Races D6 / Trodatome



Name: Trodatome
Designation: Sentient
Skin color: Yellow
Eye color: Blue, Yellow
Distinctions: No arms, Eight sensory antennae
Attribute Dice: 12D

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

Special Abilities:

Eight sensory antennae: While having no arms, Tromatome use the antennae on their heads as manipulator appendages, allowing them to do very skilled and details work with these even if they lack manual dexterity.

Story Factors:

Fine Work: Tromatome enjoy working with fine elements, making them skilled engineers and technicians by nature.

Move: 7/9

Description: The Trodatome were a sentient species. While they had no arms, they possessed prehensile sensory antennae and flippers. The Trodatome Klaud worked as a mechanic in the Resistance. At least one Trodatome, Gido, was present on the planet Koboh in 9 BBY.

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