

GHAMUR (ga-muur)

Ghamur are highly creative and often born with minds bent towards engineering genius. Ghamur are an offshoot of the chovah species, but are shorter and much more calculating and cold. This thinking assists the ghamur species as they tend to have difficulty interacting with others. Ghamur behavior is hard to read and often comes across as desensitized or uncaring.

Ghamur are well known as the "Mad Mages of Aradgah" for as it seems as long as there has been technology, the ghamur seem to have always been in the middle of it. They are well known as Tech Savants.

Despite their size, they also find themselves as warriors surrounded by devices and powered armor. They have very few priests and little use for deities.

PHYSICAL DESCRIPTION

When describing what ghamur look like, it may seem that you are describing a chovah. This is not far from the truth. Ghamur are smaller and shorter than chovah, but they tend to be thinner, have smaller noses, and lack a sagittal crest. They are very strong for their size, packing on sinewy muscle over a lithe frame with broad shoulders. They also have a keen beard fetish, keeping them neatly trimmed and frequently braiding them with strands of silver.



Most ghamur have dark to ashen colored skin, with lighter brown and blond hair and eye colors mostly running the ranges of blue and green. They stand between three and three and half feet tall, and weigh 100 to 150 pounds.

PERSONALITY

Rarely accused of being outgoing, most ghamur are viewed as reserved, cold and calculating to outsiders, but they are caring of their families and true friends. Ghamur tend to be patient, relaxed and famous for remaining calm under pressure. Their patient, calm nature and what seems to be an inborn trait not to get upset often causes other species to become baffled with them.

Despite their natural reserve, all ghamur love a good joke and often set up friends and family members in extravagant pranks all in the name of fun — a trait not always appreciated by other species. They have a deep seated obsession with building or enhancing things in new ways. Making them gifted engineers, mechanics, tutors, and sages. Some regard the tendency to invent and play, combined with their desire for pranks, as exceedingly dangerous.

Ghamur prefer not to fight and will go to some lengths to assure, that when they do have to fight, the odds will be in their favor. They will work to outwit and out plan most opponents when given the opportunity, but always have one or two things up their sleeves for the unexpected. Underestimating ghamur, is like playing with fire; sometimes you get burned.

LANGUAGES AND NAMES

Ghamur speak Jauzah. It is similar to that of Azhedhak but without the strong, chesty sounds, rather a more vocal-throaty sound. It, like Azhedhak, relies heavily on the use of consonants more than vowels. The structure of Jauzah is verb first, followed by an adjective or adverb then a subject or noun.

Below is a list of some basic words, translated from *common* to *Jauzah*:

I	ak	Me	afek
You	akas	We	ahta
They	akuta	Go	eto
Fight	eres	Magic	esavu
Male	ada	Female	adu
Weapon	akeer	Sword	akheur
Bow	akhel	Tall	ovo
Small	ovi	Child	gan
Children	ganadul	North	ofle
South	ataj	East	khal
West	hiot	Mile	atsa
Feet (Distance)	at	Up	ath
Down	amat	Left	haim
Right	iha	Dungeon	lehdarah
Leader	mefarseh	Wanderer	neezkar
Rebel	orat	Magic-user	adesavu
Spirits	ruaz'	Home	ba'teh
technology	aradgah	alchemy	kazkhumom
engineer	eghantish		

Names are not overly important to Ghamur other than to simply identify themselves to others. This changes though when you speak of their inventions. Then who made what becomes very important!

All Ghamur have a great memory, and often know the names of hundreds of inventors, their inventions, whether or not they worked, and even how many attempts it took them to get it right. This ability is useful in other ways for example, many leading historians have been ghamur.

Because they do not have a strong tradition of names, each ghamur is given a unique name by their parents years after their