

Races D6 / Nothoiin

Name: Nothoiin
Skin color: Gold
Attribute Dice: 12D

Dex: 2D/3D
Know: 2D/4D
Mech: 2D/4D
Perc: 2D/5D
Str: 2D/4D
Tech: 2D/4D

Special Abilities:

Piloting Savvy: Nothoiin are renowned pilots, and have an innate piloting ability. To represent this, for each 1D put into piloting skills at the time of character creation, they gain 2D.

Story Factors:

Sign Language: The Nothoiin language is a sign language, developed by hunters on the plains of Nothoiin, and although all Nothoiin also understand and speak Basic, they also speak their natural language, allowing them to communicate silently.

Refugees: With the population fleeing the decade long fires of their homeworld, Nothoiin have become a homeless people, often falling into criminal behaviour and the criminal underworld of the worlds they have settled on.

Move: 10/12
Size: 1.6-2.0 meters tall

Description: The Nothoiins were golden-skinned humanoids, native to the planet Nothoiin in the Ivax Nebula. They possessed innate piloting abilities; a skill especially drawn out in the Cogennan Nothoiin subspecies. Many Nothoiin were involved in criminal activities, both in the Greater Javin, and in the Corporate Sector.

Nothoiin skin was golden and flaky, and gave rise to the nickname "goldskins." As a species, most Nothoiins had an innate piloting ability, although the subspecies known as the Cogennan Nothoiin especially developed this capacity, and were known for their piloting savvy.

The Nothoiins used a sign language known as Notho, developed by hunters on the plains of Nothoiin. When the Galactic Republic began colonizing the Greater Javin around 1000 BBY, the Nothoiins also adopted Galactic Basic Standard, although their native language remained predominant.



The Nothoiins traded with the Galactic Republic on and off for centuries (Ur-diamonds being the major export) and this encouraged greater exploration of the region, although this was hindered by the lack of accessible hyperspace routes. This changed when Lord Ecclessis Figg blazed a star lane through the Twin Nebulae. Figg also ensured the Nothoiins profited from the opening up of trade with the Republic.

Around a billion Nothoiins lived on their original homeworld, although the planet never became heavily developed, and was predominantly covered in rolling plains. However, after fifty consecutive years of drought since the Clone Wars, raging fires had become the norm for the planet. Kilometer-wide burn rings surrounded the sparse spaceports to prevent the fires from encroaching. A pall of ash became a virtually constant reality on the planet, and many Nothoiins moved to other colony worlds to escape the destruction.

Nothoiins were commonly found throughout the region on worlds such as Bavva, Kirtarkin, Gerrenthum, Ione, and Polmanar, and were one of the four dominant species in the region. They established a number of colonies in the Greater Javin, which sent representatives to the planet Council, a democratic governmental base for decisions affecting the various colonies. Nothoiins were also commonly found in the Corporate Sector.

Nothoiins often made use of their piloting abilities by becoming pilots and navigators. However, a large number also became involved in criminal activities. A group of Nothoiin swoop riders tried to attack Han Solo and Fiolla on Bonadan in retaliation for killing the slaver Zlarb. When they evaded them on swoops, the Nothoiins then tried to catch him returning to the Millennium Falcon. However, Solo saw them and left the planet on another ship. The Nothoiin, Covah, was also involved in criminal activities on Tatooine and had to flee the planet to avoid Imperial capture. He hired the Lutrillian Solomahal to transport him offworld, and returned to the Greater Javin to hide.

The Nothoiin Taray served as one of the few non-Human members of the Wing Guard of Cloud City. He was more concerned with upholding the spirit of the law, and sometimes technically broke laws in order to do so. After Cloud City declined under Imperial captain Treece, Taray left to find other work in the Javin.

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