Races D6 / Gand



Name: Gand
Designation: Sentient
Classification: Insectoid
Subspecies: Breathing Gand, Non-breathing Gand
Skin color: Brown
Eye color: Silver
Homeworld: Gand
Language: Gand

Attribute Dice: 12D

DEXTERITY 1D+1/4D
KNOWLEDGE 1D/4D
MECHANICAL 1D+1/3D+2
PECEPTION 1D/4D+2
STRENGTH 2D/4D
TECHNICAL 1D/3D+2

Special Abilities:

Ammonia Breathers: Most Gands do not respire. However, there is a small number of Gands that are of older evolutionary stock and do respire in the traditional sense. These Gands are ammonia breathers and find other gases toxic to their respiratory system--including oxygen.

Exoskeleton: The ceremonial chemical baths of some findsmen initiations promote the growth of pronounced knobby bits on a Gand's exoskeleton. The bits on a Gand's arms or legs can be used as rough, serrated weapons in close-quarter combat and will do STR+1 damage when brawling.

Eye Shielding: Most Gands have a double layer of eyeshielding. The first layer is composed of a transparent keratin-like substance: the Gand suffers no adverse effects from sandstorms or conditions with other airborne debris. The Gands' second layer of eye protection is an exceptionally durable chitin that can endure substantial punishment. For calculating damage, this outer layer has the same Strength as the character.

Findsman Ceremonies: Gands use elaborate and arcane rituals to find prey. Whenever a Gand uses a ritual (which takes at least three hours) he gains a +2D to track a target.

Mist Vision: Having evolved on a mist-enshrouded world, Gands receive a +2D advantage to Perception and relevant skills in environments obscured by smoke, fog, or other gases.

Natural Armor: Gands have limited clavicular armor about their shoulders and neck, which provides +2 physical protection to that region (they are immune to nerve or pressure point strikes to the neck or shoulders.)

Regeneration: Many Gands-particularly those who have remained on their homeworld or are of one of the very traditional sects- can regenerate lost limbs. Once a day, a Gand must make a

Strength or stamina roll: a Very Difficult roll results in 20 percent regeneration; a Difficult roll will result in 10 percent regeneration, a Moderate roll will not assist a Gand's accelerated healing process, and the character must wait until the next day to roll.

Reserve Sleep: Most Gands need only a fraction of the sleep most living beings require. They can "store" sleep for times

when being unconscious is not desirable. As such, the Gand need not make stamina rolls with the same frequency as most characters for purposes of determining the effects of sleep-deprivation. Unless otherwise stated, this is an assumed trait in a Gand.

Ultraviolet Vision: Gand can see in the ultraviolet color spectrum.

Martial Arts: Some Gand are trained in a specialized form of combat developed by a band of findsman centuries ago. The tenets of the art are complex and misunderstood, but the few that have been described. Two techniques are described below. There are believed to be many more.

Piercing Touch Description: The findsman can use his chitinous fist to puncture highly durable substances and materials. Difficulty: Very Difficult Effect: If the character rolls successfully (and is not parried or dodged), the strike does STR+2D damage and can penetrate bone, chitin, and assorted armors.

Striking Mist Description: The findsman can sneak close enough to an opponent to prevent the victim from dodging or parrying the blow. Difficulty: Difficult Effect: If the character rolls successfully, and rolls a successful sneak versus his opponent's Perception, the findsman's strike cannot be dodged or parried. The Gand must declare whether they are striking to injure or immobilize the victim prior to making the attempt.

Move: 10/12

Description: Gand were an insectoid sentient species native to the planet Gand. One subspecies breathed ammonia, forcing them to wear respirators to survive in oxygen-rich atmospheres. A notable member of this species was Zuckuss, a bounty hunter who was one of the first traditional findsmen to leave his homeworld.

Biology and appearance

Gand were a stocky, three-fingered, two-toed, insectoid sentient species with brown skin whose heads featured a pair of large, silver compound eyes.

There existed two subspecies of Gand: one that breathed ammonia, a compound that made up most of the atmosphere of their homeworld of Gand, and another that did not breathe at all, drawing its sustenance by absorption from its food intake and approximating speech by modulating the sounds of its flatulence.

Ammonia-breathing Gand had to wear respirators over their mouths in order to breath in oxygen-rich environments. In terms of genetics, Gand were distantly related to the Kel Dor and Tognath species, who similarly wore masks when off their homeworlds.

Society and culture

Some Gand were findsmen, a mystic tradition that dated back centuries on their fog-shrouded homeworld who were known for their uncanny tracking skills. The species spoke a language of the same name. It was against Gand tradition for them to leave their homeworld. If they spoke their last name, it often meant they were remotely ashamed.

Gand in the galaxy

Gand spies and engineers were some of the most renowned in the galaxy. Many Gand found themselves forced into the Empire's services. Originally from the planet of the same name located

in the galaxy's Outer Rim Territories, Rinn was a Gand bounty hunter who took a job with Jango Fett sometime before the plot to assassinate Senator Amidala. Sometime between 5 BBY and 4 BBY, a Gand engineer was forced by the Empire to build the ship model, the Blackburn, but the engineer was later rescued by the Spectres. A Gand inhabited Nar Shaddaa, which was nicknamed the "Smuggler's Moon," during the Galactic Civil War, and another served aboard the starship Espirion Multi. A male Gand bounty hunter known as Zuckuss was one of the first findsmen to leave their homeworld when the tradition was dying out. Churkk was a Gand who left Gand at a young age before becoming stranded on Parnassos, where he lived the rest of his life.

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