Races D6 / Gotarite



Name: Gotarite
Designation: Sentient
Skin color: Pink
Eye color: Green
Distinctions: Mole-like, Powerful incisors
Point of origin: Gotar system
Attribute Dice: 12D

Dex: 2D/4D
Know: 2D/4D
Mech: 2D/4D+1
Perc: 1D/3D
Str: 2D/4D+1
Tech: 2D/4D+1

Special Abilities:

Natural Miners: Gotarites evolved underground, digging through the rock and soil of their home world, this has developed into a natural talent for mining and underground construction, giving them a bonus +1D at these tasks.

Low Light Vision: Since they evolved underground far from the sunlight, they gain a bonus +2D to all sight based skills in the dark, but suffer a -1D penalty in bright sunlight (this may be offset by use of glare resistant goggles).

Powerful incisors: Although they don't tend to use it, Gotarites have powerful incisors which are capable of biting for Str+1D damage in combat.

Story Factors:

Packmates: Although seen across the galaxy, Gotarites tend to prefer the company of their own species, trusting one another, leading to them tending to travel in small groups and be encountered in groups of 3 or 4 rather than singular.

Move: 10/12

Description: Gotarites were a mole-like sentient species that existed in the galaxy. They had pink skin, green eyes, a pair of powerful incisors, low-light vision, and an excellent sense of smell. Fugas Fandita, who was present at the Lodge on Vandor, was a member of this species. Filias and Soont Madas were two prospector and inventor brothers on Koboh who were Gotarites as well.

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