Races D6 / Crocin



Name: Crocin
Designation: Sentient
Classification: Reptilian
Skin color: Brown
Homeworld: Croce
Language: Croci
Attribute Dice: 12D

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

Special Abilities:
Sensitive Eyes: Crocin evolved in dimly lit caves on their homeworld of Croce, which has given them sensitive eyes which can see better in the dark than most species. However bright light can damage their eyes, so most wear goggles to protect them.

Move: 10/12

Description: Crocin were a reptilian sentient species that were native to Croce. Karjj was a member of this species.

Biology and appearance
Crocin had short bodies and teeth that protruded from the tops of their mouth.

Society and culture
Crocin built their cities in caverns near water on their homeworld of Croce, and were unused to bright sunlight. When traveling to warmer climates, they wore protective goggles to prevent damage to their sensitive eyesight.

Crocin in the galaxy
Scarspike was a Crocin male who held the rank of Cloud in the Nihil marauder organization during the High Republic Era. Udi Dis, a Talortai Strike, would later kill Scarspike by slashing his throat with a wingblade after a botched raid.

Karjj was a Crocin who lived during the reign of the Galactic Empire, and could play the card game sabacc. He was present during Lando Calrissian and Han Solo's first sabacc game.

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