



Races D6 / Quermians

Quermians

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D+1/4D+1

MECHANICAL 1D/3D

PERCEPTION 2D/4D+2

STRENGTH 1D/3D

TECHNICAL 1D/3D

Special Abilities:

- Innate Mind Control: Quermians are very adept at mind control. For every 1D placed in Affect Mind, a Force-sensitive Quermian gets 2D skill dice. Non-Force-sensitives do not get this bonus - instead, they gain an extra 1D for every 1D placed in a PER attribute or skill.
- High Force Sensitivity Percentage: The Quermian population has a high percentage of Force-sensitives. When randomly creating a character, roll 1D: On a 1-2, the character is Non-Force-sensitive; on a 3-6, the character IS Force-sensitive.
- Multiple Arms: Quermians have four arms, but standard action penalties still apply - they can only concentrate on one task at a time.

Size: 2-2.5 meters

Move: 9/11

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

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