starport X (Xenophobic/Interdicted), DM -3
Strength, DM +/- 2 per Step below/above Base Strength
Dexterity, DM +/- 2 per Step below/above Base Dexterity
Endurance, DM +/- 2 per Step below/above Base Endurance

Determine Social Standing Ability Score

Social Standing is an abstract measure of a character's social and political status within their native government or culture. To determine a species' Social Standing modifier, roll 2d6, modified as below, and compare the end result to the Ability Score Modifier table above. The Social Standing ability score modifier has an upper limit of 2d6+1. If the resulting ability score dice falls outside of that range, adjust the dice to fit.

- DMs:** World Starport A (Exceptional Quality), DM +2
World Starport E (Non-existent), DM -2
World Starport X (Xenophobic/Interdicted), DM -3
World Tech Level 5 or less (Pre-industrial or earlier), DM -5
World Tech Level 6-8 (Industrial), DM -3
World Tech Level 12+ (Average Stellar or later), DM +2
Strength, DM +/- 2 per Step below/above Base Strength
Dexterity, DM +/- 2 per Step below/above Base Dexterity
Endurance, DM +/- 2 per Step below/above Base Endurance
Education, DM +/- 2 per Step below/above Base Education

Caste, Charisma: Alien species may have different criteria for Social Standing: Caste or Charisma. Roll 2d6, DM -1 for Herbivore stock and DM +1 for Carnivore stock. A result of 2- indicates the species has the Caste alien trait, while a result of 12+ indicates that the species has the Charisma alien trait. When dealing with a race that has a different concept of Social Standing, all DMs from Social Standing or its alien equivalent – whether positive or negative – are halved.

Determine Intelligence Ability Score

Intelligence is an abstract measure of a character's capacity for reasoning, cognitive thought and memorization. To determine a species' Intelligence modifier, roll 2d6, modified as below, and compare the end result to the Ability Score Modifier table above. The Intelligence ability score modifier has an upper limit of 3d6. If the resulting ability score dice falls outside of that range, adjust the dice to fit.

- DMs:** Strength, DM +/- 2 per Step below/above Base Strength
 Dexterity, DM +/- 2 per Step below/above Base Dexterity
 Endurance, DM +/- 2 per Step below/above Base Endurance
 Education, DM +/- 2 per Step below/above Base Education
 Social Standing, DM +/- 2 per Step below/above Base Social Standing

Example One: The Baelorn

This section requires a good number of die rolling. For the Baelorn, the Referee determines the base values for their size: Str 2d6, Dex 2d6, End 2d6, Int 2d6, Edu 2d6 and Soc 2d6. For Strength, a roll of 6 on 2d6 indicates that Strength will be determined by the standard 2d6 method. Regarding Dexterity, the Referee rolls a 5 on 2d6, indicating that Dexterity is also determined by the standard 2d6 method. With Endurance, a 4 on 2d6 indicates that Endurance is also determined by the standard 2d6 method. For Education, the Referee rolls a (9, +2 for Starport A =) 11, which indicates a step up in Education. Education would be listed as a Notable (2d6+1) alien trait. A quick side check for the Feral alien trait (9 on 2d6, DM -2 for Starport A=7) does not indicate that the Baelorn are Feral. For Social Standing, the Baelorn gain a DM +2 for their Class A starport and a DM -2 due to the step up in Education; after rolling 7 on 2d6, the Referee determines that Social Standing remains with standard 2d6 generation. A roll of 5 on 2d6 indicates that the Baelorn have neither the Caste nor Charisma alien trait. With a DM -2 from the Baelorn's Education, their Intelligence is (3 on 2d6, DM -2=1) a step lower than the base. This should be noted as a Weak (2d6-1) alien trait.

At the end of this step, the Baelorn descend from

Omnivore/Hunter stock, are warm-blooded, have two genders, bear live young, are Medium in size, have bilateral symmetry, a pair of legs and a pair of arms ending in hands, travel at a speed of 6m, and have the following alien traits: Atmospheric Requirements, Heat Endurance, Notable Education (2d6+1), Weak Intelligence (2d6-1).

Example Two: The Methusans

Deciding to stick with the charts for this section, the Referee determines the base values for each gender of the Methusans: females are Str 2d6, Dex 2d6, End 2d6, Int 2d6, Edu 2d6 and Soc 2d6, while males are Str 3d6, Dex 1d6, End 3d6, Int 2d6, Edu 2d6 and Soc 2d6. The world size rating of 6 for the Methusans' homeworld grants a DM -3 for Strength. Rolling a 9 on 2d6 for the Methusans, the charts indicate that Strength is not increased or decreased by a step. Thus, females have standard Strength generation, while males have Notable Strength (3d6). The homeworld's size grants a DM +3 to the Dexterity roll; a result of (10 on 2d6, +3 =) 13 indicates that Methusan dexterity is increased by one step. Females have Notable Dexterity (2d6+1), while Males have Weak Dexterity (1d6+1). The step up in Dexterity grants a DM -2 to future ability score charts. For Endurance, the Referee rolls 2d6 for a result of (12-2=) 10, which indicates no change in this ability score generation. Females generate Endurance with 2d6, while males have the Notable Endurance (3d6) alien trait. For Education, the Referee rolls a (7, +2 for Starport A, -2 from the Dex step =) 7, which indicates no changes in Education ability score generation. A quick side check for the Feral alien trait (9 on 2d6, DM -2 for Starport A=7) indicates that the Methusans are not Feral. Regarding Social Standing, the Methusans gain a DM +2 for their Class A starport and a DM -2 due to the step up in Dexterity; rolling 2d6 generates a result of 6, setting Social Standing to the standard 2d6 generation. A roll of 9 on 2d6 indicates that the Methusans have neither the Caste nor Charisma alien trait. To determine the Methusans' Intelligence, the Referee rolls 2d6 for a result of (6, DM -2=) 4, indicating a standard 2d6 ability score generation.

Once this has been completed, we have determined that the Methusans descend from Omnivore/Eater stock, are warm-blooded, have two genders, are gendermorphic, lay eggs, have radial symmetry, seven limbs that are used interchangeably as legs or arms, and have the following alien traits: Cold Endurance, Gendermorphic, Low Gravity Adaptation and Stability. Females are Medium in size, move at 6m, and have the Notable Dexterity (2d6+1) alien trait. Males are Large in size and have the Fast Speed (9m), Notable Endurance (3d6), Notable Strength (3d6) and Weak Dexterity (1d6+1) alien traits.



DETERMINE NATURAL ARMOR

While most alien species take damage in much the same way as humans, some retain strong natural defenses based on their physiology, while others are more susceptible to damage.

Fragile: Roll 2d6, DM+4 if Flyer. On a roll of 12+, the species gains the Fragile alien trait.

Natural Armor: If an alien species does not have the Fragile alien trait, then the species may possess some form of natural protection. Roll 2d6, DM-1 if the race derives from carnivore stock, DM+1 if the race derives from scavenger stock, DM+2 if race derives from herbivore stock, DM-2 if race is Tiny, DM-1 if race is Small, DM+4 if race is Large, and DM+8 if race is Huge. If the result is 11+, then the species gains the Armoured alien trait.

Example One: The Baelorn

Rolling a 7 on 2d6 indicates that the Baelorn are not Fragile. Rolling a 6 on 2d6 indicates that the Baelorn are not Armoured.

At the end of this step, the Baelorn descend from Omnivore/Hunter stock, are warm-blooded, have two genders, bear live young, are Medium in size, have bilateral symmetry, a pair of legs and a pair of arms ending in hands, travel at a speed of 6m, and have the following alien traits: Atmospheric Requirements, Heat Endurance, Notable Education (2d6+1), Weak Intelligence (2d6-1).

Example Two: The Methusans

For the Methusans, the Referee rolls an 11 on 2d6, barely missing the Fragile alien trait. Regarding natural armor, the Methusan males have a DM of +4 from size. On a result of 4 on 2d6, neither the male nor the female of this species have the Armoured alien trait.

Once this has been completed, we have determined that the Methusans descend from Omnivore/Eater stock,

are warm-blooded, have two genders, are gendermorphic, lay eggs, have radial symmetry, seven limbs that are used interchangeably as legs or arms, and have the following alien traits: Cold Endurance, Gendermorphic, Low Gravity Adaptation and Stability. Females are Medium in size, move at 6m, and have the Notable Dexterity (2d6+1) alien trait. Males are Large in size and have the Fast Speed (9m), Notable Endurance (3d6), Notable Strength (3d6) and Weak Dexterity (1d6+1) alien traits.

DETERMINE NATURAL WEAPONRY

Most alien species have evolved to intelligence due to a lack of natural weaponry. However, some retain natural weapons due to their physiology.

Natural Weapons: If an alien species does not have the Fragile alien trait (see the Determine Natural Armor section above), then the species may possess some form of natural offensive capacity. Roll 2d6, DM+3 if the race derives from carnivore stock, DM-1 if the race derives from scavenger stock, DM-2 if race derives from herbivore stock. If the result is 9+, then the species has the Natural Weapon alien trait. To determine what type of natural weapon, roll 2d6 on the Natural Weapons table below.

Poisonous: If a species has a natural stinger attack, the species automatically gains the Poisonous alien trait for their stinger attack. If the species has a natural teeth attack, roll 2d6; on a roll of 10+, the species gains the Poisonous alien trait for their teeth attack.

Special Attacks: An alien species may have other special attack forms, but those are determined further on in this species generation method as Alien traits.

Table: Natural Weapons

2d6	Natural Weapons
2	Teeth
3	Horns
4	Hooves
5	Hooves and Teeth
6	Teeth
7	Claws
8	Stinger
9	Thrasher
10	Claws and Teeth
11	Claws
12	Teeth

Example One: The Baelorn

Since the Baelorn are not Fragile, the Referee rolls 2d6 with a result of 7. The Baelorn do not have any natural weapons.

At the end of this step, we know that the Baelorn descend from Omnivore/Hunter stock, are warm-blooded, have two genders, bear live young, are Medium in size, have bilateral symmetry, a pair of legs and a pair of arms ending in hands, travel at a speed of

6m, and have the following alien traits: Atmospheric Requirements, Heat Endurance, Notable Education (2d6+1), Weak Intelligence (2d6-1).

Example Two: The Methusans

As the Methusans are not Fragile, the Referee rolls 2d6 for a result of 4, indicating that the Methusans do not have a natural weapon.

After this step, we have determined that the Methusans descend from Omnivore/Eater stock, are warm-blooded, have two genders, are gendermorphic, lay eggs, have radial symmetry, seven limbs that are used interchangeably as legs or arms, and have the following alien traits: Cold Endurance, Gendermorphic, Low Gravity Adaptation and Stability. Females are Medium in size, move at 6m, and have the Notable Dexterity (2d6+1) alien trait. Males are Large in size and have the Fast Speed (9m), Notable Endurance (3d6), Notable Strength (3d6) and Weak Dexterity (1d6+1) alien traits.

DETERMINE SENSES

The core rules generally assume that a character's senses are roughly equivalent to those of a human. However, science fiction is filled with examples of aliens whose senses extend into ranges beyond those perceived by humans, as well as those that lack senses commonly available to mankind.

Standard Senses: If a species does not receive any alien traits related to senses, then it is considered to have Standard Senses. In regards to perception, the character is treated as having human-equivalent senses and sensory ranges.

Vision

Humans are very dependent on their ability to see the world around them. Sight is the sense most frequently used to perceive events that occur at range. It allows characters to target effectively at range, as well. Roll 2d6; on a result of 8+, roll 2d6 again and consult the Vision Table below.

Table: Vision

2d6	Vision Alien traits
2	Blind, Blindsight, Blind-Fighter
3	Light Blindness
4	Light Sensitivity
5	Color Blindness
6	Poor Vision, Color Blindness
7	Poor Vision
8	Low-light Vision
9	Darkvision, Low-light Vision
10	Acute Vision
11	Acute Vision
12	Acute Vision, Blindsight

Hearing

The second most useful sense for humans is their sense

of hearing. Hearing allows a character to perceive events that occur at range. It allows characters to target somewhat effectively at range, as well. Roll 2d6; on a result of 9+, roll 2d6 again and consult the Hearing Table below.

No Vocal Cords: Some races, even if they can hear perfectly well, do not communicate by verbal means. Roll 2d6; on a roll of 12+, the species gains the No Vocal Cords alien trait.

Table: Hearing

2d6	Hearing Alien traits
2	Deaf, No Vocal Cords
3	Poor Hearing
4	Poor Hearing
5	Poor Hearing
6	Poor Hearing
7	Acute Hearing
8	Acute Hearing
9	Acute Hearing
10	Acute Hearing
11	Acute Hearing
12	Acute Hearing

Scent

While scent (and its related ability of taste) is not strongly used consciously by humans, the ability to detect and analyze odors is often the most strongly linked to memory recall. Roll 2d6; on a result of 10+, roll 2d6 again and consult the Scent Table below.

Table: Scent

2d6	Scent Alien traits
2	Anosmic
3	Poor Scent
4	Poor Scent
5	Poor Scent
6	Poor Scent
7	Poor Scent
8	Scent
9	Scent
10	Scent
11	Scent
12	Scent

Special Senses

Some alien species have special senses that are beyond those normally experienced by humans and similar creatures. Roll 2d6; on a result of 12+, roll 2d6 again and consult the Special Senses Table below.

Table: Special Senses

<i>2d6</i>	<i>Special Senses Qualities</i>
2	Organic Radio Communication
3	Vibration Sense
4	Vibration Sense
5	Alertness
6	Alertness
7	Alertness
8	Alertness
9	Blind-Fighter
10	Blind-Fighter
11	Telepathy, Limited
12	Telepathy

Example One: The Baelorn

When checking for the Baelorn's vision, the Referee rolls a 6 on 2d6, indicating no special vision. For hearing, an 8 on 2d6 indicates no special hearing. Related to this, an 11 on 2d6 indicates that the Baelorn have vocal cords and thus communicate verbally. With scent, the Referee rolls a 4 on 2d6, indicating no special scent characteristics for the species. When checking for special senses, a 2d6 die roll of 7 indicates that the Baelorn have no special senses, either. In essence, they have Standard Senses, all within normal human parameters.

At the end of this step, we know that the Baelorn descend from Omnivore/Hunter stock, are warm-blooded, have two genders, bear live young, are Medium in size, have bilateral symmetry, a pair of legs and a pair of arms ending in hands, travel at a speed of 6m, and have the following alien traits: Atmospheric Requirements, Heat Endurance, Notable Education (2d6+1), Weak Intelligence (2d6-1).

Example Two: The Methusans

Before the Referee starts checking the charts for this section, he considers the source of inspiration for the Methusan race. Since nothing leaps out at him, he decides to randomly determine the senses of the Methusans, rather than pick and choose. For vision, he rolls a 4 on 2d6, indicating standard vision. For hearing, the Referee rolls 2d6 for a result of 6, which means standard hearing for this race as well. The Referee then checks for vocal cords, and with a roll of 10 on 2d6, the Methusans communicate effectively through verbal means. Checking on scent, the Referee rolls a 7 on 2d6, so the Methusans have standard smelling abilities as well. For special senses, the Referee rolls 2d6 for a result of 6, indicating no special senses. The Methusans thus have Standard Senses, all within comparable ranges to that of a human.

After this step, we have determined that the Methusans descend from Omnivore/Eater stock, are warm-blooded, have two genders, are gendermorphic, lay eggs, have radial symmetry, seven limbs that are used interchangeably as legs or arms, and have the

following alien traits: Cold Endurance, Gendermorphic, Low Gravity Adaptation and Stability. Females are Medium in size, move at 6m, and have the Notable Dexterity (2d6+1) alien trait. Males are Large in size and have the Fast Speed (9m), Notable Endurance (3d6), Notable Strength (3d6) and Weak Dexterity (1d6+1) alien traits.

DETERMINE ALIEN TRAITS

An alien species may have gained a number of alien traits previously, due to such their homeworld, size, metabolism, symmetry, locomotion, respiration, natural weapons, natural armor, and senses. However, an alien species may have other alien traits in addition to those gained above. Roll 1d6-2, DM-1 for every two alien traits already gained above, to a minimum of zero. The result is the number of additional alien traits that can be selected for this race. Referees are free to select appropriate alien traits, or roll on the table below.

Randomly Determining Alien traits: To use the tables below, the Referee first rolls 1d6 to determine which table to roll on: 1-4, Physical Qualities; 5-6 Cultural Qualities. Then the Referee must roll two d6, each a different color. The first d6 counts as the tens digit and the second d6 counts as the ones digit.

Table: Physical Qualities

<i>Result</i>	<i>Alien Trait(s)</i>
11	Acid Resistance
12	Acid Vulnerability
13	Altitude Adaptation
14	Anti-Psionic
15	Bad First Impression
16	Blind-Fighter
21	Cold Endurance
22	Cold Resistance; Fire Vulnerability
23	Electricity Resistance
24	Engineered
25	Fast Healing
26	Fire Resistance; Cold Vulnerability
31	Frightful Presence
32	Good First Impression
33	Heat Endurance
34	Hibernation
35	Improved Grab
36	Improved Grab; Constrict
41	Improved Grab; Entangle
42	Improved Reach
43	No Fine Manipulators
44	Pleasant Odor
45	Psionic
46	Radiation Resistance
51	Regeneration
52	Resistant to Diseases
53	Resistant to Fear
54	Resistant to Poisons
55	Resistant to Psionics
56	Spitting Attack

61	Unusual Hand Structure
62	Unusual Life Support Requirements, Major
63	Unusual Life Support Requirements, Minor
64	Unusual Sleep Cycle
65	Uplifted
66	Referee's Choice

Table: Cultural Qualities

<i>Result</i>	<i>Alien Trait(s)</i>
11	Alertness
12	Athletic
13	Bad First Impression
14	Closed Book
15	Eidetic Memory
16	Fast Talker
21	Gearhead
22	Good First Impression
23	Haggler
24	Interrogator
25	Intolerant
26	Intolerant
31	Intolerant
32	Natural Advocate
33	Natural Born Leader
34	Natural Compass
35	Natural Pilot
36	Natural Survivalist
41	Natural Survivalist
42	Natural Thief
43	Naturally Honest
44	Overly Aggressive
45	Psionic
46	Racial Defense
51	Racial Enemy
52	Racial Phobia
53	Racial Phobia
54	Racial Phobia
55	Racial Weapon
56	Stealthy
61	Stealthy
62	Trustworthy
63	Well-Traveled
64	Well-Traveled
65	Xeno-Empathy
66	Referee's Choice

Example One: The Baelorn

The Baelorn currently have four alien traits, which provides a DM of -2. The Referee checks for additional alien traits by rolling 1d6, DM -2 as a standard penalty and DM -2 for four previous alien traits. With a result of (6-2-2=) 2, the Baelorn have two additional alien traits. For the first alien trait, the Referee rolls 1d6 (a 4), followed by a d66 (3 on the first die and 1 on the second die for result of 31). From the Physical Qualities, the Baelorn gain the Frightful Presence alien trait. The Referee thinks to himself that this is fitting for a Hunter,

and continues on. For the second alien trait, the Referee rolls 1d6 (a 5), following by a d66 (5 on the first die and 5 on the second, for a result of 55.) From the Cultural Qualities, the Baelorn gain the Racial Weapon alien trait. Looking that up in the appendix, the Referee considers this for a moment, and finds it in keeping with a warrior culture derived from the Baelorn's Omnivore/Hunter origins. He decides on the broadsword after some consideration and notes the alien trait.

At the end of this step, we know that the Baelorn descend from Omnivore/Hunter stock, are warm-blooded, have two genders, bear live young, are Medium in size, have bilateral symmetry, a pair of legs and a pair of arms ending in hands, travel at a speed of 6m, and have the following alien traits: Atmospheric Requirements, Frightful Presence, Heat Endurance, Notable Education (2d6+1), Racial Weapon (broadsword), Weak Intelligence (2d6-1).

Example Two: The Methusans

Female Methusans have five alien traits, giving a DM of -2. Male Methusans have nine alien traits, which provides a DM of -4. As 1d6-2, DM -4, ends up with no alien traits at all, the Referee decides that the Methusans should not roll for any additional alien traits. However, given the source material that inspired the concept in the first place, the Referee decides to give Methusans a single additional alien trait, Psionic.

After this step, we have determined that the Methusans descend from Omnivore/Eater stock, are warm-blooded, have two genders, are gendermorphic, lay eggs, have radial symmetry, seven limbs that are used interchangeably as legs or arms, and have the following alien traits: Cold Endurance, Gendermorphic, Low Gravity Adaptation, Psionic and Stability. Females are Medium in size, move at 6m, and have the Notable Dexterity (2d6+1) alien trait. Males are Large in size and have the Fast Speed (9m), Notable Endurance (3d6), Notable Strength (3d6) and Weak Dexterity (1d6+1) alien traits.



DETERMINE FINISHING TOUCHES

For ease of integrating alien species with other characters, Referees should determine some certain details, such as aging, height and weight.

Alien Life Cycles

In order to define the life cycle of an alien species, the Referee must roll 2d6 three times against each column of the Alien Age table below.

The first 2d6 roll on the table determines the starting age at which a species have reached maturity and can begin to pursue a career path.

The second 2d6 roll determines the number of years to add to the starting age category before the species must begin making Aging rolls. The value in parentheses indicates the number of terms a typical character will have pursued by this point (assuming that the character does not pursue any career or educational opportunity that takes place over a period that is not four years in length).

The third 2d6 roll provides an Aging Modifier for aging rolls. Species with a negative DM age faster than species with a positive DM.

Table: Alien Age

2d6	Starting Age	Aging Begins	Aging Modifier
2	10	+ 8 yrs (2 terms)	DM -2
3	10	+ 8 yrs (2 terms)	DM -1
4	14	+ 12 yrs (3 terms)	DM -1
5	14	+ 12 yrs (3 terms)	DM +0
6	18	+ 16 yrs (4 terms)	DM +0
7	18	+ 16 yrs (4 terms)	DM +0
8	18	+ 20 yrs (5 terms)	DM +0
9	22	+ 20 yrs (5 terms)	DM +0
10	22	+ 24 yrs (6 terms)	DM +1
11	26	+ 28 yrs (7 terms)	DM +1
12	30	+ 28 yrs (7 terms)	DM +2

Height Values

Height values are determined in two parts, a Base Height value and a Height Modifier. A species' base height values are determined by rolling 2d6, modified by the DMs below, and consulting the appropriate column of the Base Height By Size table for the species' size. This value is given in centimeters. The Height Modifier for individuals is determined solely by the species' size, as given in the Height Modifier By Size table below.

Differences By Gender: In the event that the Referee determines that a race's genders should be of different height, the Referee may pursue two courses of action. On the one hand, they may generate separate heights for each gender. Alternately, they may determine the height of the dominant gender, and then subtract the minimum value of the Height Modifier from the base height value for the dominant gender to obtain the new base height value for the lesser genders.

Table: Base Height By Size

2d6	Tiny	Small	Medium	Large	Huge
2	28	55	110	220	440

3	30	60	120	230	460
4	32	65	125	245	490
5	36	70	130	260	520
6	38	75	140	275	550
7	40	80	145	290	580
8	42	85	150	305	610
9	44	90	160	320	640
10	48	100	165	335	670
11	50	105	170	350	700
12	52	110	180	360	720

DMs: World Size 0 (No Gravity), DM +3
 World Size 1-3 (Trace Gravity), DM +2
 World Size 4-6 (Low Gravity), DM +1
 World Size A+ (High Gravity), DM -3

Table: Height Modifier By Size

Size	Height Modifier
Tiny	+ 1d6
Small	+ 2d6 (x2)
Medium	+ 2d6 (x5)
Large	+ 4d6 (x5)
Huge	+ 4d6 (x10)

Weight Values

Weight values are determined in two parts, a Base Weight value and a Weight Modifier. A species' base weight values are determined by rolling 2d6, modified by the DMs below, and consulting the appropriate column of the Base Weight By Size table for the species' size. This value is given in kilograms. The Weight Modifier for individuals is determined by a second 2d6 roll against the Weight Modifier By Size table below.

Differences By Gender: In the event that the Referee determines that a race's genders should be of different weight, the Referee may pursue two courses of action. On the one hand, they may generate separate weights for each gender. Alternately, they may determine the weight of the dominant gender, and then subtract five kilograms (fifty kilograms for Large and Huge species, and one kilogram for Small and Tiny species) from the base weight value for the dominant gender to obtain the new base weight value for the lesser genders.

Table: Base Weight By Size

2d6	Tiny	Small	Medium	Large	Huge
2	0	6	30	120	550
3	0	8	35	140	650
4	0	10	40	160	750
5	1	10	45	180	850
6	1	12	50	200	950
7	1	12	55	220	1050
8	1	14	60	240	1150
9	1	14	65	260	1250
10	2	16	70	280	1350

11	2	18	75	300	1450
12	2	20	80	320	1550

Table: Weight Modifier By Size

2d6	Tiny	Small	Medium
2	+ 1d6	+ 2d6	+ 2d6 (x4)
3	+ 1d6	+ 2d6	+ 2d6 (x4)
4	+ 1d6	+ 2d6	+ 2d6 (x4)
5	+ 1d6	+ 2d6	+ 2d6 (x5)
6	+ 1d6	+ 2d6	+ 2d6 (x5)
7	+ 1d6	+ 2d6	+ 2d6 (x5)
8	+ 1d6	+ 2d6	+ 2d6 (x5)
9	+ 1d6	+ 2d6	+ 2d6 (x5)
10	+ 1d6	+ 2d6 (x2)	+ 2d6 (x6)
11	+ 1d6	+ 2d6 (x2)	+ 2d6 (x6)
12	+ 1d6	+ 2d6 (x2)	+ 2d6 (x6)

2d6	Large	Huge
2	+ 4d6 (x4)	+ 4d6 (x8)
3	+ 4d6 (x4)	+ 4d6 (x8)
4	+ 4d6 (x4)	+ 4d6 (x8)
5	+ 4d6 (x5)	+ 4d6 (x10)
6	+ 4d6 (x5)	+ 4d6 (x10)
7	+ 4d6 (x5)	+ 4d6 (x10)
8	+ 4d6 (x5)	+ 4d6 (x10)
9	+ 4d6 (x5)	+ 4d6 (x10)
10	+ 4d6 (x6)	+ 4d6 (x15)
11	+ 4d6 (x6)	+ 4d6 (x15)
12	+ 4d6 (x6)	+ 4d6 (x15)

Example Two: The Methusans

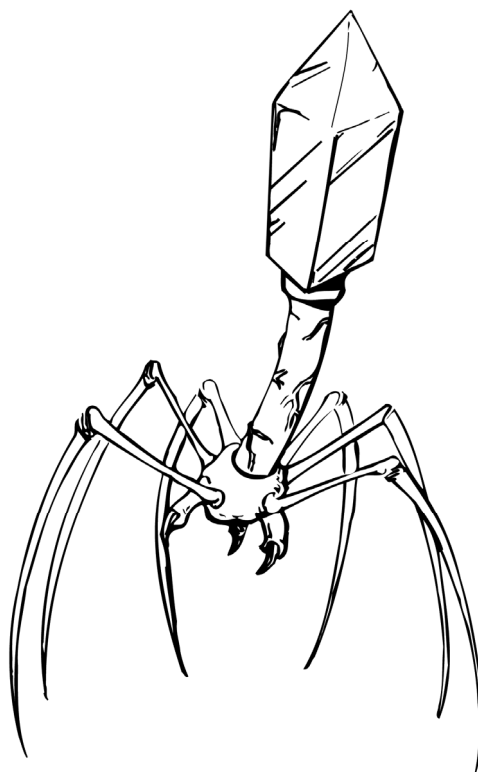
For the Methusans, the Referee recalls his inspiration as being long-lived, so instead of rolling 2d6 for the aging section, he rolls 1d6+6 three times, with a result of 11, 7 and 11. (He could have arbitrarily chosen them, but he wanted to roll some dice, so he went with this method instead.) This indicates that the Methusans reaches adulthood at age 26, starts aging at age 42, and gain a DM +1 on aging die rolls due to their species. For height, the Referee rolls an 8 on 2d6, suggesting that the average height of a female Methusan is 150+(2d6x5) centimeters, while the male Methusan stands tall at 305+(4d6x5) centimeters. In determining the average mass of this species, the Referee rolls 2d6 for a total of 11, followed by a second 2d6 roll of 7. Female Methusans weigh approximately 75+(2d6x5) kilograms, while the males have a mass of 300+(4d6x5) kilograms.

After this step, we have determined that the Methusans descend from Omnivore/Eater stock, are warm-blooded, have two genders, are gendermorphic, lay eggs, have radial symmetry, seven limbs that are used interchangeably as legs or arms, and have the following alien traits: Cold Endurance, Gendermorphic, Low Gravity Adaptation, Psionic and Stability. Females are Medium in size, move at 6m, and have the Notable Dexterity (2d6+1) alien trait. Males are Large in size and have the Fast Speed (9m), Notable Endurance (3d6), Notable Strength (3d6) and Weak Dexterity (1d6+1) alien traits.

Example One: The Baelorn

The Referee makes three 2d6 rolls for the aging section, with a result of 6, 9 and 9. This indicates that the Baelorn reaches adulthood at age 18, starts aging at age 38, and does not further modify any aging die rolls based on its race. For height, the Referee rolls a 7 on 2d6, suggesting that the average height of a Baelorn is 145+(2d6x5) centimeters. In determining weight, the Referee rolls 2d6 for a total of 10, followed by a second 2d6 roll of 11. Baelorn weigh approximately 70+(2d6x6) kilograms. The Referee pictures an alien in a body suit wielding a broadsword, standing about 170 cm tall with a mass of 105 kg, and smiles at the image.

At the end of this step, we know that the Baelorn descend from Omnivore/Hunter stock, are warm-blooded, have two genders, bear live young, are Medium in size, have bilateral symmetry, a pair of legs and a pair of arms ending in hands, travel at a speed of 6m, and have the following alien traits: Atmospheric Requirements, Frightful Presence, Heat Endurance, Notable Education (2d6+1), Racial Weapon (broadsword), Weak Intelligence (2d6-1). They reach adulthood at 18, start aging at 38, and have no modifier to aging die rolls due to race. They stand 145+(2d6x5) centimeters tall, and have a mass of 70+(2d6x6) kilograms.



APPLY COMMON SENSE

When the Alien Species Generation process has been completed, the Referee will have a great collection of notes on a new alien species in his Traveller campaign setting. However, like all random processes, sometimes the Referee will need to step in and make some changes. The Referee is strongly urged to keep both playability and fun in mind when reviewing his notes, and make any changes needed to finalize the alien species before releasing this information to his players.

Example One: The Baelorn

The Referee sits down with his final notes on the Baelorn, and considers the creation for both playability and fun. Almost reminiscent of a favorite movie alien, the Referee pictures a similar warrior–hunter culture for this species. Adventures definitely present themselves to his imagination, and so the Referee decides that the Baelorn should stay as they are for the time being.

Example Two: The Methusans

The Referee spends some time contemplating the results of his efforts to create the Methusans. The six difference between the two genders just doesn't feel right on a gut level. With a sigh, the Referee decides to write off the size increase for male Methusans, and selects the female Methusan as the foundation for his new alien species.

He then ponders upon the Gendermorphic alien trait, and decides to keep it, as it can be particularly flavorful. Stealing from his original inspiration, the Referee decides that the Methusans are born as females and only transition to males after they've laid eggs. Presumably, other environmental conditions might trigger the change as well, but culturally, the Methusans only accept males that transitioned after laying eggs. The fact that Methusan gender is difficult for non-Methusans to discern led to a lot of initial confusion and misconceptions following first contact with this long-lived, enigmatic species.

RECORD ALIEN SPECIES DETAILS

After the Referee has completed the Alien Species Generation process, he will need to take the time to record the details of the alien species, if only to help his players understand something of the new alien species that he has created. This is when the Referee is most encouraged to be as creative as he desires.

Example One: The Baelorn

Descended from Omnivore/Hunter stock, the Baelorn are an intelligent Lesser Race native to the world of Baelorna (Azri Drakara 1319 A8C6638–A). This warm-blooded, bi-gendered species is bilaterally symmetrical and bipedal. Some say that the instincts of their ancestors still rides not far below the civilized veneer of the Baelorn mindset, for theirs is a very warlike culture. Many Baelorn children learn the art of swordsmanship alongside extensive mathematics and science. The broadsword is a close companion of the Baelorn both at home and offworld. It is said that the Baelorn believe their soul resides in their blades, and while none will speak to outsiders on such topics, the actions of this warrior race tend to support such claims.

Due to the insidious nature of their native atmosphere, Baelorn are rarely encountered off Baelorna without their characteristic armored environmental suits, often decorated to match the broadsword they bear proudly. Those Baelorn that travel offworld have created an extensive reputation for their race as soldiers, mercenaries and bodyguards.

The Baelorn have Notable Education (2d6+1) and Weak Intelligence (2d6–1). Baelorn also have Atmospheric Requirements, Frightful Presence, Heat Endurance and Racial Weapon (broadsword). The Baelorn start aging at 38, stand 145+(2d6x5) centimeters tall, and have a mass of 70+(2d6x6) kilograms.

The worlds and culture of the Baelorn will be explored further in the Traveller supplement *Flynn's Guide to the Baelorn*.

Example Two: The Methusans

Methusa (Azri Drakara 1825 A663AB8-A) is the home of a long-lived and mysterious Dominant Race within the Azri Drakara sector. Being a secretive race, the Methusans live somewhat reclusively, although that has changed in recent decades as the Methusans have begun to expand their presence in the region. Republic scientists do know that the Methusans descend from Omnivore/Eater stock. These warm-blooded “giant starfish” have seven tentacles equally distributed about the soft-shelled carapace that protects their torso. Sharing the radial symmetry found among the higher life forms of their homeworld, the Methusans use their limbs as both legs and arms.

The Methusans are known for being a bi-gendered species with an unusual life cycle. All Methusans are born female. Once the female has been fertilized and lays her first and only clutch of eggs, she will enter into a comatose state for several weeks, during which time her body undergoes internal changes that render the female into a male for the rest of his natural life. Certain environmental conditions can also trigger this unusual gendermorphic transformation, but with the advanced medical technology available to the Methusans, such an event rarely occurs.

Due to the fact that the Republic is largely anti-psionic, particularly following the Psycher War, the Methusans downplay the psionic nature of their religious and spiritual practices. Republic media often portrays the race on various entertainment channels as being overly mysterious and manipulative, a state of affairs that is sadly not far from the truth.

The Methusans have Notable Dexterity (2d6+1). In addition, Methusan have Cold Endurance, Gendermorphic, Low Gravity Adaptation, Psionic and Stability. The Methusans reach adulthood at age 26, start aging at age 42, and gain a DM +1 on aging die rolls due to their long-lived nature. Methusans measure about $150+(2d6 \times 5)$ centimeters across, and have an average mass of $75+(2d6 \times 5)$ kilograms.

The worlds and culture of the Methusans will be explored further in the Traveller supplement *Flynn's Guide to the Methusan Concord*.



LIST OF ALIEN TRAITS

Below is a list of alien traits referred to within this document as alien traits. Referees are not limited to the alien traits listed below, but are encouraged to use the following as guidelines in creating their own.

Acid Resistance: Members of this species take half damage from acid-based effects.

Acid Vulnerability: Members of this species are vulnerable to acid damage. Characters take half again as much (+50%) damage as normal from such effects.

Acute Hearing: Members of this species possess excellent hearing, and receive a +2 DM on any perception-based skill checks dependent on hearing.

Acute Vision: Members of this species possess excellent vision, and receive a +2 DM on any perception-based skill checks dependent on sight.

Alertness: Members of this species are keenly aware of their surroundings, and gain a +2 DM on any perception-based skill check.

Altitude Adaptation: Members of this species are adapted to life at high altitudes, and thus don't suffer altitude sickness. They are always considered acclimated to high altitudes.

Amphibious: A member of this species is adapted to life underwater as well as on land. It can breathe underwater, or hold its breath for a long period (Endurance x 10 minutes on average). Its Dexterity is halved on land.

Anosmic: Members of this species lack sensory organs capable of scent or taste, and are thus unable to smell or taste the world around them. All checks and activities that rely on scent or taste (such as smelling a gas leak or tasting a poison mixed in with food) automatically fail. An anosmic character can never gain the scent alien trait.

Anti-Psionic: Members of this species are innately anti-psionic. The character's Psionic Strength rating always equals zero, and they cannot be trained in psionics. In addition, the character cannot suffer the mental effects of psionics, including telepathy and psionic assault. A species cannot have this alien trait if they already have the Psionic, Resistant to Psionics, Telepathy or Limited Telepathy alien traits.

Aquatic: A member of this species is adapted to life underwater. It can breathe underwater, or hold its

breath for a long period (Endurance x 10 minutes on average). It cannot operate out of water without mechanical aid or telepresence.

Armoured: Members of this species possess thick fur, scales, a bony exoskeleton or other natural protection that gives it one point of natural armour.

Athletic: Members of this species very athletic, and gain a +2 DM on any Athletics skill check.

Atmospheric Requirements: Members of this species cannot survive without their native atmosphere. If exposed to another atmosphere without the proper life support, characters suffer the usual effects of suffocation, in addition to any other effects listed in the description of the planetary atmosphere.

Bad First Impression: Members of this species possess an almost universally unpleasant appearance or physical trait that invokes an instinctive reaction in races other than their own. Most races will automatically have an Unfriendly attitude towards these characters, although this is overcome after an individual has interacted with the character for a few minutes, based on the character's personality and the circumstances of their interaction.

Blind: Members of this species lack sensory organs capable of sight, and are thus unable to see the world around them. The character suffers a -4 DM on any defensive action that relies on vision, but unlike blinded characters, members of this species do not suffer any penalties to movement or Strength- or Dexterity-based skill checks. All checks and activities that rely on vision automatically fail. All opponents are considered to have total concealment to the blind character.

Blind-Fighter: Sensitive sensory organs give members of this species the ability to half any penalties due to darkness.

Blindsight: Members of this species possess the extraordinary ability to use a non-visual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes concealment irrelevant to the creature. This ability typically operates out to six squares. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blinding attacks do not penalize creatures using blindsight. However, deafening attacks thwart blindsight if it relies on hearing. Blindsight

works underwater but not in a vacuum.

Burst of Speed: Members of this species are capable of short bursts of speed. In combat, the character's base speed is considered to be 1.5 times normal. The character cannot maintain this level of speed for more than a number of minutes equal to their Endurance score without becoming fatigued.

Caste: Members of this species have a genetic or biological predisposition towards a social hierarchy, and therefore have a Caste ability score instead of a Social Standing ability score.

Charisma: Members of this species are inclined toward a small group hierarchy, and therefore have a Charisma ability score instead of a Social Standing ability score.

Closed Book: Members of this species are difficult to "read" by other races, who suffer a -2 DM on all skills attempting to understand the character's reactions or emotions.

Cold Endurance: Members of this species are more comfortable in colder environments. When exposed to extreme cold, the character suffers -1d6 damage less than normal.

Cold Resistance: Members of this species take half damage from cold-based effects.

Cold Vulnerability: Members of this species are vulnerable to cold damage. Characters take half again as much (+50%) damage as normal from such effects.

Cold-Blooded: Members of this species are sensitive to cold climates. If exposed to extreme cold without protective equipment, the character suffers a -2 DM to initiative. The character suffers 1d6 damage for every ten minutes of exposure.

Color Blindness: Members of this species can see in black and white only, but their vision is otherwise like normal sight. Skill checks involving the use of color automatically fail.

Constrict: Aliens with this special attack can crush an opponent, dealing typical unarmed damage, after successfully grappling a foe.

Darkvision: Members of this species can see in the dark up to 9 meters (6 squares). Darkvision is black and white only, but it is otherwise like normal sight, and characters with darkvision can function with no light at all.

Deaf: Members of this species lack sensory organs

capable of hearing, and are thus unable to hear the world around them. They automatically fail checks that require hearing, and suffer a -2 DM on any action that is aided by hearing.

Deep Diver: Members of this race can dive in water down to depths of 240 meters without artificial aid. In addition, they possess an extended lung capacity, and can hold their breath for a number of minutes equal to their Endurance score. Despite the fact that this species breathes air instead of water, it cannot survive out of water unless it also has the Amphibious alien trait.

Desert Adaptation: Members of this species gain a +2 DM on any survival or wilderness-based skill checks made in a desert environment, due to growing up on a desert world.

Eidetic Memory: Members of this species gain a +2 DM on recalling anything they have directly witnessed. Being able to remember seeing something written down (such as flipping through a book or scanning a thousand lines of code in seconds) does not immediately grant comprehension of the printed word, so the Referee may elect to lower or eliminate this bonus in situations that require comprehension rather than recollection.

Electricity Resistance: Members of this species take half damage from electricity-based effects.

Electricity Vulnerability: Members of this species are vulnerable to electricity damage. Characters take half again as much (+50%) damage as normal from such effects.

Engineered: The species has been altered by some external factor to adapt to changed circumstances or a different environment. Medical treatment of Engineered species by a facility of a lower Technology Level than that at which the species was created receives a negative DM equal to the difference.

Entangle: Members of this species gain a special attack similar to a constrict attack (see Constrict above), but an entangle attack does not cause damage. Instead, it immobilizes the target while the grapple is being held.

Fast Healing: An injured member of this species regains an additional 1d6 characteristic points per day through natural healing.

Fast Metabolism: Creatures with a fast metabolism require more food than most species, and their life support costs are doubled. In combat, fast-metabolism creatures gain a +2 initiative DM. Fast-metabolism

creatures halve their Endurance for the purposes of determining fatigue.

Fast Speed: Species with this alien trait move at speeds greater than that of normal humans.

Fast Talker: Members of this species can easily influence others, and gain a +2 DM on any Persuade skill check.

Feral: Feral species are uncivilized, regardless of their technological knowledge. Feral species roll Education on 1d6 only.



Flyer: The species can fly using wings, glider membranes, gasbags or other means. Characters of this species gain the Athletics (flying) skill at Level 0 and can travel at a speed noted in their description. Flying creatures who are aloft must spend one minor action every round on movement or stall and fall out of the air.

- Species that float using gasbags or some other method do not need to move to remain aloft.
- Species with glider membranes cannot gain altitude while flying. They descend one metre every time they move forwards and cannot use more than one minor action for flying movement in a round.
- Winged flight is tiring and can only be sustained for a number of rounds equal to the creature's Endurance before requiring a like amount of rest. Some specialized avians can increase this to minutes or even hours equal to Endurance.

Fragile: Members of this species are rather fragile and suffer 1.5 times normal damage delivered by bludgeoning melee weapons.

Frightful Presence: This alien trait makes a

member of this species' very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become shaken, suffering a -1 DM on all skill checks and ability checks until the end of the encounter. Fearful presence affects all opponents within Short range. An affected opponent can resist the effects with an opposed Persuade skill check. An opponent that succeeds in this check is immune to the alien's frightful presence for 24 hours. The alien gains a +2 DM on opposed Persuade skill checks for the purposes of this trait only.

Gearhead: Members of this species are talented builders, and gain a +2 DM on any Trade skill check.

Good First Impression: Members of this species possess an almost universally pleasing appearance or physical trait that invokes an instinctive reaction in races other than their own. Most races will automatically have a Friendly attitude towards these characters, although this is overcome after an individual has interacted with the character for a few minutes, based on the character's personality and the circumstances of their interaction.

Gravity Intolerance: Members of this species evolved on a world with only a trace level of gravity and suffer greatly when exposed to higher gravity fields. Characters suffer a -1 DM on all attack, skill and save checks in Low gravity areas (0.4-0.7 G), a -2 DM in Average Gravity and Heavy Gravity (1.3-1.5 G) and a -4 penalty under Oppressive Gravity (1.6G or higher).

Haggler: Members of this species are exceptional traders, and gain a +2 DM on any Broker skill check.

Heat Endurance: Members of this species do not suffer hourly damage from the effects of hot weather and exposure.

Heat Resistance: Members of this species take half damage from heat-based effects, including fire.

Heat Vulnerability: Members of this species are vulnerable to heat damage. Characters take half again as much (+50%) damage as normal from such effects.

Heavy Gravity Adaptation: Members of this species evolved on a world with a higher gravity and do not have to acclimatize to high-gravity environments.

Gendermorphic: Members of this species can enter into a state of hibernation lasting a number of days equal to 2d6 - Endurance modifier, minimum of one day, during which they can transform from one gender to another. Specifics related to any Referee-imposed

limitations on this ability are provided in the species' racial description.

Hibernation: Members of this species can voluntarily enter into a state of hibernation similar to that of cryosleep, but without the dangers, and remain in hibernation without need for food and water for a number of days equal to the character's Endurance score. An external stimulus (such as an alarm clock, a friend or taking physical damage) is required to awaken the character before the end of the hibernation period.

Huge: The species is extremely large compared to the average for sophonts. Huge creatures generally have a Strength and Endurance of 3d6 or even 4d6, and a Dexterity of 1d6. Life support requirements for Huge creatures are doubled. Attacks against Huge creatures receive a +1 DM to hit.

Improved Grab: Members of this species gain a +2 on Melee(unarmed) skill checks that involve grappling.

Improved Reach: Members of this species have a natural reach that extends 1.5m longer than normal for their size and symmetry.

Interrogator: Members of this species are highly intuitive about the psychology of others, and gain a +2 DM on any checks related to extracting information from others.

Intolerant: Members of this species are intolerant of other races. Characters must make an Intelligence check to avoid challenging or attacking anyone that they perceive as insulting them. The difficulty of the Intelligence check varies based on the degree of perceived insult (this is usually an Average task (DM +0), although situations can arise where the difficulty ranges from Routine (DM +2) to Difficult (DM -2) or even worse for extreme forms of insult.)

Large: The species is considerably larger than the average for sophonts. Large creatures generally have a Strength and Endurance of 3d6 or even 4d6, and a Dexterity of 1d6. Life support requirements for Large creatures are doubled.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds a member of this species for 1 round. In addition, members of this species take a -1 circumstance penalty on all skill checks and ability checks while operating in bright light. Sunglasses and tinted visors can negate light blindness.

Light Sensitivity: Members of this species suffer a -1 penalty to all attacks made in bright sunlight or

within the radius of effects that duplicate bright sunlight. Sunglasses and tinted visors can negate light sensitivity.

Low Gravity Adaptation: Members of this species evolved on a world with a lower gravity and do not have to acclimatize to low-gravity environments.

Low-Light Vision: Members of this species can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Multiple Limbs: Members of this species have multiple limbs and can use more than two light or one-handed weapons or multiple two-handed weapons simultaneously. In addition, members of this species may engage in one additional action without incurring a penalty for multiple actions. (Regardless of the number of extra limbs, the character does not gain more than one additional action at no penalty.) The number of limbs for this species is defined under the species traits.

Natural Advocate: Members of this species follow highly codified social interaction practices, and thus gain a +2 DM on any Advocate skill check.

Natural Born Leader: Members of this species have an innate natural charisma or bearing that promotes respect and obedience, and gain a +2 DM on any Leadership skill check.

Natural Climber: Members of this species are natural climbers and gain a +2 DM on all skill checks related to climbing.

Natural Compass: Members of this species have an innate sense of planetary magnetic fields and can always identify the north pole of a planet. They gain a +2 DM on any navigation or orienteering-based check to avoid becoming lost on a planetary surface.

Natural Pilot: Members of this species have an innate understanding of multi-dimensional space, and so receive a +2 DM to their Pilot and Astrogation checks.

Natural Survivalist: Members of this species gain a +2 DM on Survival checks made in environments similar to their natural conditions. Such characters are naturally adept at staying alive in the harsh conditions of their homeworld.

Natural Swimmer: Members of this species are natural swimmers and gain a +2 DM on all skill checks related to swimming.

Natural Thief: Members of this species get a +2 DM on Deception skill checks.

Natural Weapon: The species has a natural weapon, such as claws, a strong bite or a poisonous stinger. Such weapons are usable at Personal range and generally deal 1d6 damage. The creature gains Melee (natural weapons) at level 0.

Naturally Honest: Members of this species are lousy liars, although they rarely even consider falsehood as an option or even a valid concept. Characters that wish to lie suffer a -4 DM on all interpersonal skill checks when doing so, as they are extremely uncomfortable with the idea of not telling the truth.

No Fine Manipulators: The species has no fingers or other prehensile appendages, preventing them from easily picking things up, pushing small buttons, reaching into tight spaces, and so on.

No Land Movement: Members of this species do not possess the ability to walk on land, and use some other form of movement to travel about their native environment. At best, such a creature might be able to travel 1.5 meters a round, pulling themselves along the ground through the use of other limbs.

No Vocal Cords: Members of this species do not possess vocal cords, and communicate non-verbally through any of a variety of methods, such as sign language, telepathy, complex color changes in the skin, etc., as defined in the species description.

Notable (Characteristic): Some species are notably dexterous, intelligent, tough or strong. Characters from such races have a positive Dice Modifier when rolling for that characteristic (+2 unless otherwise specified), and their racial maximum for that characteristic is increased by the same amount.

Organic Radio Communication: Members of this species can send and receive radio waves through a special sensory organ, allowing them to communicate with other members of this species as well as with specially tuned communicators. The individual range of this ability is 5 km, but working together, a large number of this race can increase this range up to 50 km.

Overly Aggressive: Members of this species are always ready to leap into violent action, and gain a +2 DM on Initiative checks.

Pleasant Odor: Members of this species have a strong odor that most creatures find pleasing. Any creature with a sense of smell gains a +2 DM on skill checks to detect the character. Creatures that smell the character's pleasant odor find it difficult to harm the

character, and must make an Routine (DM +0) Intelligence check to take hostile action against the character within olfactory range.

Poisonous: The bite or sting attack of members of this species is poisonous. (Only species with a natural bite or sting attack can gain this ability.) The poison inflicts 1d6 damage to Endurance, unless the target makes a successful Endurance check. The character is immune to their species' poison.

Poor Hearing: Members of this species possess poor hearing, and suffer a -2 species penalty on all checks related to hearing.

Poor Vision: Members of this species possess poor vision, and suffer a -2 species penalty on all checks related to vision.

Psionic: All members of the species are Psionic, and may determine their Psionic Strength and talents at the start of character generation. A species cannot have this alien trait and the Anti-Psionic alien trait at the same time.

Racial Defense: Members of this species are trained from birth to defend themselves in combat against members of another species, as determined by the history and culture of the species. When engaged in personal combat with members of that species, the offending species suffer a -2 DM on attacks against this species.

Racial Enemy: Members of this species gain a +1 DM on attack rolls against members of another species, as determined by the history and culture of the species.

Racial Phobia: Members of this species possess a racial fear or phobia, as designated by the Referee and described in the species' racial description. Characters must make an Intelligence check to temporarily overcome their racial fear, with the difficulty of the Intelligence check based on the degree of effort required to challenge the racial fear (usually Average (DM +0), although situations can arise where the difficulty ranges from Routine (DM +2) to Difficult (DM -2) or even worse for extreme confrontations.)

Racial Weapon: Members of this species gain a +1 DM on attack rolls when using specific weapons of significant importance to the species' society, as determined by the history and culture of the species.

Radiation Resistance: A member of this species reduces all radiation damage received by 100 rads.

Regeneration: Species with this extraordinary ability can heal wounds and injuries rapidly. An injured

character regains a number of characteristic points equal to his 1d6 + Endurance DM per hour of full rest, or 1 + Endurance DM per hour when the character is active. Characters with a low Endurance DM (quite possibly from injury) may degrade (lose more characteristic points) over time if they are unlucky or cannot (or will not) rest. A seriously wounded character only regains characteristic points equal to his Endurance DM per hour of rest, and so may need to receive immediate medical attention due to their heightened metabolism. Regeneration may also be applied to the growing of new limbs or organs to replace lost ones, although the recovery occurs daily rather than hourly in such cases. Regeneration may not be used to counteract aging.

Resistant to Diseases: Members of this species are highly resistant to infection, gaining a +2 DM on Endurance checks to resist the effects of diseases.

Resistant to Fear: Members of this species gain a +2 DM on any skill check or attribute check to resist fear-based effects.

Resistant to Poisons: Members of this species are highly resistant to toxins, gaining a +2 DM on Endurance checks to resist the effects of diseases.

Resistant to Psionics: Members of this species are innately resistant to psionics. They gain a +2 DM on any skill check or attribute check to resist psionic abilities, and suffer a -2 DM to their Psionic Strength rating. A species cannot have this alien trait and the Anti-Psionic alien trait at the same time.

Scent: Members of this species have a powerful sense of smell, and gain a +2 DM on any skill check or attribute check involving the sense of smell. This DM also applies to any situation where scent can help in tracking others.

Slow Metabolism: Creatures with a slow metabolism require less food than most species, and their life support costs are halved. In combat, slow-metabolism creatures suffer a -2 initiative penalty.

Slow Speed: Species with this alien trait move at speeds slower than that of normal humans.

Small: Small species generally have a Strength and Endurance of only 1d6, and a Dexterity of 3d6.

Spitting Attack: Members of this species possess a ranged spitting attack, requiring a successful Athletics (throwing) skill check up to a range of Short, which deals 1d6 points of damage.

Stability: Members of this species gain a +2 DM on skill checks and ability checks to resist forced

physical movement when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Stalwart Movement: Members of this species can move at their base speed even when wearing medium or heavy armor or when carrying a medium and heavy load (unlike other creatures, whose speed is reduced in such situations).

Stealthy: Members of this species are particularly sneaky, and gain a +2 DM on any Stealth skill check.

Taint Immunity: Members of this species are immune to most atmospheric taints.

Tainted Breather: Members of this species cannot survive without the taint of their native atmosphere. If exposed to another atmosphere that lacks the appropriate taint without the proper life support, characters suffer the usual effects of suffocation, in addition to any other effects listed in the description of the planetary atmosphere.

Telepathy, Limited: Members of this species can communicate telepathically with any other character within Short Range that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one character at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. A species cannot have this alien trait and the Anti-Psionic alien trait at the same time.

Telepathy: Members of this species can communicate telepathically with any other character within Medium range that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one character at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. A species cannot have this alien trait and the Anti-Psionic alien trait at the same time.

Tiny: Tiny species generally have a Strength and Endurance of only 1d6, and a Dexterity of 3d6. The minimum size for a sophont is about half that of a human. Attacks against Tiny creatures receive a -1 DM to hit.

Trace Breather, Limited: Members of this species can breathe a Trace atmosphere (although with some discomfort) for up to an hour without harm.

Trace Breather: A members of this species can breathe a Trace atmosphere without difficulty.

Trustworthy: Members of this species are particularly trustworthy, and gain a +2 DM on any Diplomat skill check.

Unusual Hand Structure: The articulation of this species' manipulators (hands, tentacles, etc.) are sufficiently different enough from human hands that members of this species suffer a -1 DM when attempting to use equipment designed for the human hand, and vice versa.



Unusual Life Support Requirements, Major: Members of this species have unusual life support requirements (such as high humidity environment, etc.), as defined by the Referee, that rather quickly harm characters of this species when they are not met. Although the character may otherwise be meeting their normal requirements for living, the absence of these unusual life support requirements affects the character using the same rules as dehydration.

Unusual Life Support Requirements, Minor: Members of this species have unusual life support requirements (such as high humidity environment, etc.), as defined by the Referee, that slowly harm characters of this species when they are not met. Although the character may otherwise be meeting their normal requirements for living, the absence of these unusual life support requirements affects the character using the same rules as starvation.

Unusual Sleep Cycle: Members of this species have not adapted to the universal standard of a 24-hour day, and still operate physically on a sleep cycle based on their homeworld's rotation period. Characters require approximately one third of the time out of their homeworld's rotation period (i.e. 10-11 hours out of

every 32 hours for a homeworld with a rotation period of 32 hours) or they will begin to suffer fatigue and exhaustion.

Uplifted: This species was originally non-sentient, but has been raised to a higher intelligence by another species. Uplifted races generally become client species of their patron.

Vacuum Survival, Limited: Members of this species can survive in zero-atmosphere environments for 15 minutes without harm.

Vacuum Survival: A member of this species creates its own oxygen supply or doesn't need to breathe at all. It can exist in zero-atmosphere environments.

Vibration Sense: Members of this species with vibration sense automatically senses the location of anything that is in contact with the ground and within range. Aquatic characters with vibration sense can also sense the location of characters moving through water. If no straight path exists through the ground from the character to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the sensed creatures must be moving. As long as the other creatures are taking physical actions, they're considered moving; they don't have to move from place to place for a character with vibration sense to detect them.

Water Dependent: Although members of this species are amphibious, they can only survive out of the water for 1 hour per 2 points of Endurance (after that, refer to the drowning rules).

Weak (Characteristic): The opposite of Notable (Characteristic), some species are weaker, less resilient or less well educated than others. Characters from such races have a negative Dice Modifier when rolling for that characteristic (-2 unless otherwise specified), and their racial maximum for that characteristic is decreased by the same amount.

Well-Traveled: Members of this species receive a +2 DM on Sense Motive and Gather Information checks.

Xeno-Empathy: Members of this species possess a natural empathy for other species, and gain a +2 DM on any Carouse skill check.

Zero-Gravity Adaptation: Members of this species evolved on a world with little or no discernible gravity and gain a +2 DM on any Zero-G skill check. In addition, they are treated as having the Zero-G skill at level 0.

FURTHER DEVELOPMENT

Once an alien species has been generated through this method, the Referee certainly has enough to run such characters in an adventure. However, the work does not have to stop here. In fact, further development of an alien species can lead to a very rich and rewarding gaming experience. Some Referees may find the concept of developing an alien culture to be daunting. However, this section is intended to propose a method that provides the Referee (or interested and involved Players) with the tools to easily develop a rich and vibrant culture for this new alien species.

This method was inspired by a series of articles entitled "Distilled Cultural Essence," which were written by Mike Bourke. Although this guide provides a distillation of that wonderful advice, Referees curious for more information and details may wish to review this work at the following URL:

<http://www.campaignmastery.com/blog/cultural-essence-1/>

STEP ONE

To begin this approach to cultural development, the Referee needs to identify the primary difference between the alien species' culture and the common or baseline culture of the campaign setting. This may be inspired by one or more of the alien traits determined for this race, an existing modern or historical Terran culture, or even some element of the setting's history or geography that imposes an external influence on this species. Common science fiction tropes include a race that embraces psionics, a warrior culture inspired by the mongol hordes of Asia, or a race of stoic xeno-phobic scholars devoted to the pursuit of knowledge. The Referee is encouraged to be creative, but should also be focused on playability.

Once determined, this should be recorded at the beginning of a document as either a single sentence or short paragraph that easily captures this detail for the Referee.

STEP TWO

Once the primary difference has been determined for a specific species, the Referee should then write a small paragraph about why this species has become the way that they are. Perhaps this is based on the teachings of a single person or group earlier in the race's history. Maybe a more advanced alien species imposed certain limitations on the alien race being developed, which led to the difference described in Step One. This could also be due to physical or psychological traits determined during the creation of the alien species. This does not have to be a long paragraph, but should provide enough detail to help focus future development. This may also help the Referee come up with some adventure ideas,

but that is beyond the scope of this particular method.

STEP THREE

Once Step Two has been recorded, the Referee should then examine some initial consequences of Steps One and Two on the culture of this alien species. Consider the impact of these steps on a variety of areas in the alien's society: art, childhood, rites of passage, career choice, marriage, child raising, death, daily routines, personal hygiene, personal decoration, celebrations, local communities, legal issues, medical practices, mercantile experiences, military practices, personal ethics, and so on. The Referee is encouraged to note only major consequences (perhaps only one per element of society), so as to better capture an overall picture of the culture without becoming bogged down in the minutia.

Once this step is complete, the Referee should have some solid ideas that are forming in regards to this alien culture. With this more solidified mental picture, the Referee should move on to the next step in the process.

STEP FOUR

This step is perhaps the most arduous, but also the most rewarding. Here, the Referee must consider the ramifications of the data gathered together in the first three steps of this process. Stepping back through the elements written down in Step Three, the Referee should add a sentence or two, perhaps more, of ramifications to each social element based on the other consequences outlined in Step Three. Not every consequence will have ramifications, but many of them will as the mental picture of the culture continues to solidify.

Be aware that occasionally, another primary difference may evolve as the culture becomes more and more developed. That's perfectly fine. The Referee should make a note, and continue with this process. It is imperative not to start over, but rather simply make the notation and continue.

STEP FIVE

Once the first four steps in this process have been completed, then it is time to rewrite all of the information gathered into paragraphs. Because Steps Three and Four are organized around social elements, this process lends itself well to organizing the write-up along those themes. This write-up can be used to convey the information about this species to players, and adds depth and consistency to the campaign setting.

STEP SIX

The Referee is encouraged to write one final paragraph

for the species write-up that captures the species' general reactions to outsiders, such as the player-characters. By waiting until the end of the process, the details of the culture are firmly set in mind and help to give this section more consistency with the overall culture.

ADDITIONAL OPTIONS

Once the six steps of the process have been complete, the Referee can easily stop the exercise, with a complete write-up of the alien culture. However, there are other options that the Referee could pursue in order to even further develop this new society for their campaign setting.

For example, the Referee could skim through the cultural write-up, selecting the most important elements to write a single paragraph that serves as an introduction and a summary of the alien culture created through this process. This simple note should help serve as a reminder to the Referee, providing the tools necessary to help address details that come up during the gaming session that have not yet been addressed by the initial write-up.

The Referee can create a series of expressions that help capture the philosophy of the alien culture. Whether these are written in a constructed language or a

modern Terran tongue, these little gems can add additional flavor to the culture. Some Referees find it very rewarding to hear their players quote the Great Philosopher of a culture they've created and portrayed years later as they recount their tales of adventure during the lull of a future gaming session.

Speaking of constructed languages, there's a lot of information on the Internet regarding the creation of constructed languages, both for gaming and for writing. Building a small lexicon, or even a simple name generation system, for an alien tongue can add a consistent flavor and depth to a setting.

In terms of game mechanics, the Referee may also consider creating new career paths specifically for the alien culture they've created. New weapons, starships and other equipment add additional flavor to the setting, and help flesh out the presence of this culture in the campaign setting.

By reviewing any favorite gaming materials for settings that possess different races or cultures, whether for science fiction gaming or otherwise, may present other options for continuing the development of an alien culture or society. Whatever method the Referee chooses to pursue, developing an alien culture can be a rich and rewarding experience that pays for itself over and over again.



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