Races D6 / Clarodian



Name: Clarodian
Designation: Sentient
Skin color: Green, Tan, Purple, Red
Hair color: Brown
Eye color: Black
Distinctions: Cranial horns, Pointed ears
Attribute Dice: 12D

Dex: 2D/4D
Know: 2D/4D
Mech: 2D/4D
Perc: 2D/4D
Str: 2D/4D
Tech: 2D/4D

Special Abilities:
Horns and Fangs: Although they rarely use them, Clarodians have a set of horns and fangs that they can use in combat for Str+1D damage.

Story Factors:
Carnivorous: Although Clarodians can live on a Omnivorous diet, they are by nature Carnivores, and prefer an all meat diet.

Move: 10/12

Description: The Clarodians were a sentient species that existed in the galaxy. Brothers Tianris and Guanlos Mez were members of this species.

Biology and appearance
The Clarodians were a sentient species that were distinguished by the two horns protruding from the upper portion of their face. Their skin was varying shades of green, tan, or even purple, and they possessed solid black eyes, large noses, pointed ears, and fangs, as well as some brown hair on the top of their heads.

Species in the galaxy
During the High Republic Era, by 132 BBY, two Clarodian miners, brothers Tianris and Guanlos Mez, had become associates of Jedi Master Indara, sometimes gathering in the Lomi Usqi Noodle Shop on their current homeworld of Ueda, both eventually being dispatched by Mae Aniseya when she came hunting for the woman. Over a century later, in 5 BBY, another member of this species was present within the Coruscant Underworld, passing by spy Lonni Jung while he was heading to a secret meeting with Luthen Rael. Three years later, at least two Clarodians were present in the Imperial Senate Building, panicking during Mon Mothma's escape from the Senate.

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