Races D6 / Stereb



Name: Stereb
Skin color: Red
Distinctions: Tall
Homeworld: Serroco
Attribute Dice: 12D

Dex: 2D/3D
Know: 2D/3D
Mech: 2D/4D
Perc: 2D/4D
Str: 2D/6D
Tech: 2D/4D

Special Abilities:

Builders: Stereb have built large cities with sheltered catacombs beneath on a world wracked by massive storms, and while they often need to take cover from the storms their cities are built to resist them and they have become very efficient builders. This gives them a +2D bonus to all checks involving mining/building and construction.

Story Factors:

Storms: Because of the massive storms which destructively rage across their homeworld, Stereb fear storms and will take shelter whenever possible when confronted of them.

Move: 11/13

Description: The Stereb were the tall, primitive natives of Serroco. They built the Stereb cities and had low technology.

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