Races D6 / Esoomian



Name: Esoomian
Average height: 3 meters
Skin color: Blue-gray
Eye color: Black
Homeworld: Esooma
Attribute Dice: 12D

Dex: 2D/4D
Know: 1D/3D
Perc: 2D/4D
Mech: 1D/3D
Str: 4D/6D
Tech: 1D/3D

Special Abilities:

Garbled Speech: Esoomians speaking in a garbled manner, this leads to them having a 1D penalty to all attempts at Bargain, Con, Persuasion and Command.

Story Factors:

Simple Minded: Esoomians are seen due to their inability to speak clearly as somewhat simple minded, and are therefore underestimated and treated poorly.

Move: 10/11

Description: Esoomians were hulking humanoids indigenous to Esooma who bore a strong resemblance to the Zexx. They reached 3 meters in height and were immensely strong, but tended to be simpleminded and to speak in a garbled manner. They were regarded as among the best hired muscle in the galaxy.

During the Galactic Civil War, their homeworld was quarantined by the Galactic Empire; after the Battle of Endor, however, the quarantine was lifted, and Esoomians began seeking work throughout the galaxy.

The bounty hunter Tantor was an Esoomian, as well as the shockboxer Tontruk.

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