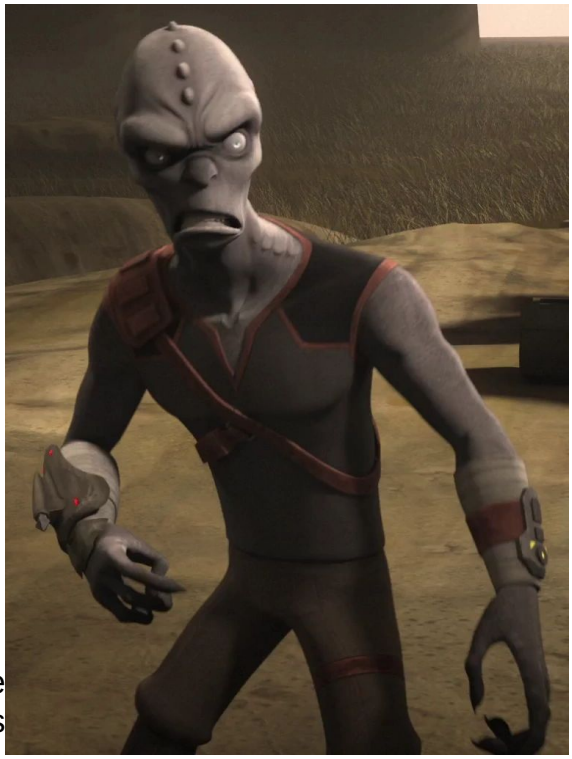
Races D6 / Noghri



Name: Noghri
Classification: Humanoid
Skin color: Gray
Eye color: Green, Silver
Homeworld: Honoghr
Language: Noghri language
Attribute Dice: 12D

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

Special Skills

Strength: Brawling: martial arts: Time to use: one minute. This specialized form of brawling combat employs techniques that the Noghri are taught at an early age. Because of the decpitively fast nature of this combat. Noghri receive +2D to their skill when engaged in brawling with someone who doesn't have brawling: martial arts. Also, when fighting someone without this skill, they also receive a +1D+2 bonus to the damage they do in combat.

Special Abilities:

Claws: Noghri have powerful claws which help them climb difficult surfaces with great skill (add +2D to climbing).

Stealth: Noghri have a natural ability to be stealthy that they receive a +2D when using their hide or sneak skills.

Enhanced Sense of Smell: Because the Noghri have a highly-specialized sense of smell, they receive a +2D when making any skill roll related to smell, such as tracking by scent.

Ignorance: Noghri are almost completely ignorant of galactic affairs. Noghri may not place any beginning skill dice in any Knowledge skills except for intimidation, survival or willpower.

Story Factors:

Enslavement: Noghri are indebted to Lord Darth Vader and the Empire; all Noghri are obligated to serve the Empire as assassins. Any Noghri who refuse to share in their role is executed. After discovering Luke, Leia, and the Solo children are descendants of Vader, the Noghri have extended total loyalty to them as well.

Strict Culture: The Noghri have a very strict tribal culture, Noghri who don't heed the commands of their dynasts (tribal leaders) are severely punished or executed.

Move: 10/12 or 12/14 when running on all fours

Description: The Noghri were a sentient species native to Honoghr. They had gray skin, a row of

horns on their head and ran on all fours. Noghri were known for their combat skills and keen sense of smell.

Biology and appearance

The Noghri were humanoid in shape, with a torso, a single head, two arms and two legs. Entirely hairless and wiry, they had gray skin and a row of short horns atop their heads. Their hands and feet each possessed four long digits. Although they stood upright, walking with a simian gait, the Noghri ran on all fours and were capable of leaping great heights and jumping long distances. They were also gifted with a keen sense of smell.

Noghri in the galaxy

One Noghri was present on Wecacoe when Captain Cassian Andor traveled there to extract Imperial security protocols. Because of their strong sense of smell and advanced combat skills, Noghri were often employed as trackers and assassins. Rukh was a male Noghri assassin who often worked for Imperial Grand Admiral Thrawn.

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