Races D6 / Artiodac



Name: Artiodac
Designation: Sentient
Skin color: Gray and pink
Distinctions: Broad, flat noses, bulging arms, deep, rumbling voices, tough hides
Average lifespan: Several centuries
Homeworld: Artiod Minor
Habitat: Cold swamps
Attribute Dice: 12D

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

Special Abilities:

Tough Hide: Artiodac skin is thick and resistant to damage, meaning that it resists corrosion and burns, giving the Artiodac +1D to resist acids and fire. However the loss of sensation caused by their thick, tough skin means they lose 1D from all skill tests involving touch as a sense.

Story Factors:

Solitary: Artiodacs are solitary by nature, and tend to not be skilled at social abilities as they avoid practicing these.

Fearsome: Large and aggressive looking with a history of fighting in gladiatorial arenas, Artiodac have a reputation as fearsome creatures, although in reality their personalities vary as much as any other species.

Move: 9/12

Description: Artiodacs were a fearsome-looking sentient species native to the cold, swampy planet Artiod Minor with tough hides, bulging arms, and deep, rumbling voices whose members could live for several centuries. Although most were quiet, solitary beings by nature, centuries of enslavement by the Zygerrian Slave Empire, who overran Artiod Minor, forced upon them the reputation of serving as gladiators in galactic arenas, hired muscle for crime lords, and janissaries in private armies. The disfigured chef Strono Tuggs was an Artiodac, as was the staff cook who served the Smuggler's crew.

Mated Artiodacs spent their long lifespans tending to aqua-farms on their homeworld, where they cared for schools of prengalli.

Stats by FreddyB, descriptive text from WookieePedia
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.