

Races D6 / Mohsenian

Name: Mohsenian

Designation: Sentient

Skin color: Cream

Hair color: Graying

Eye color: Dark

Distinctions: Ability to smell illness and injury, Dexterous claw fingers, Pronounced snouts

Attribute Dice: 12D

Dex: 2D/4D+2

Know: 2D/3D+1

Mech: 2D/4D

Perc: 2D/4D+1

Str: 2D/3D+2

Tech: 2D/4D



Special Abilities:

Sensitive Smell: Mohsenians can smell illness, injury and the bodies natural defenses fighting against them using the sensitive olfactory receptors that lined his long snout, giving them a bonus +1D to First Aid and Medicine skill rolls.

Move: 10/12

Description: The Mohsenians were a sentient species with cream skin, graying fur, and large dark eyes. Mohsenians had extremely powerful noses that could smell sickness and injuries. They had dexterous clawed fingers that where originally designed for digging. Twylope Nur was a member of this species who worked as a field medic for the Resistance.

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