



## Races D6 / Er`kits

### Er'kits

Attribute Dice: 12D

DEXTERITY 2D+1/5D

KNOWLEDGE 1D/3D

MECHANICAL 2D/4D+1

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 1D/3D

### Story Factors:

- Foolishness: Er'kit are foolish to the point of dangerousness.

They must roll against Moderate willpower when trying to avoid doing something dangerous or foolish.

Size: 1.0-1.4 meters

Move: 10/12

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Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Armage Bedar, HTML and logos done by FreddyB

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