Races D6 / Mohsenian



Name: Mohsenian
Designation: Sentient
Skin color: Cream
Hair color: Graying
Eye color: Dark
Distinctions: Ability to smell illness and injury, Dexterous claw fingers, Pronounced snouts
Attribute Dice: 12D

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

Special Abilities:

Sensitive Smell: Mohsenians can smell illness, injury and the bodies natural defenses fighting against them using the sensitive olfactory receptors that lined his long snout, giving them a bonus +1D to First Aid and Medicine skill rolls.

Move: 10/12

Description: The Mohsenians were a sentient species with cream skin, graying fur, and large dark eyes. Mohsenians had extremely powerful noses that could smell sickness and injuries. They had dexterous clawed fingers that where originally designed for digging. Twylope Nur was a member of this species who worked as a field medic for the Resistance.

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