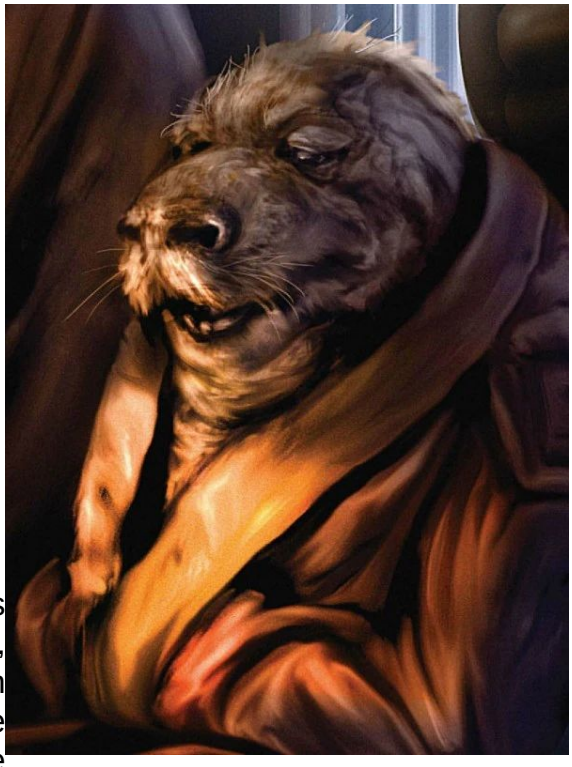
Races D6 / Kedorzhan



Name: Kedorzhan
Distinctions: Rodent-like
Homeworld: Kedorzha
Language: Kedorzhan
Attribute Dice: 12D

DEXTERITY 2D/4D
KNOWLEDGE 2D/4D
MECHANICAL 2D/5D
PERCEPTION 1D/2D
STRENGTH 2D/4D
TECHNICAL 2D/5D

Special Abilities:

Nearly Blind: After hours underground in the darkness of the mines, Kedorzhan sight has reduced to almost zero, and they get a penalty of -1D on any skill tests relying on sight, such as ranged combat. They can still operate controls with great skill, meaning they can operate vehicle and starship weaponry by using sensors only. (So a Kedorzhan would have a penalty on piloting a Speeder which relies on sight, but could fly a starship using sensors only and not be penalised)

Skill Bonus: At the time the character is created only, the character gets 2D for every 1D placed in the Mining or Stamina skills.

Smell: Kedorzhan have a highly developed sense of smell, getting a +2D to any skills relying on this sense, such as tracking by scent.

Story Factors:

Known as Blind: Kedorzhan are known to be virtually blind, which sometimes get taken advantage of. This means they will tend to congregate in Kedorzhan bars and other establishments where sight is not as important.

Move: 8/10

Description: The Kedorzhans were a rotund, rodent-like species—native to Kedorzha in Senex-Juvex—who operated mines in SoroSuub Landing on the planet Taris in the years prior to its devastation by Darth Malak. Kedorzhans had excellent senses of smell, but were virtually blind after hours in the darkness of the mines.

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.