

Races D6 / Alazmec

Name: Alazmec

Designation: Sentient

Average height: 1.76 meters

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 1D+1/3D+2

STRENGTH 2D/4D+2

TECHNICAL 1D+2/3D+2

Special Abilities:

Heat Resistance: Alazmec due to their natural environment are more resistant to heat, adding 2D to their Stamina to avoid the effects of heat exposure, and +1D to their Strength to resist heat damage.

Camouflage: Alazmec are naturally stealthy making them experts in attacking from ambush or sniping, gaining 2D for every 1D put into Sneak or Hide at Character Creation.

Story Factors:

Masked: Due to their naturally hostile environment, Alazmec wear thick robes to protect themselves from burning, this has developed into their culture where they are rarely seen without their robes.

Move: 10/11

Description: The Alazmec were a sentient species on the planet Mustafar. The Alazmec of Winsit were Sith cultists who honored Darth Vader by protecting the ruins of his castle and a nearby bog, Corvax Fen. Loriach was a Alazmec sniper who was a member in the Assassin's Guild.



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