



Races D6 / Therkowanians

Therkowanians

Attribute dice: 12

Dex: 3d/6D

Know: 1D/3D

Mech: 0D+1/2D

Per: 2D/5D

Str: 1D/4D+2

Tech: 0D+1/1D+1

Special abilities:

enhanced vision: due to the darkness of the caverns they see normally in complete darkness and get +2d bonus to all sight related perception checks the rest of the time. Except in intense light. they suffer -2d to all sight related perception checks in intense light.

Force sensitivity: all Therkowanians are inherently force sensitive and will usually have control: 1D+2 sense: 2D alter: 1D , more advanced ones can have any skill level below jedi knight level as they haven't learened enough to become that powerful

Special skills:

Beast Riding: Tumpawanda Wurms : all warriors of these people know how to ride the thumpawanda wurms (or Dragons who swim fire rivers)

Thrown Weapons: TumpaVerons : These are the ceremonial spears of there people. the point is made from a hardened and sharpened Tumpawanda Wurm scale. if properly trained gets a +2D bonus for use of this weapon.

Physical appearance:

They are short pale humans. Their eyes are completely black. their hair is always an unruly mess. they often wear primitve jewelry.

height: 1.3 meters

move: 11/14 walking ; 23/32 riding

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All text and stats by Dave Maloney, HTML and logos done by FreddyB

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