

Races D6 / Niks

Niks

Attribute Dice: 11D
Dexterity: 3D+1/4D+2
Knowledge: 1D+1/4D+2
Mechanical: 2D/3D+2
Perception: 2D/4D+1

Technical: 1D+1/3D+1

Strength: 1D/2D

Move: 12/15 Size: 2'6-4'6

Special Abilities:

Long, Spindly Claws: STR+1 damage

Bioengineering: Get a +1D bonus to all First Aid and Bioengineering rolls.

The Niks are noisy, gregarious forest-folk who cultivate animals and plants skillfully. They are a young, uninhibited species, emotional, gossipy, mercurial, and frank; their discussions include the warmest affection, the coldest rage, and the wildest humor, all at the same time.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Paul Hattrem, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.