Races D6 / Anacondan



Name: Anacondan
Attribute Dice: 12D

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

Special Abilities:

Snakelike: An Anacondans physiology differs greatly from the majority of races in the galaxy, such as humans. Anacondans are snakelike, which means they have no limbs for grasping or using technology, dispite this they are intelligent, and capable of performing many tasks with their mouths for grabbing and manipulating tools. This does mean they get a -1D to all physical activities which would normally require tools. Their body does allow them to move, and swim surprisingly quickly, gaining a +1D on all "Running" and "Swimming" skill rolls.

Needle Teeth: Anacondans have a mouthful of needle-like teeth, giving them a +1D damage when biting.

Story Factors:

Fearful Appearance: Many species in the galaxy fear snakes, and Anacondan appearance trigger those fears, leading to them being shunned and distrusted across the galaxy.

Move: 12/14
Size: 3-5 meters long

Description: Anacondans were a snakelike sentient species native to the planet Lotho Minor.

Anacondans were snake-like sentients whose long, tapering, cylindrical bodies could measure up to 4.7 meters in length. Because they lacked limbs, they moved along on the ground with a twisting movement, using their tails to grab hold of objects. Their heads featured a large mouth filled with needle-like teeth and two expressive eyes with lids, but lacked visible ears.

Their scaly skin could be evenly colored or mottled. Known patterns included rusty grey and red and yellow. Their eye colors ranged from yellow to blue.

The Anacondans possessed speech organs that allowed them to speak Galactic Basic without difficulty.

Due to their serpentine nature, Anacondans typically wore no clothes at all.

Anacondans hailed from Lotho Minor, a hot planet with a caustic atmosphere situated in the Outer Rim Territories of the galaxy. By the time of the Clone Wars, their homeworld was covered in trash

heaps piled over countless generations, and some Anacondans eked a living by scavenging,including cutting a deal with a devilish outcast. One such individual, named Morley, cut a deal with the Dathomirian Zabrak Savage Opress. He agreed to serve as Opress' guide through the many hazards of Lotho Minor, leading the Zabrak to his long-lost brother Maul.

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