



Races D6 / Veknoids

Veknoids

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 3D/5D

PERCEPTION 2D/4D

STRENGTH 1D/3D

TECHNICAL 2D/4D

Special Abilities:

- Mechanical Aptitude: Veknoids are very good at piloting, gunnery, and other mechanical skills. For every +1D placed in a MEC skill, they receive +2D AT CREATION TIME ONLY.
- Hearing: Veknoids have very good hearing. They gain an extra +1D to hearing-related PER and search rolls.

Story Factors:

- Pets: Veknoids look very much like pets favored by humanoids. Veknoids make very good spies and infiltrators due to this.

Size: 1.1-1.5 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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