# Races D6 / Zbalk

Zbalk (Lucksuckers)

Zbalk are short, humanoid aliens with large heads. They have 5 eyes, 2 on the 'face', one in the back, and one on either side. They have no ears, but instead have an elongated, flat face, which they use to pick up vibrations. They also have no nose, using small holes in their necks to breathe with. Their mouths are small, and contain no teeth, just digestive fluids and a tongue. Their bodies are covered in a short, brownish hued fur.

Homeworld: Zbalk
Attribute Dice: 12D
DEXTERITY 1D/4D
KNOWLEDGE 2D/3D+1
MECHANICAL 1D/2D
PERCEPTION 3D/3D+2
STRENGTH 1D/4D
TECHNICAL 4D/5D+2

Move: 11/15
Size: 1 - 1.6 meters tall

Special Abilities:
Luck Sucking: Whenever a character performs an action directly influencing a Zbalk, such as firing at one with a blaster, any extra bonus recieved from a wild die of 6 is SUBTRACTED from the total, instead of added. This only occurs if the action directly involves the Zbalk, and is an action with a negative impact on it.
Luck Pendant: On the back of the Zbalk's neck is a small, self-contained 'bump'. If the Zbalk is killed, this 'bump' falls off the neck, and may be easily picked up. Any character who openly sports this 'bump', which looks like a small rabbit's foot, may add an extra +1 to their rolling totals whenever a 6 appears on the wild die.

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