

Races D6 / Hynerians

Hynerian

Hynerians are two foot tall aquatic beings who have their own empire of 600 billion people, they are generally considered to be obnoxious by other species, but are born rulers, administrators and diplomats which makes them extremely useful people to have around. Although aquatic they can survive in a non liquid environment normally, but have difficulty moving on land, mainly using repulsorlift sleds to move around.

Attribute Dice: 12D

Dex: 1D/3D+2

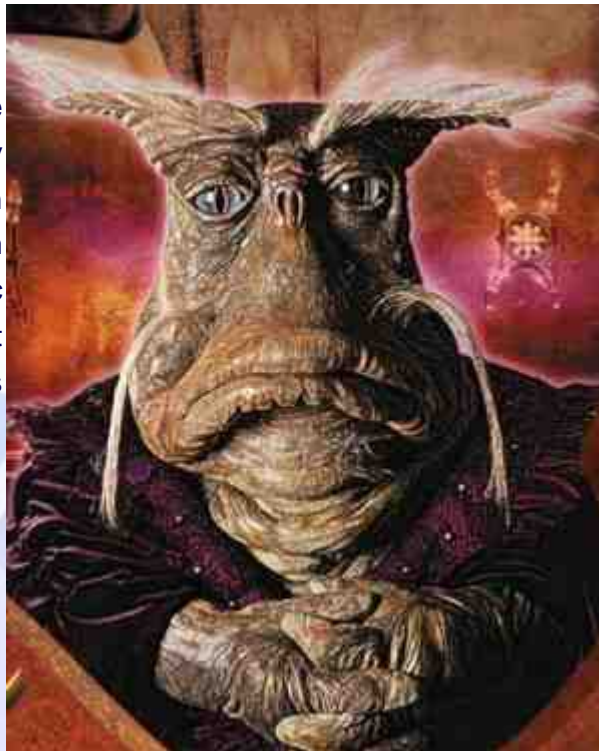
Know: 2D/5D

Mech: 1D/4D

Perc: 2D/5D

Str: 1D/3D+2

Tech: 1D/3D+2



Special Abilities:

Aquatic: Hynerians can breathe water or air with equal ease, living equally well underwater or on land.

Enhanced Digestion: Hynerian digestion can eat almost anything although this does not provide any protection against poisons, Hynerians also tend to expel helium when frightened or under stress of any kind.

Story Factors:

Duplicitous: Hynerians are naturally duplicitous, making and breaking deals is something they enjoy, and do almost without thinking.

Move: 4/6; (in water) 10/12

Size: 0.3-0.5 meters tall

Page designed in Notepad, logo's done on Personal Paint on the Amiga.

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