***Traveler Universe and The Imperium***

**Human-centric but Cosmopolitan**

Despite the dominance of humanity, a large number of aliens was always implied to exist, inside and outside of Charted Space. Within this space once lived a race called the Ancients, who died out in a massive war 300,000 years ago. More recent history details the Third Imperium, which is the largest and human-dominated interstellar empire in Charted Space. Logically, it was preceded by two previous human-dominated empires. The Third Imperium is a feudalistic union of worlds. Local nobility operate largely free from oversight, restricted by convention and feudal obligations. Most Traveler adventures take place between the Imperial years 1100 and 1125, in or near the Third Imperium.

**Interstellar travel**

Interstellar travel is through the use of the jump drive, which moves a ship through "jump space" a few light-years at a time. Each jump always takes about one week.

**Limited communication**

There is no faster-than-light information transfer – meaning no ansible, subspace radio or hyper-wave. Communication is limited to the speed of travel.

**Feudalism**

Relatively slow communication speeds mean that local rulers cannot be directly controlled by central authority. Therefore, affairs are managed by independent nobility, who make use of classic titles such as Baron, Duke and Archduke.

**Non-utopian future and No Prime Directive**

The human race never evolves into a superior state. People remain people and continue to show courage, wisdom, honesty and justice, along with cowardice, deceit, and criminal behavior. Planets fight out internal wars, and capitalism is the major driving force of civilization. The same factors that shaped Earth shape the Traveller universe.

**Major races**

A major race is defined as one that developed jump technology independently, and thus got an early start on establishing itself in interstellar society. In the setting it is generally agreed there are six major races, but how they are defined varies a little. The standard list includes the honor-bound felinoid Aslan; the winged reptilioid Droyne; the sixfold-symmetric, and manipulative Hivers; the centaur-like, vegetarian K'Kree, and uplifted wolf-hybrid Vargr. There are also various descendants of humanity (collectively called Humaniti): Solomani ("people of Sol"; Terran humans), Vilani ("people of Vland"; humans that founded the Imperium), and Zhodani ("people of Zhodane", psychic humans ruled by psychically-gifted nobles).

The Ancients were a major race in the distant past; their ruins dot planets throughout charted space and their artifacts are more technically advanced than those of any existing civilization. For unknown reasons, they transplanted humans from Earth to dozens of worlds, uplifted Terran wolves to create the Vargr, and undertook many megascale engineering projects before destroying their civilization in a catastrophic war.

The "Solomani Hypothesis", an anthropological and archeological theory, states that Terran humans were the basis for Humaniti. An unknown advanced race (perhaps the Ancients) transported humans to sites all over the galaxy for an unknown purpose. This theory is supported by the genetic relation and inter-fertility between the myriad human races and the lack of a fossil record connecting the non-Solomani human races evolutionarily to the native lifeforms on their homeworlds. The "Solomani Movement", a human racial supremacy group, believes that Humaniti is superior to the other Major races because it was shown special favor by the Ancients. They further believe that the Solomani, as the "pure stock", are racially superior to the other humans and are more fit to rule. The Vargr "Church of the Chosen Ones" carry the theory one step further by stating that since the Ancients selected and uplifted the Vargr that they are the true "master race".

**Minor races**

Any species which was contacted before they could develop Jump Drives are considered minor. A few have significant background material, such as the Ael Yael, which appear to resemble humanoid pterodactyls; Bawapakerwa-a-a-awapawab, (Bwaps for short) which are bipedal amphibians; and the Ithklur, an aggressive race of warm-blooded, humanoid reptilians that exist in Hiver-space. Most, however, are only hinted at or lightly mentioned.