Races D6 / Lahsbee/Huhk



Name: Lahsbee/Huhk
Homeworld: Lahsbane
Language: Huhk language

Attribute Dice: 12D
Dex: 2D/5D
Know: 2D/3D
Mech: 2D/3D
Perc: 2D/5D
Str: 2D/3D
Tech: 1D/3D

Special Abilities:

Skill Bonus: At the time the character is created only, the character gets 2D for every 1D placed in the hide, search and sneak skills.

Skill Limits: Beginning characters may not place any skill dice in any vehicle or starship operations or repair skills.

Story Factors:

Two Stage Lifecycle: Lahsbee are the juvenile and intelligent form of the species, once they hit puberty, they become Huhk and they become unreasoning, raging monsters that even attack their own young. Huhk stats become Knowledge: 1D, Mechanical 1D, Strength 6D, Tech 1D, and they cannot concentrate on any tasks taking longer than 1 round.

Technology Averse: Lahsbees do not fear technology, but simply avoid it. Their usual inquisitiveness and curiosity ends as soon as they discover something is technologically based, so the blinking lights on a commlink might make them pocket it, thinking it looks pretty, but they lose interest if they are told it's purpose and origin. This does not make them hostile to droids however, treating them as they would any other being.

Move: 10/12
Average height: 0.5 meters (Lahsbee), 3 meters (Huhk)
Hair color: Variable
Distinctions: Distinct juvenile and adult forms

Description: The Lahsbee were a sentient species from the planet, Lahsbane.

During the reign of the Galactic Empire, a rebel pilot crash-landed on Lahsbane, and Luke Skywalker, Princess Leia Organa, Lando Calrissian, Chewbacca, R2-D2 and C-3PO went to the planet in search of special tapes the rebel possessed. The Lahsbees kept the tapes in one of their cities, and they had to recover them from that Huhk-overrun city.

The Lahsbee were known to occasionally visit Kabray and Zeltros.

Society and culture

Preferring a life of simple playtime, the Lahsbee were diminutive, furry felinoids who shunned technology and modern contrivances.

They also kept items that belonged to, or had a special meaning to dead Lahsbees as a tribute to their deceased friends.

But this only lasted through their childhood. Upon reaching puberty and stress, the Lahsbee turned into mindless savages called Huhks. Music was the only nonviolent means of subduing a Huhk. The Huhks lived in cities, apart from the Lahsbees, because they would otherwise attack their younger cousins.

Lahsbee were genetic cousins of the Dazouri, who exhibited similar polymorphic abilities.

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