Races D6 / Lutrillian



Name: Lutrillian
Homeworld: Lutrillia
Language: Lutrillian
Attribute Dice: 12D

Dex: 2D/4D
Know: 2D/4D
Mech: 2D/4D
Perc: 2D/4D
Str: 2D/4D
Tech: 2D/4D

Special Abilities:

Insulation: Thick skin—in shades that varied from white or pale to red or tan—protected them from damage, and a deep layer of fat kept them insulated from frigid temperatures. Which gives them a +1D to resist cold temperatures.

Story Factors:

Nomadic: Lutrillians tended to live a nomadic lifestyle, travelling around their homeworld of Lutrillia and avoiding subterranean predators. They loved adventure and discovery, and often travelled off-world to explore other cultures. They were also considered to be very agreeable, but had a small problem with greed.

Skin color: White, Ruddy, Brown
Hair color: Gray
Eye color: Black, Blue, Gray, Pink
Distinctions: Broad face, Fuzzy jowls, Wide-set eyes, Line cutting vertically through the centre of the nose and the upper lip
Move: 10/12
Size: 1.5–2.0 meters tall

Description: Lutrillians were a sentient species of humanoids that were native to the planet Lutrillia. They were distinguished by their broad faces, fuzzy jowls, and wide-set eyes. Lutrillians were known to live a nomadic lifestyle and travelled around their homeworld. They loved adventure and discovery, often going off-world to explore other cultures. They were also considered, by other species, to be very agreeable, but had a small problem with greed. At some point during the Clone Wars, there were at least eight Lutrillian detainees in the Republic Judiciary Central Detention Center on Coruscant. During the Imperial Era, the Lutrillian Secon Daree was a Rebel pilot. Shortly before the Battle of Yavin, two Lutrillians attended the cantina of Mos Eisley the day Obi-Wan Kenobi and Luke Skywalker met Han Solo and Chewbacca.

Biology and appearance

Lutrillians stood out for their broad faces with wide-set eyes. Furthermore they had fuzzy jowls and

long spiked ears that pricked up. A Lutrillian's nose had a distinctive line that went vertically through the middle and through their upper lip. Their skin was usually ruddy colored but it wasn't unseen for Lutrillians to have white or brown skin as well. On occasion, some Lutrillians had whiskers on their face.

Society and culture

Lutrillians tended to live a nomadic lifestyle, travelling around their homeworld of Lutrillia and avoiding subterranean predators. They loved adventure and discovery, and often travelled off-world to explore other cultures. They were also considered to be very agreeable, but had a small problem with greed.

Lutrillians were astute and clever with an inclination toward adventure and nomadism. They were natural risk-takers, a penchant that manifested even more strongly when personal gain—especially monetary gain—was at stake. This combination of greed and risk made them gifted entrepreneurs and hagglers. Other races generally found the Lutrillians to be friendly and easy to get along with, although the Lutrillians' experience living in overcrowded conditions made them a bit clueless as to what other beings considered personal space. Lutrillians got along well with their galactic neighbors, including various Human and Nothoiin populations. Nevertheless, the Mugaari species viewed the Lutrillians as collaborators for failing to resist the Human "invaders" who had "conquered" the region.

On their homeworld, Lutrillia, the Lutrillians inhabited enormous wheeled platform-cities that barreled across the tundra. At any one time, there were about 100 such contraptions roaming the planet's equatorial regions, half headed east and the rest west, pausing only to gather supplies such as food, water, and raw materials from the surface. Smaller and faster transports ferried passengers and cargo between the giants. While the species had access to all aspects of galactic technology, the cities were too small to accommodate the world's 800 million Lutrillians comfortably, so conditions were often overcrowded. Each city was governed by an independent city council.

The Lutrillians' primary export was ochroid dust. They imported high technology, especially mechanical parts to keep up and improve their wheeled cities—even these behemoth biomes could fall prey to the world's burrowing predators should they break down.

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