TRAVELLER
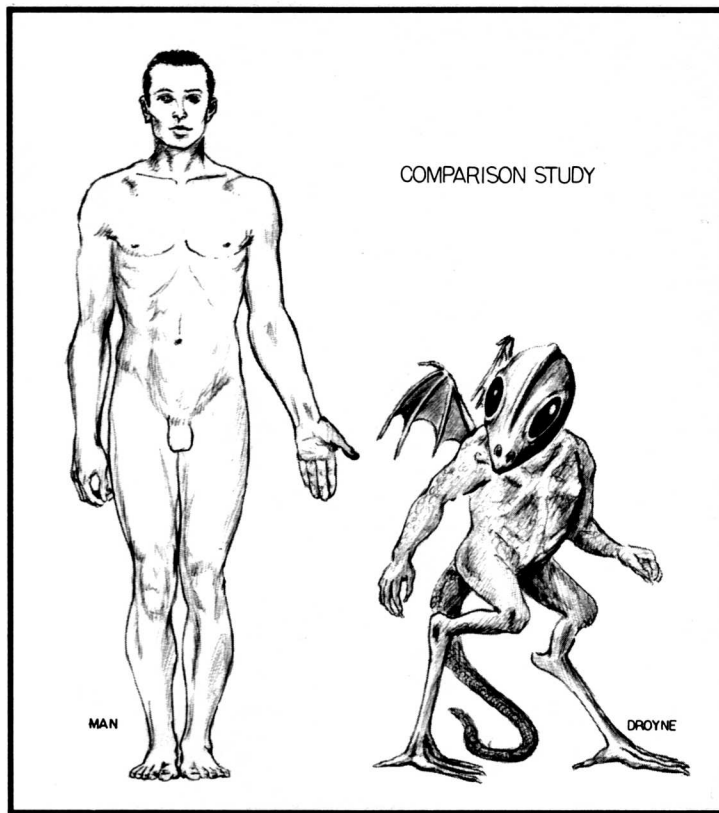## *Alien Module 5*

The Last of the Ancients
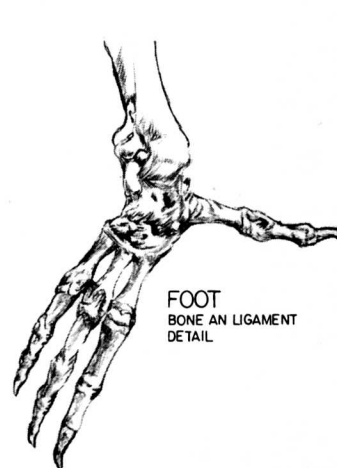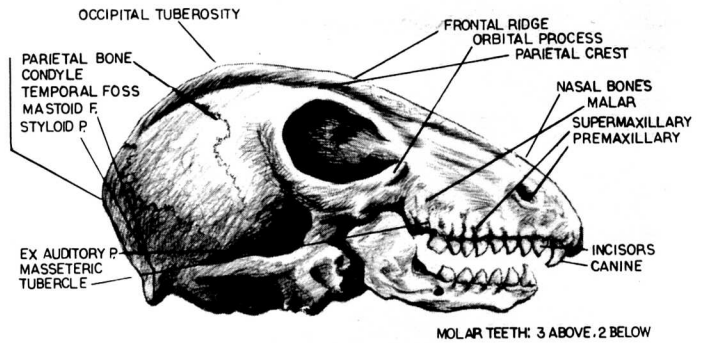# *Droyne*

Game Designers' Workshop

COMPARISON STUDY

MAN

DROYNE

SKELETAL STUDY
DROYNE
YOUNG MALE. TYPICAL

WING APPENDAGES MAY BE DISAPPEARING
THROUGH EVOLUTIONARY ELIMINATION.
(WING APPENDAGES BARELY FUNCTIONAL ON THIS SUBJECT)

NOTE UNIQUE GEODESIC
RIB DEVELOPMENT

TAIL EXHIBITS PREHINSILE
QUALITIES

SKULL STUDY

OCCIPITAL TUBEROSITY

FRONTAL RIDGE
ORBITAL PROCESS
PARIETAL CREST

PARIETAL BONE
CONDYLE
TEMPORAL FOSS
MASTOID F.
STYLOID P.

NASAL BONES
MALAR
SUPERMAXILLARY
PREMAXILLARY

EX AUDITORY P.
MASSETERIC
TUBERCLE

INCISORS
CANINE

MOLAR TEETH: 3 ABOVE, 2 BELOW

FOOT
BONE AN LIGAMENT
DETAIL

HAND
BONE AND LIGAMENT
DETAIL

Droyne

Rules are *made* to be broken. Scientists and academicians produced the term *major race* to describe any intelligent race that independently discovered and implemented the principles of the jump drive. Politicians and bureaucrats (specifically those of races which had developed jump drive) made the term widespread, using it as *de facto* evidence that major races were superior to minor races. Since jump drive technology gave the major races an obvious and powerful advantage, the minor races found it difficult to dispute the classification.

Thus it came as a shock when researchers found (and proved) that the Droyne were a major race. The Droyne seem to have none of the drive that characterizes a major race; they seam content to live placid lives on pastoral planets; by all appearances, they are a minor race. But the fact remains that they have jump drive, and they have had jump drives longer than any other race, including the Vilani. When the Droyne were discovered and identified, a basic scientific and political definition was destroyed.

This alien module for **Traveller** deals with this strange major race: the Droyne. It allows the incorporation of this race into any and all aspects of **Traveller.** Whether Droyne are to be used as player-characters, non-player characters, patrons, opponents, or just as a background against which adventures may take place, this module provides the referee and the players with sufficient information to allow the Droyne to be dealt with both as individuals and as members of their strange society of castes.

Aliens in Traveller: The basic **Traveller** rules are not concerned with aliens; they deal primarily with humans in the Third Imperium, a vast interstellar empire spanning nearly 11,000 worlds. Non-humans raised under the value system of the Imperium may vary slightly (due to their physiology) in certain areas of the rules, but basically they use the same material and concepts as their Imperial human counterparts.

Once outside the cultural umbrella of the Imperium, the potential for aliens is substantially increased. Differences in physique cause some changes in rules and game concepts, but cultural differences cause even greater changes; the influence of culture, society, and thought are far stronger forces in the shaping of each unique individual. Incorporating Droyne into a **Traveller** game or campaign requires an understanding of their motivations and habits of thought. This module presents the Droyne in many different ways: physical, cultural, psychological, and social differences are explored, and the bearing these have on specific game rules is examined carefully. Using this material, referees and players may confidently make use of the Droyne in a **Traveller** game. Still, it is ultimately the ability of the individuals involved to *play the role* (by adopting the appropriate patterns of thought) that will determine the success or failure of the game in portraying the Droyne as a race that is quite alien physically, mentally, socially, and psychologically.

THIS MODULE

The subject of this module is the Droyne—a race of winged omnivorous gatherers which has been shaped by history and environment in thousands of ways. In this module, their physical and psychological differences from humans are examined in detail, and the effects of these differences on specific game rules are explained. Using this material, players and referees alike may confidently make use of the Droyne, their culture, or their enigmatic predecessors—the Ancients—in any **Traveller** scenarios, adventures, or campaigns.

Usability: This Alien Module requires a **Traveller** rules set in order to be used. There are several rules sets available, any one which will serve. It is specifically designed as a companion to *Starter* **Traveller,** and is oriented toward that rules set. However, this module may be used in conjunction with any **Traveller** rules: *The* **Traveller** *Book, Basic* **Traveller,** *Deluxe* **Traveller,** or of course, *Starter.*

Advanced character generation systems provided for the Droyne Army and Navy are compatible with Traveller Book 4, *Mercenary,* and Book 5, *High Guard.* Advanced Droyne character generation requires that you have these two books before you can use it.

Usefulness: Traveller players can find any number of activities which include or deal with Droyne, whether inside the Imperium, or beyond its borders. The Droyne Worlds Map shows the identified Droyne (and Chirper) worlds in and near the Imperium. Droyne worlds can be the source of interesting expeditions— to contact Droyne, to learn more about them, or to learn more about their fascinating history.

LIBRARY DATA

The following basic facts, well-known in the **Traveller** universe, are available to anyone consulting Library Data.

Ancients: Highly intelligent race which gained prominence approximately 300,000 years ago.

Most of what is known about the Ancients has been gleaned from archeological excavations of Ancient sites, the remains of the cities, bases, outposts, and settlements of the Ancients. Dating procedures have established that a Final War spanning a 2,000 year period destroyed virtually all of the Ancients at that time.

The influence of the Ancients is broadly felt in the universe today. Humans from Terra were transported to many worlds by the Ancients; the descendants of those humans became the Vilani and the Zhodani, as welt as the other human minor races. The Vargr have been shown (through genetic testing) to be descendants of genetically manipulated Terran canines (apparently, the canine stock was acquired at the same time that Humans were taken from Terra). Ancient artifacts which have been discovered show a very high tech level and an equally high degree of sophistication; such artifacts often reveal new, previously undiscovered or unexploited technologies.

Chirper. Semi-intelligent minor race native to many worlds in and outside the Imperium.

Chirpers are omnivore/gatherers in the 25 kilogram mass range. They have vestigial wings (chirpers on some small worlds can fly short distances) and opposable thumbs.

Living in small groups with limited social organization, they follow age-old patterns of foraging for fruits and berries, supplementing their diet with occasional small animals which they catch and kill with crude tools.

Chirper intelligence is at the low end of the scale and ranges from a few points above animal levels to a few points below average human.

Chirpers are named for the sharp, bird-like chirp which characterizes their speech. They can learn human speech, often handling a large vocabulary with ease, but their conversation retains the chirping overtones.

Chirpers are recognized by the Imperial authorities as intelligent and, as such, enjoy the protections and responsibilities of intelligent species within the Imperium. Most chirpers live in established reservations with only limited intercourse with humans.

Droyne: Intelligent major race inhabiting scattered worlds thoughout explored space.

Droyne are winged, intelligent omnivore/gatherers originally evolved on a world whose location is unknown. Physiological details of the Droyne suggest that their homeworld was a low gravity world with a dense atmosphere {both necessary to make their wings functional).

Droyne are differentiated into six castes which are determined at adolescence (approximately 14 standard years of age). The ceremony appears to be a social one, but it sets into motion a true genetic maturation which locks the individual into a specific caste and produces physical and mental characteristics typical of the caste.

The six Droyne castes are: worker, warrior, drone, technician, sport, and leader.

Contents: This module consists of four parts — the cover, the rules, the charts, and the adventure.

The inside of the *front cover* shows anatomical drawings of a typical Droyne and provides insight into their physiology. More information on Droyne physiology and anatomy is presented in the text.

The inside of the *back cover* has a map showing known Droyne and Chirper worlds. More information about Droyne and Chirper worlds is presented in the text.

The *rules* provide the changes and alterations to the **Traveller** rules which are necessary for Droyne characters and situations.

The *charts* reiterate the material in the rules and present it in *a* format designed for quick reference.

The *adventure* provides an opportunity for adventurers to deal with Droyne and to make use of the information in this module.

REFEREE'S NOTES

This module is intended to be as complete as possible. The material in it supplement the basic **Traveller** rules, and no other rules or published materials are necessary in order to use the module.

Other Necessary Material: In addition to **Traveller** and this module, players and referee will require ordinary accessories such as paper, pens, pencils, dice, graph paper, and, perhaps, a calculator.

Other Desirable Materials: The entire line of **Traveller** products elaborates and expands upon the universe of the future. Almost any can be used in conjunction with this module. Especially useful items include:

Book 4, **Mercenary:** Presents advanced character generation for members of the Army and Marines. In addition to explaining details of advanced character generation, it covers advanced military hardware.

Book 5, **High Guard:** Presents advanced character generation for members of the Navy. In addition to elaborating on the Navy, it handles the construction of large naval spacecraft.

Alien Module 4, **Zhodani:** Background for the Zhodani in the module shows the influence of the Droyne on the development of modern Zhodani society, especially in the use of psionics.

Administering This Module: Most of this module is background for the Droyne and their culture. The scenario illustrates how the rules and background work with a Droyne setting; it can be run as any **Traveller** adventure is run, with the referee administering events and guiding the adventurers (without actually making decisions for them) along a course that will lead to the most enjoyable game possible. This may require improvisation, interpolation, or unplanned interaction using the **Traveller** rules and material in this module as a basis, but requiring creative input from the referee as well.

What to Show the Players: Players should have free access to the material in this booklet with the exception of the scenario itself. This module is as much a part of the **Traveller** rules as anything contained in one of the basic rules set.

Once the scenario has been run, the entire module should be considered a rules reference: for use in other adventures, as a supplement of available ship types, character encounters, and equipment, and as a piece of background material for the **Traveller** universe.

You are about to learn a great deal about an important alien race. The task should be informative, enjoyable, and entertaining.

The Rise of the Droyne

The Droyne did not magically appear to rule all of known space; they evolved according to natural laws just as have the other races in the universe.

THE DROYNE HOMEWORLD

Although the Droyne homeworld is no longer known, scientists, historians arid other scholars have established a few facts and a large number of theories concerning the nature of that world.

The location of the world is, of course, unknown, but it is believed to have been in the Spinward Marches, Deneb Sector or the Trojan Reaches, these being the regions in which the largest number of Droyne worlds and Ancients sites have been discovered.

Casual observers call the Droyne homeworld *Droynia;* more properly, it is *Eskayloyt* (meaning *Lost Home);* this name appears independently in myths and legends on Andor, Zeen and Auitawry, three scattered Droyne worlds, and is accepted by the majority of scientists researching Droyne origins.

Characteristics of the homeworld are difficult to determine, but some facts are clear. It is predicted to be a small world with a standard or dense atmosphere and a significant hydrosphere; the range of statistics most frequently given are size 3 to 6, atmosphere 6 or 8 (probably 8), hydrosphere 3 +. The data was assembled from an analysis of the Droyne themselves: their flying ability relies on a fairly weak gravity and a reasonably high pressure, thus dictating the size and atmosphere requirements. Hydrographies are required for the development of life as we know it.

Eskayloyt probably orbited an F2 V to F7 V star; Droyne seem to prefer that particular spectral range. Assuming the available data has been interpreted correctly, the Droyne homeworld is a pleasant, Earthlike planet, slightly warmer than Terra, but not significantly so.

The data and assumptions about Eskayloyt have led to many theories about its location and possibly its fate. No known world provides the fossil evidence that it was Eskayloyt; active searches and excavations are currently in progress on several worlds that show promise. There is the possibility that the Droyne evolved on a world thousands of parsecs away and then travelled to our part of the galaxy; in such 3 case, locating Eskayloyt would be impossible. Some scholars have proposed that the homeworld was destroyed in the Final War and is now an asteroid belt. However, even an asteroid belt might be expected to yield fossil evidence of some sort, and none thus far have done so.

EVOLUTION OF THE DROYNE

Along the evolutionary path that all life on Eskayloyt followed, the appearance of natural castes was a recurring biological mechanism; members of the group differentiated according to function. Even though many of the specialized types did not participate directly in the reproduction process, their contribution to the survival of the group enhanced the propagation of their traits. The process paralleled that of Terran bees or ants: even though worker bees do not participate directly in reproduction, the workers make the hive successful and successful hives survive. Life on Eskayloyt developed many types of castes over the miilenia. In the seas, schools of swimmers were composed of distinct members: hunters, decoys, and breeders. Later oh the continents, herds of grazers roamed the plains; differentiated into leaders, fighters, breeders, and scouts.

Somewhere in the course of evolution, genetic interaction produced intelligence. The prehistoric or proto-Droyne had originally evolved into an ecological niche in the forests of their homeworld; their amphibian ancestors had moved into the forest floors; some of those forest dwellers eventually took up nesting in the tops of trees. Along the way, Eskayloyt underwent dramatic climatic change —when the forests thinned out and became plains, the proto-Droyne were soon isolated into smalt colonies wherever the trees remained, along rivers and in small groves. The triune nature of these proto-Droyne was especially adapted to this life: the alpha mate was a hunter; the beta male was the nest-builder; the female was the mother.

The proto-Droyne proved especially adaptable when local conditions called for it. Genetic drift constantly produced offspring which became new castes. Some of those castes survived; many others died out. Vanished castes include an aquatic form (evolved from hunters), an *idiot savant* information processor/memory bank (an evolutionary dead-end with some similarities to the technician), and a communicator (evolved as a specialized worker).

New Castes: Evolutionary pressures on the proto-Droyne forced the emergence of new castes. The first new caste to appear was the **leader;** a small but growing percentage of hunters took on leadership roles in the family groups, and as leaders, they provided direction for the groups. From their positions of dominance, they took a greater share of the food, lived longer, and gained experience which was also beneficial to the leader group. The leader caste obviously had survival benefits for itself and for the Droyne; it survived. New castes developed from old castes as specialized needs arose. The hunter caste gave rise to **sports** (independent scouts, trackers, messengers, and emissaries) and **warriors** (defenders of the group) in addition to leaders. Along the way, the hunter caste proved unnecessary and died out; leaders took over the position of the alpha male. The nest-builder caste gave rise to **workers** (who served as builders, farm labor after agriculture was developed, herders, and servants). After technology was achieved, the **technician** caste arose (naturally enough, from the nest-builders); the nest-builders themselves died out. The female, the original mother creature of the Droyne, slowly transformed into the **drone,** with responsibilities for procreation and for management of the family unit.

Important Points: The evolution of the Droyne from their proto-Droyne ancestors took millions of years. The evolution of their present caste structure, to include such a specialized caste as technician, means that they have had intelligence for hundreds of thousands of years.

Yet, over those hundreds of thousands of years, the Droyne (except for the brief Ancient period) were apparently content to remain on their homeworld. There is no evidence that they left it using sublight drives; there is no evidence that they pursued anything other than a simple life on their homeworld-raising enough food to feed themselves; mining metals to meat their basic needs; content to remain as they were.

The History of the Droyne

All knowledge about the Droyne can be assigned to three eras: the *Prehistoric Period,* the *Ancient Period,* and the *Modern Period.* Each period has *a* different, distinct character.

There are many mysteries about the Droyne. Most of them will probably never be solved. But some basic information is known about them, gathered from surviving records, pieced together from fragments of video presentations, bookfilms, holographs, and writings. The following is a presentation of what is known about the Droyne—what most individuals have learned in the course of an ordinary education, or what they can find out in ordinary researches.

THE PREHISTORIC PERIOD

The period before the rise of Ancient technology is considered Droyne prehistory. Conventional wisdom includes in this era all Droyne activity prior to - 350,000,

Sources: Available information sources about the Droyne prehistoric period are rare. The primary reference is the work of Zhodani researchers investigating surviving Droyne materials on Viepchakl, the satellite of Zhdant.

First Intelligence: The Droyne showed first evidence of intelligence 3,000,000 years ago, primarily in the use of tools and the production of elementary decorative clothing. Later advances included agriculture, the use of hunters as scouts and guards, a division of labor, and expansion into fishing and seafaring.

The Rise of the Cities: By about - 500,000 the Droyne had established cities which served as trading centers along rivers and coasts. Large agricultural areas were worked, often under irrigation. Typically, these large cities (actually city-states) had populations of about one million and controlled an area of about 10,000 square kilometers. Buffer regions between the cities were under the control of no one.

Differences in available resources naturally led to conflict. At the same time, the appearance of the warrior caste helped to promote and continue the conflict. Technology advanced under pressure from the continuing warfare, but over a much longer time span than is considered normal for other races. After perhaps 10,000 years, the Droyne advanced to a solid tech level 5.

Much of the incentive for technological advance was the constant warfare between cities. That warfare evolved (by - 470,000) into a form of ritualized combat involving only the warrior and worker castes. With the ritualization of warfare between cities, the advance of technology stopped, and the Droyne were effectively frozen at tech level 5.

The Long Plateau: From -470,000 to about -350,000, Droyne society remained at a technological plateau. To an outside observer, the civilization was static (or stable, depending on the outlook). The Droyne could be seen as clever, extremely intelligent animals, much like bees or ants or termites. They built, communicated, had writing and machines; but they were also satisfied with their idyllic, pastoral lives. They lacked, as a race, the drive upward.

Without some sort of stimulus, the Long Plateau could have lasted forever.

THE ANCIENT PERIOD

The Ancients appeared on the scene suddenly, and at a time when there was effectively no starfaring in the galaxy. They burst into space and expanded to hundreds of worlds, creating colonies, bases, and settlements. Then they destroyed themselves.

Sources: Our knowledge of the Ancients comes from exploration and analysis of ruins scattered throughout the region of the galaxy now dominated by humanity.

Much information about the Ancients is classified; the military of many governments has shown special interest in the Ancients and their technology, primarily because of its potential for weapons and starflight applications. Much information, once laundered to remove sensitive material, is available as official publications of various governments.

Early Vilani researchers who discovered these ruined sites thought each to be representative of a different race, but excavations and further investigation soon showed that this was not so—common factors demonstrated that all were examples of the same civilization. The age of these sites has been established at around -300,000 by Imperial reckoning. The allowance for error in the dating methods is about 10,000 years; it has been concluded that the civilization lasted for a total of less than 50,000 years. The term *Ancients* has been generally adopted in recognition of the antiquity of the culture.

Extent: The Ancient civilization was wide-ranging. Confirmed Ancient sites have been found in every sector of the imperium, as well as throughout Vargr and Aslan territory. It is reported that there is a high frequency of such sites within the Zhodani Consulate. It is almost certain that the Ancients ranged beyond the limits of explored space, and that evidence of their travels lies beyond the borders of existing human empires.

The total number of confirmed Ancient sites visited by the Imperium is in excess of 200. Imperial studies of the reported locations of these sites have produced some statistical data, not necessarily complete, but pointing towards certain conclusions. The frequency of Ancient sites appears to decline with distance from a central point; that point lies somewhere in the Spinward Marches.

The Ancients would appear to have had a relatively small population. The planets they settled, according to available evidence, usually had only one or, at most, a handful of bases. Estimates of population vary, but do not exceed one million per world. Some investigators believe that their high population worlds held billions, but were reduced to asteroid belts in the war which shattered their civilization. These scholars say that the worlds that are still intact were the low population planets of the Ancient empire. Others, however, hold that none of the evidence found in any asteroid belt confirms this.

If the asteroid belts created by the Ancients were worlds with populations in the billions or tens of billions, then the Ancients at their heights may have had a population in the trillions. Had these planets been no more heavily populated than the confirmed sites known today, then the total Ancients population can be estimated at less than a billion.

Ancient Technology: The most striking aspect of the Ancient technology is not its high level (though this is certainly dramatic), but its diversity. Of the hundreds of Ancient sites which have been excavated and analyzed, each appears to express a

different approach to the problems solved by technology. It would be easy to take each site as originating from a different cultural or technological background, as the first Vilani spacefarers theorized them to be.

It appears that each site involved the near total re-invention of the most basic building blocks of technology. One site might use familiar screw fasteners, while another would depend on adhesives for the same task; still others could use rivets, or interlocking ellipsoids, or simple plastic clasps. Where one site's computers and electronics show evidence of depending on silicon chip circuits, another performed the same functions with fiber optics, still another used fluid dynamics, and yet another channelled heat transfer. Even writing, data formats, recording formats, systems, and standards vary between sites. While the high-tech equipment discovered is fully compatible within a site, rarely do artifacts from different sites show any ability to function together.

World-Bending: In some cases, the Ancients are known to have moved whole worlds. Their exploits in such matters were so great that even the devastation of the Final War was unable to destroy them.

The Ancients created a rosette of five worlds at Tireen (in the Vargr Extents). Five planets were shifted into points equidistant from each other in the same orbit and then transformed into identical habitats. Evidence as to what the worlds were like before the shift is lacking, so the degree of transformation is unknown, but even shifting worlds in their orbits consumes unbelievable amounts of energy. The Ancients shifted at least four worlds in that system. Each of the worlds have physical characteristics 484, which indicates that the worlds would be especially hospitable to Droyne. At least one of them was inhabited by Droyne when the system was discovered by Vargr in -2530, but they have since died out.

The Ancients also created a ringworld in the Leenitakot system of the Hinterworlds. Even their approach to building a ringworld puzzles the experts. It circles a dim M1V star at less than 30 million kilometers. A narrow band less than 100,000 kilometers wide, it still has an inner surface area equal to 25,000 Terras. However, the Leenitakot ringworld's construction looks to be unfinished, without soils, atmosphere or any provision for life to live on its inner surface.

Black Globes: Rarely do excavations of Ancient sites produce working artifacts. One site, however, proved to be a treasure trove containing more than 2,000 operating black globe generators that seemed to be almost waiting to be installed in Imperial ships. Black globes typify the incomprehensible artifacts of the Ancients; each of the devices found is a small metal artifact measuring about 300 cm on a side, with a shiny metallic finish. Two minor discolorations on the surface are the on/off switches.

When the device is activated, it projects a force field that absorbs all forms of energy (including light, hence the characteristic black color of the field) in a sphere around the device. In the first experiments with the black globe generator, the field came on at a radius of about one meter around the device, cutting a researcher in half, when the switch was touched. Thereafter, a rod was used to activate it remotely. Once activated, it proved impossible to deactivate the devices; the field could not be penetrated.

Eventually, methods of controlling the radius of the field were established. The black globe generator actually absorbs and rechannels energy; the sphere expands as additional energy is applied. Researchers discovered that a ship's energy capacitors could be used to give a measure of control over the devices, channelling sufficient power to generate an initial fie!d. Fields large enough to encompass the typical larger fighting ship, however, were inherently unstable; when capacitors become overloaded, the ship explodes.

Still, it is an effective defensive mechanism and has been adopted by the Imperial Navy as a form of armor for some select fighting ships. Using the many devices found, the Navy has been able to produce crude duplicates of them, but scientists are still a long way from a true understanding of how black globe generators really work.

Genetic Engineering: The Ancients also had great capabilities in the fields of biology and genetic engineering. They were capable of altering living matter to manipulate the reproduction of almost any species, so that the offspring could be tailored to perform specific tasks or fill specific functions. Many life forms still exist today which have been shown to be the result of Ancient genetic tampering.

Humaniti: It has been fairly well established that the Ancients were responsible for transplanting groups of humans from Terra to a hundred or more other worlds across known space. There is evidence of human life on at least 90 worlds; on about 40 of them, humans took root, surviving a period of barbarism before achieving civilization.

Once the Solomani Hypothesis (which theorized that all humaniti came originally from terra) was accepted, it was a simple matter to analyze the gene pools available to each of the distinct human races found on worlds other than Terra. Those studies have concluded that the Ancients visited Terra many times, taking groups of between 1,000 and 10,000 humans to each of perhaps a hundred worlds. A few indications have been discovered which suggest that genetic engineering was used on some of these transplanted groups to encourage rapid adaptation to their new environments, but the vast majority of human races were not so tampered with.

The reason for Ancient interest in humaniti is unknown. Theories involving humans as slaves, assistants, workers and even as pets have all been advanced, but there is insufficient evidence now available to support any specific conjecture.

Vargr: At approximately the same time as human samples were removed from Terra, the Ancients took samples of the family *Canidae,* This dog stock was manipulated through genetic engineering techniques to produce an upright stance, an opposed thumb and intelligence.

Just as the interest in humaniti remains unknown, so too is the reason for Ancient creation of the Vargr race.

The Final War: The Ancients' civilization was destroyed in a cataclysmic war. Over a period of about 2,000 years, they fought with such ferocity that hardly any traces of their existence now remain. Archeologists today work under a severe handicap in attempting to piece together those elements which survived to arrive at any coherent picture of the Ancients, their way of life or their works.

The Final War was fought with technology far beyond that available to the Imperium, or to any civilization which has existed since the days of the Ancients. Estimates place the resources used at tech level 25 or greater, a level virtually incomprehensible to any contemporary mind.

The weapons of the Final War were brutal in their power. They

were capable of great destruction; entire planets were reduced to asteroid belts by what must have been planet-buster bombs. In other cases, planetoids and small moons were seized, moved and directed toward planets to obliterate what must have been bases, cities and installations. Many planets still bear the marks of such attacks.

The weapons of the Final War were also quite sophisticated, capable of fine control. Entire worlds appear to have escaped the war unscathed, except for the actual site itself. Frequently, it is only when a site is discovered that it becomes evident that it was the target of an attack. There is no evidence of misses, no pattern bombing, no random attack. What was attacked was hit; high technology coordinated the attacks, which were seemingly impossible to stop even given Ancient technology. There are, again, various inconsistencies, not always explainable, which could be taken as evidence of a great diversity in technologies and abilities involved in the way war was waged.

Puzzles and Puzzles: Despite the Final War, the Ancients appeared to have other interests beyond warfare. Their bases and settlements were not built as fortifications; their cities included complexes that were probably entertainment centers, concert halls, theaters, and parks. There were libraries and museums. There were facilities for the raising of children. If the Ancients were so good at warfare, what must they have done in peace before they destroyed themselves?

THE MODERN PERIOD

With the end of the Final War, the Ancients ceased to exist. Until recently (the last 300 years), the fact that the Droyne were the Ancients was unknown. Once the connection between the Droyne and the Ancients was made, research into the individual Droyne races on many different worlds produced a history of the Droyne since -300,000.

Sources: The history of the Droyne race after the era of the Ancients is virtually nonexistent, if one assumes history to be a chronicle of dates and battles. Droyne history on each of the scattered worlds where they survived after the Final War ran its course is generally lacking in noteworthy events.

Modern Droyne History: Archeologists and historians have found a common pattern in the history of most Droyne worlds that have been investigated. Their history tends to fall into four broad phases: Decline, Recovery, Stagnation and Contact.

Decline: Evidence shows that the Droyne who survived the Final War were few in number. Fossil remains from this period show the Droyne to have had a prolonged period of barbarism and decivilization. Almost all the scattered Droyne worlds seem to have lost all higher technology, and most were so badly shattered as to have lost the ability to caste (which is known to have been a characteristic of Ancient Droyne, based on a variety of recovered works of art). It was during this period when a large number of Droyne worlds faded into extinction.

Archeological records put the low point of the post-war Droyne societies at roughly -75,000, nearly 225,000 years after the war. By this time, according to the finds investigated, the race was close to extinction. Virtually all Droyne cultures had lost all ability to caste, their numbers were diminishing and, by all known principles of science, they should have died out.

Recovery: On about twenty worlds, however, this did not happen. Around - 75,000, the Droyne on these worlds seem to have almost simultaneously undergone a renaissance of sorts.

The key to this recovery was a revival of the ability to caste; this, in turn, seems to have been based on the introduction of a set of small gold disks, called coyns, which became the basis for many aspects of Droyne culture. The nature of the coyns is poorly understood, but recent discoveries have begun to provide certain explanations (which are summed up in a later section of the text) concerning the use of the coyns in Droyne ceremonies.

But the biggest mystery that remains is how the coyns originated and how they spread to twenty Droyne worlds (or appeared spontaneously on each — a theory that is beyond the realm of rational belief). The most commonly accepted hypothesis, that one Droyne culture developed the coyns and rediscovered the secret of interstellar travel, is not supported by any other evidence available to scientists today. Nonetheless, it is the only really acceptable explanation and is the grounds for classification of the Droyne as a Major Race separate and apart from their ancestors, the Ancients. (A rival theory, that the Droyne of some particular world merely used Ancient artifacts to revive space travel, is dismissed because of the universal, pseudo-religious awe and fear with which Droyne are known to regard artifacts of this kind. Still, as some have pointed out, this theory isn't completely impossible: 75,000 years is a long time, and superstitions change even in a race as stable and constant as the Droyne appear to have been.)

Strangely, the Recovery period seems not to have been characterized by widespread interstellar travel. Except for the evidence of the coyns themselves, archeologists have detected nothing that indicates a major jump in either the sophistication or the spread of Droyne culture or technology. The recovery of the caste system led to a halt in declining populations (for reproduction is strongly, though not solely, linked to caste) and a revival of culture and primitive technology. No archeological evidence exists for the presence of any Droyne group at this time with more than a tech level of 1 or 2; space travel simply doesn't seem to have been possible.

Yet such contact must have occurred. The coyns are not the only element pointing to this conclusion. Droyne culture on each of twenty worlds evolved during the recovery period on parallel lines: at the time Imperial explorers determined that the Droyne were indeed a major race, with multiple inhabited worlds, the difference between Droyne civilizations were those of technological variation, adaptation to local conditions and other minor factors. Culturally, they were and are more alike than any two human-settled worlds cut off from one another during the Long Night—a mere 1,800 years in length.

The final, most mysterious enigma concerns the coyns themselves. Six of those coyns contain pictorial representations of the major races: Humaniti, Droyne, Vargr, Aslan, K'kree and Hivers. While the Ancients could have left traditions of the three, the others did not exist at the time of the Ancients, and at the time the coyns were introduced, there was little to mark them as particularly exceptional species. How then came these six races to be portrayed on the coyns? No reasonable explanation for this has ever been produced,

Droyne traditions are of little use in the development of theories accounting for this period, either. A common myth in each society is that the coyns were introduced by a god-like figure, known as Yaskoydray (usually translated as Grandfather), who appears as a saviour figure who brought the coyns to its people, taught them the crucial elements of their culture and

society, and introduced harsh strictures against abandoning the way of life he brought. Most scholars see this as a religious interpretation of visits by the unknown spacefaring Droyne culture of the era, though the legends are also quite insistent that Grandfather visited many times over the span of many generations, introducing new refinements to his teaching at intervals. No case for such a prolonged period of Droyne space travel can be made, and these legends are generally put down to mythological exaggeration.

Stagnation: Following their recovery period (which archeologists set between -75,000 and -50,000, based on various finds of differing ages on different worlds, and on the potential range for error in the dating systems used), the Droyne ended a long phase in which they underwent very few changes in society, culture or technology. The stagnation period was brought to an end only by contact with other starfaring civilizations.

The unchangingness of Droyne culture on their scattered worlds throughout this period can be put down to two major causes. First, the Droyne had little motivation to progress. As a rule, the Droyne have always proved to be placid, nonaggressive and lacking in drive or ambition on a social level (though individuals of some castes can be capable, when the need arises, of considerable creativity and drive). This tended to freeze Droyne development. Earth went from tech level 4 to tech level 9 in less than a century; the Droyne of Zeen in the Deneb sector have been shown to have remained at a tech level approximating level 4 for over 10,000 years, with neither lapse nor advancement over most of that time.

The second major factor in the stagnation of the Droyne has only recently come to light. Many Droyne are psionically talented, and one aspect of their psionic skills is the ability to transmit knowledge psionically from one generation to the next. Every community has one or more individuals who are responsible for guarding the storehouse of Droyne knowledge from past generations. The weight of this accumulated knowledge is heavy, and such individuals, though possessed of vast wisdom, are often so burdened as to be mentally unstable,

The endurance of knowledge through many generations has led to such extreme cultural stability as to have virtually eliminated change in Droyne society throughout the period of stagnation. Even today, the tendency towards an unmutable culture is strong, though exposure to new races, ideas and knowledge has led some few Droyne to begin breaking with past tradition in favor of the future,

Contact: When the Vilani human culture first achieved starflight (in - 9235), they slowly pushed out to establish an effective interstellar empire over an area which eventually spanned much of what is now the Third Imperium. This first human empire, the Grand Imperium, encountered many alien races, including the Droyne, However, it never extended into the Spinward Marches. As a result, though several Droyne worlds were contacted, each of these were fairly isolated from one another. There were enough new races encountered to make it unlikely that similarities between two widely separated groups would be noticed. The tendency was reinforced by the fact that the Vilani, descended from transplanted humans on the world known as Viand, never came up with a consistent theory of evolution and were always weak in biological sciences, As a result, the existence of more than one planet full of Droyne, even if noticed, would have been a minor curiosity only. The

Vilani were already busy trying to explain the existence of forty or more independent human races!

The Droyne thus remained isolated and obscure during the First Empire. When Terra conquered the Vilani and the Rule of Man was established, the Terran conquerors were too busy attempting to cope with the inherited problems of empire to lavish much concern over the individual races which inhabited their new realm.

The Rule of Man collapsed in -1776, and the Long Night fell over human space. It ended in the rise of the Sylean Federation, which, under Cleon I, became the Third Imperium, The new empire entered the Spinward Marches in 300; by the mid 700s, much of the sector was under Imperial control or influence.

Originally, the discovery of Droyne with jump drive was dismissed as contact with just another minor race. When investigations showed that the Droyne had had jump drive for hundreds of years, more research followed. The estimate of the Droyne date of acquisition of jump drive was continually pushed back as cross-checking revealed the existence of other Droyne worlds elsewhere in space. Reports of Droyne in Vargr, Aslan and Zhodani space were also correlated, and scientists and historians began their quest for more knowledge of these enigmatic people. Even today much of this knowledge remains beyond the reach of modern Imperial science.

The contact with Imperial investigators has for the first time given the Droyne an awareness of the mysteries which shroud their past. Where Vilani and post-Vilani society make little impact on the Droyne way of life, these new revelations have kindled in the Droyne a greater interest in affairs outside their own small communities. Most Droyne continue to live as they always have; a few, though, have begun to take a new look at the old ways and have become restless. The secret of their origins, their glorious past of 300,000 years ago, the fate which left them so much diminished—all these questions challenge Droyne minds as welt as humans, arid this has had a small but growing impact on the traditional Droyne way of life.

Droyne Society

The nature of Droyne society stems from the caste system, which dictates much of the interaction between individuals and groups, and reaches out to embrace such matters as government, warfare and a variety of other factors.

SOCIAL GROUPINGS

Family structure (where a family is part of a race's society) determines a great many details of an individual's character and background. Among the Droyne, there are two basic types of families: the *dreskay,* or extended family, and the *tyafelm,* or basic family. Families are themselves grouped into an *oytrip,* Or community.

Tyafelm: The basic family is a group of at least six Droyne, with one drawn from each caste, Basic families may be balanced, with equal numbers of each caste included, or they may be specialized, with a predominance of one specific caste.

Each tyafelm selects as its emblem one of the 36 coyn symbols; that symbol is used to refer to That specific tyafelm.

Dreskay; The Droyne extended family is a grouping of several (between three and 18) tyafelmin. The association of many tyafelmin provides a larger gene pool and allows the offspring from the component tyafelmin to come together and form new tyafelmin.

Occasionally, dreskayin *esivoy* (schism). They split and become two or more dreskayin, dividing the acquired assets between them and then going their own ways. Such splits may be due to local economic pressures, famine or drought, or growth of the family to excessive size. Split families may or may not maintain connections and communications with each other.

As families grow in size, they may also send out *iyuksimin* (tendrils), small groups to explore, investigate, engage in trade, or just travel. Such small groups (usually balanced to include one member of each caste) give the young experience, provide an opportunity for profit or earnings, and sometimes relieve the family of the requirement to support the wanderers.

The dreskay is a family, but it is also part school and part grouping of friends; it probably most closely represents the original social unit of pre-civilized Droyne on their lost homeworld.

Oytrip: The oytrip is a collection of dreskayin, usually geographic in nature. The oytrip is communal in nature, sharing resources for the common good, each caste contributing its abilities and services to the overall community's needs.

Most oytripin are simple, pastoral communities devoted to agriculture, hunting and gathering, or similar functions. On more sophisticated Droyne worlds, or in integrated settings with mixed racial habitation, an oytrip may specialize in manufacturing, trade or even in a military role.

Within a single oytryip, social relations are quite smooth and well-regulated. Natural leaders emerge to deal with each specific problem that comes up. The dreskayin within the oytrip are answerable to the Leader-of-Leaders. Drones within the oytrip constitute a separate advisory council, as well as being responsible for casting of the young Droynes.

The leaders have absolute and unquestioned authority, but would no more think of misusing that authority than they would consider destroying the entire oytrip for no reason,

Kroyloss: Droyne society also has a special social institution: the *kroyloss,* or fraternity. The kroyloss fills a special need for Droyne to set off into the world, but without losing the companionship of other Droyne,

When a young Droyne reaches maturity, it leaves its tyafelm to join or form another, usually within the same dreskay, almost always within the same oytrip. Finding another family, however, is sometimes a difficult proposition. For many youths, existing agreements with other families provides an automatic opportunity to join another extended family. But many Droyne are driven by conflicting motivations. The young are curious, inquiring, anxious to learn more about their world and their universe. At the same time, they feel incomplete when apart from their family, when separated from other Droyne. The answer, arrived at over the course of rnillenia, is the institution known as the fraternity. The kroyloss is a voluntary association of Droyne— a brotherhood, a fraternity. The purpose of the brotherhood is to provide companionship and mutual support during adulthood, but without the committment required of a family.

After a period of wandering or mutual endeavor, a fraternity may break up (with its members leaving to join other families), or it may transform into a family as the individuals grow older. Thus, the fraternity is a sort of pre-family. But fraternities have few of the responsibilities of families. They can wander in search of adventure, or they may build a business or enterprise. A fraternity may be a kind of partnership which operates a starship in merchant trading, or may form a small military unit for hire. Although one particular caste may predominate in a fraternity, there is at least one of each caste represented. Fraternities have a minimum size of six (one of each caste), and may range in size as large as 20 or more. They may break up as the individuals mature and leave to join families, but more often, they convert into families themselves, occasionally recruiting additional members of the necessary castes. Excess caste members linger as informal family members (auxiliaries), or break off to be on their own (forming broken fraternities). Droyne fraternities can be thought of as semi-families. The members are held less strongly than they are in families; the lack of children, the relative youth of the members themselves, and even tradition all affect perceptions of the fraternity. In some ways, the fraternity is a practice at being a family. But fraternities are also less bound by the standards of society. They can pursue interests that families might not. They can explore, prospect, innovate. They allow wandering and adventuring and excitement. 8ut fraternities also provide something that Droyne need: companionship.
Except for the sport caste, Droyne *need* the companionship of others in their daily lives.

CEREMONY

Safety valves are, of course, necessary, and there are formal channels of suggestion and of appeal within the Droyne community. The other major safety valve for the Droyne is embedded in ritual and ceremony. Ritual is a crucial element in the activity of the oytrip. Castes are assigned by ceremony. Individuals join and leave dreskayin by ceremony. Success and failure are predicted through ceremony.

Droyne culture has a strong mystical slant, and the emphasis on ceremonial ritual to regulate and reaffirm the whole direction

of an oytrip is central to their mystic natures. Many respectable scientists scoff at Droyne mysticism, but others do not discount it as a real factor in the Droyne perception of the universe. Since it was proved that many aspects of Droyne ritual are based on their various psionic talents, the possibility that their ceremonies are more than empty motions has been widely admitted, if not embraced, by the academic community.

Leaders and drones participate in the ceremonial aspects of a community; each oytrip has a number of individuals whose only function is to regulate the ceremonial life of the people. Also of crucial importance to these rituals are the 36 coyns (Droyne: *koynisin;* singular *koynis)* which play a vital part in Droyne life.

Coyns: Coyns are the best known and most important of all Droyne rituals. Researchers were long baffled by the apparently random draw of coyns, under the direction of a leader and several drones, which ended in the choice of a caste for an immature individual. Recent research, though, has proven that the coyns that are drawn are used as focuses for concentration. The leader and drones use psionics to open the young Droyne's mind and awaken the appropriate genetic programming latent within its makeup. It has even been suggested that the draw of the caste coyn is not so random as it may appear to outsiders, being selected by clairvoyance or telekinesis to match the potential discovered while probing the young candidate's mind.

Periodically, the coyns are also consulted in 3 ceremony which determines whether or not an individual can continue to serve the oytrip. The coyns are believed to reveal the future—of an individual, a task or voyage, a battle, and so forth—and are hence ritually consulted on a variety of matters. What has been frequently dismissed as "random fortune-telling" has proven to be surprisingly accurate in many instances. This has been explained as everything from coincidence to luck to some form of precognitive ability, but the truth remains unknown even to the Droyne. Certainly they believe strongly in the validity of their rituals; the coyns dictate not only life, but death as well, for in most circumstances the failure of an individual to pass the favorable scrutiny of the coyns in a Ceremony of Continuation leads to one of the most unusual facets of Droyne culture—*krinaytsyu.*

Krinaytsyu: It is a central facet of Droyne society and behavior that the individual exists for the good of the community, rather than the more customary human view to the contrary. For this reason, an individual deemed to be no longer worthwhile to the oytrip customarily undergoes *krinaytsyu (*voluntary death). The individual spends several hours in meditation, making use of the Droyne mastery of psionic self-awareness to turn off the body and mind. The individual dies painlessly and entirely by the force of its own will.

Krinaytsyu is expected of all Droyne, but there have always been a small number who resist the self-destructive urge which accompanies the decision of society to withdraw its mantle from them. A few Droyne find some other goal or drive supplanting the basic need to serve the oytrip, and this new desire becomes the new driving force in their lives. They postpone or ignore the calling of krinaytsyu, possibly for years, to pursue their new goal. Such Droyne become known as krinaytsoyni (the deathless), a term of scorn among the Droyne still bound to the oytrip.

Krinaytsoynin live outside the bounds of Droyne society. They are loners, without the support of dreskay or oytrip. Leaders, sports and drones are most often able to make the transition;

lower castes have too strong a need for leadership and direction to comfortably leave their family or community. Such individuals may wander for some time in pursuit of their personal goals. They are characteristically melancholy, lonely, and obsessed by their needs, and ever prone in the face of failure or disappointment to go through with the krinaytsyu they passed up before.

Krinaytsyu is the fate of most of those whose useful service to the community has ended (through age, or through the prediction of the coyns). It is also chosen by those Droyne who are cut off from their oytripin or dreskayin. It is also customary for those who challenge a leader's judgement and are proven wrong to commit krinaytsyu. Leaders and other individuals in positions of great responsibility choose voluntary death when decisions turn out to be disastrous, thus clearing the way for new individuals to take their positions and solve the problems arising from the bad decision.

Krinaytsyu requires 1 to 6 hours of meditation and concentration. It cannot be undertaken when concentration is impossible, and can be halted at any time before the end of the period if the individual finds new reason to live.

COMMUNITY RELATIONS

Within the individual oytrip, Droyne are extraordinarily cooperative and mutually supportive. Early researchers felt that the simple, pastoral Droyne were non-aggressive, non-combative and placid. Such an interpretation, however, ignores the fact of the existence of a warrior caste in Droyne society. Despite their apparent lack of drive, Droyne oytripin (though not individuals! are extremely possessive, and this possessiveness leads to many of the outward signs of aggressive intelligence everywhere: trade, diplomacy and war being chief among them.

Leaders among the Droyne are an exception to the rule that individual Droyne are not possessive. They are possessive for themselves as well as for their group. A leader associated with a specific dreskay will be strongly motivated to provide for its dreskay; a leader of an oytrip feels the same way about its community as a whole. On an internal level, the bonds of caste are such that all the leaders work together for the common good. But such cooperation rarely extends from one oytrip to another, for their leaders are unable to recognize the concept of themselves answering to another. The oytrip's needs come first; if a resource is in short supply, a leader will do what it can to secure that resource for its people.

Sometimes this can be done through trade. Other times, war may be necessary. Though seemingly without the temperament to fight, Droyne can do so, fiercely and efficiently. What distinguishes them from most races is the fact that they fight only to secure the needs of the oytrip. They do not fight out of greed, or envy, or over points of honor or religion. They will not continue to fight once they have achieved their own objective, unless their opponents counterattack. The concept of the pre-emptive strike is nonexistent in Droyne statesmanship.

Because leaders are as incapable of ignoring the imperative of providing for the good of the oytrip as are the most menial workers, leaders tend to be rigid and inflexible in negotiations. This led to far more wars than were strictly necessary, for no ready channel for negotiation and compromise between oytripin existed. However, over the millenia, this need came to be filled by a subcaste of the sport caste. Speakers, who emerged as a corps of professional diplomats. Sports could present their

oytrip's needs to their opposite numbers, who in turn could use the normal processes of appeal to convey those needs upward to the leadership. In this way, compromises could be worked out, trade opened up, and a wider degree of interspaces cooperation established.

RITUAL WAR

Wars are still sometimes fought between oytripin. Warfare is the province of the warrior caste, though in fact, the entire oytrip contributes to success In war as to everything else. The warrior caste does the actual fighting. In war among the Droyne, warriors are fighters; they are not clerks or medics (those are drones); they are not seabees or trench-diggers (workers do those jobs). A warrior is not expected to build, maintain or repair weaponry—technicians perform that function. Sports act as spies, scouts, couriers and the like. Leaders make the strategic plans and decisions. As in other aspects of life, the oytrip at war is *a* smooth, well-oiled machine in which every individual has a role, and cross-overs are rare.

Ritual war for the Droyne has specific goals— the capture of the necessary materials, food, weapons; control of strategic transportation or territory. But warriors really die in ritual war. The balance between loss of a cadre of warriors and accomplishment of some specific goal is a decision which the leader must make.

Real War: The difference between Droyne ritual warfare and real warfare is that all castes of Droyne can die in real war. When Droyne come in conflict with non-Droyne, the ordinary rules of ritual warfare no longer apply; the leader mobilizes the entire oytrip toward victory.

A TYPICAL DROYNE LIFE

The following description of the life that a typical Droyne leads provides some insight into their society and culture.

The Droyne egg, one of a clutch of six laid by the drone, hatches some sixty days later. Young Droyne have a relatively long adolescence. The hatchlings develop rapidly; by one year, they can walk; by two years they have an elementary vocabulary; by four years, they can begin an elementary education.

Education: Between age four and age twelve, the young Droyne undergoes an extensive education, but not in the sense that humans do. Formal schooling in the classroom sense is minimal. Instead, each Droyne is provided with a program of individualized education which builds on what has already been learned. New learning builds on success; when the Droyne fails some educational area, additional instruction directly addresses the problem area. Droyne with high Sense include psionic training in their education.

Socialization: Socialization ranks equal with education to the Droyne, During the formative years, young Droyne are constantly exposed to social situations and, in the process, learn what is expected of any individual in any situation. This socialization is valuable in Droyne caste society: the young learn what is expected and allowed from each caste member. Individuals learn to work and play together, to realize the benefits each gives the other, and to understand the responsibilities each has to the whole.

Preparation For Adulthood: At age 10, the young Droyne begins a two year period of preparation for the casting ceremony end the transition to adulthood. The drones, in their capacity as priests and administrators of the casting ceremony, conduct formal and informal examinations and evaluations. Deficiencies are addressed directly and remedied; the drones form well-informed opinions of the qualities and failings of their charges.

In addition, it is traditional for small groups of young Droyne to make short expeditions out of the community, collecting specimens, visiting archeological sites, hunting, or just exploring. These juvenile expeditions give the youths practical experience in working together without adult guidance or control. Reports and debriefings after such expeditions provide additional information to the drones in preparation for the casting ceremony.

Determining Castes: At some time during a Droyne's twelfth year, the drones of the community meet and make arrangements for a casting ceremony for the eligible youth of the community. The rites of passage for Droyne youth are controlled by the casting of the *coyns.* Theoretically, the coyns are drawn randomly; in practice, the drones are a major influence on their outcome and the presence of the entire community reinforces their outcome and its effects on the individual.

Each drone participating in the ceremony has arrived at her own conclusion as to the best caste assignment for the individual, and the greatest caste needs of the community. AH of the drones sit in a circle, focussing their psionic energies on the coyns as the young Droyne casts them. Each tries to influence them in their vibrating container as the Droyne reaches in; each tries to force a specific coyn highest and into the Droyne's hand. The result is an election—the majority will, weighted by psionic power, determines the caste of the young. Even the Droyne being casted can use its own psionic powers to try to influence the coyns being selected.

Once the ceremony has produced a caste decision for an individual, the assembled community reinforces that decision immediately and continuously. The present members of the caste welcome their new comrade into their ranks immediately; the members of other castes find their perceptions of the youth change in view of the new caste.

Fraternities (Kroyloss): Those Droyne who do participate in the formation of *a* fraternity are expected to do so within a year of casting. For some, the fraternity will be the association of choice for life. For most, the fraternity is a phase that leads naturally into a family—either through conversion of the fraternity into a family, through the establishment of a new family, or (by invitation) through joining an existing family.

Families (Dreslay and Tyafelm): The primary difference between a family and a fraternity is that the family is committed to reproduction. Families have children, while fraternities do not (sometimes a fraternity turns into a family because of this definition rather than through any conscious decision).

The Droyne family is essential to procreation. The presence of the different castes helps to make the drone lay eggs end to allow them to be fertilized. Each of the caste members secretes a variety of pheromones which, in combination, makes the drone fertile.

But families, like fraternities, provide a structure to support the individuals and which the individuals contribute to.

Old Age: Old age is a luxury available primarily to sports and leaders, When the other castes begin to age, they become less efficient and soon see their duty to the community is to open new positions for the young; they accomplish it by voluntary suicide.

Droyne Physiology

The Droyne evolved from hexopedal omnivore/gatherer stock on the unknown world designated Eskayloyt, a small world where low gravity and a high atmospheric pressure combined to permit the development of large flyers. Scientists have theorized that Eskayloyt may have been subject to a high level of radiation, and hence that lifeforms there had a higher mutation rate than those who evolved in systems like Sol. This is considered vital to any image of Droyne evolution for a number of reasons. Of greatest importance is the simple fact that several aspects of Droyne physiology seem to be unlikely enough to absolutely require such an agency for development. Neither intelligence nor Droyne psionic abilities seem adequately justified in evolutionary terms; Droyne seem to lack the drive to use their intelligence to dominate their environment (generally considered to be an essential tenet of sophontology), and their development of psionics talents seems equally improbable in light of what we know about them.

Whatever their evolution, Droyne are unique among the major races. Adult Droyne belong to one of six *asorde* (castes) which, unlike K'kree and human castes, are not social groupings; they are biologically distinct categories. There is far more difference between Droyne castes than between human sexes, for example.

The Iskyar: Castes seem to be triggered by differences of environment and diet, the effects of which are awakened in the individual during a ceremony, the Iskyar. At the Iskyar, Droyne young are assigned a caste as psionic aspects of the ceremony trigger and reinforce existing genetic programs within the youth and cause caste development. Details remain unknown outside of Droyne society, due to the repugnance with which psionic disciplines are regarded. All Droyne have the potential to develop into members of any caste; there is no hereditary predisposition known in caste development.

Physical Description: All Droyne, regardless of caste, share certain key features in common. Each has six limbs, the middle pair being developed into extensive wings spanning three or more meters. Size varies with caste: between 1 and 2 meters. Mass varies from 25 to 50 kilograms.

Skin color is a grayish tone, marked with black patterns that vary from one caste to another. The skin itself is tough and scaled; the wings are black and batlike. Hands and feet have four digits apiece. Fingers are long and flexible, and each is fully opposable to ell others on the hand. Only three toes are fully developed; the fourth has degenerated into a bony spur or talon which is very effective in combat. The rear limbs are digitigrade.

Droyne have targe compound eyes, granting them a wide field of vision. Arrangement of limbs and features is basically quite humanlike, overall. Their bone structure, though, is more analogous to that of Terrestrial birds: bones are hollow and brittle, making even the largest Droyne much lighter and weaker than humans of comparable size.

Droyne Gender: Droyne have three sexes, designated Alpha Male, Beta Male, and Female. Gender develops only after casting. Drones are female; Leaders, Sports, and Warriors are Alpha Males; Workers and Technicians are Beta Males.

Reproduction is complex; pheromones generated by Beta Males are necessary before a Female can ovulate and be fertilized by the Alpha Male.

The drones lay clutches of fertilized eggs, and nurture them after they hatch. They are fed predigested food reduced to manageable consistency in a mouth pouch; the young are weaned at the age of about one standard year,

Chirpers: If Droyne do not caste, they do continue some development, though much more slowly. Sexual differences eventually emerge, but casteless Droyne tend to remain small and semi-intelligent and continue to resemble immature Droyne in appearance. Those Droyne groups which have lost the ability to caste (and these are fairly common) generally live as primitives.

Psionics: It has been demonstrated the Droyne have extensive psionic talents. For this reason they are largely despised, feared or ignored by Imperial citizens conditioned to hate all psionics powers. Luckily for the Droyne, their abilities in the area of psionics are not widely publicized, and many imperials of lower education or social level are unaware of their powers.

All Droyne, even casteless and immature individuals, have a defensive mechanism which gives them effective invisibility through psionics, and a homing instinct which guides them to large groups of their own kind. Some castes display additional powers, sometimes quite sophisticated ones, and a few unique to the Droyne race.
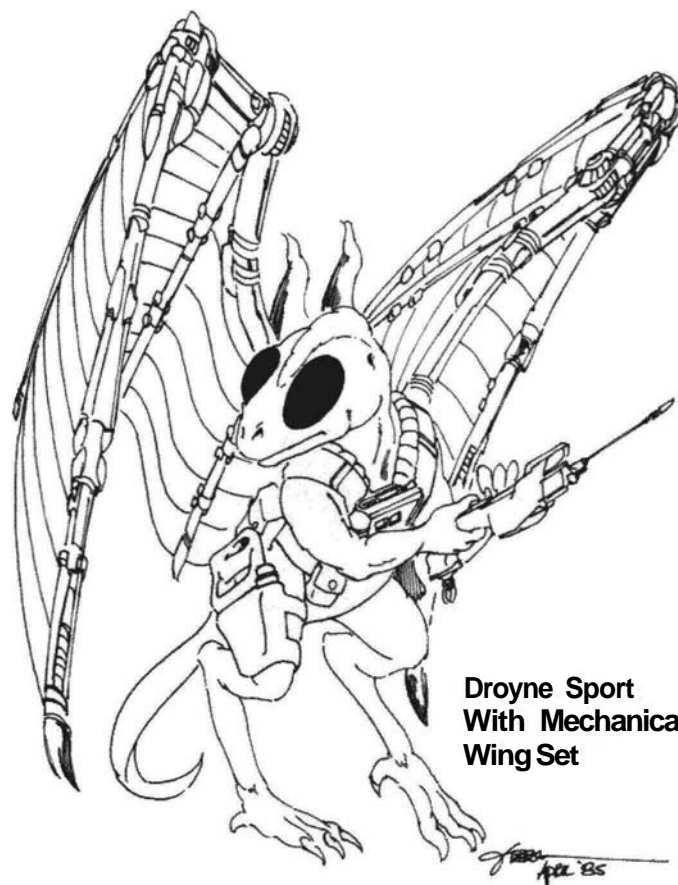
Droyne Sport With Mechanical Wing Set

WARRIOR

TECHNICIAN

LEADER

Droyne Castes

There are six primary castes in the Droyne socio-biological structure: workers, warriors, technicians, drones, leaders and sports. Before casting occurs, all immature Droyne appear simitar; it is only after the casting ceremony that the genetic potential within each individual is unlocked. The castes develop sharp differences from one another in the first year after casting, and thereafter remain distinct physically, mentally and in many facets of behavior.

The castes have further divisions, but these are more social than biological. The six primary castes are defined below,

Worker (Aydin): Manual labor and mundane activity are the province of the worker. They are the least intelligent of the castes and are temperamentally the most placid and contented of all Droyne. Size varies from 1 to 2 meters, according to the exact nature of the worker's function.

Subcaste: **Farming.** Involved in farming, herding, gathering and similar agricultural tasks.

Subcaste: **Laboring.** Involved in heavy, unskilled labor-digging, hauling, loading, unloading, and so forth. Clerk. Miner. Secretary. Receptionist.

Subcaste; **Building.** Involved in various forms of construction and as assistants to Technicians. Electrician. Carpenter. Driver.

Warrior (Aydih): Trained for combat and possessing comparatively well-developed muscles and reflexes, the warrior is the enforcer and protector of Droyne society. Warriors are more involved with tactics than with strategies, and more with accomplishing missions than with defining what missions are. Warriors are larger and stronger than other Droyne castes, sometimes reaching 2 meters and 60 kg in size.

Subcaste: **Battling Warrior.** Actual warriors, used for ordinary surface combat, and as bodyguards, police, and the like.

Subcaste: **Guard Warrior.** Hunters, sentinels, sentries, and the like. Unlike sports with similar responsibilities, Guard Warriors work in groups and back up other warriors in time of danger. Guard Warriors also take up rotes that help defend the community: Firemen, Paramedics, Police Enforcers.

Subcaste: **Voyaging Warrior.** Handles jobs or assignments that call for travel, such as Ship Crew, Ambulance Driver, Pilot.

Technician (Ayssath): The science-oriented portion of Droyne society, concerned with both research and practical implementation of technology. They are small but dexterous and intelligent; outside of their own area of expertise, they possess little in the way of initiative or decisiveness. Technicians are very capable of fixing, repairing, or assembling mechanisms; when inventing, they usually do so under the intelligent guidance of a Leader.

Subcaste: **Fixing Technician.** Technicians responsible for maintenance and repair of simple devices and artifacts.

Subcaste: **Artificer.** Technicians who build devices and artifacts of all sorts: Engineers, Computer Programmers. Physicists. Chemists.

Subcaste: **Dreaming Technician.** Those devoted to pure research: Scientists, Astronomers, Designers.

Drone (Aydirsoth): Drones have a variety of roles in Droyne society. Their reproductive and family jobs have been noted, and they also play an important part in the casting ceremony. Further, they constitute a sort of middle management caste, responsible for many of the routine functions of business, trade and administration. Drones can handle routine work and make good managers so long as they have an effective leader to whom they can bring problems.

Subcaste: **Family Drone.** These drones are those responsible for breeding and raising families, educating the young, and so forth.

Subcaste: **Priestly Drone.** The drones trained in the various rituals and ceremonies central to Droyne life. They play a key part in casting ceremonies and are also responsible for the predictions by which the Droyne determine their course of action.

Subcaste: **Social Drone.** Drones who function as managers, administrators and low-level leaders in Droyne society.

Leader (Aykrusk): Leaders are required to manage and direct society. They are the most intelligent of all Droyne and the most capable of initiative and intuitive thought. In size, they resemble drones and technicians, but they tend towards significantly larger brain cases.

Leaders always take jobs which enable them to lead. Some may be forced to take roles as advisers to other Leaders, but Leaders are always struggling to personally make decisions and be responsible for them. Leaders accept the authority of those above them, but are always striving to rise in power within the system. Typical jobs for Leaders include: Starship Captain (Leaders tend to be navigators rather than pilots), Military or Naval Officer, Company or Corporate Officer, or Family Patriarch,

Subcaste: **Military Leader.** Leaders responsible for organized groups of subordinates, especially troops. Military Leaders function aboard ships, in military units, and with quasi-military organizations such as fire departments, public safety units, and police units.

Subcaste: **Priestly Leader.** Leaders responsible for dreskayin and oytripin (far all families and groups of families), and for small social groups. They also work as company officers or merchants.

Subcaste: **Leader of Leaders:** The leaders actually responsible for providing direction to other leaders. A group may have many such leaders, with rank determined by seniority.

Sport (Praytsirv): Although the caste system of the Droyne is rigid, the Sport is the deliberately accepted exception to the caste structure. Sports are special individuals who are capable of being alone or away from their family for long periods of time. They can show initiative and self-reliance. Sports average around 1.5 meters in height and are about equivalent to drones in intelligence. Sports are similar to Vargr emissaries.

Typical jobs for Sports include: Messenger, Prospector, Scout, Representative, Explorer, or Driver. Sports make good Pilots.

Subcaste: **Finding.** Sports involved in locating required materials and resources: Prospectors, Surveyors, Brokers, Drivers, Representatives.

Subcaste: **Speaker.** Sports charged with carrying messages between different oytripin, dreskayin, and even different worlds: Diplomats, Ambassadors, Emissaries.

Subcaste: **Seeking.** Sports involved in long-term, long-range efforts beyond the limits of the oytrip: Scouts, Spies, Special Agents, Explorers, Pilots.

DRONE

WORKER

SPORT

The Ancients Puzzle

Many theories have been formed, based on available evidence, to explain what ultimately became of the Ancients. All are unsatisfactory in one way or another, but no more plausible theory has yet been advanced. The major theories currently in vogue are:

1. Conflict: The Ancients were divided into many different subraces, nationalities, tribes or other groups, and competition between these groups was a continuing consequence; their struggle against nature presented no great challenge. Struggles with one another were a different matter, and in the end, their conflicts led to 3 genocidal war which extinguished the entire race.

This theory dwells on the Final War aspects of the Ancients and is probably the most popular theory now in circulation. It dovetails nicely with some aspects of Droyne society, particularly the lack of large-scale cooperation between groups above the community level. It also explains the bewildering proliferation of Ancient technologies and cultures suggested by archeological evidence.

The most serious flaws in the theory include the failure to explain how today's Droyne have devolved in intelligence, as well as certain evidence of widespread activity by the Ancients which does not seem consistent with the idea of competition (such as the dispersal of humans over such a wide volume), in addition, it seems incredible that a race with such advanced technology, a low population and alt of space to choose from should become involved in a war which resulted in such complete destruction.

2. Migration: Some event or series of events convinced the Ancients to leave this region of space for another. After the migration fleets were constructed, but before they left, the Ancients destroyed all traces of their previous civilization. The Ancients still exist somewhere in the universe.

This theory explains the Final War as a sort of tidying up before the departure. It explains in understandable human terms why the Ancients are no longer around, and it expresses the fear that they might sometime return. This is a theory which has declined in popularity in recent years. It ignores or leaves unexplained a large number of anomalies. For example, no effort is made to explain the diversity of technologies, nor does it appear reasonable, in the face of the evidence, that the entire Ancient race would have or could have cooperated in the creation of the migration fleets. No explanation of the survival of the Droyne is presented, and, most importantly, there is no hint of the unspecified event or threat which forced the hypothetical migration. Without verification of this essential tenet, the theory is without any solid grounds.

3. Peaking Out: The Ancients' achievements in technology eventually reached their limit, and with that limit came a sort of racial depression. Having come so far, the Ancients found that they could go no further, and committed racial suicide rather than face continued stagnation. The Final War was a sort of suicidal final project which involved everyone.

Some Ancients did not want to commit suicide; they were genetically altered to make them happier with a simple existence, thus becoming today's Droyne.

This theory assumes the cooperation of everyone in suicide. A variant of the theory proposes that the Final War was a conflict between Suicidists and Survivalists and, as such, is a refinement of the conflict theory. It is the only theory which offers a reasonable explanation for the origin of the Droyne race as it exists today.

On the other hand, the basic assumptions require certain unconvincing interpretations of probable behavior among the Ancients, The existence of unfinished projects such as the Leenitakot ringworld suggests that the Ancients did not reach the limits of achievement prior to the end. There are, most scientists feel, many challenges that the Ancients never even attempted to solve, and the concept of stagnation is somewhat hard to accept. Moreover, the interpretation of the Final War as a suicide pact has many faults in common with the "cleanup" of the Migration theory — it seems an unnecessary and far-fetched explanation for the destruction, offered with no suggestion of motives or need on the part of the Droyne, This is further weakened by the fact that the Droyne are known to be capable of practicing what is known as "voluntary death", committing suicide at will through control of bodily functions.

4. Conquest: As the Ancients expanded out into the universe, they encountered another culture as technologically advanced above them as they were above current Imperial culture. That superior race determined or predicted that the Ancients could become rivals or enemies to them at some point in the future, and decided to crush them before they did. The result was the Final War.

This theory accounts for the nearly complete destruction of the Ancients; a refinement has even suggested that those Ancients who did survive were subjected to genetic engineering to become the forefathers of the placid, nonaggressive Droyne. As such, it offers some worthwhile concepts. But it falls short in that no evidence of the existence of this even-mightier race has ever been discovered,

QUESTIONS

Any theory relating to the nature of the Ancients must explain a number of important questions, and a good theory will do so without falling back on unproven or unprovable assumptions. These questions include the following crucial points:

Where and how did the Ancients originate?

Why is Ancient technology so diverse?

What caused the Final War?

How can the Droyne be remnants of the Ancients, given obvious dissimilarities between intelligence, drive and abilities?

Why was the Final War so effective in destroying Ancient civilization?

These and other crucial questions have not been plausibly addressed by any one theory to date.

Psionics

The Droyne use psionics as a natural part of their lives. Sufficiently talented youths receive training as a part of their elementary schooling; individuals who show talent during their later lives receive training then. Nothing comparable to the human Psionics Institute exists among the Droyne; they are open about their talents and automatically train all those who have a reason to be trained. A certain amount of concealment of psionic powers from Imperial society has been necessary, due to the nature of anti-psionic prejudice in the Imperium.

Psionics Rules: The basic psionics rules provided in **Traveller** are used by the Droyne, with some additions and clarifications provided to address differences in Droyne society.

Psionic Strength Indicator: The individual's sense characteristic is the individual's personal psionic strength rating; it may range from 1 to 1 5. Sense is shown in the individual's UPP: for example, an individual with a rating of 8 would show Sense-8 in the UPP. Those with Sense below 6 are untrained; those with Sense-6 + are trained.

Sense (Psionic Strength Indicator) shows two things: the maximum level of activity which may be performed and the number of strength points at the character's command for the performance of specific tasks,

TRAINING

Droyne who receive psionic training usually receive it as children, and thus have achieved their full potential long before they reach age 12. Individuals who receive training in later life follow the same procedure shown below.

Training consists of determining which psionic talents an individual has learned. The individual throws 20 six times, with each throw determining if a specific talent has been learned. There is a throw to receive each of the six psionic talents. Throws against talents may be made in any order, but each throw is subject to an increasingly difficult negative DM (- 1 on the first throw; -2 on the 2nd throw; through -6 on the 6th throw). The individual makes his or her own choice as to which talents to try for in what order.

For example, a character may throw for talents in the order given, feeling that it would maximize total talents received. Someone who specifically wants Teleportation might throw for Teleportation first (with the lowest DM) and then for the others.

Once training is complete, Droyne characters, unlike humans, have all earned talents received at the maximum possible rating (equal to the character's Sense characteristic/Psionic Strength Rating). No further experience is necessary to make use of any available activity, provided the strength rating is sufficient to allow mastery of the power.

SPECIAL ABILITIES

In addition to the well-known standard psionic abilities, several new ones, specific to the Droyne, are also available as additional psionic skills.

Invisibility (Telepathy): Invisibility is a talent open to all Droyne, even casteless individuals. A defense mechanism, the invisibility ability allows the character to cloud the minds of every living thing within 400 meters of the individual. The power is voluntary; it can be turned on and off at will. It is not, however, selective; if in use, no one sees the character; if not, everyone sees it. The power cannot work against television cameras (including electronic image intensifiers and infra-red scopes), robots, and the like, nor will it work against anyone with a natural or artificial psionic shield.

Invisibility is a level 0 ability (all Droyne, even those without training, have it) and requires no psionic strength points to activate. The activity can last as long as the character wishes it, though it cannot be maintained during sleep or unconsciousness.

Boost (Telepathy): The boost ability allows a Droyne character to act as an 'amplifier' for other Droyne using psionics. The boosting character increases the available psionic strength points of the active character by 1 point per every point available to the boosting character which is not being used to initiate the boost. It is a level 7 ability, and requires 5 psionic strength points (plus range costs as applicable); the activity may last up to 600 seconds.

Forgetfulness (Telepathy): This is the ability to cause a target character to suffer amnesia. The memory loss is only partial; it covers a period of time in hours prior to the 'attack' equal to the psionic strength of the character using the ability. It cannot be used against shielded characters and, even against the unshielded, may not be total. On a throw of 10 + , a character suffering from this induced amnesia may be uneasy or disturbed enough to seek professional help. A roll of 13 + (DM + Medical Skill) can unlock the lost memories. Psionic probing can do the same, for the memories are intact, just suppressed.

Forgetfulness is a level 8 ability, requiring 6 psionic strength points plus applicable range costs to initiate. The activity requires 240 seconds.

Train (Telepathy): The talent central to the education of young Droyne is the training ability. This is used by Droyne characters to impart knowledge, experience and abilities to others. In game terms, the training power can be used as a substitute for Instruction skill (the instructor can train a new character to the full level of its own skill, not 1 less, but it still takes the usual amount of time for each level of skill gained). Characters can also use the train ability to pass a complete record of experiences to another individual.

Train is a level 10 psionic activity; it requires 20 psionic strength points plus applicable range costs to perform. This will generally require the use of drugs or boosting characters. The activity takes 600 seconds to complete per session held.

Homing (Clairvoyance): Like Invisibility, this is a Droyne psionic ability common to all characters, regardless of training or other abilities. It represents the ability to always know in which direction the oytryip lies and how far away it is. If all members of the oytryip were to die, the homing would no longer be effective, and the character would be aware of the loss. It is a level 0 ability, available to all Droyne characters and constantly in effect. No strength points are required.

Link (Clairvoyance): Link is a permanent bond that exists between members of a dreskay. It functions in much the same way as homing, but it locates individual members of the dreeshyay. (A krinaytsyuni loses the link, but may form new ones with other Droyne willing to do so.) Unlike homing, however, it requires specific concentration on one individual to be located. The character, for 15 seconds, will see and hear everything that the linked character experiences, and will

PSIONIC TESTING

All Droyne are given psionic tests early in life. Throw 1D for Sense (Psionic Strength Indicator).

PSIONICS TRAINING

All Droyne with Sense 6 + receive psionic training. Those who reach Sense 6 + later in life receive it when their Sense characteristic reaches 6.

Psionic Training: Throw 2D for each talent, rolling in any order at the player's option; required DMs: - 1 on the 1st throw, -2 on the 2nd, through -6 on the 6th,

Telepathy ....4 +
Clairvoyance.......................5+
Telekinesis.........................5+
Awareness..........................6+
Teleportation......................7 +
Special...............................9+

PSI LIMITS

No character may have Sense greater than 15.

AGING EFFECTS

Droyne Sense is unaffected by aging.

RANGES

Close: In physical contact.

Short: At sword or polearm point; approximately 1 to 5 meters.

Medium: At pistol range; from 6 to 50 meters.

Long: At rifle range; from 51 to 250 meters.

Very Long: At the limits of most small arms fire; 251 to 500 meters.

Distant: Beyond normal contact; from 500 to 5,000 meters.

Very Distant: Out of sight; from 5 to 50 kilometers.

Regional: From 50 to 500 kilometers.

Continental: From 500 to 5,000 kilometers.

Planetary: From 5,000 to 50,000 kilometers.

Far Orbital: From 50,000 to 500,000 kilometers.

SPECIAL TALENTS

All Droyne have two special talents: Invisibility and Home.

Invisibility (Level-0): Conceals presence from all organic minds.

Home (Level-0): Always tells direction to individual's oytrip.

PSIONIC SKILL SUMMARIES

Telepathy

0	Invisibility	constant	0
0	Shield	constant	0
2	Life Detection	60 seconds	1 + range
3	Telempathy	60 seconds	1 + range
4	Read Surface Thoughts	60 seconds	2 + range
5	Send Thoughts	120 seconds	2 + range
7	Boost	600 seconds	5 + range
8	Forgetfulness	240 seconds	6 + range
9	Probe	600 seconds	8 + range
10	Assault	2 seconds	10+ range
10	Train	600 seconds	20

Clairvoyance

0	Homing	constant	0
2	Sense	60 seconds	1 + range
3	Link	15 seconds	0 + range
3	Direction	60 seconds	0 + range
5	Clairvoyance	60 seconds	2 + range
5	Clairaudiance	60 seconds	2 + range
9	Combined Clairvoyance/Clairaudiance	60 seconds	2 + range

Telekinesis

1	Move 1 gram	60 seconds	1 + range
2	Move 10 grams	60 seconds	2 + range
3	Move 100 grams	60 seconds	3 + range
5	Move 1 kilogram	60 seconds	5 + range
8	Move 10 kilograms	60 seconds	8 + range
10	Move 100 kilograms	60 seconds	10 + range

Awareness

2	Suspended Animation	7 days	3
4	Psionically Enhanced Strength	60 minutes	1 per point
5	Psionically Enhanced Endurance	60 minutes	1 per point
9	Regeneration	60 seconds	1 per point

Teleportation

5	Personal Teleportation (unclothed)	instantaneous	0 + range
7	Personal Teleportation (clothed)	instantaneous	0 + range
9	Personal Teleportation (with equipment)	instantaneous	0 + range

PSIONIC RANGES

Range	Tele-pathy	Clair-voyant	Tele-kinesis	Tele-port
Close	0	0	0	1
Short	1	1	1	2
Medium	2	1	2	3
Long	3	2	4	3
Very Long	3	2	9	3
Distant	4	3	—	4
V Distant	4	3	—	4
Regional	5	4	—	5
Continent	5	4	—	5
Planetary	6	4	—	5
Far Orbital	7	5	—	6

PSIONIC STRENGTH INDICATOR

Psionic Strength Indicator (Psi) indicates:

Maximum Activity Level: An individual may not perform any activity whose level exceeds the individual's maximum activity level.

Available Strength Points: Available strength points pay costs for psionic activity and are regained at the rate of one per hour.

INWARD EYE

All Droyne have Inward Eye, which is considered a level-1 talent which is constantly in effect.

Rejuvenation (which turns Inward Eye against aging) is a level 12 talent.

PSI DRUGS

Psionic drugs are used to increase an individual's Psi on a temporary basis. Psi drugs increase Available Strength Points (for paying costs associated with psi activity); they do not increase the Psionic Strength indicator and do not allow psionic activity levels above that Maximum Activity Level,

Psi-Booster: Increases PSP + 3 for one hour.

Psi-Double: Increases PSP + 6 for one hour.

Psi-Special: Increases PSP +1 per hour to maximum 15.

intuitively know direction and distance as well.

Link is a level 3 ability, costing strength points for range between the characters involved only. Duration is 15 seconds.

Inward Eve (Awareness): A key to Droyne abilities lies with the Inward Eve, an ability which enables them to 'look within' and control various aspects of metabolism and body function, it is the inward Eye and the training of eiders that enables a young Droyne to awaken the genetic programming of caste. The inward eye may also be used to temporarily absorb damage points against the character. The character must announce its intention to do this; any number of damage points suffered in a round may be applied against the Sense characteristic, instead of one of the physical attributes, until Sense is reduced to 0. At that point, ail damage is immediately applied, first against Endurance, then Strength, then Dexterity (in that order) until the 'stored' damage has been used up. This may permit a character to ignore a certain amount of damage for a time.

The Inward Eye is a level one ability and is constantly in effect. There is no true 'cost', but Sense is reduced by one per damage point taken.

Rejuvenation: Rejuvenation is a level-12 ability latent in most Droyne, rarely used by those who can use it. The ability permits the character to absorb characteristic reductions due to aging against Sense, instead of physical characteristics. The reduction is permanent, but the character does not suffer aging losses. Once Sense reaches 0, all future aging is conducted normally. Rejuvenation occurs after aging saving throws, and only at the character's option.

- A level 1 5 Rejuvenation ability also exists, which permits aging damage to be avoided without permanent reduction to Sense, but only one being in the history of the Droyne race has ever learned the use of this.

PSIONICS AND THE GAME

It should always be kept in mind that Droyne psionics are primarily directed at the good of the community; the talents and abilities available reflect this fact. Most Droyne, of course, are fairly weak in psionic strength and so, command only the most rudimentary of powers.

Psionics and Aliens: Differences in brain structures, beliefs, upbringing and many other factors limit the use of psionics across species fines. When dealing with non-Droyne of essentially similar body structure (humans, Aslan, Vargr, etc.), double all strength point costs: an Assault at long range costs 26 points, vaguely possible with drugs or boosting, but otherwise out of reach. This drastically limits the effectiveness of powers such as assault, training, and so forth against non-Droyne. Among Droyne, many of these abilities would be very rarely used at best.

If these psionic rules lead to greater use of 'boosting' and other cooperation, this is all for the good, for such cooperation is integral to good role-playing of the Droyne.

Flying

Many Droyne are capable of flight, but only under certain conditions of environment, training and personal abilities.

REQUIREMENTS

There are three basic requirements for Droyne flight.

Strength; The first prerequisite for Droyne flight is strength. The character must have a strength of 4+ in order to fly.

Skill: The individual must have flying skill.

Local Conditions: Finally, a planet's local gravity and atmosphere are important to Droyne flying abilities. In a standard atmosphere (type 6 or 7), world size may not exceed 5. For worlds with dense atmosphere (type 8 or 9), world size must be 7 or less. Flight is not possible in other atmosphere types, regardless of planet size.

FLIGHT AIDS

Several aids to flight have been developed by the Droyne.

Drugs: Drugs may affect the ability of the Droyne to fly. Because *Combat Drug* adds +2 to strength and endurance, it can raise the character's strength high enough to permit flight.

Flight Drug, a drug unique to the Droyne, doubles personal strength and endurance (but only for Droyne and only for purposes of flying). Flying drug is available in Droyne societies or on worlds of mixed population, where the tech level is 7+. An availability throw of 6+ must be achieved. The drug costs Cr1,500 per dose, which is effective for about one hour. Flying drug is hard to find outside of Droyne communities.

Mechanical Wings: Also available at tech level 7+ are sets of *mechanical wings*—simple, lightweight frameworks with fabric or plastic that will increase the wing span and surface area— which will allow flight on worlds up to two sizes larger than usual atmosphere-based limits (standard atmosphere, up to world size 7; dense atmosphere, up to world size 9. Mechanical wings are restricted to gliding from a high altitude to a low one unless personal strength (possibly modified by drugs) is 6+ and flying skill is 2+. With these prerequisites, the individual may fly normally. Mechanical wings cost Cr100 and must be individually tailored to a specific Droyne character.

PERFORMANCE

Flying allows movement at about 30 kph in open areas; this translates to 125 meters or 83 squares (5 bands of range) per 15-second combat round. In enclosed areas (such as buildings, caves, starships), this is reduced to 12 squares or 18 meters or 1 range band per round.

Endurance restricts flight. A Droyne may fly for a number of combat rounds equal to its endurance, but then must stop and rest for an equal number of rounds. A round of flying also counts as full swing or blow in combat situations. Because of the endurance restrictions, a Droyne making an extended flight averages only 15 kilometers each hour, with alternate flight and rest as endurance gives out. A Droyne may carry any normal load while flying, but it is not possible to fly while encumbered. A Droyne who is wounded is hit in the wing on 6+; if strength drops below 4 because of a wing wound, flight is impossible.

Droyne Character Generation

Character generation for the Droyne follows the same procedures anet concepts as human character generation in **Traveller.** There are, however, numerous changes in the details of the system in order to take into account physiological, cultural and other differences between Droyne and human characters.

Droyne characters undergo casting at an age of roughly 12 standard years. At this point, they are assigned a position in Droyne society and begin working within the oytrip of their birth, gaining skill and experience. The character participates in ceremonies every four years which renew, end or alter the Individual's role in the oytrip. Upon ending service, most Droyne decide on voluntary death, but a few may set off on a quest to join or form a new oytrip, or to otherwise seek knowledge, wisdom or self-understanding. Characters may receive various end-of-service benefits and may begin an adventuring career.

Generation Systems: This module covers the use of character generation systems from the basic **Traveller** rules. Some of the caste/subcaste divisions will also parallel some of the human character types presented in Supplement 4, *Citizens of the Imperium.* More advanced character generation systems, such as those found in *Mercenary* and *High Guard* are also presented.

Charts: Character generation charts and tables govern the process of character creation. Once the rules are known and understood, there should be little necessity to refer to them again while the charts are available.

INITIAL CHARACTER GENERATION

Droyne characters are essentially described and defined by six personal characteristics, similar to those used for humans: Strength, Dexterity, Endurance, Intelligence, Sense and Caste. The first four are identical to those used for humans. Sense and Caste are new characteristics, applying only to Droyne. Sense is generally taken by non-Droyne to measure general common sense and understanding; this is the definition commonly propounded by the Imperium. Sense actually corresponds to the human Psi (Psionic Strength Rating); the section on psionics details the use of this characteristic. Caste denotes the character's position in Droyne society. This characteristic is always set at 0 in Droyne who have not yet been through the casting process. It is used to identify the character's caste, and also is important to the character's ability to ignore the krinayt-syu (voluntary death) which generally claims characters upon the end of their useful service to society.

To generate the individual's characteristics, throw each in succession, rolling one die for each of the first five characteristics. Caste is 0 initially. Characteristics are recorded in the standard UPP format.

The lower limit on characteristics is 1 (numbers below this occur only temporarily, as 3 result of wounds or aging). The initial upper limit for the first five characteristics is 6. As a result of improvements in individual characteristics over the course of character creation, specific characteristics may rise above 6; a maximum of 15 is imposed on each characteristic. Once caste is determined, it never changes. Characteristics should be recorded in hexadecimal notation (where digits above 9 are written as letters) In the same manner as **Traveller.**

Naming: The material on Oynprith, the Droyne language gives some basic guidelines on names and words used by the Droyne. Players may wish to use Droyne names (if so, they are encouraged to pick relatively pronounceable ones). There is no necessity for doing so, though it adds to the flavor and atmosphere of the game.

Gender: Droyne biology provides for three sexes, designated Alpha Male, Beta Male, and Female. Sex depends strictly on caste and is far less important to the Droyne than it is to humans or other races of similar nature.

CASTE

At the age of 12, a casteless Droyne has developed as far as it can physically, intellectually and emotionally. The process of casting permits the Droyne to develop fully. Caste is the single most important part of a Droyne personality. It determines the type of skill and experience open to that individual and dictates virtually every other feature of its mental, physical, emotional and social character.

There are four separate methods by which Caste may be determined for game characters. Any one of these may be used, at the referee's option. It is suggested, however, that elements of the fourth and most elaborate option be incorporated into any selection of Castes for player-characters.

System One— Selection: Some Castes are more useful in an adventuring setting than others. For example, the worker is not especially useful, but a sport may well be ideal. The player may select that Caste which most appeals to him or her. This method should be permitted only when the referee is sure that it will not be misused by players.

System Two— Assignment: This is similar to the first system, allowing the Caste to be deliberately chosen. The choice, however, rests with the referee rather than the player. This permits choice of a Caste which will prove most useful for the current adventure.

System Three— Random: Caste may be rolled on a single die by the referee or the player. It is advised that this system be used only when developing incidental NPCs, for it removes all volition without providing any compensatory flavor to the process (as in the fourth system).

System Four— The Coyns: Caste may be assigned through a simulation of the process used by the Droyne themselves, by selecting small engraved gold disks from a container until a disk corresponding to a specific Caste is drawn. These disks (thirty-six in number) are coyns; the simulation of the process makes use of a series of die rolls to replace the selection of coyns. However, ambitious referees are invited to create a set of actual coyns (from cardstock, for instance), which can be drawn by the players.

The ritual which determines Caste among the Droyne—the Iskyar (Year of Casting)— is a seemingly random drawing similar in some respects to the tarot, but using small gold disks— the coyns. Each coyn is engraved with a symbol/pictogram; the 36 disks are randomized into a container and the young Droyne draws from the container. As each coyn is drawn, the symbol is announced. The process continues until a disk engraved with a Caste type is drawn. The sooner a Caste disk is drawn, the more powerful the individual will be in that Caste. Any coyns drawn prior to the Caste coyn are recorded and are taken to modify or enhance the final designation,

The casting ritual actually involves psionic probing and manipulation of the juvenile's mind. The coyns are a focus by which the drones concentrate on the specific aspects of their task, which is to show the young Droyne character how to awaken specific genetic programs within itself. The preliminary coyns are the subject of interpretation by the drones, who use them to predict the destiny of the individual. The prediction is largely self-fulfilling, since it is impressed upon the juvenile's subconscious mind during the psionic probing, pointing the individual in a specific direction of career and attitude.

For example, when a particular uncasted Droyne juvenile comes of age, it is prepared for the ceremony and finally taken before the leader and the drones in a ceremonial temple. The coyns are prepared, and then single coyns are drawn from the pile, read aloud, and set aside. The psionic aspect of the ceremony is not obvious, but underlies the proceedings.

The sequence might proceed; Heat, Light, Death, Voyages, Leader. The individual has been assigned to the leader caste, and the preceding coyns indicate what its future as a leader might be like. They are subject to interpretation by drones skilled in the art of prediction. Heat and light are both positive energy, death can mean violence, and voyages might mean transportation. Perhaps the individual will be a dangerous energy transportation supervisor, or a crematory hearse driver, or a power generation executive, or perhaps a starship chief engineer. Other interpretations are also possible; the key is to use the attributes given as a starting point.

Procedure: Any time a draw of the coyns is called for (and similar ceremonies also regulate such areas as continuation of service, and some forms of 'auspices' necessary for many important tasks in Droyne society), consult the Coyn Selection Table. Throw two dice and cross-reference for each result. Note the result, and if it is not one of the castes, roll again (unless the situation calls for only a single coyn draw). Duplicates of previous results are ignored and rerolled.

The designations on the Coyn Selection Table are one-word translations of the Droyne names for the coyns, which in turn are drawn from the pictogram shown.

Mixing Caste Systems: For maximum flavor, use System Four. However, the referee should always feel free to combine one of the first two systems (selection by the player or assignment by the referee) with this fourth system. In this case, use the coyns to simulate the draw of various disks; when a specific Caste disk is drawn, however, the referee or the player names the Caste which is actually chosen. This permits the control over Caste available in the first two systems, but keeps the mystic flavor of Droyne culture,

SUBCASTES

Within the individual Castes of Droyne society, there is a wide variety of duties and responsibilities which may be undertaken by Caste members. These patterns of obligation are extraordinarily complicated; no two Droyne of the same Caste will necessarily perform tasks or learn skills of the same type. By necessity, the game must simplify this concept somewhat.

Still, there are broad areas of division within each Caste. These areas have been designated as 'subcastes'. They are less formalized and distinct than actual Caste boundaries, but serve as a convenient method of separating 'careers' for characters of various Castes.

Caste subdivisions are assigned on the basis of the coyns drawn in the casting ceremony. The Subcaste Table lists each of the coyns in six columns; a random die roll is cross-indexed with an appropriate column, yielding a subcaste,

ACQUIRING SKILLS AND EXPERTISE

Once Caste and subcaste are assigned, the process of acquiring skills begins.

Terms of Service: The career is broken down into *terms* of four standard years in length. These are not actually terms in the sense of **Traveller;** rather, four-year break-off points are used to check the character's ability to continue in the service of the oytrip. Characters have little control over this; they are ruled by the needs of the society as expressed through the agency of the coyns. Ceremonies every four years reaffirm or alter the individual's place in the group.

Survival: The character must throw for survival at the beginning of each term of service. If the throw is failed, the character has died.

If the optional survival rule is used, the character has been severely injured and must immediately check for Continuation of Service (an additional check). Should it fail, the character ends service after a short term of four years.

Distinction: Droyne have no equivalent to rank, but may earn Distinction. When the Distinction throw is made, an extra skill is awarded.

Skills and Training: Characters are eligible for skills each turn.

Upon first being casted, a character immediately rolls once on the appropriate Persona! Development Table (only). This represents the development of characteristics related to that Caste's function.

For each term of service, two skills are received automatically. Each time Distinction is attained, an additional skill is earned. Thus a character could theoretically receive three skills per term; four might be earned in the first term, but one of these must be Personal Development. A character never receives less than two skills per term.

Some results on the Acquired Skills Tables are indicated as a level-2 skill (example: Weapon-2). In such cases, two levels of the indicated skill are received at once. In the case of cascade skill, both levels must be taken in the same specific skill.

Receiving cross-train during skill selection calls for additional rolls in other areas of the tables, as explained in the section on skills. These new rolls are made immediately, as discussed there.

All other procedures of skills and training follow the standard **Traveller** procedures.

Continuing Service: Every four years, the character creation pauses to check the ability of the individual to continue service. The Droyne hold periodic ceremonies in which the coyns are consulted for this purpose.

One coyn is selected at the end of each term. A coyn may be positive, neutral or negative, as listed in the Continuation Chart. **Positive** coyns require the character to be assigned a new subcaste and continue for another term. **Neutral** coyns require the character to continue in the current subcaste for another term. **Negative** coyns force the character out of the oytrip. Most Droyne, upon such results, choose krinaytsyu (voluntary death) at once. Some, however, simply leave the oytrip and set out on individual paths.

Retirement: Droyne do not retire, as such. They continue

serving the oytrip for as long as the coyns dictate and leave when it is pronounced time to leave. The oytrip makes no provision for the support of those who no longer serve the group. There is nothing analogous to retirement pay.

ENDING SERVICE

Whan a character's service to the oytrip is at an end, no further character generation is undertaken.

Krinaytsyu: The voluntary death is sought by most Droyne no longer part of the larger whole. Some, however, sublimate their need to serve society by channeling this need and desire into some other field of endeavor.

A Droyne must throw (1D) less than or equal to caste to resist the urge to krinsytsyu. However, this tends to make it difficult to make use of Droyne characters as adventurers, so player-characters should be permitted to ignore krinaytsyu and proceed to a life of independent adventure as one of the krinaytsyuni.

Benefits: Droyne muster out by rolling on the End of Service Table. Only a single table is provided, as Droyne have little concept of money and hence, no need of a cash table. One roll is made per term of service. However, the total number of available rolls is reduced by one per coyn selected prior to Caste assignment.

AGING

Droyne are quick to mature (being fully developed within a year of casting— by age 13) and equally quick to begin showing aging effects. The first aging roll is made at the end of two terms of service, at age 20. Thereafter, it is checked every four years. The aging procedure is conducted according to the usual **Traveller** methods.

SKILLS

Skills are a vital part of any character and determine what that individual can reasonably do. For the most part, the skills available to the Droyne are the same as those presented in **Traveller.** Some skills have appeared previously in booklets such as *Mercenary, High Guard, Scouts* or *Citizens,* This section covers all available skills, regardless of origins, to show Droyne perceptions and uses of those skills.

Droyne skills often overlap between castes, but there are some skills which are highly specific to a single caste. Some skills may also be extremely rare, appearing only in very unusual circumstances.

Skills which are defined in basic **Traveller** are mentioned, but their details are not provided here unless a change is necessary in the skill's administration for Droyne. Skills from *Mercenary, High Guard, Scouts* and *Citizens* are given here if they can be received by Droyne characters. Skills which cannot be received through the Droyne character generation systems are mentioned, but not defined.

Rare Skills: Gambling is almost unknown to the Droyne and has no equivalent in these rules.

Black Skills: Droyne rarely have a call for criminal skills, which they call black knowledge. Some Droyne do acquire these skills, but it is infrequent. Black skills include Bribery, Forgery and Streetwise,

Space Skills: Most Droyne worlds have a tech level sufficient for interstellar travel and the knowledge of jump drives. They rarely make use of such skills as are associated with space travel, however, such as Riot, Ship's Boat, Ship Tactics, Navigation, Engineering and Vacc Suit skills. From time to time, however, Droyne do acquire such skills.

Specific Droyne Skills: Skills not previously defined are provided in this module in order to handle new areas of endeavor, or coverage of uniquely Droyne situations. Such Droyne skills include Flying, Appeal, Cross-Train, Prediction, and Psionics.

Skill Limitations: The Droyne characters created by this system should be limited in the number of skills and skill levels that can be held to a value of three times the intelligence characteristic; for example, a Droyne character of UPP 546424 would be restricted to a total of 12 combined skills and levels of skills.

SKILL DEFINITIONS

The following definitions apply to skills.

Appeal: The ability to address persons within the Droyne caste system with requests or suggestions, and to attempt to have them implemented.

Given the fact that there is a rigid caste system for the Droyne, there must be some provision for inter-caste communication. Appeal is that provision. Generally, appeal allows the individual to present a case to a leader or caste superior and to be listened to. The request is taken on its merits, with some DM based on skill for reactions and receptiveness,

Black Skill: Black Skill is a cascade skill which permits Droyne characters to acquire the otherwise uncommon skills of Bribery, Forgery, Unarmed Combat, or Streetwise. Each time the skill is earned, the character chooses one appropriate skill to receive,

Blade Combat: Used as in **Traveller** rules. Any blades or polearms are available.

Demolitions: The individual is trained and experience in handling, placement and efficient use of explosives.

Using demolitions without training or skill is dangerous. Throw 10+ for an accident when using explosives; DM - 2 per level of Demolitions skill. Additional DMs may be imposed by the referee for sudden shocks, excess heat, accidental detonation of fuses by radio signals, excessive haste and other circumstances. Mishaps are usually fatal.

In addition, Demolitions skill allows the ability to achieve significantly greater destruction with smaller charges due to familiarity with proper placement, tamping technique, selection of the correct explosive for the task, etc.

Flying: The ability to use the wings which all Droyne have for transportation, movement and recreation.

Although all Droyne have wings, they are not fully developed in many of the individuals due to lack of ability or training. To be able to fly, the Droyne must meet several requirements, one of which is Flying skill. Others include Strength, possible mechanical assistance and possible drug assistance (see also the rules on flying).

Gravitics: The individual has skill in the use, operation and repair of gravitic devices.

Gravitic devices use the principle of anti-gravity modules and include the air/raft, grav belts, grav tanks, G-carriers and speeders. The skill is a DM on throws to understand, repair, assemble and operate; complex devices may also require a certain level of education or intelligence.

Referee: Specific throws must be generated with DMs based on skill level. Education, Intelligence, Dexterity and tool availability.

Gun Combat: Used as in the **Traveller** rules,

Hunting: The individual is skilled in tracking and hunting animals.

In animal encounter situations, this skill is used to enhance the chances of encountering any specific type of animal, or achieving surprise on such animals, and of surviving such encounters. It may also be used in attempts to track and surprise sentient beings, though they benefit if they are to have Hunting Skill.

Hunting skill is used as a DM in detecting the presence of an animal, stalking that animal and, finally, encountering that animal.

Instruction: The individual has extensive training in teaching Students in a clear and lucid manner, as well as being able to provide motivation for learning.

Instruction skill enables a character to impart to other characters an understanding of certain well-understood skills. The instructor may teach any skills it knows up to a level one less than the skill level held and one less than the Instruction level held. For example, an instructor with Gravitics-2 and Instruction-2 could teach Gravitics-1 to a student.

Each level of skill taught requires six weeks of instruction, during which both the instructor and the student must severely curtail their activities. If a six-month course is instead selected, curtailment of activities is somewhat less. At the end of the course, throw 9 + to receive the skill: DM +1 if intelligence is 8 + , DM + 2 if intelligence is 11 + .

Instruction skill may not be taught. Since Instruction is the greatest asset an individual has in its pool of skills, the referee should exercise great caution in allowing non-player characters as instructors.

Interrogation: The individual is practiced in the psychological arts of questioning as a tool of intelligence gathering.

The individual will be able to extract more information from a subject than would normally be possible. The results stem not from a physical or psychological assault on the subject, but instead from the ability of the interrogator to derive informational pieces of a puzzle from attitudes, word usage, body language and seemingly meaningless bits of data. The interrogator has a high ability to detect lying and to piece together the whole picture from a large number of interrogations.

When one subject has a particularly vital piece of information, the interrogator will be better able to tell what approach will yield the best results (up to and including psychological and physical assault). Unlike most skills, pairs of interrogators may add their skill levels to achieve better results.

Referee: Determine what general level of information an interrogator will derive from a series of interrogations, and present it to the interrogator as the correct conclusion, since the drawing of conclusions on the basis of partial data is integral to this skill. Take the above effects of Interrogation skill into account. In addition, generate die rolls for the likelihood of faulty conclusions or inability to detect incorrect information, and roll secretly for these events, applying DMs for Interrogation skill, the use of drugs and the use of electronic lie detection equipment.

In the case of individual interrogations, throw the subject's Endurance or Intelligence (whichever is higher or greater for the subject to break); DM + Interrogation skill.

Interrogation across racial lines (Droyne interrogating humans/humans interrogating Droyne) is subject to DM - 2.

Liaison: The individual is trained in the aft of dealing with others; the skill is usable in relations with members of military units, citizens in a community, and with alien or foreign cultures.

The individual is trained to subordinate its own prejudices where they may conflict with those held by the individuals being dealt with. As a result, greater cooperation can be achieved, and substantial progress can be made in mutually beneficial projects. Liaison is primarily used as a DM on the Reaction Table,

Referee: Liaison is similar to Streetwise, Administration and Appeal. Streetwise tends to deal with the unsavory aspects of society, while Admin deals with formal bureaucratic structures. Appeal is the ability to present requests to superiors within the Droyne caste system. Liaison is a formal training which spans all three and extends to dealings with alien cultures and beliefs, allowing an individual to actively understand the other side and to work for mutual benefit.

Liaison is usable as one level lower in Admin, Appeal and Streetwise. For example, Liaison-2 is equivalent to Appeal-1, and Liaison-1 is equivalent to Streetwise-0.

Medical: Used as in the **Traveller** rules. Medical skill held by Droyne applies to medical treatment of Droyne. To deal with humans or other non-Droyne, use the xeno-medicine rules instead.

Naval Architect: The individual has been trained in the design of starships and small craft. Knowledge of the requirements for accurate, usable ship design plans and of the details are part of this skill,

The character is capable of acting as a naval architect, subject to the level of skill attained. Naval Architect-1 is sufficient to occasionally design ships, especially for personal or group use, but generally requires three or four times the time called for by a professional (about 16 weeks). Naval Architect-2 allows design of a ship in 10-12 weeks. Naval Architect-3 indicates a level of skill approaching professional. Naval Architect-4+ allows the individual to function as a professional naval architect.

This skill operates in conjunction with the established starship design and construction rules and does not allow the invention of new devices or equipment.

Prediction: The individual is trained in the pseudo-mystic interpretation of the Droyne coyn-casting ceremonies used for predicting an individual's future, the prospects of success for a specific venture, and so forth.

Background on Droyne mysticism is given elsewhere in these rules; Prediction is a skill representing an individual's mastery of the ceremonies relating to such mystic elements of Droyne culture. In caste selection, during ceremonies marking the progress of individuals within their caste, and prior to major ventures of all kinds, consultation of the coyns is called for. A character with Prediction skill is necessary for such ceremonies to interpret results.

In game terms, Prediction skill can be used to modify morale or reactions of Droyne groups, in conjunction with certain prescribed ceremonies, as discussed in a separate section of the rules.

It should be emphasized that this skill does not convey any real ability to predict events, but rather represents an ability to plausibly interpret and present the seemingly random draw of the coyns. Two individuals might interpret the same draw of coyns in totally different ways.

Prospecting: The individual is experienced in searching out mineral deposits on world surfaces and in deep space.

DROYNE CHARACTER GENERATION CHECKLIST

1. Roll personal characteristics (1D): strength, dexterity, endurance, intelligence, and sense. Initial caste is 0 (uncasted).

2. Determine character caste and subcaste.

3. Resolve character caste career.

   A. Initial personal development.

   B. Roll for survival.

   C, Roll for distinction.

   D. Determine skills allowed.

      1) Automatic skills.

      2) Distinction skill.

      3) Specify cascade skills.

   E. If completing second or later term of service, determine aging effects.

   F. Continuation. Throw on coyn selection table for continuation.

4. End of Service.

   A. Throw caste or less to avoid *kweenaytri* (voluntary death). Player characters may ignore.

   B. Determine end of service benefits.

   C. Record characteristics and skills for later use.

BASIC SKILL ELIGIBILITY

Upon casting.............................1
Per term of service....................2
Upon achieving distinction..........1

Note: The skill received upon casting must be taken from the personal development table.

END OF SERVICE BENEFITS

Per term of service......................1
Per distinction.............................1

RANKS

Droyne have no formal rank within their society, but do respect age and seniority.

Individual Droyne can be referred to by their Caste, Subcaste, and Term number. For example. Priestly Drone-4, Guard Warrior-3, or Leader (of) Leaders-6.

HEXIDECIMAL NOTATION

Dec	0	1	2	3	4	6	6	7
Hex	0	1	2	3	4	5	6	7
Dec	8	9	10	11	12	13	14	15
Hex	8	9	A	B	C	D	E	F

Use the letter codes to represent numbers greater than 9.

COYN SELECTION TABLE

Red Die	White Die 1	2	3	4	5	6
1	Worker	Warrior	Drone	Technician	Sport	Leader
2	*Void*	Soil	Air	Gas	Water	**Fire**
3	*Darkness*	*Cold*	*Noise*	Signal	**Heat**	**Light**
4	Humaniti	Vargr	Aslan	**Droyne**	Hive	Centaur
5	Genesis	**Aspiration**	*Sacrifice*	*Defeat*	*Death*	**Achievement**
6	*Beast*	Mercenary	Voyages	**Justice**	Chance	**Phoenix**

Results in **bold** are positive; results in *italic* are negative.

SUBCASTE SELECTION

Caste	Worker	Warrior	Drone	Technician	Sport	Leader
Positive	Building	Voyaging	Social	Dreaming	Finding	Leader (of)
Neutral	Laboring	Guard	Priestly	Artificer	Speaker	Priestly
Negative	Farming	Battling	Family	Fixing	Seeking	Military

When changing subcaste, throw one coyn and determine whether it is positive, negative, or neutral. That aspect of the coyn determines the subcaste.

DROYNE PRIOR SERVICE TABLE

	Worker	Warrior	Drone	Technician	Sport	Leader
Survival	5+	7+	6+	5+	6+	5+
DM +2 if	Endur 5+	Stren 6+	Sense 5+	Intel 4+	any 6+	Intel 5+
Distinction	10+	8+	7+	8+	9+	8+
DM+1 if	Sense 5+	Intel 5+	Intel 4+	Sense 6+	Intel 5+	Intel 5+

Characters cycle through this table during each term of service. Joining a caste and continuing service are dictated by the coyns. If a character earns distinction, it receives one extra skill during that term.

END OF SERVICE

Die	Worker	Warrior	Drone	Technician	Sport	Leader
1	—	+2 Stren	+2 Sense	+2 Intel	+2 Intel	+2 Intel
2	—	+1 Dext	+1 Dext	+1 Intel	+2 Stren	Weapon
3	—	Weapon	Weapon	Weapon	Weapon	Weapon
4	—	Weapon	Low Psg	Low Psg	Weapon	Weapon
5	—	Vacc Suit	Mid Psg	Tool Kit	Vacc Suit	High Psg
6	—	Wings	36 Coyns	Tool Kit	Wings	Ship

Weapons: Must be declared by type (from the weapons list); additional weapon benefits may be declared as skill in a weapon type previously taken.

Ship: A Droyne Explorer complete with crew (which serves without pay). Receiving ship a second or later time results in no additional benefit.

Vacc Suit: A standard vacc suit fined for the Droyne physique.

Tool Kit: A Droyne tool kit for mechanical, electronic, and gravitic work.

36 Coyns: A set of 36 coyns.

Wings: A mechanical wing set. Additional receipt of wings may be taken as flying skill.

AGING TABLE

Term of Service	2	3	4	5	6	7	8	9	10	11	12+
Age	20	24	28	32	36	40	44	48	52	56	60+
Strength		-1(9+)			-2(8+)				-3(7+)		
Dexterity		-1(8+)			-2(7+)				-3(7+)		
Endurance		-1(8+)			-2(8+)				-3(7+)		
Intelligence		unaffected before age 50							-3(9+)		
Sense		unaffected by aging									
Caste		unaffected by aging									

Characteristics are reduced by the number shown if the saving throw (in parentheses) fails. Throw at the end of each term of service (during character generation), and on the first day of a character's personal year when adventuring. Leaders and Sports: DM +3.

DROYNE ACQUIRED SKILLS TABLES

1. Personal Development Table

	Worker	Warrior	Drone	Technician	Sport	Leader
1	+ 2 Stren	Weapon-2	Instruction	Mechanical	Black	Leader
2	+ 1 Stren	Weapon-2	Instruction	Mechanical	Space	Liaison
3	+ 1 Endur	Weapon-2	Liaison	Electronic	Vehicle	Appeal
4	+ 2 Endur	Recon	Steward	Electronic	Weapon-1	Cross Train
5	+ 1 Endur	+ 1 Dext	+ 2 Sense	+ 2 Sense	+ 1 Sense	+ 2 Sense
6	-1 Intel	Unarm Cbt	Psionic	Psionic	+ 1 Intel	+ 2 Intel

2. Service Skills Table

	Worker	Warrior	Drone	Technician	Sport	Leader
1	+ 1 Stren	Unarm Cbt	Jack-o-T	Mechanical	Brawling	Leader
2	+ 1 Dext	Psionic	Appeal	Electronics	Weapon-2	Liaison
3	+ 1 Endur	Recon	Admin	Gravities	Vehicle	Liaison
4	+ 1 Intel	Vehicle	Liaison	Vehicle	Vehicle	Appeal
5	+ 1 Sense	Weapon-2	+ 2 Sense	+ 1 Dext	Flying	Flying
6	Brawling	Psionic	Flying	Flying	Flying	Flying

3. Education Table

	Worker	Warrior	Drone	Technician	Sport	Leader
1	Steward	Cross Train	Cross Train	Cross Train	Cross Train	Leader
2	Steward	Survival	Appeal	Mechanical	Appeal	Leader
3	+ 1 Stren	Weapon-2	Admin	Electronic	Liaison	Leader
4	+ 1 Endur	Demolition	Liaison	Gravitic	Leader	Liaison
5	Jack-o-T	Tactics	Computer	Computer	Jack-o-T	Interrog
6	Cross Train	Cross Train	Cross Train	Cross Train	Cross Train	Cross Train

4. *Negative* Subcaste Table (*only negative subcastes may use this table*)

	Worker	Warrior	Drone	Technician	Sport	Leader
1	+ 2 Stren	Weapon-2	Instruction	Mechanical	Black	Leader
2	+ 1 Stren	Weapon-2	Instruction	Mechanical	Space	Liaison
3	+ 1 Endur	Weapon-2	Liaison	Electronic	Vehicle	Appeal
4	+ 2 Endur	Recon	Steward	Electronic	Weapon-1	Space
5	Mechanical	Tactics	Jack-o-T	Jack-o-T	Survival	Space
6	Mechanical	Fwd Obsv	Medical	Jack-o-T	Interrog	Leader

5. *Neutral* Subcaste Table (*only neutral subcastes may use this table*)

	Worker	Warrior	Drone	Technician	Sport	Leader
1	+ 2 Stren	Hunting	Liaison	Mechanical	Liaison	Leader
2	+ 1 Stren	Hunting	Appeal	Electronic	Instruction	Leader
3	+ 2 Endur	Recon	Instruction	Gravitic	Appeal	Instruction
4	+ 1 Endur	Weapon-2	Prediction	Computer	Interrog	Interrog
5	+ 2 Dext	Medical	Appeal	Naval Arch	Prediction	Prediction
6	+ 1 Dext	Survival	+ 2 Sense	Engineering	Leader	+ 2 Sense

6. *Positive* Subcaste Table (*only positive subcastes may use this table*)

	Worker	Warrior	Drone	Technician	Sport	Leader
1	+ 2 Dext	Gunnery	Medical	Computer	Hunting	Leader
2	+ 2 Dext	Zero-G Cbt	Admin	Computer	Prospecting	Leader
3	Mechanical	Weapon-2	Admin	Instruction	Medical	Leader
4	Electronic	Ship Tactic	Admin	Liaison	Demolition	+ 1 Intel
5	Gravitic	Vacc Suit	Cross Train	Engineering	Black Skill	Black Skill
6	Demolitions	Gunnery	+ 1 Intel	Gravities	Cross Train	Space Skill

DROYNE CASTES

There are six Droyne castes:
Workers: Laborers.
Warriors: Soldiers and fighters.
Drones: Family raisers.
Technicians; Scientists, researchers, and craftsmen.
Sports: Individualists.
Leaders: Managers and directors of all activities.

PSIONICS

Throw 20 for each latent, rolling in any order; required DMs: -1 on the 1st throw, -2 on the 2nd, through -6 on the 6th.
1. Telepathy.................................4+
2. Clairvoyance............................5+
3. Telekinesis..............................5+
4. Awareness...............................6+
5. Teleportation..........................7+
6. Special...................................9+

CASCADE SKILLS

Aircraft: Select from Prop-driven Fixed Wing, Jet-driven Fixed Wing, or Helicopter.

Black Skill: Select from Forgery, Streetwise, Unarmed Combat, or Bribery.

Blade Combat: Select from Dagger, Blade, Sword, Broadsword, and Bayonet.

Cross Train: Select one skill from any other caste skill table.

Gun Combat: Select from Body Pistol, Auto Pistol, Revolver, Carbine, Rifle, Auto Rifle, Shotgun, SMG, Laser Carbine, and Laser Rifle.

Space Skill: Select from Ship's Boat, Pilot, Navigation, Ship Tactics, Engineering, Vacc Suit.

Psionic: Select from Telepathy, Clairvoyance, Telekinesis, Awareness, Teleportation, and Special.

Vehicle: Select from Aircraft*, Grav Vehicle, Tracked Vehicle, Watercraft*, or Wheeled Vehicle. *Aircraft and Watercraft each require further selection.

Watercraft: Select from Large Watercraft, Small Watercraft, Hovercraft, or Submersible.

Weapon: Select any weapon.

BLADES AND GUNS

Weapon	+DM	-DM	Wnds	Wt
Dagger	8+	3-	2D	.25
Blade	9+	4-	2D	.35
Sword	10+	5-	2D	1.00
Broadsword	12+	7-	4D	2.50
Bayonet	9+	4-	3D	.25
Body Pistol	11+	7-	2D	.30
Auto Pistol	10+	6-	3D	1.00
Revolver	9+	6-	3D	1.00
Carbine	9+	4-	3D	3.13
Rifle	8+	5-	3D	4.50
Auto Rifle	10+	6-	3D	5.50
Shotgun	9+	3-	4D	4.50
SMG	9+	5-	3D	3.00
Laser Carbine	10+	5-	4D	8.00
Laser Rifle	11+	6-	5D	10.00

PSIONIC ABILITIES

The Droyne characteristic called Sense is the individual's Psionic Strength Rating.

Any Droyne with Sense 6+ receives psionic training before age 12. Any Droyne who achieves Sense 6+ during the prior career receives psionic training immediately.

Several Droyne-specific psionic abilities are included under the psionic talents; *invisibility. Train, Home, Link, Inward Eye,* and *Rejuvenation.* These abilities are further explained under Psionics.

All Droyne, whether they are psionic trained or not, have *Invisibility* and *Home.*

This skill allows individuals greater likelihood of finding mineral deposits. In any situation calling for such a search, prospecting skill allows a favorable DM.

The skill alone is not sufficient for the discovery of vast mineral wealth; it does provide a greater probability of successfully finding a mineral deposit if one exists.

Psionics: The individual immediately selects one of the six psionic talents. If Sense is less than 6, it is increased to 6 and the character undergoes psionic training.

Recon: The individual is skilled in military and paramilitary scouting.

In encounter situations, the referee establishes the die roll needed for each side to spot the other. Characters with Recon skill have a correspondingly lower chance of being spotted and a higher chance of spotting the enemy in advance.

Characters with Recon skill will be able to determine the number of individuals who have recently passed through an area by noting evidence of their passage (tracks, trampled vegetation, etc.), with higher levels of skill allowing more precise bracketing of numbers.

Ship Tactics: The individual has been trained in the operation of a starship or spacecraft in battle.

Ship Tactics is a skill used by individuals in command of ships in space combat. It is a DM in space combat in individual engagements. For **Traveller** ship-to-ship engagements, apply Ship Tactics as a to hit DM, positive for an attacker, negative for a defender, to reflect the effectiveness of overall tactics adopted. When using *High Guard* starship combat, use the procedures described in that book for application of the skill.

Space Skill: Space skill is a cascade skill which permits Droyne characters to acquire the otherwise uncommon skills of Pilot, Ship's Boat, Ship Tactics, Navigation, Engineering and Vacc Suit. Each time a skill is earned, one appropriate skill is selected.

Streetwise: Used as in Traveller rules. The use of Streetwise skill in a non-Droyne society wilt be fairly limited, as would be human Streetwise skill in Droyne society. For the most part, only Droyne closely associated with a non-Droyne community would understand that society well enough to apply Streetwise skill, and only that community would be understood (reduce Streetwise skill by 3, to a lower limit of 0, in other areas).

For cross-cultural use of Streetwise skill, Streetwise skill levels in excess of the individual's level of Liaison skill are ignored.

Survival: The individual is familiar with the theory and practice of living off the land.

Survival skill makes an individual adept at locating food and water, constructing or finding natural weapons and shelter, and finding one's way across country in a wilderness. The referee should allow favorable DMs for this skill based on environment and situation. There are limits, however; the likelihood of survival Skill (no matter what level) allowing a character to find breathable air in a vacuum is rather slight.

Unarmed Combat: The ability to fight in close quarters with opponents and to inflict severe bodily harm while taking little to oneself.

This special skil is the result of training which instructs the individual Droyne in the use of claws, talons, body strength and leverage to attack and to dodge enemy blows. Each level of skill is also used as a defense against brawling of blade/polearm attacks; allow a DM -2 to hit for each level of skill, and subtract the skill level from the amount of damage received.

Weapon: Weapon skill is a cascade skill which permits the character to acquire one (sometimes two) level of skill: Blade Combat, Gun Combat, Unarmed Combat or Zero G Combat. The first two options require further selection of a specific weapon type.

Zero G Combat: The individual has been trained to fight in a Zero-G environment. Virtually all weapons involve some recoil, and in a Zero-G environment, this recoil can disorient or render helpless individuals not trained to compensate for it. When fighting in a Zero-G environment, any individual has a chance of losing control of its movement/position each combat round. Roll 10+ on two dice to avoid losing control. Apply the following DMs: Firing a weapon: -4. Firing a laser weapon: -2. Firing a low-recoil (Zero-G) weapon: -2. Using a handhold: +5. Striking with a blade weapon, polearm, fist, or similar: -6. For each level of Zero-G combat expertise: +4. Dexterity of 9+: +2, Dexterity of 11+: +4. Using a handhold subtracts 4 from dexterity for purposes of weapon accuracy (only).

Individuals who lose control may not fire until they have reoriented themselves and regained control. Roll 10+ each subsequent combat round to regain control, with all DMs above in use except that handholds may not be used nor may weapons be fired.

For purposes of flying, reduce the level of flying skill available to equal the level of Zero-G combat in a Zero-G environment, to represent the extreme disorientation of attempting to fly in such a situation. However, endurance for flying purposes in Zero-G conditions is unlimited.

OTHER SKILLS

New skills can be created as described in the basic rules. When such skills are created, they should be designated as common, caste or rare Droyne skills for reference,

Default Skills: When Droyne characters need skills which they do not have, the referee may assign default levels of Zero in certain areas: default skills should not be taken as stepping stones to skill level-1. Appropriate level-0 skills include: air/raft, ATV, Flying, Forward Observer, Prediction (drones only), Vacc Suit and Weapons.

END OF SERVICE BENEFITS

Droyne receive End of Service benefits if they become krinayt-syuni (actually, these represent personal possessions acquired in the course of service). Many benefits resemble those in **Traveller.** The differences are noted below:

Retirement Pay: There is no retirement pay.

Cash Benefits: There are no cash benefits. Only a single table is provided; it has material benefits only. However, some items could be sold to raise money, if cash was required.

Weapons: Any weapon normally available may be taken by Droyne characters receiving a weapon benefit. Additional occurrences of this benefit may be taken as skill in a previously chosen weapon, or as additional, physical examples of a weapon, at the character's option. In *Mercenary* character generation systems, available weapons may differ. In all cases, weapons should be selected from the list provided with the generation tables.

Vacc Suit: The character receives possession of a vacc suit designed for use by Droyne. Additional benefits may be taken as Vacc Suit skill.

Wings: The character receives a mechanical wings set, designed to permit the character to fly in higher gravities or lower

pressures than is normally possible. Additional receipt of this benefit may be taken as Flying skill instead.

Coyns: The character receives possession of a complete set of 36 coyns, for use in ceremonial rituals. Each coyn is worth perhaps Cr400, if sold, but a Droyne character would need to be in dire straits before it would consider selling the coyns.

Tool Kits: The character may receive any of the following tool kits, as described in the **Traveller** equipment lists: mechanical tool kit, electronic tool kit, carpentry tool kit, metalworking tool kit. A character who has received all four tool kits may take additional benefits as Mechanical or Electronic skill, instead.

Ship: The character receives a personal starship, designed from scratch as is the custom for all Droyne vessels (see the section on starships and space travel). Additional results are lost.

DROYNE IN INTERSTELLAR SOCIETY

Droyne culture is a remarkably stable and self-contained thing, and Droyne characters do not go outside the caste structure for character generation purposes. Krinaytsyuni may choose to participate in activities which are foreign to Droyne culture for their own purposes, but this is the realm of adventure, not character creation.

Droyne Personal Combat

The procedures of personal combat when Droyne are involved are unchanged from the basic rules except for the following provisions.

Movement: Droyne cannot run at faster than 2 bands/33 squares in a combat round (double). When flying, Droyne can travel 5 bands/83 squares. When computing endurance for movement, each round of running or flying counts as one swing/blow against the endurance allowance,

Combat: In any combat round, a Droyne character can attack with hands, claws, or a weapon. If flying, the character may choose to attack with talons (the bony foot spurs). Only one type of attack may be made in any given round.

Damage: Some hits with brawling or blade weapons made against Droyne characters are increased in effectiveness due to the nature of Droyne bone structure: being double damage to the wound inflicted against a Droyne character by such weapons when the attacker has at least twice the victim's size characteristic. This represents the advantages of mass and strength enjoyed by such characters.

Dexterity: Droyne hands are very dexterous and more capable of fine manipulation than those of most other races. When handling non-Droyne weapons (only), treat them as having one more than the actual value when determining dexterity modifications, For example, a Droyne would handle a rifle, manufactured for Droyne use, with ordinary dexterity modifiers. Using a human rifle, however, the Droyne would treat its dexterity characteristic as being one higher than it actually was for the purpose of computing required and advantageous dexterity modifiers,

It should be noted that this will rarely confer a true advantage, since Droyne dexterity scores average lower than those of other races. The low score represents the influence of other factors on Droyne dexterity—the size, weight and awkwardness of the weapon, for instance.

Untrained Weapons Usage: Droyne characters are generally considered untrained in weapons belonging to alien races (and vice versa). However, any warrior (only) with Gun Combat skill receives Gun Combat-0 in all alien firearms as well. Other equivalents may also be applied across racial lines at the discretion of the referee. Such skill grants should, however, *be* made sparingly.

Armor and Protection: Armor types parallel human forms. Though Droyne are smaller, provisions to accommodate Droyne wings make weight and price about equivalent.

Darkness and Night: Droyne eyesight is less seriously handicapped by darkness than human sight.

Total darkness restricts attacks to short range; beyond short range, attacks are subject to an additional DM-6.

Partial darkness reduces visibility to long range; beyond long range, attacks are subject to DM-3.

INITIAL CHARACTERISTICS

Generate personal characteristics (1D): Strength, Dexterity, Endurance, Intelligence, Sense.

Determine Caste and subcaste using coyns or as referee may direct.

Determine TL of navy.

ENLISTMENT

Any Droyne of any caste may enlist in a Droyne Navy.

Terms of Service: Droyne terms of service are four years in length; each year in the term is resolved individually.

BRANCHES

Upon joining the navy, a Droyne is assigned to a branch.

Caste	Branch
Worker	Crew
Warrior	Security
Drone	Comfort Crew
Technician	Skilled Crew
Sport	Flight
Leader	Command

Sub-branches: Within certain branches, sub-branches are possible. Individuals may freely transfer between sub-branches.

Skilled Crew...Engineer and Bridge
Flight..................Bridge and Boat
Security.........Troops and Gunnery
Crew...............Crew and Gunnery

BASIC/ADVANCED TRAINING

The first year of service consists of initial training. Character receives two skills on the branch skills table.

DISTINCTION

Droyne count individuals' relative merit by their reputation and ability to achieve: it is tracked by a changeable value called Distinction.

Distinction is recorded as Distinction N, where N is the sum of the difference between the required distinction throw and the actual throw. It may be a negative number. For example. Distinction +13, or Distinction -3.

Individuals may expend points from their Distinction in order to be allowed to attend service schools, or to undertake special assignments.

Droyne whose Distinction goes below zero at the end of a term of service are required to muster-out.

ASSIGNMENT RESOLUTION

Command	Training	Shore Dty	Patrol	Siege	Strike	Battle	Explore
Survival	auto	4+	4+	5+	6+	6+	5+
Distinction	6+	5+	5+	4+	5+	5+	5+
Skills	6+	6+	5+	5+	4+	4+	6+

For Survival, DM + 1 if any branch skill level 2 + .

Flight
Bridge	Training	Shore Dty	Patrol	Siege	Strike	Battle	Explore
Survival	3+	3+	3+	3+	3+	4+	4+
Distinction	6+	6+	5+	5+	4+	5+	4+
Skills	6+	6+	5+	6+	6+	5+	5+

For Survival, DM equals terms served. For Distinction, DM+ 1 if any Navigation skill,

Flight
Boat	Training	Shore Dty	Patrol	Siege	Strike	Battle	Explore
Survival	4+	3+	4+	5+	5+	6+	5+
Distinction	5+	8+	5+	5+	4+	4+	5+
Skills	6+	7+	6+	4+	5+	5+	5+

For Survival, DM equals Pilot skill level

Skilled Crew
Bridge	Training	Shore Dty	Patrol	Siege	Strike	Battle	Explore
Survival	auto	auto	3+	4+	5+	5+	5+
Distinction	6+	6+	5+	5+	5+	4+	5+
Skills	6+	7+	5+	5+	5+	4+	5+

For Distinction, DM +1 if Navigation-4 + .

Skilled Crew
Engineer	Training	Shore Dty	Patrol	Siege	Strike	Battle	Explore
Survival	auto	3+	4+	4+	5+	5+	5+
Distinction	7+	6+	5+	5+	6+	5+	5+
Skills	6+	6+	6+	6+	6+	6+	6+

For Distinction, DM + 1 if Engineering-4 + .

Comfort Crew
	Training	Shore Dty	Patrol	Siege	Strike	Battle	Explore
Survival	auto	4+	4+	5+	5+	5+	5+
Distinction	7+	7	6+	6+	6+	5+	5+
Skills	6+	6+	5+	5+	5+	5+	5+

For Survival, DM + 1 if any branch skill level 2 + .

Troops	Training	Shore Dty	Patrol	Siege	Strike	Battle	Explore
Survival	3+	5+	4+	5+	5+	5+	5+
Distinction	7+	6+	6+	6+	6+	5	4+
Skills	6+	5+	6+	6+	6+	5+	5+

For Survival, DM equals terms served.

Gunnery	Training	Shore Dty	Patrol	Siege	Strike	Battle	Explore
Survival	auto	3+	4+	5+	5+	6+	5+
Distinction	6+	8+	6+	6+	5+	4+	5+
Skills	7+	none	6+	5+	5+	5+	6+

For Distinction, DM + 1 if Dext 9 + . For Skills, DM + 1 if Warrior.

Crew	Training	Shore Dty	Patrol	Siege	Strike	Battle	Explore
Survival	auto	auto	3+	4+	5+	5+	5+
Distinction	6+	5+	5+	6+	5+	5+	5+
Skills	6+	7+	5+	6+	5+	4+	5+

For Distinction, DM +1 if branch skill-2 + .

SERVICE SKILLS

Die Roll	Droyne Life	Warrior Skills	Drone Skills	Technician Skills	Sport Skiffs	Leader Skills
1	+ 2 Stren	Gun Cbt	Steward	Mechanical	Liaison	Leader
2	+ 2 Dext	Weapon-2	Medical	Electronics	Computer	Admin
3	+ 2 Endur	+ 2 Stren	Steward	Gravities	Carousing	Vacc Suit
4	+ 2 Intel	Unarm Cbt	+ 2 Sense	Computer	Appeal	Instruction
5	+ 1 Sense	+ 2 Dext	Steward	Vehicle	Vehicle	Appeal
6	Flying	Blade Cbt	Vehicle	Naval Arch	Vacc Suit	Leader
7	Flying	Zero-G Cbt	Steward	Jack-o-T	Pilot	Leader
8	+ 1 Endur	Weapon-2	Instruction	Engineer	Liaison	Leader
9	+ 1 Intel	Tactics	Psionic	Medical	Cross Train	Admin
10	+ 1 Sense	Tactics	Steward	Electronics	Liaison	Leader

DMs: + terms served.

BRANCH SKILLS

Die	Command	Boat	Bridge	Engineer	Comfort	Crew	Gunnery
1	Leader	Pilot	Navigat	Engineer	Steward	Steward	Gunnery
2	Liaison	Vacc Suit	Electronic	Mech	Jack-o-T	+ 1 Stren	Gunnery
3	Appeal	Zero-G Cbt	Gravities	Mech	Steward	+ 2 Stren	Gunnery
4	Navig	Pilot	Navigat	Elect	Steward	+ 2 Dext	Gunnery
5	Leader	Pilot	Navigat	Gravitics	Jack-o-T	+ 2 Endur	Gunnery
6	Liaison	Pilot	Pilot	Computer	+ 1 Stren	+ 1 Stren	Computer
7	Ship Tact	Ship Tact	Pilot	Engineer	+ 1 Dext	+ 1 Dext	Gun Cbt
8	Ship Tact	Ship Tact	Ship Tact	Engineer	+ 1 Endur	Steward	+ 1 Dext
9	Fleet Tact	Ship Tact	Ship Tact	Engineer	+ 1 Intel	Steward	Gunnery

DM: + terms served.

ASSIGNMENTS

Die Roll	Assignment
2	Shore Duty
3	Special Duty
4	Siege
5	Strike
6	Patrol
7	Training
8	Patrol
9	Strike
10	Shore Duty
11	Special Duty
12	Battle

DM: + 1 if Sport. DM + 1 if terms 3 + .

SPECIAL ASSIGNMENTS

Attache (Sport): Receive +1 Sense, +5 Distinction, and choice of next assignment (but not attache).

Command College (Leader, Sport): Roll 4+ (1D) each Ship Tactics, Fleet Tactics, and Leader. Open only to term 4+.

Engineering School (Technician): Roll 5 + (1D) each for Mechanical, Electronics, Gravities, and Engineering.

Gunnery School (Warrior. Worker): Roll 5+ (10) each for Ship's Lasers, Ship's Missiles, Ship's Particle Accelerators, Ship's Energy Weapons, Ship's Meson Weapons, Ship's Screens.

Intelligence School (Sport, Leader): Roll 4+ (1D) for Forgery, Gun Combat, Bribery, Streetwise, and Interrogation. Open only to term 2 +.

Psionics School (Drone, Sport): Throw 1D on the Psionics Training table for one specific talent.

Specialist School (Technician): Throw 4+ (1D) for Computer, Electronics, Gravitics, Mechanical, and Medical.

Staff Collage (Sport, Technician): Roll 4 + (1D) each Fleet Tactics, Liaison, and Computer.

RANKS

Droyne have no formal rank within their society, but do respect age and seniority. Individual Droyne within the navy are referred to by their Caste, Sub-caste, and Term number. For example. Priestly Drone-4, Guard Warrior-3, or Leader (of) Leaders-6.

Navy Rank Equivalents

Enlisted Droyne: Workers, Warriors, Drones, and Technicians are the equivalent of enlisted personnel. Their Navy rank is the number of terms served preceded by E (Workers use terms -1 after the first; Technicians use terms + 1 after the first). For example, after 4 terms, a Warrior is rank E4; after 2 terms, a Worker is rank E1). EI and E2 are enlisted ranks; E3 to E9 are NCOs (non-commissioned officers),

Officer Droyne: Sports and Leaders are the equivalent of officer personnel. Their Navy rank is the number of terms served preceded by O (Leaders use terms + 1 after the first). For example, after 4 terms, a Leader is rank O5; a Sport after two terms is O2. O1 to O3 are junior commissioned officers, O4 to O6 are field grade officers, O7 to O10 are general officers.

SPECIAL ASSIGNMENTS

Any Droyne with positive Distinction may expend some or all of those points in an application for a special assignment or to attend a service school. The number of points expended is the throw (or less) for the application to be approved.

Special assignments and service schools are restricted to the castes shown in the description. Other eligibility requirements, if shown, must also be observed.

Repeat Attendance: Once a school or special assignment has been taken, it is not normally repeated. If repeat attendance is desired, the application must be accompanied by double the normal Distinction points. For example, on the initial application for Gunnery School, 7 Distinction points allows attendance on 7 -; once Gunnery School has been attended, an application for repeat attendance allows a throw of 4- upon expending 8 Distinction points.

SURVIVAL

Making the survival throw exactly produces an injury; less indicates death. An injury in battle, strike, or siege results in 5 Distinction points.

SKILL ELIGIBILITY

Skills are received as automatic skills, from basic/advanced training, from special assignments, or from the skill roll in assignment resolution. Skill table usage is restricted to:

Droyne Life: Any character.
Worker Skills: Any Worker.
Warrior Skills: Any Warrior.
Drone Skills: Any Drone.
Technician Skills: Any Technician.
Sport Skills: Any Sport.
Leader Skills: Any Leader.
Branch Table: Character in that branch.

DROYNE HIGH GUARD INCLUDED SKILLS

Handgun: Includes skill in Automatic Pistol, Revolver, Body Pistol, and Snub Pistol,

Laser Weapons: Includes skill in Laser Carbine and Laser Rifle.

Pilot: May be used as Ship's Boat at one level lower.

Snub Pistol: Includes skill in Snub Pistol and Snub Revolver.

DROYNE HIGH GUARD CASCADE SKILLS

Homeworld refers to the base world of the navy.

Aircraft: Character must select (subject to tech level and other restrictions) from Prop-driven Fixed Wing (TL 4 to 9; not if homeworld atmosphere 5-), Jet-driven Fixed Wing (TL 5 to 9; not if homeworld atmosphere 3-), or Helicopter (TL 6 to 9; not if homeworld atmosphere 5-), or tighter Than Aircraft (TL 3 to 9; not if homeworld atmosphere 5-).

Blade Combat: Character must select from: Dagger, Blade, or Sword.

Cross Train: Select a skill listed on a different caste service skill column.

Gun Combat: Select from: Handgun, SMG, or Laser Weapons.

Gunnery: Character must select from: Ship's Lasers, Ship's Energy Weapons, Ship's Particle Accelerators, Ship's Missiles, Ship's Meson Weapons, Ship's Screens.

Psionic: Character must immediately select from Telepathy, Clairvoyance, Telekinesis, Awareness, or Teleportation. Sense raised to 6 if less than 6.

Vehicle: Character must select (subject to tech level and other restrictions) from: Aircraft*, Grav Vehicle (TL 8 +), Ship's Boat (TL 7 + ; only if homeworld size 2- and atmosphere 1 -), Tracked Vehicle (TL 6 to 9; not if homeworld hydrographies A), Watercraft*, or Wheeled Vehicle (TL 5 +; not if homeworld hydrographies A), or Vacc Suit (TL 7 + ; only if homeworld atmosphere 1-).

*Aircraft and Watercraft each require further selection by the character.

Watercraft: Character must select from Small Watercraft (TL 1 to 8; not available if homeworld hydrographies 2-1 or Hovercraft (TL 7 to 9; not available if homeworld atmos 3-).

DROYNE HIGH GUARD CHARACTER GENERATION CHECKLIST

The following checklist covers the main points of naval character generation.

1. Generate Character.

A. Generate the five personal characteristics (1D each).

B. Generate Caste.

C. Generate Subcaste.

D. Psionic training for Sense 6 + .

E. Determine tech level of navy to be joined.

2. Enlistment (automatic).

3. Determine Branch.

4. Resolve Term of Service. Do four consecutive years of service.

A, Determine Assignment,

1) Apply for special assignments, or service schools (if desired). If successful, resolve and go to next year.

2) Specific Assignment.

B. Assignment Resolution.

1) Survival.

2) Distinction.

3) Skills. Take skills if received.

5. Reenlistment. Automatic if desired, Distinction-1 or greater, and prior to 8th term.

6. Mustering-Out.

7. Resume Writing.

PSIONICS TRAINING

Droyne with Sense 6+ receive psionics training as youths, before beginning a career. Those who achieve Sense 6 + during a career receive psionic training immediately.

Throw 2D for each talent, rolling in any order at the player's option; required DMs: -1 on the 1st throw, through -6 on the 6th.

1. Telepathy ....4 +
2. Clairvoyance...................5 +
3. Telekinesis......................5 +
4. Awareness......................6 +
5. Teleportation...................7 +
6. Special...........................9 +

Psionic Abilities: The Droyne characteristic called Sense is the individual's Psionic Strength Rating.

Several Droyne-specific psionic abilities are included under the various psionic talents: *Invisibility, Train, Home, Link, Inward Eye,* and *Rejuvenation.* These abilities are further explained under Psionics.

All Droyne, whether psionic trained or not, have *Invisibility* and *Home.*

PERSONAL WEAPONS

Weapon	+DM	-DM	Wnds	Wt
Dagger	8+	3-	2D	.25
Blade	9+	4-	2D	.35
Sword	10+	5-	2D	1.00
Broadsword	12+	7-	4D	2.50
Bayonet	9+	4-	3D	.25

GUNS

Weapon	+DM	-DM	Wnds	Wt
Body Pistol	11+	7-	2D	.30
Auto Pistol	10+	6-	3D	1,00
Revolver	9+	6-	3D	1.00
Carbine	9+	4-	3D	3.13
Rifle	8+	5-	3D	4.50
Auto Rifle	10+	6-	3D	5.50
Shotgun	9+	3-	4D	4.50
SMG	9+	5-	3D	3.00
Laser Carbine	10+	5-	4D	8.00
Laser Rifle	11+	6-	5D	10.00

Droyne High Guard Characters

Droyne characters enlist in and serve in the Droyne Navy using essentially the same procedures presented in *High Guard* for members of the Imperial Navy,

The nature of Droyne society and culture produces a markedly different character for the navy when compared to the navies of other powers such as the Imperium. Only Droyne may enlist in the Droyne Navy, The Droyne *High Guard* Character Generation Checklist serves as a guide to the procedure.

Initial Preparation: Characters are generated normally (for Droyne) by rolling the six basic Droyne characteristics.

The caste and subcaste of the character are determined using coyns or as the referee may direct,

The tech level of the navy being joined is determined. The referee may indicate a specific Droyne world and use its tech level, or a Droyne world may be generated using the world generation system. The minimum acceptable tech level for a spacefaring navy is 7, and the minimum for a starfaring navy is 9.

Psionic Training: Any Droyne with Sense 6+ has received psionic training as a youth; any Droyne who receives an advance in Sense to 6 + receives psionic training at that point.

Enlistment: Any Droyne character may enlist in a Droyne navy. Enlistment is automatic. Enlistment is for a term of service of four years, with each year being resolved individually.

Branch Assignment: Upon joining the navy, a character is assigned to a branch. Branch is automatically determined by caste as shown on the Branches Table.

Some branches (as shown in the notes to the Branches Table) have sub-branches. A character must select a sub-branch if one is available; transfers between sub-branches are always allowed and take place at the beginning of each year of service.

initial Training: The first year of service in a Droyne navy is devoted to initial training. The character receives two skills from the appropriate column of the Branch Skills Table.

Assignment Determination: Assignments are automatic. Leaders automatically have command duty. It is possible for any character to apply for special assignments, and it is possible for Sports to be assigned to command; the procedure is covered under Distinction.

Assignment Resolution: Assignments are resolved to determine survival, distinction, and skills received.

The survival throw determines if the character lives through the year of service. If the throw is successful, the individual may continue. If the throw is less than the number, the individual has died. If the throw is exactly equal to the survival number, the individual has received an injury. There is no Purple Heart or equivalent awarded by the Droyne. However, if an injury is received in Strike, Battle, or Siege, it is considered a contribution to the general welfare of the Droyne, and gains five Distinction points.

Distinction measures the level of contribution the individual makes to the general welfare of the Droyne, A Droyne receives Distinction Points equal to the difference between a 2D throw and the indicated Distinction throw. If the 2D throw is less than the Distinction throw, the character loses points; if it is greater than the Distinction throw, the character gains points. Distinction points are important because they allow selection of special assignments (or command duty for Sports).

The skills throw, if successful, allows the character to receive one skill from an appropriate skill table.

Distinction: Distinction points are used by a character to produce *a* throw for special assignments. For example, seven Distinction points can be used to create a throw of 7-.

The throw to receive a special assignment which has already been taken at least once is created by expending twice as many Distinction points.

Sports may use Distinction points to create a throw for command duty (this is the only way that a Sport can receive command duty.

Distinction points used to create a throw are lost, even if the throw is unsuccessful,

Re-enlistment: Re-enlistment is automatic for any Droyne provided he has at least one Distinction point.

Droyne are not allowed to re-enlist after the 8th term.

Mustering-Out: Characters who have completed their service muster-out using the tables and eligibility from basic Droyne character generation. One mustering-out benefit is allowed for each ten unused Distinction points:

Aging for the character is also resolved.

Droyne Rank: Droyne do not have formal rank. Instead, an equivalent of rank is accorded to individuals based on their age and seniority. This equivalent of rank is explained under Rank on the *High Guard* Character Generation Tables.

Resumes: A resume reflecting the character's service, skills, and experience should be written up and retained for future reference.

SAMPLE CHARACTERS

The following are sample characters generated using the Droyne *High Guard* Character Generation System.

1. Droyne Leader of Leaders-5 Rank 06 6569A4   Age 32
Command Branch   TL 12
Leader-5, Appeal-2, Liaison-2, Navigation-3, Flying-1,
Vacc Suit-1, Instructton-1, Ship Tactics-1, Fleet Tactics-1,
Rifle-3, Telepathy-10, Telekinesis-10.
Ship, Rifle.

2. Droyne Social Drone-3 Rank E4   4746A3   Age 24
Comfort Crew   TL 11
Steward-3, Jack-of-All-Trades-2, Vehicie-2, Medical-1,
Auto Pistol-1, Telepathy-10.
36 Coyns, Auto Pistol,

3. Droyne Artificer Tech-4 Rank E5   251734   Age 28
Engineering, Bridge Branch   TL 10
Engineering-4, Mechanical-1, Electronics-3,
Naval Architecture-2, Navigation-1, Gravitic-1, Computer-1,
Medical-1, Jack-of-AII-Trades-1.
Tool Kit.

4. Droyne Laboring Worker-2 Rank E1   657541   Age 20
Crew, Gunnery   TL 11
Gunnery-1, Steward-1.

INITIAL CHARACTERISTICS

Generate personal characteristics (1D): Strength, Dexterity, Endurance, Intelligence, and Sense.

Determine the individual's caste and subcaste.

Determine tech level of armed forces involved.

ENLISTMENT

Any Droyne of any caste may join (enlist in) a military unit.

TERMS OF SERVICE

Droyne terms of service are four years in length; each year in the term is resolved individually.

COMBAT ARMS

Upon joining the military, a Droyne is assigned to a combat arm: infantry, Recon, Artillery, or Support.

Leaders, Warriors, and Sports may later be transferred to the elite arm: Drop Troops.

Any individual is transferred to the Militia if Distinction is reduced to less than 1.

Transfers between combat arms are allowed only after cross-training or under specifically dictated conditions. An individual is always considered cross-trained in the combat arm originally assigned to.

COMBAT ARM ASSIGNMENTS

Droyne are assigned to combat arms according to their caste, selecting freely from choices available.
Worker............Infantry or Support
Warrior..............Infantry or Recon
Drone.............................Support
Technician.......Artillery or Support
Sport................Recon or Support
Leader...................................any

BASIC/ADVANCED TRAINING

The first year of service consists of initial training. Character receives two skills on the MOS table.

DISTINCTION

Droyne can gain distinction during their service.

Distinction is recorded as Distinction-N, where N is the difference between the required distinction throw and the actual throw. It may be a negative number.

ASSIGNMENT

All characters automatically receive a *unit* assignment. Leaders are automatically in *command* of their unit. Special assignments, service schools, and cross training are available to Droyne with Distinction and who otherwise meet casts and service requirements.

UNIT ASSIGNMENT

Die	Infantry	Recon	Artillery	Support	Militia	Drop Troops
2	Raid	Raid	Raid	Raid	Guerrilla	Raid
3	Raid	Raid	Police Act	Intl Sec	Guerrilla	Raid
4	Police Act	Police Act	Intl Sec	Police Act	Police Act	Intl Sec
5	Police Act	Police Act	Ctr Insurg	Ctr Insurg	Ctr Insurg	Police Act
6	Police Act	Int! Sec	Intl Sec	Ctr Insurg	IntlSec	Police Act
7	Garrison	Garrison	Garrison	Garrison	Garrison	Ship's Trps
8	Training	Training	Training	Training	Training	Training
9	Training	Training	Training	Training	Garrison	Ship's Trps
10	Intl Sec	Intl Sec	Intl Sec	Garrison	Garrison	Ctr Insurg
.11	Ship's Trps	Intl Sec	Intl Sec	Police Act	Guerrilla	Ctr insurg
12	Ship's Trps	Ship's Trps	Intl Sec	Ctr Insurg	Raid	Raid
13	Exped	Exped	Exped	Exped	Exped	Exped

ASSIGNMENT RESOLUTION

Drop Troops	Training	Police Action	Counter Insurg	Raid	internal Security	Ship's Troops	Exped
Survival	auto	6+	6+	8+	7+	7+	7+
Distinction	6+	4+	3+	4+	5+	5+	4+
Skills	8+	5+	5+	7+	6+	6+	5+

For Survival, DM + 1 if any MOS skill 2 + . For Distinction, DM + 1 if.

Infantry	Training	Police Action	Ship's Troops	Raid	Internal Security	Garrison	Exped
Survival	auto	5+	6+	7+	6+	5+	6+
Distinction	7+	4+	3+	3+	4+	5+	4+
Skills	8+	6+	7+	8+	7+	7+	6+

For Distinction, DM +1 if Intel 8 + .

Recon	Training	Police Action	Ship's Troops	Raid	Internal Security	Garrison	Exped
Survival	auto	5+	6+	7+	7+	6+	7+
Distinction	6+	5+	5+	4+	5+	5+	4+
Skills	9+	6+	7+	5+	7+	8+	7+

For Survival, DM +1 if any MOS skill 2 + . For Distinction, DM +1 if Endurance 8+ .

Artillery	Training	Police Action	Counter Insurg	Raid	Internal Security	Garrison	Exped
Survival	auto	4+	4+	5+	6+	3+	7+
Distinction	6+	5+	6+	4+	5+	5+	4+
Skitls	9+	6+	7+	6+	7+	7+	6+

Support	Training	Police Action	Counter Insurg	Raid	Internal Security	Garrison	Exped
Survival	auto	4+	4+	6+	5+	4+	7+
Distinction	7+	6+	7+	6+	5+	5+	5+
Skills	8+	7+	7+	8+	7+	8+	8+

Militia	Training	Police Action	Counter Insurg	Raid	Internal Security	Guerrilla	Exped
Survival	auto	4+	4+	6+	6+	8+	8+
Distinction	7+	4+	4+	5+	4+	5+	3+
Skills	8+	7+	7+	7+	7+	7+	6+

For Distinction, DM +1 if Intel 8 + . For Garrison, use Infantry column.

CASTE SKILLS

Die Roll	Droyne Life	Warrior Skills	Drone Skills	Technician Skiffs	Sport Skills	Leader Skills
1	+2 Stren	Gun Cbt	Steward	Mechanical	Liaison	Leader
2	+2 Dext	Weapon-2	Medical	Electronics	Computer	Admin
3	+2 Endur	+2 Stren	Steward	Gravities	Carousing	+2 Intel
4	+2 Intel	Unarm Cbt	+2 Sense	Computer	Appeal	Instruction
5	+2 Sense	+2 Dext	Steward	Vehicle	Vehicle	Appeal
6	Flying	Blade Cbt	Vehicle	Vehicle	Vacc Suit	Leader
7	Flying	Zero-G Cbt	Steward	Jack-o-T	Pilot	+2 Intel
8	+2 Endur	Weapon-2	Instruction	Engineer	Liaison	Leader
9	+2 Intel	Tactics	Psionic	Medical	Cross Train	Admin
10	+2 Sense	Tactics	Steward	Electronics	Liaison	Leader

DMs: + terms served.

MILITARY OCCUPATIONAL SPECIALTY (MOS) TABLE

Die	Infantry	Recon	Artillery	Support	Militia	Drop Troops
1	Weapon-2	Vehicle	FA Gunner	Mechanical	Weapon-2	Weapon-2
2	Hvy Wpns	Hvy Wpns	FA Gunner	Electronic	Hvy Wpns	Vacc Suit
3	Battle Dress	Battle Dress	FA Gunner	Gravitic	Recon	Battle Dress
4	Survival	Vehicle	Hvy Wpns	Jack-o-T	Survival	Zero-G Cbt
5	Weapon-2	Recon	Vehicle	Computer	Vehicle	Weapon-2
6	Hvy Wpns	Vehicle	Computer	Psionic	Flying	Pilot
7	Jack-o-T	Jack-o-T	Electronics	Psionic	Weapons-1	Flying
8	Tactics	Tactics	Vehicle	Steward	Weapons-1	Zero-G Cbt
9	Tactics	Tactics	Computer	Steward	Weapons-1	Vehicle

DMs: + terms | +terms | + terms | +3Drone | + terms | + terms

RANKS

Droyne have no formal rank within their society, although they do respect age and seniority. Individual Droyne within military units are referred to by their Caste, Subcaste, and Term number. For example, Priestly Drone-4, Guard Warrior-3, or Leader (of) Leaders-6.

Mercenary Rank Equivalents

Enlisted Droyne: Workers, Warriors, Drones, and Technicians are the equivalent of enlisted personnel. Their Mercenary rank is the number of terms served preceded by E (Workers use terms -1 after the first; Drones and Technicians use terms +1 after the first). For example, after 4 terms, a Warrior is rank E4. E1 and E2 are enlisted ranks; E3 to E9 are NCOs (noncommissioned officers).

Officer Droyne: Sports and Leaders are the equivalent of officer personnel. Their Mercenary rank is the number of terms served preceded by O (Leaders use terms + 1 after the first). For example, after 4 terms, a Leader is rank O5, O1 to O3 are junior commissioned officers, O4 to O6 are field grade officers, and O7 to O10 are general officers.

SPECIAL ASSIGNMENTS

Any Droyne with positive Distinction may expend some or all of those points in an application to attend a service school, or to transfer to another combat arm. The number of points expended is the throw (or less) for application approval. Special assignments and service schools are restricted to the castes shown in the description. Other eligibility requirements, if shown, must also be observed.

Repeat Attendance: Once a school or special assignment has been taken, it is not normally repeated. If repeat attendance is desired, the application must be accompanied by double the normal Distinction points. For example, on the initial application for Protected Forces School, 7 Distinction points allows attendance on 7 -; once Protected Forces School has been attended, an application for repeat attendance allows a throw of 4- upon expending 8 Distinction points.

SURVIVAL

Making the survival throw exactly produces an injury; less indicates death. An injury in raid or ship's troops is a wound and awards 5 Distinction points.

SERVICE SCHOOLS

Aide (Drone): Receive Steward and +2 Sense.

Attache (Sport): Receive +1 Sense, + 5 Distinction, and choice of next assignment (but not attache/aide).

Command College (Leader): Roll 4+ (1D) each for Tactics, Leader, Recon. Open only to term 4 +.

Cross Training (Any but Drones): Workers may be cross-trained in Infantry or Support. Warriors may be cross-trained in infantry, Recon, or Drop Troops. Technicians may be cross-trained in Artillery or Support. Sports may be cross-trained in Infantry, Recon, or Drop Troops. Leaders may be cross-trained in any branch.

Roll on any combat arm column of the MOS table and allow reenlistment in that arm.

Intelligence School (Leader, Sport): Roll 4+ (1D) for Forgery, Bribery, Streetwise, and Interrogation. Open only to term 3 + .

Orbital Assault Training (Warrior): Throw 5 + (1D) for Gun Combat, Heavy Weapons. Recon, Battle Dress, Survival, Tactics,

Protected Forces (Worker, Warrior): Throw 3 + (1D) for Vacc Suit, Zero-G Combat, Zero-G Weapon (if successful in Zero-G Combat).

Skirmisher School (Warrior): Throw 5 + (1D) for Blade Combat, Gun Combat, Demolitions, Survival, Recon.

Specialist School (Technician): Roll 4+ (1D) for Computer, Electronics, Gravities, Mechanical, and Vehicle.

Staff College (Leader, Sport, Technician): Roll 4+ (1D) each for Admin, Appeal, Combat Engineering, Computer, and Liaison. Open only to term 3 + .

SKILL ELIGIBILITY

Skills are received as automatic skills, from basic/advanced training, from special assignments, or from the skill roll in assignment resolution. Skill table usage is restricted to:

Droyne Skills: Any Droyne.
Warrior Skills: Any Warrior.
Technician Skills: Any Technician.
Drone Skills: Any Drone,
Sport Skills: Any Sport.
Leader Skills: Any Leader.
MOS Table: Character in the specified combat arm.

DROYNE MILITIA

Droyne whose Distinction goes below 1 are transferred to the Militia at the end of the current year.

DROYNE MERCENARY INCLUDED SKILLS

Battle Dress: May be used as the equivalent level of Vacc Suit.

Combat Rifleman: Includes Rifle, Carbine, Assault Rifle, Advanced Combat Rifle (ACR), and Gauss Rifle.

Pistol: Includes skill in Automatic Pistol and Revolver.

Laser Weapons: Includes skill in Laser Carbine and Laser Rifle.

Zero-G Weapons: Includes skill in Accelerator Rifles, and Snub Pistols. Zero-G Combat is prerequisite skill and must be held before Zero-G Weapons may be held as a skill.

Snub Pistols: Includes skill in Snub Pistol and Snub Revolver.

High Energy Weapons: Includes skill in all man-portable fusion and plasma guns (PGMP-12, PGMP-13, PGMP-14, FGMP-14, and FGMP-1 5). Battle Dress is a prerequisite for PGMP-13 and FGMP-14.

Grav Vehicle: Includes Air/Raft.

Automatic Weapons: Includes skill in Auto Rifle, Light Machine Gun, and Heavy Machinegun,

Grenade Launcher: Includes skill in Hand Grenade, Grenade Launcher, Auto GL, RAM GL, AT GL, AT Rocket Launcher, RAM Auto GL.

DROYNE MERCENARY CASCADE SKILLS

Gun Combat: Select a skill from the following: Combat Rifleman, Pistol, Submachinegun, Laser Weapons, Zero-G Weapons, High Energy Weapons, Automatic Weapons.

Field Artillery Gunnery: Select a skill from: Laser Cannon, Mortar, Howitzer, Mass Driver, Multiple Rocket Launcher, Plasma Gun, Fusion Gun, Meson Accelerator, Tac Missile.

Heavy Weapons: Select from the following: Light Assault Gun, Automatic Weapons, AutoCannon, VRF Gauss Gun, Mortar, Plasma Gun, Fusion Gun, Tac Missile, Recoilless Rifle, Grenadier.

Psionic: Character must immediately select from Telepathy, Clairvoyance, Telekinesis, Awareness, or Teleportation. If Sense less than 6, increase to 6.

Vehicle: Character must select from Grav Vehicle (includes Air/Raft), Tracked Vehicle, Wheeled Vehicle.

Weapon: Select any weapon skill.

DROYNE MERCENARY CHARACTER GENERATION CHECKLIST

1. Generate Character.
 A. Generate the five personal characteristics (1D each).
 B. Generate Caste.
 C. Generate Subcaste.
 0, Psionic training for Sense 6 + .
 E. Determine tech level of armed forces to be joined.
2. Enlistment (automatic).
3. Select Arm of Service.
4. Resolve Term of Service. Do four consecutive years of service.
 A. Determine Assignment.
 11 Apply for special assignments or service schools (if desired). If successful, resolve and go to next year.
 2) Unit Assignment.
 B. Assignment Resolution.
 1) Survival.
 2) Distinction.
 3) Skills. Take skills if received. Plus other eligibility.
5. Reenlistment (if less than term 8).
 A. Army; Automatic if desired.
 B. Militia: Not allowed.
6. Mustering-Out.
7. Resume Writing.

PSIONICS TRAINING

Droyne with Sense 6+ receive psionics training as youths, before beginning a career. Those who achieve Sense 6+ during a career receive psionic training immediately.

Throw 2D for each talent, rolling in any order at the player's option; required DMs: -1 on the 1st throw, through -6 on the 6th.

 1. Telepathy........................4 +
 2. Clairvoyance...................5 +
 3. Telekinesis......................5 +
 4. Awareness......................6 +
 5. Teleportation...................7 +
 6. Special.....................,,......9 +

Psionic Abilities: The Droyne characteristic called *Sense* is the individual's Psionic Strength Rating.

Several Droyne-specific psionic abilities are included under the various psionic talents: *Invisibility, Train, Home, Link, Inward Eye,* and *Rejuvenation.* These abilities are further explained under Psionics.

All Droyne, whether they are psionic trained or not, have *Invisibility* and *Home.*

PERSONAL WEAPONS

Weapon	+DM	-DM	Wnds	Wt
Dagger	8+	3-	2D	.25
Blade	9+	4-	2D	.35
Sword	10+	5-	2D	1.00
Broadsword	12+	7-	4D	2.50
Bayonet	9+	4-	3D	.25

GUNS

Weapon	+DM	-DM	Wnds	Wt
Body Pistol	11+	7-	2D	.30
Auto Pistol	10+	6-	3D	1.00
Revolver	9+	6-	3D	1.00
Carbine	9+	4-	3D	3.13
Rifle	8+	5-	3D	4.50
Auto Rifle	10+	6-	3D	5.50
Shotgun	9+	3-	4D	4.50
SMG	9+	5-	3D	3.00
Laser Carbine	10+	5-	4D	8.00
Laser Rifle	11+	6-	5D	10.00

MERCENARY WEAPONS

Weapon	+DM	-DM	Wnds	Wt
Assault Rifle	8+	4-	3D	3.33
Lt Assault Gun	10+	6-	4D	4,50
ACR	8+	5-	4D	4,00
Gauss Rifle	10+	6-	4D	3.90
Accelerator Rifle	9+	5-	3D	3.00
Snub Pistol	10+	6-	4D	.38
Hand Grenade	11+	6-	8D	1.00
Grenade Launcher	11+	7-	8D	4.00
Auto Gren Lnchr	11+	7-	8D	9.20
RAM Gren Lncher	11+	7-	8D	5.40
AT Gren Lnchr	11+	6-	spl	6.00
AT Rocket Lnchr	11+	6-	spl	6.00
RAM Auto GL	11+	7-	8D	15.50
LMG	10+	6-	3D	7.00
Heavy MG	11+	6-	4D	20.00
AutoCannon	10+	6-	8D	—
PGMP-12	11+	7-	10D	9.00
PGMP-13	10+	6-	12D	7.90
PGMP-14	11+	7-	12D	0.14
FGMP-14	10+	7-	16D	10.00
Recoilless Rifle	11+	6-	8D	12.00

ZERO-G WEAPONS

If a character holds Zero-G Combat skill, additional receipts of the skill may be taken as Zero-G Weapons instead.

Droyne Mercenary Characters

Droyne characters enlist in and serve in the Droyne Army using essentially the seme procedures presented in *Mercenary* for members of the Imperial Army.

The nature of Droyne society and culture produces a markedly different character for the army when compared to the armies of other powers such as the Imperium. Only Droyne may enlist in the Droyne Army. The Droyne *Mercenary* Character Generation Checklist serves as a guide to the procedure.

Initial Preparation: Characters are generated normally (for Droyne) by rolling the six basic Droyne characteristics,

The caste and subcaste of the character are determined using coyns or as the referee may direct.

The tech level of the Army being joined is determined. The referee may indicate a specific Droyne world and use its tech level, or a Droyne world may be generated using the world generation system.

Psionic Training: Any Droyne with Sense 6+ has received psionic training as a youth; any Droyne who receives an advance in Sense to 6 + receives psionic training at that point.

Enlistment: Any Droyne character may enlist in a Droyne army. Enlistment is automatic. Enlistment is for a term of service of four years, with each year being resolved Individually.

Combat Arm Assignment: Upon joining the army, a character is assigned to a combat arm. Any combat arm may be selected by the individual within the limits of his caste. Militia is not generally selected as a combat arm; Drop Troops are an elite combat arm similar to commandos and available only after cross-training.

Basic/Advanced Training: The first year of service in a Droyne army is devoted to initial training. The character receives two skills from the appropriate column of the MOS Skills Table.

Assignment Determination: General assignments are automatic. Leaders have command; sports and technicians have staff assignments; all others have a unit assignment. It is possible for any character to apply for special assignments, and it is possible for Sports to be assigned to command; the procedure is covered under Distinction.

The Unit Assignment table shows the specific type of duty for the current year.

Assignment Resolution: Assignments are resolved to determine survival, distinction, and skills received.

The survival throw determines if the character lives through the year of service. If the throw is successful, the individual may continue. If the throw is less than the number, the individual has died. If the throw is exactly equal to the survival number, the individual has received an injury. There is no Purple Heart or equivalent awarded by the Droyne. However, if an injury is received in raid or ship's troops, it is considered a contribution to the general welfare of the Droyne, and gains five Distinction points.

Distinction measures the level of contribution the Individual makes to the general welfare of the Droyne. A Droyne receives *Distinction Points* equal to the difference between a 2D throw and the indicated Distinction throw. If the 2D throw is less than the Distinction throw, the character loses points; if it is greater than the Distinction throw, the character gains points. Distinction points are important because they allow selection of special assignments (or command duty for Sports).

The Skills throw, if successful, allows the character to receive one skill from an appropriate skill table.

Distinction: Distinction points are used by a character to produce a throw for special assignments. For example, seven Distinction points can be used to create a throw of 7-.

The throw to receive a special assignment which has already been received at least once is created by expending twice as many Distinction points.

Distinction points can also be used to create a throw for transfer to another allowed combat arm. For example, a technician in the Artillery may use 8 Distinction points to create a throw of 8- to transfer to Support.

At the end of any year, any Droyne with less than one Distinction point is automatically transferred to the Militia.

Re-enlistment: Re-enlistment is automatic for any Droyne provided he has at least one distinction point.

Droyne in the Militia are not allowed to re-enlist.

No Droyne are allowed to re-enlist after the 8th term.

Mustering-Out: Characters who have completed their service muster-out using the tables and eligibility from basic Droyne character generation. One mustering-out benefit is allowed for each ten unused Distinction points.

Aging for the character is also resolved.

Droyne Rank: Droyne do not have formal rank. Instead, an equivalent of rank is accorded to individuals based on their age and seniority. This equivalent of rank is explained under Rank on the *Mercenary* Character Generation Tables.

Resumes: A resume reflecting the character's service, skills, and experience should be written up and retained for future reference.

SAMPLE CHARACTERS

The following are sample characters generated using the Droyne Mercenary Character Generation System.

1. Droyne Military Leader-4 Rank 05   437D56   Age 28
Infantry and Drop Troops   TL 12
Leader-3, Jack-of-AII-Trades-1, Appeal-1, Flying-1,
Zero-G Combat-1, Battle Dress-1, Grav Vehicle-1, SMG-2,
Snub Pistol-2,
Ship,   Snub   Pistol.

2. Droyne Battling Warrior-3 Rank E3   685342   Age 24
Recon   TL 11
Grav Vehicle-2, Recon-2, Unarmed Combat-1,
Automatic Weapons-4, Battle Dress-2, Survival-1, Tactics-1,
Rifle-1, Jack-of-AII-Trades-1, Zero-G Combat-1.

3. Droyne Fixing Technician-2 Rank E3 444734 Age 20
Artillery   TL 10
FA Gunner-2, Computer-1, Gravitics-1, Vehicle-2,
Electronics-1, Flying-1.

4. Droyne Laboring Worker-4 Rank E3   A66542 Age 28
Infantry, Militia   TL 11
ACR-4, Survival-2, Auto Grenade Launcher-2, Vacc Suit-1,
Zero-G Combat-1, Zero-G Weapons-1.

DROYNE WORLD CONTINUATION GENERATION CHECKLIST

For use with existing worlds.

1. Select world to be examined (previously generated according to the basic **Traveller).**

2. Determine presence of Droyne,

A. Total applicable modifiers from Droyne Habitation Modifiers Table.

  1) Planetary Size,

  2) Planetary Atmosphere.

  3) Planetary Hydrographies.

  4) Planetary Population.

B. Consult Droyne Presence Table.

3. Droyne Population Type (2D): 5- is Droyne; 6+ is Chirper. Note in remarks column.

4. Droyne Population: 2D - 2 + population modifier (from Droyne Presence Table); greater than 9 equals 9. Result is percentage of population (in increments of 10%) which is Droyne or Chirper. May be noted in remarks column.

5. Determine if Research Station is present. Note in remarks column.

6. Make appropriate changes to existing world data records.

LAW LEVELS

Droyne law level (applicable only to 100% Droyne worlds) is equivalent to Imperial law level, but Droyne Warriors may *always* carry weapons. Law level is also the throw for outsiders (non-members of the community) to avoid harassment by local Warriors.

TECHNOLOGICAL LEVELS

Level	Description
0	Stone Age. Primitive.
1	Bronze Age to Middle Ages.
2	circa 1400 to 1700.
3	circa 1700 to 1860.
4	circa 1860 to 1900.
5	circa 1900 to 1939.
6	circa 1940 to 1969.
7	circa 1970 to 1970.
8	circa 1980 to 1989.
9	circa 1990 to 2000.
A	Maximum Droyne.
B	Average Imperial.
C	Average Imperial,
D	Above Average Imperial.
E	Above Average Imperial.
F	Technical Imperial Maximum.
G	Occasional.

Tech level labels as historical labels are given as a guide only.

DROYNE HABITATION MODIFERS

	Size	Atmos	Hydro	Popul
	_	World Characteristic	_	
0	-5	-5	-1	-5
1	0	-4	0	-4
2	+1	-3	0	-3
3	+2	-2	+1	-2
4	+3	-1	+1	-1
5	+2	0	+1	-1
6	+1	+2	+1	+1
7	0	+1	+1	+1
8	-2	+4	0	0
9	-4	+3	0	-2
A	-6	-5	-3	-2
B	—	-6	—	—
C	—	-7	—	—
D+	—	-3	—	—

Throw 2D plus above modifiers and consult the Droyne Presence Table.

DROYNE PRESENCE TABLE

Throw	Droyne Present On	Population Modifier
- 9 or less	none	none
- 8 to 0	12+	-5
1 to 9	11+	-4
10 to 15	10+	-2
16 to 21	9+	0

The result from the Droyne Habitation Modifiers Table determines the row used on this table. If the *Present On* throw Is successful, then the population modifier alters the population throw.

DROYNE GOVERNMENTS

Droyne worlds governed by Droyne have three basic types of government:

6: *Captive Government.* The government is controlled by another world.

7: *Balkanized.* Rival Droyne governments control distinct areas of the world surface.

X: *Droyne Hierarchy.* Established communities are ruled by hereditary and long-established governments.

TRADE CLASSIFICATIONS

The standard trade classifications are used except for:

Rich: Atmosphere 6 or 8, population 6 to 8. Government type is not considered for worlds exclusively inhabited by Droyne.

REMARKS

The following statements should be included in the remarks section of the world UPP data where appropriate.

Chirper World.   Chirper Population.
Droyne World.   Droyne Population.

DROYNE WORLD GENERATION CHECKLIST

For use generating worlds outside the Imperium which are inhabited and governed by Droyne. The referee should use this checklist after deciding that a world is to be populated by Droyne.

1. Determine world location (by referee),

2. Generate universal planetary profile.

A. Droyne World Size: 1D.

B. Droyne World Atmosphere: 20 - 7 + size.

C. Droyne World Hydrographies: 2D - 7 + size, if size 1, then hydrographies must be 0. If atmosphere 1, then DM - 4.

D. Droyne Population: 1D + 2.

E. Droyne Government: 1 D. 1 or 2 gives type 6; 3 or 4 gives type 7; 5+ gives type X.

F. Droyne Law Level: 2D - 6 + population.

G. Droyne Technological Level: 3D-2.

3. Determine system contents.

A. Starport Type.

B. Bases.

4. Determine trade classifications.

5. Note Droyne World in remarks column.

6. Note statistics for reference.

7. Map system on subsector map grid,

SYSTEM CONTENTS TABLE

Die Roll	Star-port	Gas Giant	Naval Base	Garr-ison	Rsrch Stn
2	X	yes	no	no	no
3	X	yes	no	no	no
4	E	yes	no	no	no
5	E	yes	no	no	no
6	D	yes	no	no	no
7	C	yes	no	yes	no
8	C	yes	yes	yes	no
9	B	yes	yes	yes	no
10	B	no	yes	yes	no
11	A	no	yes	yes	yes
12	A	no	yes	yes	yes

Roll once for each column.

Starport: Throw 2D-7 + tech level.

Droyne Naval Base: DM+ 1 if starport C; + 2 if starport B; +3 if starport A. Do not roll if starport E or X.

Foreign Naval Base: Present automatically if government type 8,

Droyne Garrison: Throw 2D-7 +tech level.

Research Station: Always roll for research station if within 10 parsecs of Imperial space.

TRAVEL ZONES

Many Droyne worlds are travel zoned in the Imperium, Throw 2D for 9 + for a Droyne or Chirper world to be Amber. Type X starports are automatically Red.

Droyne World Generation

At the peak of their influence, the Droyne had settlements or bases on hundreds, and perhaps thousands, of worlds throughout the current range of spacefaring humans. When the Final War destroyed their civilization, those settlements disappeared under a hail of deadfall ordnance and mushroom clouds, leaving only a few scattered and enigmatic Ancient sites. The very few fragments of Droyne population that survived the Final War are divided into two types: Droyne, which retain basic Droyne culture, and Chirper, which have lost all knowledge of their former glory. They can be further classified by whether the world is entirely (100%) Droyne or Chirper, or if the world is shared with another race; such worlds carry remarks which indicate Droyne population or Chirper population, usually with a percentage stated afterwards.

WORLD GENERATION

There are two ways in which Droyne worlds may be generated: the **Continuation Method** and the **Creation Method.** Each system makes use of the basic rules, but with modifications as outlined below.

Continuation Method: It can be determined if Droyne or Chirpers are present on worlds which have already been generated. If they are, this method indicates what percentage of the local population is Droyne or Chirper. The continuation method does not alter known planetary characteristics; it does indicate if Droyne or Chirpers are present, and what percentage of the total population is Droyne or Chirper.

The continuation method begins with the UPP code of a world. The size, atmosphere and population digits of the world are compared to the Droyne habitation modifiers chart to produce a set of DMs which are added to a roll of 2d. The resulting number is compared to the Droyne Presence Table.

The Droyne Presence Table gives the die throw for a given world, failing within the established range determined above, to have a Droyne element in its population. The population modifier column of the table gives a number which modifies the size of the Droyne component of the planetary population.

Population Type: Droyne population on the world must be identified as either Droyne (with existing Droyne culture) or Chirper (having lost its Droyne culture). A 2D throw of 6 + indicates that the Droyne population of a world has lost its culture and is identified as Chirper; a throw of *5-* indicates an existing Droyne culture on the world.

Population: A throw of 2d-2 is made, and the population modifier from the previous step is added to this number. The modified result is multiplied by 10; this represents the percentage of the world's population which is Droyne. When using the continuation method, Droyne population will not exceed 90%.

Technological Level: When using the continuation method, the tech level of the Droyne population on a world is assumed to be the stated tech level of the world.

Creation Method: The creation method is used to generate a Droyne world when the referee determines such a world is required for an adventure or for inclusion in a subsector being mapped. Specific Droyne world characteristics are generated using the stated procedures.

Size: Size is determined 1D (1-6).

Atmosphere: Atmosphere is determined by 2D-7 + size.

Hydrographics: Hydrographics is determined by 2D-7 + size. If size 1, then hydrographics 0. if atmosphere 1 - or A +, then DM-4.

Population: Population is determined by 1D + 2.

Government: Government is determined by 1D. A 1 or 2 gives government 6; 3 or 4 gives government type 7; 5 or 6 gives government type X. If government type 6 (captive government or colony) is indicated, the referee may specify the identity of the colonizing or capturing government.

Law Level: Law level is determined by 2D-6 + population.

Technological Level: Tech level is determined by 3D-2.

ALIEN EFFECTS

Droyne worlds are scattered throughout explored space. That scattering makes concerted cooperation between Droyne worlds difficult; they are vulnerable to oppression by the dominant race in a region. The following are the basic reactions to be expected:

Aslan: Aslan deal with Droyne with motives of enlightened self-interest. If the Droyne on a world have a high enough tech level, they may be dealt with as an important resource; at tower tech levels, Droyne may be ignored or kept segregated and apart from the mainstream of Aslan culture. A high tech Droyne world might be placed lor place itself) under the protection of a powerful Asian cian, trading isolation from potential threats within the Aslan Hierate for the benefits of Droyne technology.

Imperial: The Imperials (in the 1st, 2nd, and 3rd Imperial were inexplicably blind to the secrets of the Droyne. As the imperials ruled many races, the idea that one race might be present on several different worlds was never seriously entertained. Consequently, the many different Droyne worlds were treated as homeworlds of different races.

Treatment of the Droyne has been uneven. In some cases, Droyne worlds have been interdicted and placed off limits to most Imperial trade and commerce; other Droyne worlds are accepted as part of the community of the Imperium.

K'kree: There are no known Droyne worlds in K'kree space, The K'kree could be expected to be intolerant of Droyne, because they are meat-eaters, and because they pose a potential threat to K'kree superiority.

There remains the possibility that there are (or were) Droyne worlds in K'kree space, and that those worlds were "cleansed" of their Droyne inhabitants.

Solomani: The Solomani have been tolerant of low-tech Droyne populations; they are not perceived as a threat to the Solomani supremacy theories. Higher tech Droyne worlds are isolated or interdicted to reduce their potential threat to stability.

Vargr: Vargr-Droyne relationships are impossible to categorize; some Vargr become antagonistic, while others see great potential and form alliances or partnerships.

Zhodani: The Zhodani have the closest known relationship with the Droyne, one which has roots in the earliest contacts with Droyne on their own homeworld of Zhodane. The extinction of Droyne on Zhodane was a traumatic experience; the discovery of Droyne on a few other worlds centuries later seemed like a miracle.

The Zhodani treat the Droyne as a valuable resource. Droyne are talented instructors, especially skilled in teaching psionics. Their worlds in Zhodani space are isolated, but not mistreated.

WHEN COYNS ARE CAST

Coyns are cast in a ceremony (often very formal; if necessary quick and informal) to help divine a proper course of action.

Caste/Subcaste determination (see character generation).

Continuation ceremonies (see character generation).

Prior to a journey or voyage of more than one day's duration.

Prior to beginning an important project or undertaking.

Prior to a battle or other conflict.

On a personal basis, by request.

GAME EFFECTS OF COYNS

Modify NPC hireling reactions.

Modify NPC superior reactions.

Modify Droyne morale.

Permit saving throws against disaster.

Portend (for the referee and players) future events.

COYN MODIFIER VALUES

Positive	Neutral	Negative
+ 1	O	-1

Special Coyns: Some coyns are considered by the Droyne to have special significance.

Positive Coyns: Achievement + 2, Phoenix + 3.

Negative Coyns: Death - 2, Defeat -3.

RANK WITHIN CASTE

Caste rank (superiority and inferiority) is determined by the number of coyns drawn prior to caste in character generation. Player-characters have this recorded. NPCs have caste rank generated by 2D - 2.

Rank 0 is the highest possible rank.

Caste rank should not be confused with military rank. Caste rank indicates the relative social standing an individual has within its caste.

REJECTIONS

Rejections marked *coyns on* the reaction tables may be submitted to a prediction by the coyns. A new reaction roll is made (with all standard DMs) plus any modifiers resulting from the coyns. Failure of appeal requires immediate *krinaytsyu.*

THE COYNS

Red Die	White Die					
	1	**2**	**3**	**4**	**5**	**6**
1	Worker	Warrior	Drone	Technician	Sport	Leader
2	*Void*	Soil	Air	Gas	Water	**Fire**
3	*Darkness*	*Cold*	*Noise*	Signal	**Heat**	**Light**
4	Humaniti	Vargr	Aslan	**Droyne**	Hive	Centaur
5	Genesis	**Aspiration**	*Sacrifice*	*Defeat*	*Death*	**Achievement**
6	*Beast*	Mercenary	Voyages	**Justice**	Chance	**Phoenix**

Results in **bold** are positive; results in *italic* are negative.

SUBCASTE SELECTION

Caste	Worker	Warrior	Drone	Technician	Sport	Leader
Positive	Building	Voyaging	Social	Dreaming	Finding	Leader (of)
Neutral	Laboring	Guard	Priestly	Artificer	Speaker	Priestly
Negative	Farming	Battling	Family	Fixing	Seeking	Military

When changing subcaste, throw one coyn and determine whether it is positive, negative, or neutral. That aspect of the coyn determines the subcaste.

REACTIONS IN COMMUNITY

Die Reaction
1 - Hostile. No discussion (Coyns).
2 Unreceptive (Coyns).
3 Noncommittal.
4 Interested.
5 Intrigued.
6 Supportive.
7 Responsive.
8 Enthusiastic.
9 Genuinely friendly.
10 Genuinely friendly.
11 Genuinely friendly.
12+ Permanently loyal.

All throws (including 2 and 12) are subject to die modifiers as listed below.

Reaction Throw DMs: Character is the individual consulting the table. Encounter is the individual encountered.

Character
is inferior within caste................... - 1
is superior within caste.................. + 3
has Liaison, per level......................+1
has Appeal, per level.....................+ 1

Encounter
is different caste............................- 1
is superior caste.............................+1

Notes: Within a caste, Liaison works on inferiors and Appeal works on superiors. Between castes. Liaison works on all but Leaders; Appeal works with Leaders.

Superior/Inferior Castes: Warriors are considered superior to Workers; Drones superior to Workers and Warriors; Technicians to Workers, Warriors, and Drones; Leaders are superior to all castes.

Sports are equal to all castes except Leaders.

REACTIONS OUT COMMUNITY

Die Reaction
1 - Hostile. Immediate attack.
2 Hostile. Attack on 3+ (Coyns).
3 Hostile. Attack on 5 + (Coyns),
4 Hostile. Attack on 8 + (Coyns).
5 Hostile. Attack on 11 + (Coyns).
6 Unreceptive (Coyns),
7 Uninterested.
8 Non-committal.
9 Hesitant.
10 Interested.
11 Intrigued.
12 Supportive.
13 Responsive.
14 Enthusiastic.
15+ Genuinely Friendly

All throws (including *2* and 12) are subject to die modifiers as listed below.

Reaction Throw DMs: Character is the individual consulting the table. Encounter is the individual encountered.

Character
is Droyne Worker..........................- 1
is Droyne Sport.............................+ 2
has Appeal, per level.....................+ 1
has Liaison, per level......................+ 2

Encounter
is non-Droyne..............................- 1
community known to character........+ 1
is same caste................................ + 1

Notes: Droyne use Liaison for interaction with non-Droyne who are inferior or equal to them; they use Appeal with non-Droyne who are superior in power or ability.

When dealing with Droyne outside their own community, they use Liaison and Appeal in the normal manner.

Rituals and Ceremonies

Mysticism is central to the Droyne way of life. Though few outsiders believe in the Droyne mystic experience; the certainly believe that their experiences are real. Regardless of the fact or fiction of such claims, Droyne characters in **Traveller** receive certain advantages based upon the various Droyne ceremonies. The referee decides if these benefits are merely psychological, or if the Droyne really do have the powers of precognition that are hinted at in these rules.

THE COYNS

The mystic beliefs of the Droyne center on the coyns. As a *gift of Yaskoydray,* the coyns are thought to have powerful properties for predicting the future of individuals, groups, voyages, tastes, end so forth. As such, they occupy a central position in Droyne society; little is done without a casting of coyns to determine the probable outcome of events.

Coyns are cast for the caste and subcaste determinations outlined in the section on character generation, and regulate an individual's ability to continue with the oytrip, They are drawn in preparation for a journey or voyage of more than a day in length, and before any important project, job, battle or other major undertaking is begun. Individuals periodically request a personal casting to determine their own futures.

For example, a Droyne kroyloss is preparing to begin a trading expedition to a nearby Aslan merchant base. The referee selects Aslan as the logical coyn to be drawn. In a solemn ceremony, the drone of the kroyloss begins selecting coyns: Noise, Centaur, Worker, Technician, Vargr, Justice, Voyages, Light, Aslan. The group must make its own decisions as to what the sequence of coyns means. One member might try to interpret its positive/negative portentions: the sum is +1, which may be a good omen. Another tries to conceptualize what future events could bring the symbols shown and in the order shown. Finally, the group sets out, still wondering what the sequence will bring.

SPECIAL COYN USES

In game terms, four basic areas are regulated by the use of the coyns: hireling reactions, NPC patron/superior reactions, morale and general saving throws. These are discussed individually below.

Hirelings: Droyne hirelings or underlings expect coyns to be drawn to predict the outcome of any task or voyage. The referee determines a specific coyn which represents the undertaking at hand; coyns are selected until this pre-selected coyn is drawn. Coyn modifiers are given for each coyn drawn; the sum of all selected coyns is combined and applied to the reaction roll which is made prior to the voyage or task. NPC subordinates will thus have their basic reactions shaped by the predictions of the coyns.

No Droyne leader or other expedition head would ever neglect the coyn selection. If a non-Droyne has hired Droyne to join a voyage, failure to cast the coyns results in an automatic - 6 modifier,

Superiors: The reaction of a caste superior or leader can be influenced by the coyns. An appeal from a superior's decision can be made by consulting the coyns. A series of coyns are drawn to obtain a modifier, which is applied (along with normal modifiers) against a second reaction roll. If the new roll is favorable, the leader reverses its original decision. If not, the subordinate who appealed is generally expected to undergo krinaytsyu at once for its questioning of the leader's wisdom.

Morale: Prior to an expected battle, conflict or encounter, coyns are drawn to predict the outcome (if there is time available to do so). Failure to do so when time and knowledge of the encounter are both available results in an automatic - 6 modifier to Droyne morale. Ambush or accidental encounters that do not leave the time for such a drawing have no adverse morale effect.

Coyns are drawn until *Warrior* or *Mercenary* comes up. All coyns drawn prior to that provide modifiers which are combined to grant a single morale modifier, which is applied to the morale levels of all Droyne involved in any battle which occurs within the next 100 minutes. At the end of the battle or the end of the 100 minutes (whichever comes last), the morale effects end, and a new ceremony would be necessary.

Personal Saving Throws: Individual Droyne characters may consult the coyns to determine their own immediate futures. In game terms, this grants such characters a personal saving throw which can be used on a limited basis to retrieve failure. It may also grant, instead, a run of bad luck regulated by the referee.

The saving throw is created by drawing a series of coyns, until the individual's caste is drawn. All the modifiers drawn up to then are combined into a number, which is the saving throw that the player may call upon to alter some game event — death, or a critical die roll failure, or whatever. If the throw is made, the referee alters the result accordingly (death converted to a serious wound, a hit instead of a miss, etc.) The saving throw is a matter of luck — it cannot suddenly heal a wounded character, but merely indicates that an injury is less severe than it might have been, for example. Failure of the saving throw enforces the original result. When a saving throw is successfully used, the luck is used up until a new personal casting can be obtained.

Negative saving throw values work in exactly the same way, but in the referee's favor. The number represents the throw that the referee uses when determining if some piece of bad fortune occurs to the character. Unlike the other, however, it is not automatically used up; another die roll regulates this.

Prediction: Prediction skill is always treated as a positive modifier to all modifiers or throws generated by the coyns. This represents the ability of a drone or other trained character to favorably interpret events.

Conceivably, a character could use prediction skill as a negative modifier, instead. Only a player-character may do so, however.

DROYNE PATRON ENCOUNTERS MATRIX

Red		*White*	*Die*		
Die	**1**	**2**	**3**	**4**	**5**	**6**
1	11	12	13	14	15	16
2	21	22	23	24	25	26
3	31	32	33	34	35	36
4	41	42	43	44	45	46
5	51	52	53	54	55	56
6	61	62	63	64	65	66

Throw 5+ (1D) once per week for an encounter. On worlds where Droyne communities exist, use Patron List Seven; in Droyne communities, use List Eight.

DMs: On **red** die, DM - 1 if sport, leader, or non-Droyne; DM + 1 if worker or drone. On **white** die, DM - 1 if traveller (sport, human merchant, scout, or navy); DM +1 if military-oriented (warrior, army, marines).

PATRON LIST SEVEN (DROYNE)

Die	Patron Type
11	Leader (of) Leaders
12	Seeker
13	Immature Droyne
14	Guard Warrior
15	Priestly Leader
16	Priestly Drone
21	Social Drone
22	Finding Sport
23	Immature Droyne
24	Guard Warrior
25	Social Drone
26	Military Leader
31	Artificer Technician
32	Seeking Sport
33	Dreaming Technician
34	Battling Warrior
35	Farming Worker
36	Family Drone
41	Non-Droyne Scholar
42	Voyaging Warrior
43	Artificer Technician
44	Social Drone
45	Leader (of) Leaders
46	Farming Worker
51	Speaking Sport
52	Guard Warrior
53	Fixing Technician
54	Non-Droyne Military Observer
55	Finding Sport
56	Building Worker
61	Military Leader
62	Battling Warrior
63	Non-Droyne Diplomat
64	Foreign Speaking Sport
65	Fixing Technician
66	Laboring Worker

DROYNE PATRON ENCOUNTERS

The Patron Encounter Matrix and Lists allow the creation of Droyne patrons for adventuring parties.

Patron List Seven indicates Droyne patrons who might be found within an existing Droyne community.

Patron List Eight indicates Droyne patrons to be found on a world with Droyne present, but in areas away from the existing Droyne communities.

DROYNE RANDOM ENCOUNTERS

The Random Encounter Matrix and List allows determination of venous random encounters. The list is intended for use near Droyne communities, but may be consulted when the referee decides a Droyne encounter is called for.

PATRON LIST EIGHT (DROYNE)

Die	Patron Type
11	Leader (of) Leaders
12	Navel Leader
13	Small Craft Pilot
14	Storekeeper
15	Teacher
16	Farming Worker
21	Priestly Leader
22	Warrior
23	Mediator
24	Explorer
25	Computer Technician
26	Laboring Worker
31	Finding Sport
32	Immature Droyne
33	Outcaste Droyne
34	Immature Droyne
35	Government Clerk
36	Building Worker
41	Military Leader
42	Aircraft Pilot
43	Merchant Sport
44	Artist
45	Astronomer
46	Social Drone
51	Speaker Sport
52	Historian
53	Carpenter
54	Militia Technician
55	Archeologist
56	Priestly Drone
61	Seeking Sport
62	Writer
63	Army Leader
64	Mechanic
65	Hunter
66	Family Drone

DROYNE RANDOM ENCOUNTERS MATRIX

Red		*White*	*Die*		
Die	**1**	**2**	**3**	**4**	**5**	**6**
1	11	12	13	14	15	16
2	21	22	23	24	25	26
3	31	32	33	34	35	36
4	41	42	43	44	45	46
5	51	52	53	54	55	56
6	61	62	63	64	65	66

Consult this matrix daily on a throw of 5+ (1D) in or near Droyne communities (only). *Remarks:* L: member of leader caste present with best possible equipment at TL. **W:** armed appropriate to TL. **A:** armored. **F:** flying (with mechanical wings if necessary). **V:** with vehicle. **-N:** local TL -N. **+N:** local TL +N (but no higher than A). **+Nl:** Equipped with Imperial-made gear of local TL +N, but no higher than F.

RANDOM ENCOUNTER LIST

Dig	Qty	Type	Remarks
11	1D	Farming Workers	- 4
12	2D	Farming Workers	-3
13	2D	Laboring Workers	-2
14	1D	Renewal Technicians	+1
15	1D	Building Workers	-1
16	1D	Leader with retinue	+ 1L
21	2D	Banting Warriors	LWA
22	2D	Guard Warriors	- 1WV
23	1D	Guard Warriors	WA
24	2D	Social Drones	+ 2L
25	3D	Family Drones	~
26	2D	Voyaging Warriors	+ 3LWAV
31	1D	Sports	WF
32	2D	Leader with retinue	LF
33	2D	Non-Droyne group	+ 1WAV
34	2D	Sports	F
35	2D	Farming Workers	- 2
36	1D	Guard Warriors	VW
41	1D	Kweenoyjyetin	+1F
42	2D	Technicians and Workers	-1V
43	1D	Family Drones	—
44	2D	Immature Droyne	- 4
45	1D	Artificer Technicians	+ 2L
46	2D	Priestly Leaders	L
51	1D	Priestly Leaders	- 1L
52	2D	Priestly Drones	+1L
53	2D	Technleans and Warriors	+1
54	1D	Sports	WAF
55	1D	Non-Droyne Researchers	+ 3l
56	2D	Battling Warriors	LWA
61			
62			
63			
64			
65			
66			

Droyne Encounters

Encounters connected with the Droyne fall into two general categories: those on worlds or in places with mixed populations, and those centered in areas exclusively inhabited by Droyne. The differences can be significant and will influence the form and direction that adventures might take.

General Notes: When encounters occur, an appropriate NPC should be created. Caste is usually dictated by the nature of the encounter; a krinaytsyuni may potentially be of any caste. Non-Droyne should be developed according to the basic rules.

Random Encounters: The Random Encounter List indicates Droyne encounters near Droyne communities (oytripni).

Patrons: Two Patron Lists are provided for Droyne oriented situations. Patron List Seven is for worlds with Droyne present, but with Droyne communities far away; Patron List Eight is for use within a Droyne community. New patrons are found on a throw of 5+ (1D) made once per week.

Legal Encounters: The law level of Droyne worlds is used as in the basic rules to regulate the likelihood of encounters with Droyne warriors providing security for an oytryip. Though crime and law enforcement are both almost nonexistent among the Droyne, outsiders — and that includes not only non-Droyne, but also "foreign" Droyne and krinaytsyuniin — are looked upon with distrust, and may be harassed or watched by local warriors. Members of an oytryip are never harassed by their own warriors.

Other Encounters: Other encounters occur normally, but the referee should always keep in mind the nature of Droyne society and, likewise, keep encounters and events congruent with it.

REACTIONS

Two reaction tables are provided in these rules. Reaction tables are used to regulate the responses of non-player characters in the game, and the two distinct tables reflect the differences to be expected between situations.

NPCs should always use the reaction table which is appropriate to the situation to regulate responses to player-character activities. As an optional rule, Droyne player-characters can also use the reaction tables to determine probble responses. This is strongly suggested, particularly for players new to portraying the Droyne, to get players accustomed to the differences between Droyne and human reactions.

In-Caste Reactions: The Reactions In Community Table is used when two members of the same caste, within the same oytryip, are dealing with one another. Throws are made on the table with two dice, modified for various factors. Appeal skill is used by characters to influence a caste superior; liaison is used in the same way with caste inferiors. The encountered character may use Liaison skill in this way, whether it is inferior or superior.

Out-Caste Reactions: The Reactions In Community is also used for reactions outside of caste, but within the same oytryip.

Out-Community Reactions: The Reactions Out Community Table is used to determine the reactions of a Droyne NPC to any outsider — "foreign" Droyne, non-Droyne or krinaytsyuni. Modifiers are used to further govern the nature of the reaction.

Reaction Results: The range of reaction results is somewhat different from that used in the basic rules. Within an oytryip, hostile reactions do not lead to violence. Instead, they may lead to a refusal to carry on further discussions. On the opposite end of the scale is a new result, "Permanently loyal" — which represents a reaction so positive as to earn the character a friend for life. Even a krinaytsyuni can appeal to such a friend with some hope of response.

A final avenue of appeal to a superior or opponent's refusal to accept a suggestion or make a concession may be found in the use of coyns.

Other Reaction Situations: Non-Droyne NPCs usually have their reaction to Droyne characters shaped largely by their perception of Droyne intellect. Droyne are reputed to be unintelligent; those who live up to this stereotype are treated with contempt. Subtract 7 from the intelligence of the Droyne character; this resulting number is the reaction modifier for the non-Droyne NPC.

Caste Rank: When developing reactions in-caste, the concept of superiors and inferiors within a caste comes into play. Caste rank is a number, generally from 0 to 10, which shows position in caste hierarchy. A "0" is the highest caste member possible.

Caste rank may be set by the draw of coyns during the caste selection process: the number of coyns drawn before a caste coyn is selected is the caste rank. If a shortcut is desired, roll 2D-2 (or the referee may set any rank desired) for an NPC caste rank. Krinaytsyunin lose all caste rank, even when dealing with each other.

The Language of the Droyne

For centuries, only the vast distances separating Droyne worlds from each other concealed the fact that Droyne worlds alt had a common language. That is not to say that every Droyne spoke the same language; indeed, different Droyne communities spoke different languages, often very different languages. But all Droyne communities shared one common language — Oynprith, the language used in the coyn casting ceremony. Outsiders missed Oynprith simply because it was not used in public very often; it had a status as a ritual or ceremonial language, much like the status of Latin on Terra.

In interstellar commerce, Oynprith was soon discovered by Droyne to be a universal language among their race; as trade increased, Oynprith became more commonly used, finally reaching a status as the universal Droyne language.

DROYNE SOUND FREQUENCY TABLE

Initial Consonants (216)

Sound	Freq	Pronunciation
B	8	*b*at
BR	4	*br*ing
D	12	*d*og
DR	5	*dr*ain
F	13	*f*in
H	13	*h*ole
K	13	*k*ing
KR	3	*cr*own
L	9	*l*ake
M	14	*m*ake
N	14	*n*ame
P	12	*p*ine
PR	2	*pr*int
R	11	*r*ing
S	24	*s*ing
SS	10	hi*ss*ing
ST	3	*st*one
T	10	*t*ool
TH	5	*th*is
TR	4	*tr*ap
TS	9	*ts*ar Russian
TW	9	*tw*in
V	9	*v*ine

Final Consonants (216)

Sound	Freq	Pronunciation
B	6	cra*b*
D	11	ba*d*
F	5	cha*ff*
H	6	like *h*ow
K	8	bac*k*
L	4	cal*l*
LB	2	ca*ll b*ack
LD	7	he*ld*
LK	4	mi*lk*
LM	3	he*lm*et
LN	1	ca*ll n*ow
LP	1	he*lp*
LS	2	ca*lls*
LT	2	hi*lt*
M	11	hi*m*
N	7	ca*n*
P	12	ca*p*
R	9	ca*r*
RD	3	ca*rd*
RF	2	wha*rf*
RK	5	wo*rk*
RM	4	wo*rm*
RN	3	wo*rn*
RP	1	*warp*
RS	4	wa*rs*
RT	5	wa*rt*
RV	2	Ha*rv*ard
S	23	i*s*
SK	6	di*sk*
SS	8	hi*ss*
ST	5	li*st*
T	12	hi*t*
TH	6	wi*th*
TS	10	wi*ts*
V	4	hi*v*e
X	12	a*x*

Vowels (216)

Sound	Freq	Pronunciation
A	7	l*o*ck
AY	8	l*a*ke
E	5	g*e*t
I	4	k*i*t
O	4	g*o*
OY	2	ah*oy*
U	1	r*u*n
YA	9	*ya*rd
YO	7	like *yo-yo*
YU	11	f*eu*d

Note: When a vowel letter (even in a diphthong) follows the same letter, the two are combined into just one letter. For example, the combination O + OY becomes OY. The combination OY + QY remains OYOY.

Some words in the Droyne language have been defined, and they are included in this module. Other words will naturally be needed in the course of any adventures which make use of the Droyne, primarily as individual names and world names. Such words can be generated using the random word generation system which is shown here.

WORD GENERATION

Words in Droyne, as in English, have definite letter frequencies and syllable patterns, and it is possible to randomly generate Droyne words using these frequencies and patterns.

Droyne syllables are formed from up to three elements: an initial consonant sound, a vowel sound, and a final consonant sound. The Droyne Sound Frequency Table shows the various sounds and their relative frequencies. These sounds produce four types of syllables: vowels (V), initial consonant plus vowel (CV), vowel plus final consonant (VC), and initial consonant plus vowel plus final consonant (CVC),

Word Generation Table: The Droyne Word Generation Table uses two dice (one should be red and one white) to determine Droyne words. Word generation involves three, steps: determining word length, determining syllable types, and determining syllable components.

Word Length: Droyne words may be of almost any length. Word length can be produced by 1D and indicates the number of syllables. Or, the player or referee may specify word length instead.

Syllable Type: For each syllable in a word, the type of syllable must be determined from two basic tables using two dice; these tables are selected based on where the syllable appears in the word. The *basic* table is used for initial syllables, and for those occurring after a syllable of type CV or V; the *alternate* table is used for syllables which occur after syllables of type VC or CVC.

Syllable Components: The component consonants and vowels for a syllable are determined from the remaining tables on the page. By inspection of the syllable type, the correct column is determined (initial consonant, vowel, or final consonant). One die is thrown to determine which table in the column is used, followed by two dice to determine the specific vowel or consonant to be used.

Word Generation Example: The referee has determined a need for a name for a Droyne character. He throws one die (roiling 2) to determine that the name length is two syllables. He then rolls 2D (rolling 6,4} on the basic table to find the initial syllable type: CVC, Since the first syllable is type CVC, he must roll 2D (3, 4) on the alternate table for the second syllable type: VC.

For the syllable CVC, each component must be determined. Rolling 1D (4) followed by 2D (1, 5) for initial consonant produces *p.* Rolling 1D (2) followed by 2D (6, 3) for the vowel produces *e.* Rolling 1D (3) followed by 2D *(2, 5)* produces *p.* The initial syllable is *pep.*

Next, each component must be determined for the syllable VC. Rolling 1D (3) followed by 2D (6, 5) for the vowel produces *i.* Rolling 1D (4) followed by 2D (3, 1) for the final consonant produces *rs.* The second syllable is *irs.* The Droyne name, then, is *Pepirs.*

Oynprith: The Word Generation Table used sound frequencies common to the universal Droyne language: Oynprith. Similar tables can be prepared for other Droyne languages.

Red **Basic**____ *White Die* ____

Die	1	2	3	4	5	6
1	V	V	V	V	V	V
2	V	CV	CV	CV	CV	CV
3	CV	CV	CV	CV	CV	CV
4	VC	VC	VC	VC	VC	VC
5	VC	VC	VC	VC	VC	CVC
6	CVC	CVC	CVC	CVC	CVC	CVC

For initial syllables, or after CV or V.

DROYNE WORD GENERATION

1. Determine word length (1D syllables).
2. Determine syllable structure. Use the **Basic** syllable type table if first syllable in word, or if previous syllable ended in a vowel. Otherwise, use the **Alternate** syllable type table.
3. Determine initial consonants from column 1; vowels from column 2; final consonants from column 3.

Red **Alternate** _ *White Die* _

Die	1	2	3	4	5	6
1	V	V	V	V	V	V
2	CV	CV	CV	CV	CV	CV
3	VC	VC	VC	VC	VC	VC
4	CVC	CVC	CVC	CVC	CVC	CVC
5	CVC	CVC	CVC	CVC	CVC	CVC
6	CVC	CVC	CVC	CVC	CVC	CVC

For syllables after VC or CVC.

INITIAL CONSONANT

1
	1	2	3	4	5	6
1	B	B	B	B	B	B
2	B	B	BR	BR	BR	BR
3	D	D	D	D	D	D
4	D	D	D	D	D	D
5	DR	DR	DR	DR	DR	F
6	F	F	F	F	F	F

2
	1	2	3	4	5	6
1	F	F	F	F	F	F
2	H	H	H	H	H	H
3	H	H	H	H	H	H
4	H	K	K	K	K	K
5	K	K	K	K	K	K
6	K	K	KR	KR	KR	L

3
	1	2	3	4	5	6
1	L	L	L	L	L	L
2	L	L	M	M	M	M
3	M	M	M	M	M	M
4	M	M	M	M	M	N
5	N	N	N	N	N	N
6	N	N	N	N	N	N

4
	1	2	3	4	5	6
1	P	P	P	P	P	P
2	P	P	P	P	P	P
3	PR	PR	R	R	R	R
4	R	R	R	R	R	R
5	R	S	S	S	S	S
6	S	S	S	S	S	S

5
	1	2	3	4	5	6
1	S	S	S	S	S	S
2	S	S	S	S	S	S
3	S	SS	SS	SS	SS	SS
4	SS	SS	SS	SS	SS	ST
5	ST	ST	T	T	T	T
6	T	T	T	T	T	T

6
	1	2	3	4	5	6
1	TH	TH	TH	TH	TH	TR
2	TR	TR	TR	TS	TS	TS
3	TS	TS	TS	TS	TS	TS
4	TW	TW	TW	TW	TW	TW
5	TW	TW	TW	V	V	V
6	V	V	V	V	V	V

VOWEL

1
	1	2	3	4	5	6
1	A	A	A	A	A	A
2	A	A	A	A	A	A
3	A	A	A	A	A	A
4	A	A	A	A	A	A
5	AY	AY	AY	AY	AY	AY
6	AY	AY	AY	AY	AY	AY

2
	1	2	3	4	5	6
1	AY	AY	AY	AY	AY	AY
2	E	E	E	E	E	E
3	E	E	E	E	E	E
4	E	E	E	E	E	E
5	E	E	E	E	E	E
6	E	E	E	E	E	E

3
	1	2	3	4	5	6
1	E	E	E	E	E	E
2	E	E	E	E	E	E
3	I	I	I	I	I	I
4	I	I	I	I	I	I
5	I	I	I	I	I	I
6	I	I	I	I	I	I

4
	1	2	3	4	5	6
1	I	I	I	I	I	I
2	O	O	O	O	O	O
3	O	O	O	O	O	O
4	O	O	O	O	O	O
5	O	O	O	O	O	O
6	OY	OY	OY	OY	OY	OY

5
	1	2	3	4	5	6
1	OY	OY	OY	OY	OY	OY
2	U	U	U	U	U	U
3	U	U	U	U	U	U
4	U	U	U	U	U	U
5	U	U	U	U	U	U
6	U	U	U	U	U	U

6
	1	2	3	4	5	6
1	U	U	U	U	U	U
2	U	U	U	YA	YA	YA
3	YA	YA	YA	YA	YA	YA
4	YO	YO	YO	YO	YO	YO
5	YO	YO	YU	YU	YU	YU
6	YU	YU	YU	YU	YU	YU

FINAL CONSONANT

1
	1	2	3	4	5	6
1	B	B	B	B	B	B
2	D	D	D	D	D	O
3	D	D	D	D	D	F
4	F	F	F	F	K	H
5	H	H	H	H	K	K
6	K	K	K	K	K	K

2
	1	2	3	4	5	6
1	L	L	L	L	LB	LB
2	LD	LD	LD	LD	LD	LD
3	LD	LK	LK	LK	LK	LM
4	LM	LM	LN	LP	LS	LS
5	LT	LT	M	M	M	M
6	M	M	M	M	M	M

3
	1	2	3	4	5	6
1	M	N	N	N	N	N
2	N	N	P	P	P	P
3	P	P	P	P	P	P
4	P	P	R	R	R	R
5	R	R	R	R	R	RD
6	RD	RD	RF	RF	RK	RK

4
	1	2	3	4	5	6
1	RK	RK	RK	RM	RM	RM
2	RM	RN	RN	RN	RP	RS
3	RS	RS	RS	RT	RT	RT
4	RT	RT	RV	RV	S	S
5	S	S	S	S	S	S
6	S	S	S	S	S	S

5
	1	2	3	4	5	6
1	S	S	S	S	S	S
2	S	S	S	SK	SK	SK
3	SK	SK	SK	SS	SS	SS
4	SS	SS	SS	SS	SS	ST
5	ST	ST	ST	ST	T	T
6	T	T	T	T	T	T

6
	1	2	3	4	5	6
1	T	T	T	T	TH	TH
2	TH	TH	TH	TH	TS	TS
3	TS	TS	TS	TS	TS	TS
4	TS	TS	V	V	V	V
5	X	X	X	X	X	X
6	X	X	X	X	X	X

Droyne Starships and Space Travel

The basic concepts of interstellar travel remain unchanged from the original **Traveller** rules. Only in a few specific areas *are* changes brought about as a result of aspects of Droyne culture and physiology.

TRAVEL

The various aspects of interplanetary and interstellar travel ere largely unchanged. Indeed, Droyne who are imperial subjects travel through imperial space without incident.
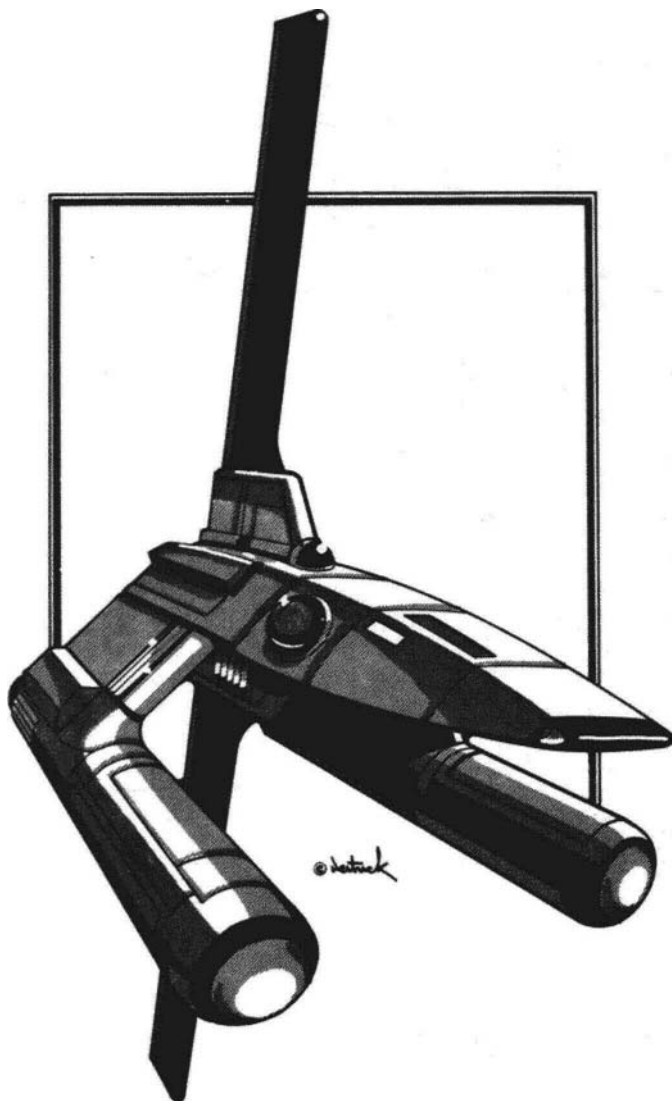
Droyne adapt their procedures easily to the dominant customs of any region of space. When in Zhodani space, they adopt Zhodani customs; when in Imperial space, they adopt Imperial customs. They operate similarly in Aslan and Vargr space; they avoid K'kree space. Overall, this adaptability makes Droyne starships very successful in interstellar trade.

Crewing: Small Droyne scouts can be operated by one Droyne (almost always Sports); other ships are crewed by a minimum of one Droyne fraternity or family. The formation of fraternities and families is often influenced by the potential for various members for handling the necessary crew positions.

Droyne Stewards: The natural predisposition of Droyne drones to handle the duties of a steward makes them a valued asset to a passenger carrying ship. Steward skill normally serves as a positive DM on the Passenger Table for high passengers; a Droyne drone steward on a ship is treated as having double steward skill for the purpose of attracting high passengers,

Starship Purchase: Usual procedures are followed for most starship purchase.

Ship Design and Construction: Droyne ship design is essentially identical to Imperial ship design, but rarely at higher than tech level 13.

The major difference is in the stateroom requirements. Droyne have lower metabolic requirements for life support and they have a basic need for the companionship of their fraternity or family. On any normally designed ship, one stateroom will easily hold two Droyne, and life support costs per individual are about half normal. As a result, two Droyne can occupy one stateroom; double occupancy allows four Droyne per stateroom.

In commercial service, Droyne may travel two per stateroom at half price each, if the ship captain will allow. In terms of expenses, the ship loses nothing, but some captains wilt refuse on general principle. Throw 9+ for a captain to refuse; if he or she does refuse, then throw 8+ for him or her to relent if art additional 10% is paid.

Specifically designed Droyne ships have one large stateroom for each six individual Droyne; the staterooms themselves are constructed to have interconnecting doors enabling the entire family or fraternity to live together.

STANDARD SHIP DESIGNS

The following ship designs are standard Droyne types and can be expected when Droyne are encountered.

Droyne Scout (Type SD): Using a 100-ton hull, the Droyne Scout is a small ship designed for elementary exploration and courier duties; it is typically assigned temporarily to a kroyloss. It mounts jump drive-A, maneuver drive-A, and power plant-A, giving a performance of jump-2 and 2-G acceleration. Fuel tankage for 40 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/1 bis. There is one six-passenger staterooms. The single stateroom is outfitted for six Droyne; it is usable for three humans with minor alterations (equivalent to 3 standard staterooms). There are no low berths. The ship has one hardpoint and one ton allocated to fire control. Installed on the hardpoint is one triple turret armed with three beam lasers. There is one ship's vehicle: an air/raft. Cargo capacity is 6 tons. The hull is streamlined. There is no waste space.

The ship requires a crew of one: a pilot/engineer. The ship can carry a total of six Droyne, The ship costs MCr32.45 (including discounts and fees) and takes 9 months to build.

Droyne Trader (Type AD): Using a 200-ton hull, the Droyne Trader is operates as a merchant vessel, usually on an unscheduled basis between Droyne worlds, it mounts jump drive A, maneuver drive A, and power plant A, giving a performance of jump-1 and 1-G acceleration. Fuel tankage for 30 tons supports the power plant and one jump-1. Adjacent to the bridge is a computer Model/1. There are 11 staterooms and no low berths. The ship has two hardpoints and two tons allocated to fire control. Installed on the hardpoints are two single turrets armed with missile racks. There are no ship's vehicles. Cargo capacity is 88 tons. The hull is streamlined. There is no waste space.

The ship requires a crew of six: pilot, navigator, engineer, steward, medic, and gunner. The crew is typically a Droyne tyafelm or kroyloss. The ship can carry 8 passengers and no low passengers. The ship costs MCr37.63 (including discounts and fees) and takes 11 months to build,

Droyne Cruiser (Type CD): Using a 1,000-ton hull, the Droyne Cruiser is a military ship typically placed in service for a Droyne oytrip. It mounts jump drive Q, maneuver drive Q, and power plant Q, giving a performance of jump-3 and 3-G acceleration. Fuel tankage for 330 tons supports the power plant and one jump-3. Adjacent to the bridge is a computer Model/3. There are 36 staterooms and no low berths. The ship has 10 hardpoints and 10 tons allocated to fire control. Installed on the hardpoints are 10 single turrets armed with beam lasers. There is one ship's vehicle: a cutter. Cargo capacity is 278 tons. The hull is not streamlined. There are 10 tons of waste space.

The ship requires a crew of 16: pilot, navigator, 5 engineers, medic, 3 stewards, and 5 gunners. The ship can carry 24 passengers and no low passengers. The ship costs MCr 465.408 (including discounts and fees) and takes 27 months to build.

OTHER SHIP TYPES

Although many Droyne worlds are capable of building starships, most oyntrip are satisfied to purchase new or used designs from established shipyards. Thus, Droyne can be found operating any type of ship available.
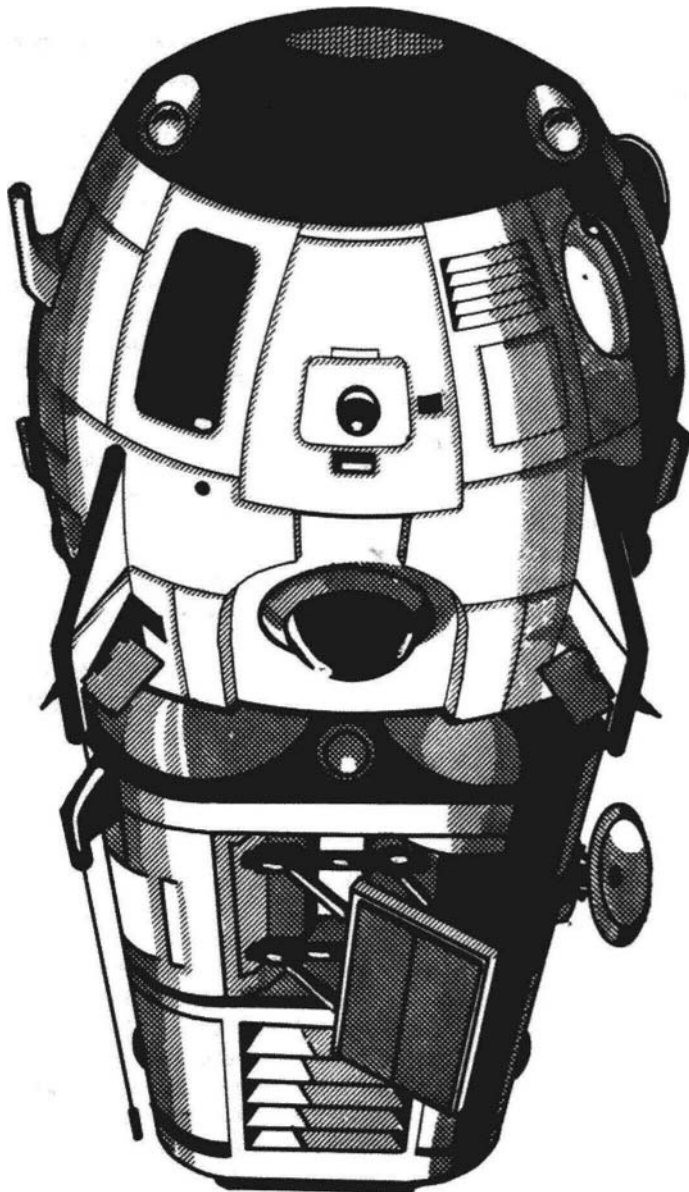
The Ancients

There is a great allure attached to the Ancients, and it is not unusual for player-characters to become interested in this enigmatic race.

The Droyne, in particular, tend to develop an interest in the history of their ancestors. A common driving interest of cweenoyjyetin is the search for knowledge regarding the Ancients.

The debris which remains from ancient civilization is scattered about across parsecs of space. When a piece of that civilization is found, it has value to anyone trying to piece together the answer to the puzzle of the Ancients.

ARTIFACTS

The individual pieces of the puzzle are commonly called artifacts, manufactured items which were used by the Ancients in some aspect of their civilization. They come in all types and sizes, but the vast majority are garbage; some are broken devices which tantalizingly promise higher technology. A very few artifacts are working devices which can be used and sometimes even understood.

The garbage artifacts are the ones most people find: rubble strewn about Ancient sites destroyed in the Final War. But even this rubble is fascinating. Shimmering pieces of broken brick; pearleseent plates of transparent glass, hard as diamond but melted and castable; simple metal containers made of titanium—or even cobalt!

Broken devices are rarer by a factor of a thousand. Excavations of Ancient sites occasionally stumble onto relatively complete devices which give considerable insight into the technology behind them.

Far more rare than broken devices are those which still function. Such finds are extremely infrequent. Often the challenge to the excavators and the researchers is not to determine how the device works, but rather what it does.

The havoc produced by the Final War destroyed every settlement, every ship, every structure the Ancients built. No one has ever found an Ancient ship or city which has survived. This is one reason some scholars believe that the Ancients may have left this area of space for a new territory, destroying all that had been left behind before departing.

The ultimate find, then, the once-in-a-lifetime discovery, is an untouched Ancient vessel or city.

Traffic in Ancient Artifacts: The Imperium has an extreme interest in artifacts; research into the technology they represent is considerably enhanced by an analysis of every available artifact.

In order to obtain such analyses, the Imperium has strict laws controlling traffic in artifacts. Artifacts cannot be legally sold unless registered with the Imperium. The process of registration allows the authorities to examine each item.

Rubble is registered and allowed, but more interesting items are confiscated and kept for deeper analysis.

As a result, there is an *illicit* traffic in artifacts. Any artifact more interesting than common rubble can usually be sold for more money in the illegal market than it can to the Imperium.

Imperial Researches: Ancients sites within the Imperium fall under the aegis of the Imperial Interstellar Scout Service, The Scouts coordinate the excavation and research of these sites under carefully controlled conditions. A very few sites which offer technological artifacts with military applications, such as Knorbes in the Regina subsector (where the black globe generator cache was discovered), are administered by the Navy; such sites are kept under strict blankets of secrecy and tight security.

After an initial evaluation, some sites (those which seem otherwise innocuous) are opened to further research by the academic community.

Much of what is known about the Ancients has come from research at these sites. Major universities compete for an opportunity to research an Ancient site.

Within the Regina subsector, two sites are researched under the auspices of the University of Regina, on Yori and Beck's World. The Scout Service operates another as a historical site on Efate.

Three other sites, not admitted, are also present in the Regina subsector: Pixie and Inthe under the Scouts, Knorbes under naval control.

Discovery Bonuses: The Imperium has long searched for Ancient sites, but it has never been able to find them all. Aware of this, the government has established a series of incentive bonuses designed to encourage the reporting of newly located sites to the authorities.

A payment of Cr50,000 is made for reporting any previously unknown Ancient sites to the IISS. A subsequent bonus of between Cr1,000 and Cr1,000,000 is made later, after an in-depth analysis of the value of the site.

ANCIENTS AND THE GAME

It should be remembered that Ancients sites and artifacts are not all that common. The discovery of a working artifact or an intact complex, or even of a ruined site is unusual. They are well hidden, but could be stumbled on, with luck, in the course of a campaign, by the referee.

Culturally, Ancient Droyne share many traits with their modem descendents, but do not embrace the mystic or ritual aspects of contemporary Droyne culture.

The tech level of the Ancient Droyne ranges up to tech level 25, and they may be armed and equipped with very sophisticated devices (disintegrator pistols, personal teleportation portals, etc.). However, such technology is the product of research by a tiny fraction of the population. Even Ancient Droyne use such devices by rote, and could not hope to construct such devices themselves or teach others how they work.

Ancient Droyne tend to be NPCs. It is, however, beyond the bounds of possibility for the referee to create an adventure built around a handful of recovered survivors striving to discover what happened to the world they lost.

THE SECRET OF THE ANCIENTS

The secret of the Ancients is a historical puzzle. The few facts that are available are not sufficient to support accurate theories, and the Ancients themselves left no history behind. Parts of the history would be known to the occasional survivor, preserved through suspended animation. The complete, true history is known to only one individual: the being who started the Ancients' civilization and who is, miraculously, still alive today

in an almost inaccessible private universe. Were that being to be encountered, this is the story it could relate.

Origins: About 500,000 years ago, a race of omnivore/gatherers which had evolved intelligence and a variety of psionic talents became the dominant species on their world and started on the path to civilization. They were a gentle, rather simple race, their social structure based on castes which placed individuals in positions best suited to their talents and needs; the society was one of cooperation and trust. Each Droyne filled a position in society, and society as a whole prospered.

After nearly 200,000 years of civilization, these beings had achieved about tech level 10, though the jump drive had not yet been developed. They had visited all the planets in their star system, and a few feeble expeditions using sub-light travel had been mounted; some small offworld colonies were established. For the most part, though, they were content with their own world and their own way of life.

But mutations were common on the Droyne homeworld, and one day, a Droyne was born who displayed a fantastic level of intelligence. Long before being casted, it had learned to awaken the genetic patterns in its mind and somehow managed to simultaneously develop traits of more than one caste, becoming a leader-sport-drone-technician hybrid unlike anything seen before. Only its vast intelligence could handle the development of such traits.

It quickly became bored with the ordinary existence of the Droyne, so it set out to do something about the situation. Searching, experimenting, and thinking, it could not find any single occupation for its intellect, but discovered instead that it liked looking for answers. So it decided to explore the limits of knowledge, learning, growing and expanding its own horizons.

Needing help with its experiments, it took over the world and recruited the Droyne race to help. The secrets of rejuvenation through mental power were discovered, so it learned how to live forever. Curiosity about other worlds led it to invent the jump drive and visit them.

The Droyne remained as before, lacking the ambition and intelligence to aid the being in all its projects. So a breeding program produced 20 children, and each of them had about 20 children of their own, creating a simple core of highly intelligent, immortal beings. The being ordered the breeding stopped at this point, having enough helpers for its purpose. At about this time, it adopted the name Yaskoydray, which translates as Grandfather.

For a long time, Grandfather worked on a wide variety of projects, assigning parts of each to its children and grandchildren. They scattered across the galaxy in search of information and new ideas, facts and answers to old questions. Grandfather and its descendents kindled supernovae, explored new worlds, tinkered with the genes of animals in search of new abilities or interesting effects, built magnificent places and did intriguing (and often incomprehensible) things.

Each of its descendents was in charge of a force of Droyne which did the actual work.

Grandfather would hand out an assignment; someone would set about finding en answer, often creating new technology in the course of the project. Projects would be conducted from specific bases, which might then be abandoned, converted to a new use, or destroyed.

Grandfather was never entirely happy with the Droyne as helpers; they lacked the drive to make good assistants. Human laborers from Earth were considered as replacements for awhile, but the idea didn't work out—the humans proved too independent and resistant to control to be satisfactory. They were useful for a while were used in many locations before the project was abandoned. An attempt to breed a more compliant race of servants from terrestrial canine stock also fared poorly; the Vargr retained too much of their pack origins. Finally, Grandfather created robots and artificial beings to be assistants, finding that these could be very helpful, although not as smart as most of its descendents.

Grandfather decided that it had exhausted the possibilities of this region of the universe, so he set out new frontiers of existence. His children and grandchildren were ordered to come and help; they had had a chance to start on research of their own and were too busy to come. At first. Grandfather ignored them and started his own project anyway. But some of the experiments they were now running interfered with Grandfather's projects, and that could not be tolerated. Grandfather decided that the decision, long ago, to have children had been a mistake; now he was determined to rectify it: that that meant their elimination. Naturally, the children and grandchildren resisted. The war which began was a complicated one. Initially, the descendents did not realize that Grandfather intended to totally eliminate them; only later did they adopt the same tactics of total destruction. Many factions arose during the course of the war. Some wanted to eliminate Grandfather, others wanted to create great-grandchildren, still others wanted to flee and start a new civilization somewhere else. A few wanted to go back to the old system of Grandfather-assigned projects. Some factions were Droyne without allegiance to any of the children or grandchildren. The Final War went on for two thousand years. By the end of the war, Grandfather had beaten all the opposing factions and destroyed all his descendents (he kept careful count). The galaxy was somewhat the worse for wear, with many new asteroid belts and quite a few ravaged worlds.

Weary of this universe. Grandfather pinched off a 'pocket universe' several parsecs across and retreated to pursue studies unhindered by the concerns of the universe he had left behind.

The Survivors: When Grandfather killed off his descendents, the factions supporting them and many innocent bystanders, not all Droyne were destroyed. On some worlds, Droyne survived, but with no remnant of their former culture. Blasted back into the stone age, they survived as little more than animals, unable to regain their technology or civilization again. All Droyne survivors went into a long period of decline and might have easily become extinct. Grandfather continued to visit the universe it had left behind for 250,000 years or more after the end of the war. When it found remnants of the bases and complexes left undestroyed in the war, it eliminated them. When Droyne worlds were found, it intervened to help them survive. The coyns were introduced, subsequently altered and improved, and made standard within Droyne societies.

Eventually, Grandfather cut off all contact with our universe. It wanted no interference from other intelligent races —hence, both the retreat and the suppression of as much of his former technological achievements as possible.

Grandfather did not, however, forget the factions which had supported it in the war. One world in the pocket universe holds the descendents of the main supporters; another universe entirely was created for another faction considered slightly untrustworthy; this universe is completely isolated.

The Oynssork

This adventure is intended to allow a group of **Traveller** players to role-play Droyne using the information contained in this module. The adventure itself may be placed in any region of space, inside the imperium or outside.

Necessary background can be generated at any time by the referee; this adventure provides only the essential adventure information.

STRUCTURE OF THE ADVENTURE

This adventure uses the standard five-part structure for **Traveller** scenarios: the basics, the gimmick, the push, the pull, and the enigma. Each part is essential and none should be deleted or neglected; the referee may feel free to add more detail or more plot action if it is warranted.

The Basics: The referee should generate a Droyne world and place it in a known area at least subsector in size; the surrounding subsectors should also be available. The Spinward Marches is an ideal location; the Droyne world in the Spinward Marches should be Andor/Five Sisters,

Each of the players should generate a Droyne character suitable for membership in a kroyloss: no more than three terms for each; at least one member from each caste. The referee may allow workers to be non-player characters in order to permit suitable player-characters,

The Gimmick: The gimmick is a treasured Droyne relic which the local oytrip has held in reverent safekeeping for thousands of years. This relic, the **oynssork,** looks like a glob of frozen silver capped with a black hemisphere. Each of the characters has seen the *oynssork* many times; it has occupied a place of honor in the casting tent when each was casted.

No one knows what the *oynssork* is. Some theorize that it is a black globe holder; others think it is a magic camera. The Drones say that it was a gift from Yaskoydray and that it watches over the casting ceremonies, sometimes controlling them,

The Pull: The Leader of Leaders has called the kroyloss into his chambers and reveals *a* plan he has made. The *oynssork* has been stolen and it must be recovered. Within the past several months, there have been three visits from outsiders: a group Of Aslan traders, an expedition of Imperial scientists, and a shipload of fleeing Vargr corsairs. Each had the opportunity to take the *oynssork;* each could conceivably have gotten away with it undetected; each had a potential motive for taking it.

Leader of Leaders wants the kroyloss (among others) to seek out the *oynssork,* recover it, and return it to the oytrip. There is honor to be had for those who recover the *oynssork;* there is probably krinaytsyu for those who fail (crops have been poor this year; the old must die to make way for the new).

The Push: The Drones feet that the *oynssork* is essential to the casting ceremonies of the oyntrip. The last ceremony took place about three months ago; the next one is scheduled to be performed in three months, but it can be delayed another six months if actually necessary. If the *oynssork* is not returned, then the next group of young will have an inferior casting; in fact, all future young in the oyntrip will have inferior castings. The fete of the entire oyntrip lies with the recovery of the

oynssork. There is a natural time limit of no more than nine months on this desperate search; at that time the casting ceremony for eligible young will be held regardless. The *oynssork* must be returned before then,

The Enigma: Naturally, no one knows what the *oynssork* is. The Drones keep it safely tucked away (at (east, they always said it was safely tucked away). The end of the adventure should provide an opportunity to discover what the *oynssork* is, what its true effects are, and possibly how it operates.

PREPARATIONS FOR THE JOURNEY

The natural first step in preparing for the search is to consult the coyns. If the Droyne players do not remember this step, they must be reminded, possibly by an aged Drone from the oytrip,

For such an important undertaking, the oytrip's senior Drone is the proper one to supervise the coyn ceremony. In this case, the Drone states that she will not select one coyn as the target coyn, but three: Aslan, Vargr, and Humaniti. Whichever is reached first is the likely thief. Solemnly, the coyns are drawn one by one until the target coyn is selected: that one is the kroyloss' quarry. The coyns drawn along the way portend the obstacles and problems along the way.

Referee: Carefully record the coyns as they have been drawn; they should be used as a spur to imagination in creating incidents that affect the search.

The Character of the Search: Before the adventure begins, the referee can decide upon and establish the character of the entire adventure. Keeping in mind the personalities of the players, the adventure can be tailored in any number of ways.

For example, extremely serious players will want a serious, straight-forward adventure with extreme attention to logic and detail. More casual players will tolerate a more casual approach. The following are a few suggestions as to the nature of the adventure:

Losers Make Good: The kroyloss can be presented as a continually failing group. Its members are rarely successful in any of their efforts, and are often a laughingstock. This search is their opportunity to prove their worth. Nevertheless, the kroyloss will receives a very low priority for equipment and transportation and is given a very low chance of succeeding,

Top Of The Line: The kroyloss can be presented as the very best that the oytrip has to offer. They are considered to have the best chance of succeeding and they get excellent priority for equipment. Regardless of how good they are, they will have to perform krinaytsyu if they fail.

For a successful kroyloss, the search should be especially challenging.

Internal Strife: The oytrip has recently undergone a schism, and there is a conflict between the old and the new as to which has the rights to the *oynssork.* When it is returned, there will be a definite conflict as to whom it should be turned over to. Leader of Leaders has ordered the search, but ultimately the Drones control who gets the *oynssork,* and they cannot agree. Discussion within the kroyloss should continually come around to this matter of rightful ownership.

EQUIPMENT

The journey will require equipment; individuals may try to acquire whatever they feel they need, but suitable obstacles will always be in the way. Other groups also charged with participating in the search, and limited resources may make it

difficult to get everything that the group feels is required.

Required Availability: At a minimum, the kroyloss will require a ship, proper navigation maps, and (if necessary) a crew to operate the ship for them.

The nature of the ship, however, must be left to circumstance. Depending on priorities, the ship may be a high-quality military vessel, an old but capable reserve ship, or even a rusty tramp freighter.

Optional Equipment: Ship's locker equipment which wilt enable the group to cope with varied environments may be available. Other equipment on the standard equipment lists may be available, but not in large quantities.

Cash: Money is one item which will not be available in any large amounts. Limit each individual to no more than Cr1,000.

STARTING OUT

The trail of the thieves is quite cold; just about the only clue to the culprits is the casting of the coyns. Additional investigation, questioning, even psionic assistance to questioning in order to bring out latent memories, may provide some clues as to the specific quarry's destination.

Responsibilities: All during the search, the individual Droyne should pay attention to their castes and to their own abilities. The sport is the one to go into town to look for more information; the technician is the one to tune the ship's drives to racing fineness; the leader is the one to make decisions; the warrior is the one to be ever-ready for battle.

FINDING THE OYNSSORK

After a long and arduous trail, the kroyloss should ultimately locate the *oynssork.* After more work, they should be able to recover it and return home. Hopefully, they will be within the time limit,

Understanding the Oynssork: With the *oynssork* in their possession, the kroyloss has an opportunity to investigate it, possibly to understand its function, meaning, and use. Their curiosity will call for some experimentation and possibly some research.
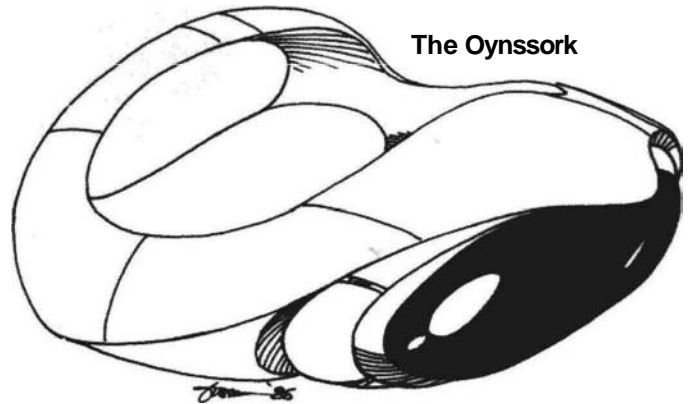
The *oynssork* is a combination disintegrator and personal shield. Most people would expect it to be an Ancient artifact, left over from the Final War, but it is not. Instead, it was a simple hand weapon carried by Yaskoydray for personal defense. When he last visited the kroyloss' oytrip some 70,000 years ago, he left it behind (maybe he was just a bit absent-minded; maybe he gave it to the oytrip's Leader of Leaders as a present). In any case, the *oynssork* has since gained its status as a relic from Yaskoydray.

The *oynssork* is carried in the hand; it has a soft metal grip that conforms to the hand when inserted through the loop, which then tightens to support the wrist. With a hand inserted, the device is activated. When active, the disintegrator can be fired by thinking of a target. As a safety feature, the target is then clouded in the users mind by the *oynssork;* when the user then focusses his mind on the target, it is disintegrated.
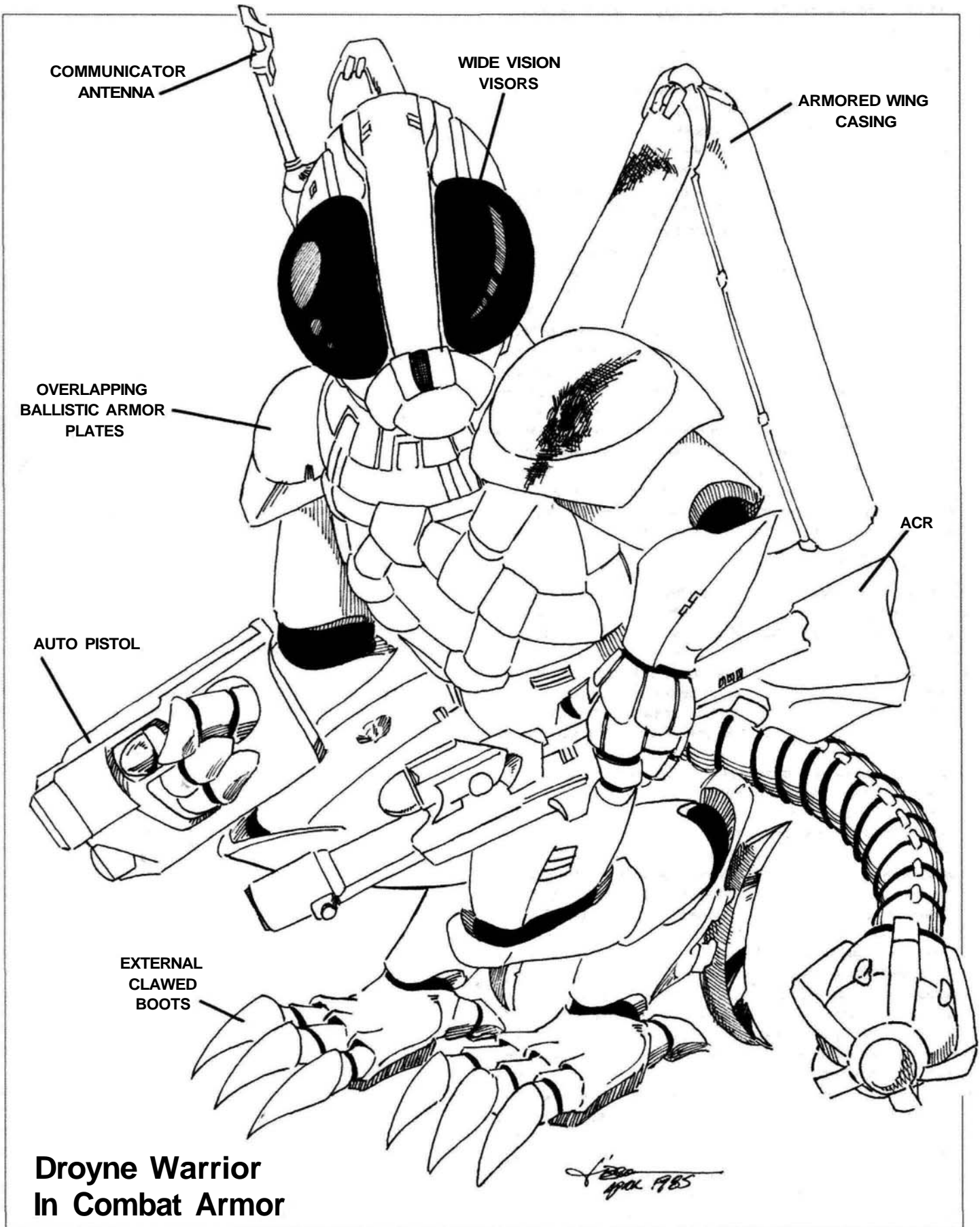
The *oynssork* also provides a personal shield. When activated, detectors in the device sense any objects approaching at more than 10 kilometers per hour and automatically comes on to stop them. The actual shield effect forms a portion of a globe approximately 5 meters in radius, and only in the direction of the threat. The shield automatically turns off when the threat is removed.
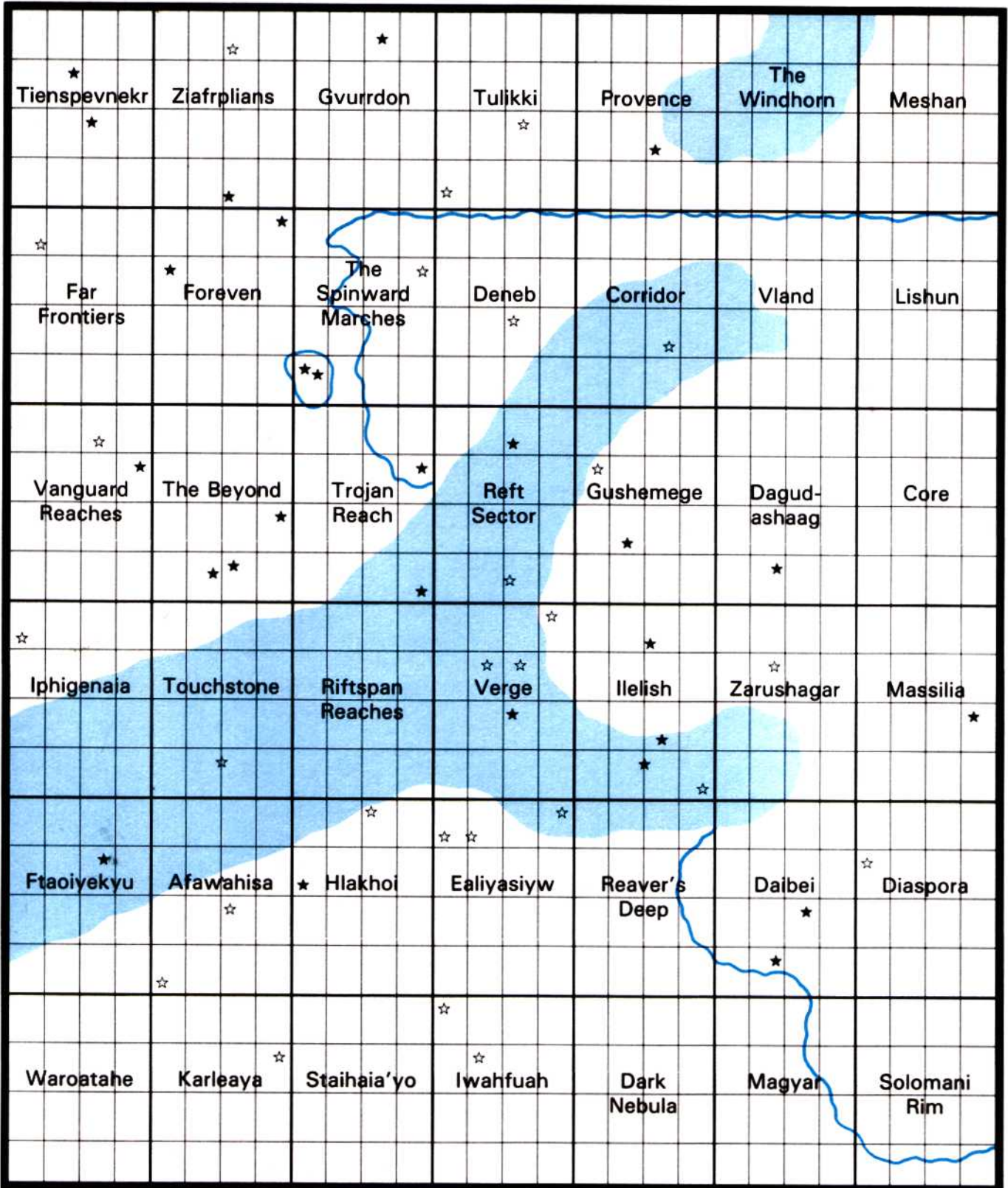
FINAL ACTIONS

The Droyne characters should know that, regardless of how much their players might want to keep the *oynssork,* the characters must return it if they recover it. No Droyne would keep a relic gift from Yaskoydray for himself; nor would he fail to return it to the oytrip.

The Oynssork

COMMUNICATOR ANTENNA

WIDE VISION VISORS

ARMORED WING CASING

OVERLAPPING BALLISTIC ARMOR PLATES

ACR

AUTO PISTOL

EXTERNAL CLAWED BOOTS

Droyne Warrior In Combat Armor

Tienspevnekr	Ziafrplians	Gvurrdon	Tulikki	Provence	The Windhorn	Meshan
Far Frontiers	Foreven	The Spinward Marches	Deneb	Corridor	Vland	Lishun
Vanguard Reaches	The Beyond	Trojan Reach	Reft Sector	Gushemege	Dagud-ashaag	Core
Iphigenaia	Touchstone	Riftspan Reaches	Verge	Ilelish	Zarushagar	Massilia
Ftaoiyekyu	Afawahisa	Hlakhoi	Ealiyasiyw	Reaver's Deep	Daibei	Diaspora
Waroatahe	Karleaya	Staihaia'yo	Iwahfuah	Dark Nebula	Magyar	Solomani Rim

Droyne Worlds in Charted Space

Droyne worlds are shown with ★; chirper worlds are shown with ☆ (all locations are approximate). Imperial official sector names are shown in large type.

A *TRAVELLER* Alien Module
Droyne
The Last of the Ancients

Veteran Droyne Warrior in LeaderGuard Uniform.

Reptilian aliens with the potential to rule the entire galaxy. We know because they did some 300,000 years ago. Now, they seem content to farm the fields of their few planets and to maintain a much lower profile. Are they biding their time? Do they plan to again rule every planet they can see? Or is their some reason why they have retreated to their few worlds?

The Droyne are known to be the descendants of the Ancients, a powerful race that dominated all of known space thousands of years ago, and then destroyed itself in one final war. *Droyne*, **Traveller** Alien Module 5, describes in detail this fallen race, its history, its technology, and its society.

This Alien Module includes everything you need to role-play the Droyne as player-characters or as NPCs. Chapters cover—

● **Droyne Evolution, History, and Culture:** Detailed essays on how the Droyne reached their peak, and what they have done since.

● **Chirpers:** Information about the regressed sub-Droyne race that is found on many worlds within the Imperium.

● **Droyne Character Generation:** The six basic Droyne castes and each one's three subcastes.

● **Droyne Advanced Character Generation:** Character and skill tables for *Mercenary* and *High Guard* (you must have *Mercenary* and *High Guard* to make full use of them).

● **World Generation:** Tables and rules for creating Droyne worlds.

● **Droyne Encounters:** Patrons and random encounter lists for ventures onto Droyne worlds.

● **Droyne Word Generation:** Fast and easy generation of Droyne names and words— to add depth to any Droyne adventure.

● **Droyne Territory:** Maps and world data on the Droyne worlds within the Imperium— their locations, their UPPs, and short histories. Many Droyne worlds outside of the Imperium remain undiscovered and unmapped.

● **Droyne Psionics:** Details of special Droyne psionic powers.

● **And Adventure:** The scenario in this module allows players and referee to actually participate in an alien Droyne culture using the background and data provided for role-playing with these alien characters.

For Use With **Traveller**

This module is intended for use with **Traveller**. It requires that you have a copy of the **Traveller** rules. You also need at least two six-sided dice, paper, and pencil.

TRAVELLER®
The Game of the Far Future

Game Designers' Workshop