Races D6 / The Nellmn

The Nellmn

The Nellmn are a large, predatory species from the Nellmari system. The Nellmari system itself is located near Bakura, on the outskirts of the small area of space controlled by the Ssi-ruuvi Imperium.

The Nellmn evolved from ancient reptilian ancestors and still retain many reptilian aspects such as soft thin scales, short spines protruding from their spinal column, large claws on their fingers and toes, and razor sharp teeth. However, what is unusual is the that somewhere during the course of natural evolution, they have become warm blooded and more tolerant of cooler enviroments.

In physical appearance the Nellmn are large and intimidating - sometimes reaching heights of nearly three meters. They have several reptilian features including scales patterned in greens and browns. The typical reptilian snout no longer exists in the Nellmn who have evolved a flatter, more human-like face. The nose is basically non-existant with only a pair of nostril holes present. The eyes are large, black and slightly slanted downward giving them a sinister appearance. They tend to have a hard time fully closing their mouth, so their razor sharp teeth are almost always seen through an open slit.

Due to their close proximity to the Ssi-ruuk homeworld of Lwhekk, the Nellmn have a long history of violent conflict with the Ssi-ruuk. For centuries the Ssi-ruuvi Imperium has attempted to constantly conquer the Nellmnari system, but intense resistance on the part of the Nellmn (due in part with the fear that a Ssi-ruuk feels about dying off of their homeworld) has always driven the invasion forces away.

It is fairly common and acceptable for Nellmn to depart their homeworld in search of a "greater cause." Some Nellmn serve in the small Nellmnari Navy which has the soul purpose of defending the system against Ssi-ruuvi attack forces.

Typical Nellmn: Dexterity 2D+2, knowledge 2D, mechanical 2D, perception 2D, strength 3D, technical 2D

Homeworld: Nellmnari II
Attribute Dice: 12D
DEXTERITY: 1D+2/3D+2
KNOWLEDGE: 1D/4D
MECHANICAL: 2D/4D
PERCEPTION: 2D/5D

STRENGTH: 3D/5D
TECHNICAL: 2D/4D

Special Abilities:

- Hermaphroditic: The Nellmn have evolved to be hermaphroditic, meaning that they carry both male and female reproductive organs. This does NOT mean that a Nellmn may reproduce asexually, just that any Nellmn may mate with another and both (in some cases) end up birthing a young Nellmn after a twelve month gestation period.
- Claws: STR+1D damage
- Teeth: STR+2D damage

Story Factors:

- Tolerant: Most people who encounter the Nellmn are suprised to learn that they are typically very patient and very tolerant. The Nellmn have learned to be tolerant from many centuries of constant Ssi-ruuvi attacks on their culture and only strike back after being pushed over the limit (which is usually a lot more than the average human will put up with).
- Hatred of the Ssi-ruuvi: Due to the constant conflicts with their Ssi-ruuk neighbors, the Nellmn are raised to hate and kill them on sight. If a Nellmn encounters a Ssi-ruuk, he will violently maim, bludgeon, dismember and kill it with effective brutality. In game terms, a Nellmn must make a Difficult Willpower roll to resist killing a Ssi-ruuk when encountered. This may be negated if the Nellmn grew up outside of the Nellmnari system and was not raised with such beliefs.
- Intimidating: To those who have never encountered a Nellmn or know very little about them, the Nellmn may appear very intimidating. All Nellmn receive a +1D bonus to Intimidation against ignorant species - this bonus is negated against characters with knowledge of the Nellmn's tolerant nature toward species other than the Ssi-ruuk.

Move: 8/10
Size: 1.9 - 2.6 meters tall

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