



I feel that the Humma, as with all the new races in the Zeb guide, are getting a bit of a bad rep. There is such potential there, they just need a bit of tweaking.

The Humma are the Klingon's in the SF universe. This war like race, very proud and full of honor, can and should take up this mantle. Zeb's guide hinted at this, they should have been Worf, but instead they were seen as Barf (from Spaceballs: The Movie). Cute little fuzzy Kangaroo's who held guns with their tails and awkwardly pulling the trigger by reaching over their head. Instead in my SF games I've made them more like the mutant roo's from Tank Girl (one of Ice-T's under appreciated roles). To do this, I've given them a bit of an extra boost and a scruffier outward appearance.

Humma

Basic Information

This information is to work with the Zeb guide, so all basics of the race are still the same.

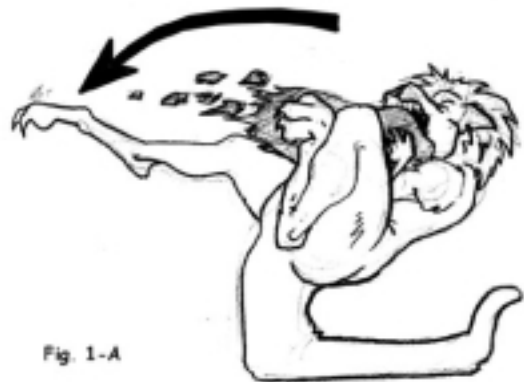
Look Ma' No Thumbs

Humma have a dewclaw instead of a thumb. This is located midway on the inside of their forearm, between their elbow and the palm of thier hand, and is semi retractable. This claw not only works as an opposable thumb to work with tools, but allows the Humma to grasp objects and hang on to them much easier until they decide to release it. In fact it is twice as hard to break from the grasp of a Humma than any other race. Success means that you are free but also take 5 points of tearing damage to your clothes or your flesh.

Combat style

Humma tend use their whole body when in combat but their preferred weapon is there back feet but. Humm-Fu, as it is jokingly called by the Dralasite, uses quick jabs, slaps and pushes to unbalance their opponent (think kangaroo boxing). Once unbalanced, the Humma grapples the target and performs a series of lethal kick attacks that have been known to disembowel many Humma even in friendly sparring.

Upon a successful melee strike they take hold of a target with their hands and bring them to their body in almost a hug. They then pick up the target and themselves by shifting their weight upon their tail, lifting both from the ground. Their back legs then perform a series of strikes, almost like running, that can cause up to 10 maximum damage. (See Fig. 1-A) They can only hold this attack for only one turn, so once it is performed



they push the target out of melee range with a double kick. Targets can perform a DEX check to see if they are unbalanced.

Humma have designed claw blades that fit to their back legs to increase lethality of this attack, increasing the maximum damage to 20. They never use them in combat against their own race as it is not considered honorable. Other Humma weapons, ones for melee, are designed to bring in and assist in holding a target in a grapple. Bladed hooks and chains are the favorite.

Another favorite attack by Humma is their tail. Many new clans have taken to the practice of attaching weights, blades or spikes to the tip of the tail. This decreases their ability to use their tail effectively in normal situations (i.e., picking up objects, holding an item) but greatly increases the damage caused by a tail strike (see max damage for weapon type). Like the foot blades, Humma do not use tail enhancements against other Humma.

Different clans

Several houses have merged to form clan houses.

Jorah Clan

Largest clan containing over 125 families and houses. Its members are statesmen, diplomats and some even High Ones. Their status gives them access to higher learning making them effective leaders among the Humma. (+10 LDR instead of -10)

Eruditi Clan

War priests, almost to the point of zealots. Can be spotted by their clean outward appearance. Eruditi hair is not matted but clean, combed and sometimes scented with oils. Eruditi believe that the surge of adrenaline during combat is actually a spirit of a Humma from a past battle taking over the body. They then follow even the slightest impulse as it is the “will of the spirit“. This makes them very dangerous during combat, even to their allies, but also strangely effective (+10 to all combat attacks, make LOG check ever 5 round of combat. If failed, then Eruditi Humma attacks an ally as if an enemy (no bonus)).

Kro Clan

One of the strangest clans, the members shave all body hair and cover themselves with tattoos. Due to years of selective breeding, the Kro clan are larger than the average Humma (3.5 meters tall). Very warlike, and not too bright. (STR/STA +15, LOG -10)



The three clans from left to right.
Eruditi, Jorah and Kro.