Races D6 / Karazats

Karazats

Atribute Dice: 12D
Attribute Minimum/Maximums
DEXTERITY: 3D/5D
KNOWLEDGE: 1D/3D
MECHANICAL: 1D/4D
PERCEPTION: 1D/4D
STRENGTH: 3D/3D
TECHNICAL: 1D/4D

Move: 8/10 walking, 10/11 flying.
Size:1.8 meters tall

Special Abilities:
Ears: +1D to per checks involving sound
Eyes: +2D to per checks in low light conditions
Suction tipped fingers: Karazats get +4D to climbing when surface is slick and may accomadate their suction cups easily. They gain +3D to climbing on other surfaces.

Story Factors:
Mind Set: Karazats generaly dislike imperials because of the experimanets performed on them by imperials, though they normally won't do anything because they also fear the empire.

Appearance and Biology:
The Karazats look like a small monkey with large eye's and ears. They are completely covered in fur and have furry wings that sprout from their backs which can support their weight plus roughly half their weight. Standing an average of two feet tall they are normally regaurded as harmless little by people who don't know their proficiancies with blasters and other weapons. Their four fingered hands are tipped with suction cups that are made to stick to any slick surface.

Temperament:
Karazats are normally very cheery and happy about things that always seam to love peace and will do anything to have some fun or share a good laugh. When angered they can display hyperactive tempers and fly off the hook at someone.

History and Culture:
The Karazats were thought to have been geneticly engineered by imperials

that needed to be able to transport messages through the air quickly in the jungles of Endor and were adapted to cities for some unknown reason. Their skittish traits are mostlikely the cause of having to run from imperials their entire life. The Karazats have just recently gained their citizenship in the New Republic.

Politics:
The Karazats have not been around long enough to set up their own government nor do they seem like they want to set one up anytime soon.

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