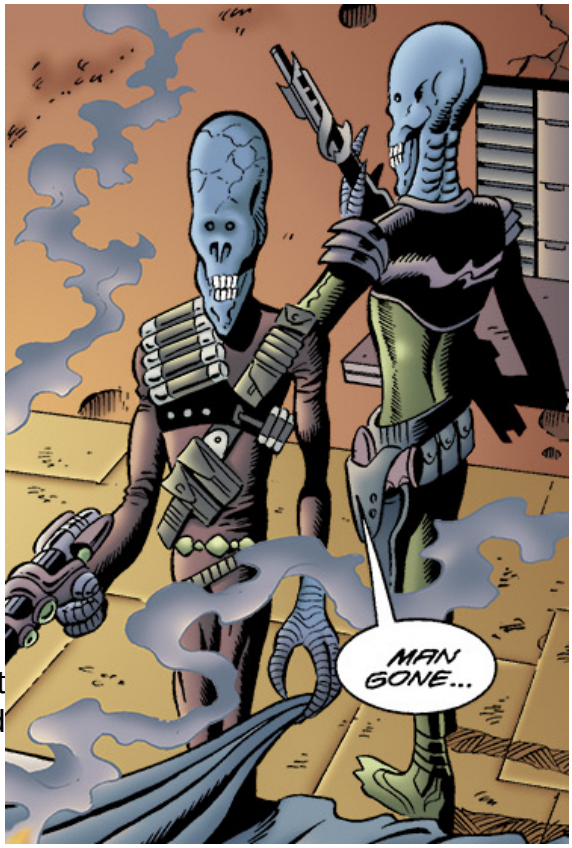
Races D6 / Zanibar



Name: Zanibar
Skin color: Grayish-blue
Hair color: None
Eye color: Black
Distinctions: Skull-like faces
Homeworld: Xo
Attribute Dice: 12D

Dex: 3D/5D
Know: 2D/4D
Mech: 1D/3D
Perc: 3D/5D
Str: 2D/4D
Tech: 1D/3D

Special Abilities:

Skull Like Appearance: Zanibar's precise movement and death like appearance causes other species to find them disturbing, giving Zanibar a +2D to Intimidation rolls.

Story Factors:

Specialised Diet: Zanibar like to eat the meat of other sentient species, and many take up work where they can be paid in sentients to take back home to be part of one of their ceremonies.

Move: 10/12

Description: Zanibar were sapients who inhabited Xo.

Characteristics

They were tall and thin humanoids with grayish-blue skin and three-fingered hands. They were bald and had long skull-like faces with small black eyes.

History

The Zanibar religion demanded frequent sacrifice of sentients. It was believed that the rituals involved a feast of their enemies' bodies to give their life forces as a sacrifice to their gods.

Some Zanibar warriors became bounty hunters or mercenaries, accepting only sentients as payment that they could bring back to Xo and sacrifice.

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