

Jyn Faisha

A nomadic, relatively peaceful people, the Jyn Faisha are a species of traders and merchants who wander the star lanes in search of goods and opportunities.

Personality

The Jyn are a fun-loving, cheerful people, who live life for the adventure as much as for anything else, and rarely decline a challenge. They have practices similar to counting coup, and the hero who charges into the maw of death (laughing), is one of their most revered. Beyond this, the Jyn have a love for craftsmen and craftsmanship that borders on idolatry. This explains, in a measure, the longevity and sturdiness of their vessels.

Although the Jyn Faisha can take up most any profession, space-borne trade is the central facet of their society. Their independence and impulsiveness lead many toward less than above-board trades.

Physical Description

A humanoid species, the Jyn Faisha (or Jyn) tend to be compact and small, but are otherwise nearly indistinguishable from human stock- though there are a number of internal differences. Skin and hair colors run the same gamut as Terran human, but tend toward dusky olive or light purple. One interesting note about Jyn physiology- each clan or major family division has its own unique eye color, which is adopted as more or less the clan tartan.

Culture

A nomadic people since time out of memory, the Jyn have no home planet of their own, save in ancient myth. In modern times, they may be found in pretty much any corner of the galaxy, engaged in trade between themselves, and with others who meet their standards of honor.

The Jyn divide themselves into large clans based upon ancient ancestry or other familial claim. Each clan is led by a clan chieftain (male or female), usually with the help and support of a small ring of trusted advisors. As a general rule, the Jyn do not marry outside their own (or a closely allied) clan except to create a dynastic alliance. Loyalty to one's clan is (obviously) a driving force for the Jyn, but once those conditions are met, the Jyn are notoriously independent.

The Jyn are motivated by tradition and etiquette, and personal honor (or at least "face") is of paramount concern. Although normally exuberant and feisty, the Jyn can also be deadly serious when wronged- and the Jyn are never unarmed. Insults and other offenses may be answered by challenges or duels of various degrees of danger- though only the most serious grievances require a lethal challenge. Contrarily, the Jyn are equally quick to accept a genuine apology for all but the most serious offenses. That said, legendary Jyn feuds have been epic in scale, consuming whole clans and entire star systems.

Depending upon the size (and wealth) of the clan, they may have a starship (or ships) of their own, or live aboard the ship of another clan. The largest (and wealthiest) Jyn clans inhabit the massive Jyn city-ships. Massive warp-capable leviathans, city ships (the smallest of which is roughly the same size as Earth's Spacedock) carry hundreds of thousands of people, and are (for the most part) self-contained, with extensive manufacturing and repair capabilities. Defending and operating such massive vessels is a challenge, even for people born to space, and so the Jyn also maintain a variety of smaller vessels to expand their reach and defend their homes. The city-ships themselves boast a staggering variety and number of defensive armaments.

Interstellar Relations

The Jyn Faisha are not Federation members, but trade extensively throughout the Alpha and Beta quadrants and it is understood that they operate in the Gamma and Delta Quadrants, as well. It is a matter of record that- with few exceptions- the Jyn despise and refuse to trade with the Ferengi, but do business with the Orions (whom they consider a necessary evil). A handful of Jyn also serve with Starfleet.

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Species Adjustment

+1 Daring, Fitness, Reason.

Trait: Jyn Faisha. Inveterate wanderers and traders, the Jyn travel the spacelanes seeking both trade and adventure. Cheerful and fun-loving, the Jyn live life for the thrill and can rarely resist a challenge.

Species Talents

Talents:

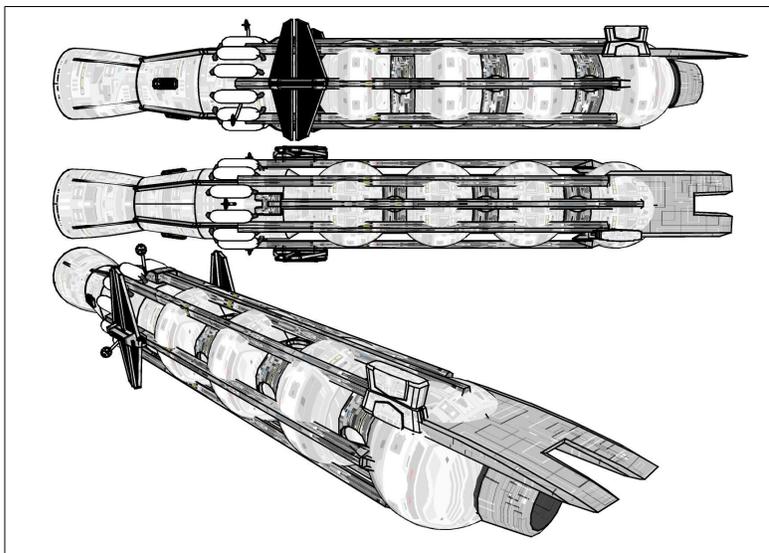
Walking the Line: The Jyn have an appreciation of mad gestures and wild risks and can rarely resist an honest challenge. Always willing to dare greater than others, the Jyn find that the real thrill lurks on the line between risk and recklessness. The character gains an additional point of Momentum if they succeed at a task that requires extreme acts of bravery.

Widely Traveled: Having spent their entire lives in space, the character has seen much and picked up bits of knowledge and unusual skills along the way. Once per mission, the character may spend 2 Momentum to gain an additional Focus for the remainder of that mission, representing a specific skill or useful knowledge the character possesses.

Zero-G Native: The Jyn are born in space and spend a considerable amount of their time in micro-gravity and zero-gravity environments. In combat, when you make an attack while in a zero-gravity or micro-gravity environment, you may use the higher of your **Conn** or **Security** disciplines for the task, and you ignore any Difficulty increases caused by the lack of gravity. In addition, enemies who lack similar training increase the Difficulty of attacks against you by 1.

Notes:

The Jyn are- for all intents and purposes- a cross between the Romani (Gypsy*) cultures and the feudal aristocracy of medieval Verona (ie, “the Capulets and Montagues”). Although the Jyn are available for use as Player Characters, they are intended primarily as supporting characters and/or secondary protagonists (or antagonists) to drive the plot.



Jyn City Ship *Anaru* (Length 6000m)

* Based upon history and usage, the Romani consider the term “Gypsy” a pejorative. The term is used here **only** because it is more familiar to many readers. No offense is intended.