Races D6 / Toydarians

Toydarians

Blue skinned, winged beings who are innately good bargainers and are naturally resistant to mind manipulation through the Force, Toydarians fill a small niche in the galaxy. Most Toydarians become junk dealers, used vehicle salespersons, and such that you see and are annoyed by daily. Due to their small size they are not terribly strong, but they can be quite smart. Their Dexterity is lacking, but this does not stop them from operating machinery.

Homeworld: Toydar IV
Attribute Dice: 12D
Dexterity: 1D/3D
Knowledge: 2D/4D
Mechanical: 2D/4D
Perception: 2D/4D+1
Strength: 1D/3D
Technical: 1D+2/4D

Special Abilities:
Force Resistance: Toydarians have an inate defense against Force-based mind manipulation techniques and roll double their Perception dice to resist such attacks. However, because of this, Toydarians are not believed to be able to learn Force skills.
Mechanical aptitude: Toydarians are natural mechanics and gain 2D for every 1D but into a repair skill at character creation.
Legs: Toydarians' legs are small and frail and in some cases no longer allow the toydarians to walk. At charchter creation a toydarian starts off with a 0 walking move but may spend up to 3 character points (at character creation) to up it to a 3. They may spend up to 3 character points this way.

Special Skills:
Strength: Flight: Time to use: One Round. This skill allows Toydarians to fly. They begin with a flying speed of 12.

Story Factors:
Shrewd Businessmen: Toydarians are good bargainers and shrewd negotiators. They gain 2D for every 1D placed in bargain, con, or business.

Gambling Addiction: Toydarians are notorious gamblers and find it hard to resist a good chance to bet. If a toydarian encounters a chance to gamble (without being hustled or cheated) he must make a moderate willpower check to resist the urge to participate.

Hutt Relation: Toydarians are distantly related to Hutts and are often found in service of them. Many toydarians are henchmen or minor bosses under a Hutt.

Move: 0/3 (walking) 12/15 (flying)
Size: 1.0 - 1.2 meters tall

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