

Races D6 / Anzellan

Name: Anzellan
Designation: Sentient
Skin color: Brown, Gray
Hair color: Gray
Eye color: Black
Homeworld: Anzell
Diet: Insects
Language: Anzellan
Attribute Dice: 12D

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



Special Abilities:

Floating Corneal Micro-Lenses: Anzellans have the ability to focus on microscopic objects, giving them a +2D to all skills involving objects less than 30 centimetres away.

Diminutive: Anzellans are extremely small creatures, the size of most other species infants. This makes many tasks difficult for them due to their size, it also makes getting weapons and equipment more expensive as it needs to be adapted for their physical characteristics. This also which makes them a harder target to hit during combat (+1D to Dodge), but means they cannot lift as much (-1D to Lifting)

Move: 5/6

Description: Anzellans were a diminutive sentient species. The tiny beings often took up tech jobs such as the droidsmith Babu Frik. One also worked on a Solar Array 22-X station as a crewmember in the Hetzal system during the High Republic Era. The Anzellan engineer Shug Drabor designed the Halcyon during that same era. A crew of Anzellan droidsmiths operated on Nevarro during the time of the New Republic. Their size was comparable to infant members of other species. The eyes of Anzellans had floating corneal micro-lenses that could see microscopic details. Anzellans also had purple blood.

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