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INTRODUCTION

In these pages you'll find detailed descriptions of five alien races existing within the *GURPS Traveller* milieu.

The *Zhodani* are enemies of the Third Imperium, but are far from being simple villains. The most alien of the three major races of Humans, their unusual psionic-based society lacks freedoms we take for granted but has many admirable traits. Since *Zhodani* society is based around psionics, we've also included a chapter of additional guidelines for psionics in *Traveller*.


The wolflike *Vargr* are the other major race described in this book. Although their mindset is quite different than that of Humanity, their adventurous nature and extensive contact with the Imperium makes them eminently suitable as player characters.


The three new "minor races" described in this book share two traits: all dwell in or near the *Zhodani* and *Vargr*, and all are just beginning to make their influence felt



The First Olympiads

Various systems were used to determine who possessed enough psionic power to be worth raising to the nobility. In -6731 the first Psionic Games





***Vargr Dating
Systems***

argr timekeeping varies from place

Second Contact

osing as Sword World traders, the team had no trouble entering Zhodani space, since Sheol was not a restricted area. The crew used a modified cutter and special equipment (up-rated grav belts and war-surplus combat armor and battledress) to descend into its clouds where Zhodani records showed the ship had gone down.

During efforts to locate and salvage the *Haunting Thunder's* fighters, the team encountered hostile gas giant predators. While fighting themorT(a 1 q 1 i ravdladers, io*

40th Squadron, 76-77.
