Bhelmir

Horned, and with a rainbow of skin colours, the Bhelmir are refugees from a world long dead. They escaped aboard colony ships a few hundred years before the scream and have called Halld home ever since.

Psionic Sensitivity: At first level Bhelmir gain a bonus psychic skill of their choice, even if they are not a psychic class.

Information

Bhelmir stand approximately the same height as humans, are are humanoid, but bear horns in a variety of styles. Originally from a climate not unlike Earth's, the Bhelmir generally still preferred warm weather. The freezing temperatures of their current home has created the necessity of living within bubble cities that expand beneath the ground. Though their psychic powers are constantly helping to push them towards being more developed, Bhelmir have only recently broken through into a "modern" age and live in a world reminiscent of Earth's 1950s.

History

From a different sector of space entirely, the Bhelmir were once a proud and violent race that waged war like it was a hobby. Because of this they made many enemies. When The Scream happened, the psychically sensitive race was nearly wiped out entirely and subsequently preyed upon by all those they had wronged in the past. The last few escaped their sector in colony ships eventually finding their way to Halld where they decided to make a change and strive for peace as much as possible. Even with this goal, a small faction of Bhelmir want to return their race to their old ways of violence and combat while the rest of the Bhelmir want to remain in their newfound peace. Devastated by the scream, the Psionically sensitive Bhelmir are rebuilding their Psionic training even more slowly than humans, however while they rebuild they are more than happy to share their knowledge of Psionics with other races.

Revision #1
Created 8 November 2026 01:29:26 by Jumaani
Updated 8 November 2026 01:32:40 by Jumaani