Races D6 / Harch



Name: Harch
Attribute Dice: 12D

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

Special Abilities:

Multi-Limbed: Harch have 10 limbs, walking on two legs and with six arms, with the second and third set of arm protruding from behind the first pair rather than directly above or below them. While this allows them to carry more items than a species with only two, they are not an overly dexterous species meaning that they cannot wield multiple weapons with any kind of great advantage. However, their four limbs do make them extremely stable, and along with their multiple eyes, they gain +1D at ranged combat skill rolls.

CunningTacticians: Harch are patient and cunning hunters on their homeworld, this converts to +1D to tactic skill rolls, but this requires twice the time while they consider all the possible tactical advantages they can think of.

Story Factors:

Carnivores: Harch are meat eaters, preferring their meat uncooked and raw, which is unpleasant for other species to observe them tearing raw and bloody meat apart with their mandibles.

Distinctions: Spider-like with six eyes, eight limbs and chelicerae
Move: 8/10
Size: 1.78-1.8 meters

Description: The Harch were a sentient arachnid species native to the Mid Rim planet of Secundus Ando.

The Harch possessed a large-fanged mouth between two prominent chelicerae, above which they had six red eyes arranged in a semicircle. The two lowest eyes were larger and roughly twice the size of the four smaller eyes. Harch walked on two legs and had six arms, with the second and third set of arm protruding from behind the first pair rather than directly above or below them. These arms were covered in thick hair and ended in three-fingered hands. The Harch were distantly related to the Aqualish species and there was much debate among geneticists regarding

the relationship between the Harch and the Aqualish Ualaq subspecies. However, the Harch themselves considered such discussions to be obscene.

The Confederacy of Independent Systems admiral named Trench was a member of this species.

During the last century of the Galactic Republic, the Harch ruling nests allied themselves against the Andoan Free Colonies.

Following the rise of the Galactic Empire, Harch raiders fought against the new regime during the Noolian Crisis in 18 BBY.

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