Races D6 / Gelfin

Gelfin

Description: Gelfin are short humanoids that at first glance could pass as humans. However, a closer examination reveals the Gelfin's pointed ears and deer-like face--if you can imagine a human with a deer-like face, that is. Their hands have only three fingers and a thumb, but they can be quite dextrous. Gelfin are not a particularly strong species, but they can be fierce if they or their loved ones are threatened. They have fairly normal skin tones, though they usually are tan in color. Their hair is also fairly normal in color, though in Gelfin males, no matter what age, often have streaks of grey through their hair. Gelfin are renowned as dancers and singers, as well as fairly skilled technicians.

Background: Gelfin, like the Caamasi, are an orphaned species--rumors say that they were nearly exterminated in the long past. There are several large colonies of Gelfin, including one on Corellia and two on Garqi. For some reason, the Empire has studiously overlooked any harassment to Gelfin--all slave laws and murder penalties to not apply if the victim is a Gelfin. As a matter of fact, the Empire seems to go out of its way to trouble the Gelfin--supply shipments to the colonies have been siezed for "smuggling" or simply disappeared.

Because they are not under the "protection" of Imperial law, Gelfin have been seriously exploited. Like Twi'leks, Ewoks, and Wookiees, Gelfin have been sold into slavery, forced to work as cheap labor in Imperial mines, and sold as pets to wealthy buyers. As a result, Gelfin can be extremely distrustful of outsiders. However, once a Gelfin makes a friend, they are completely loyal. Many Gelfin have found their way to the Rebellion, and have proven to be able and efficient freedom fighters.

Name: Gelfin
Attribute Dice: 12D
DEXTERITY: 2D/3D
PERCEPTION: 2D/4D
KNOWELEDGE: 2D/5D
STRENGTH: 1D/3D
MECANICAL: 2D/3D
TECHNICAL: 2D/4D+2
Height: 4'10--5'6 feet
Move: 8/11

Special Abilities:
Sensitive Ears:
Gelfin have better hearing than humans, & gain +1D to all hearing-related

Perception rolls.

Dream-Fasting:

Gelfin have an ability similar to Caamasi in that they can share memories and a brief telepathic link, called dream-fasting. This ability is brought on by any sort of physical contact between two Gelfin, or possibly a Gelfin & a Force-Sensitive. The memories shared are random, coming from both participants & in no particular order, though the participants can explain memories via telepathy. Under normal circumstances, a Gelfin can only dream-fast with a close friend--however, if a Gelfin has been away from its own kind for a long time, and comes in contact with another Gelfin or a Force-Sensitive, a dream-fast may occur spontaneously. The dream-fast lasts until physical contact is broken, or until five minutes have passed.

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