

Name: Troglof
Designation: Sentient
Skin color: Brown, Gray
Eye color: Black
Homeworld: Troglofa
Attribute Dice: 12D

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

Special Abilities:

Pleasant Natural Odor: Troglof have a pleasant natural odor, which makes them appealing to other species, giving them a +2D to Persuasion when their odor can be detected (not over communications devices or through respirators).

Independent Eyestalks: Troglof eyes are on stalks which can be moved independently, allowing them to see in different directions, giving them a bonus +1D to their search skill using vision.

Story Factors:

Move: 9/11

Description: The Troglof were a rare sentient species with tentacle-like arms native to Troglofa. A diminutive species, the Troglof had a pleasant natural odor. Troglofs could also move their eyestalks independently. Thamm was a Troglof who worked as a croupier in the Canto Casino in the city of Canto Bight. Another Troglof worked as a spa attendant and waiter at the Skull Ridge Mountain Hotel & Spa on Lanupa.



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