

## Kel Dor

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

### Special Abilities:

- Special Atmospheric Requirements: Kel Dor find high oxygen levels painful. They are required to wear a breath mask and goggles which keep a special concentration of oxygen moving through their system. If they are caught in a normal atmosphere, they will receive -1D to all attributes and skills for 2D minutes, then they become Mortally Wounded.

Move: 10/12

Size: 1.6-2.0 meters

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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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