Races D6 / Cyclorrian



Name: Cyclorrian
Designation: Sentient
Classification: Insectoid
Skin color: Gray
Eye color: White
Distinctions: Antennae, Compound eyes
Homeworld: Cyclor
Attribute Dice: 12D

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

Special Abilities:

Antennae: Cybclorrian have long, supple antennae that allow them to “see” in complete darkness up to 20 meters.

Compound Eyes: The insectoid cyclorrian’s eyes allow them to see in all direction except for directly behind them. Furthermore, they gain a +2D modifier to search checks involving movement.

Climb Walls: Cyclorrian secrete a substance from special pores in their hands and feet called sarvin. This substance gives them a +1D modifier to climbing skill
checks

Story Factors:

Reknowned Engineers: At character creation cyclorrian characters receive a +1D bonus die for the initial D they place in an engineering skill.

Move: 10/12

Description: Cyclorrians were an insectoid sentient species who lived in hives alongside the rest of their swarm. Native to the Mid Rim planet Cyclor, they had antennae for navigating their darkened hives, compound eyes, and adhesive feet. Cyclorrians were known across the galaxy for their engineering capabilities and advanced shipyards. One Cyclorrian swarm joined the Resistance, including Vazzet Dipterz and Wizzich Mozzer.

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