Races D6 / Tomabi (Near Human)

Tomabi (Longshots)

Tomabi are almost perfectly human in appearance. However their fingers are all jointed differently so that they have a much wider range of motion. Their eyes also have three vertically slit pupils that dilate independently of each other. One for low light, one for medium light, and one for high light. Other than that they are basically tan skinned humans in appearance. They are well known for their odd and incredible luck.

Attribute Dice: 12D
Dexterity: 2D/4D+2
Knowledge: 2D/4D
Mechanical: 1D/3D
Perception: 4D/6D
Strength: 1D/3D
Technical: 1D/2D

Move: 12/14
Height: 1.3-1.8 meters

Special Abilities

Luck: Tomabi's luck is what has earned them the nickname long shots. Anytime they get a 1 on the wild die it is automatically upgraded to a 2. They receive +1D to their gambling skill for games of chance.

Light Insensitivity: Tomabi receive no light penalties except for completely blinding light and total darkness. They take penalties for these at normal penalty level.

Story Factors:

Gambling: Tomabi are compulsive gamblers. They must make a difficult willpower roll to resist taking a good bet that is possible for them to win, even if it is extremely unlikely.

Wealth: Most Tomabi are very wealthy and are wandering gamblers or some profession that is risky but will offer to pay off big. No matter how wealthy they are they are always willing to earn more.

Smooth Talkers: Tomabi are smooth talkers. They abhor violence and would rather try and con their way out of a situation. Tomabi

chars may not put any starting skill dice into combat skills except dodge and start at -2D to all combat skills except dodge and parry.

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