Races D6 / Shozer



Name: Shozer
Designation: Sentient
Average height: 1.7 meters
Skin color: Pale orange
Eye color: Black
Distinctions: Round faces, Three-fingered hands
Attribute Dice: 12D

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

Special Abilities:

Amphibious: Shozer are equally at home in the water as they are on the surface, and are capable of breathing both.

Story Factors:

Aquatic: Although not like Mon Calamari and suffering any disadvantage when they are out of water, Shozer enjoy bathing and relaxing in warm baths.

Natural Technicians: While not having any massive advantageous skill with technology, Shozer enjoy the puzzle solving aspect of repairing and maintaining technology, so are often drawn to these careers.
Move: 10/12

Description: Shozers were a sentient species with pale-colored skin and black eyes. The Resistance technician Goss Toowers was a member of the species. Krel Noviip battled against the crumbling Galactic Empire during the Uprising in the Anoat sector, shortly after the second Death Star was destroyed.

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