

Name: Cyclorrian  
Designation: Sentient  
Classification: Insectoid  
Skin color: Gray  
Eye color: White  
Distinctions: Antennae, Compound eyes  
Homeworld: Cyclor  
Attribute Dice: 12D

Dex: 2D/3D+1  
Know: 2D/3D  
Mech: 2D/4D  
Perc: 2D/4D+2  
Str: 2D/4D  
Tech: 2D/5D

### Special Abilities:

**Antennae:** Cybclorrian have long, supple antennae that allow them to “see” in complete darkness up to 20 meters.

**Compound Eyes:** The insectoid cyclorrian’s eyes allow them to see in all direction except for directly behind them. Furthermore, they gain a +2D modifier to search checks involving movement.

**Climb Walls:** Cyclorrian secrete a substance from special pores in their hands and feet called sarvin. This substance gives them a +1D modifier to climbing skill checks

### Story Factors:

**Reknowned Engineers:** At character creation cyclorrian characters receive a +1D bonus die for the initial D they place in an engineering skill.

Move: 10/12

**Description:** Cyclorrians were an insectoid sentient species who lived in hives alongside the rest of their swarm. Native to the Mid Rim planet Cyclor, they had antennae for navigating their darkened hives, compound eyes, and adhesive feet. Cyclorrians were known across the galaxy for their engineering capabilities and advanced shipyards. One Cyclorrian swarm joined the Resistance, including Vazzet Dipterz and Wizzich Mozzer.



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