Races D6 / Azumel



Name: Azumel
Designation: Sentient
Skin color: Gray, Mottled brown, Red, Tan, Yellow
Eye color: Blue, Green, Orange
Distinctions: Six eyestalks
Point of origin: Azum
Language: Azumel
Attribute Dice: 12D

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

Special Abilities:

Six Eyestalks: Not only do Azumel have sex eyes, but these are on short eyestalks which make their vision incredible compared to most other species. This gives them a bonus +2D to all vision based tasks.

Large Fingers: Azumel fingers are large, meaning that tools and weapons need slight adjustment to allow use by Azumel, or they suffer a -2D penalty when using them.

Move: 10/12

Description: The Azumels were a sentient six-eyed species native to Azum. Argus Panox was a member of this species.

Biology and appearance

The Azumel were a species of gray, mottled brown, red, tan, or yellow colored skin. They had six eyes which varied in color from blue to green or orange. They also had four fingers on each hand.

Azumel in the galaxy

During the High Republic Era, Jedi Master Cibaba was an Azumel serving the Jedi Order at the the Jedi temple on Alaris Prime, where he trained his Padawan, Tylera. An Azumel was present in a bar on the planet Telerath when Jango Fett and Boba Fett met with bounty hunters. During the Clone Wars, an Azumel was a stagehand aboard Risha Synata's ship.

Argus Panox was a male Azumel who played during Lando Calrissian and Han Solo's first sabacc game on the planet Vandor. Makkeer was an Azumel who discovered the location of hidden treasure by the pirate queen Rane Mahal.

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