Races D6 / Zeltron



Name: Zeltron
Attribute Dice: 12D

Dex: 2D/4D
Know: 2D/3D+2
Mech: 2D/4D
Perc: 2D/4D+2
Str: 2D/3D+2
Tech: 2D/4D

Special Abilities:

Attraction Pheromones: Exuding special pheromones and with limited telepathic abilities, Zeltron increase their persuasion skill +1D.

MInor Telepath: In a direct Perception vs Willpower test, Zeltrons can read a targets emotions, their ability to send emotions is covered by their Persuasion bonus above.

High Metabolism + Second Liver: Zeltron have naturally high metabolisms, which somewhat leads to their reputation as hedonists, as they tend to eat and drink to slight excess. However their high metabolisms mean that except in very rare cases they remain in good physical condition, and shrug off the effects of intoxicants quickly.

Story Factors:

Gullible: Zeltron have a reputation for being extremely gullible, which given their minor telepathic abilities seems unlikely, it is more likely that their natural instinct to make people happy made them play along with anyone trying to trick or con them.

Familiarity: Their natural attractiveness, and minor telepathic powers led to a tendency to look familiar to other people, even if they had never met them.

Hedonists: Because of their high metabolisms and second liver, Zeltron generally eat and drink to what seems like excess to other species, but is natural and required by them to maintain a health weight and feel any effects of intoxicants. This led to them getting a reputation as hedonists, especially given their friendly and highly sexualised behaviour.

Average height: 1.8 meters
Skin color: Light pink to deep crimson
Hair color: Red, blue, or brown
Distinctions: Pink/red skin, red or blue hair, capable of producing powerful pheromones.
Average lifespan: Up to 80 standard years
Move: 10/12

Description: Zeltrons were a near-Human species, made physically distinctive by their skin which

came in different shades of red ranging from light pink to deep red, and hair which could be red or blue. Most of them were considered highly attractive by Human, near-Human, and even some non-humanoid standards. They were also known for being extremely gullible.

Zeltrons were one of the few near-Human races who had differentiated from the baseline stock enough to be considered a new species of the Human genus, rather than simply a subspecies. They possessed two biological traits of note. The first was that they all produce potent pheromones, similar to the Falleen species, which enhanced their attractiveness and likeability. The second was a limited telepathic ability, used to project emotions onto others, as well as allowing them to read and even feel the emotions of others; some Zeltrons were hired by the Exchange for this ability. Because of their telepathic ability, positive emotions such as happiness, love and pleasure became very important to them, while negative ones such as anger, fear, or depression were shunned.

Another difference between Zeltrons and Humans was the presence of a second liver, which allowed Zeltrons to enjoy a larger number of alcoholic beverages than other humanoids.

It was said that Zeltrons tended to look familiar to other people, even if they had never met them. Most Zeltrons were in excellent physical shape, and their incredible metabolisms allowed them to eat even the richest of foods.

Zeltron culture was highly influenced by sexuality and the pursuit of pleasure in general. Most of their art and literature was devoted to the subject, producing some of the raciest pieces in the galaxy. They looked upon monogamy as a quaint, but impractical, practice. They were also very gifted with holograms, and were the creators of Hologram Fun World. Their Elixir of Infatuation was notorious for its powerful amorous effects.

Zeltrons were known to dress in wildly colorful or revealing attire. It was common to see Zeltrons wearing shockingly bright shades of neon colors in wildly designed bikinis, or nearly skin tight clothing of other sorts with bizarre color designs, patterns, and symbols.

Zeltrons were often stereotyped as lazy thrill-seekers, owing to their hedonistic pursuits. Indeed, their homeworld of Zeltros thrived as a luxury world and "party planet," as much for their own good as for others. If anyone wasn't having a good time on Zeltros, the Zeltrons would certainly know of it, and would do their best to correct it. Though their first inclination was to love, if pushed to do so, Zeltrons could prove to be formidable warriors.

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