Races D6 / Hsiri (Near Human)

Hsiri

Hsiri are a race of near humans, they are in fact so closely related to human, it is externally impossible to tell the difference between them and humans. Some think Hsiri are somehow the byproduct of sluissi-Human crossbreeding, because of their affinity for technology. However others cite how there are severe differences, such as how Sluissi are always calm but Hsiri are very rash and sometimes violent. Hsiri are also notorious alcoholics and bar rbawlers a well as well known musicians and conversationalists. Their passions have always been drinking,talking,singing and technology. The Hsiri homeworld has been conquered and reconquered so many times that the Hsiri long scince stopped caring, although there are some terrorist factions who still try and liberate the planet.

Attribute Dice: 12D
Dexterity: 2D/4D
Knowledge: 1D/4D
Mechanical: 2D/3D
Perception: 2D/3D+2
Strength: 1D/3D
Technical: 2D/5D

Special Abilities:
Technical Aptitude: Hsiri receive an extra 4D begining skill dice, all of which must be placed in Technical. They still may put no more than 2D skill dice in a single skill.

Story Factors:
Manic: During younger ages Hsiri go through serious chemical inbalances making them moody and unpredictable. Sometmes this will even make them violent.

Alcohol: Hisiri are notorious alcoholics there's two things they love more than technology, that's drinking and talking.

Move: 8/10
Size: 1.5-1.8 meters

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