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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