Races D6 / Ryn



Name: Ryn
Designation: Sentient
Classification: Mammalian
Average height: 1.4 - 1.8 meters
Skin color: Light purple to dark blue black
Hair color: Light brown to snow white
Eye color: Amber, Brown, Blue, Green, Hazel
Distinctions: Huge tails, beak-like noses
Average lifespan: Up to 81 standard years
Language: Ryn, Galactic Basic Standard
Attribute Dice: 12D

Dex: 2D/4D+1
Know: 2D/4D
Mech: 2D/4D
Perc: 2D/4D
Str: 2D/3D+2
Tech: 2D/4D

Special Abilities:

Prehensile Tail: Ryn have a prehensile tail which they can use to pick things up with limited dexterity and strength, and this gives them allows them to balance more easily, giving them a bonus +1D to Climbing/Jumping.

Story Factors:

Musical: Ryn are a very musical people, being able to play their beak-like noses like flutes. They could even call droids with them, by being able to play pitches very precisely.

Cleanliness: Ryn are known for their diligent cleanliness.

Slaves: Ryn are a nomadic culture and have a reputation for confidence games, leaving many species prejudiced against them. In some sectors it was legal to enslave or hunt Ryn. Their language was outlawed in many locations, and a large number of Ryn women were used as slave breeding stock.

Move: 10/12

Description: The Ryn were an uncommon humanoid species, with prehensile tails, beak-like noses, long fingers, and white hair. They were known for their musicality and diligent cleanliness.

History

They were a nomadic species native to the Core Worlds. They were spread over the galaxy, their original homeworld forgotten, even to them. They had two theories about their origins: the first being that they were descended from thousands of musicians hired out to a world swept clean of artists, the second that they were the descendants of mercenaries deployed against an Inner Rim

threat. The second gained credence due to the fact that the Ryn contained many military words and phrases, most notably the fact that the words for non-Ryn and civilian were related.

Due to their homelessness, musical talent, natural secrecy, and avoidance of written records, Ryn developed a nomadic culture and a reputation for confidence games, leaving many species prejudiced against them. In some sectors it was legal to enslave or hunt Ryn. Their language was outlawed in many locations, and a large number of Ryn women were used as slave breeding stock.

The largest concentration of Ryn was located in the Corporate Sector due to the fact that it was far from those who would persecute them. Also, a Ryn healer saved the life of a CSA Executive officer. The Ryn claimed to have invented sabacc, originally as a means of divination. They were a very musical people, being able to play their beak-like noses like flutes. They could even call droids with them, by being able to play pitches very precisely.

During the Yuuzhan Vong War, a number of Ryn refugees were based on Duro, and later attempted to settle in Senex-Juvex following that world's fall. The Ryn ran an information network that was second to none. Ultimately the Ryn's actions would result in their reputation improving amongst the Galactic Community.

Droma, Han Solo's friend and, for a time, co-pilot was a Ryn.

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