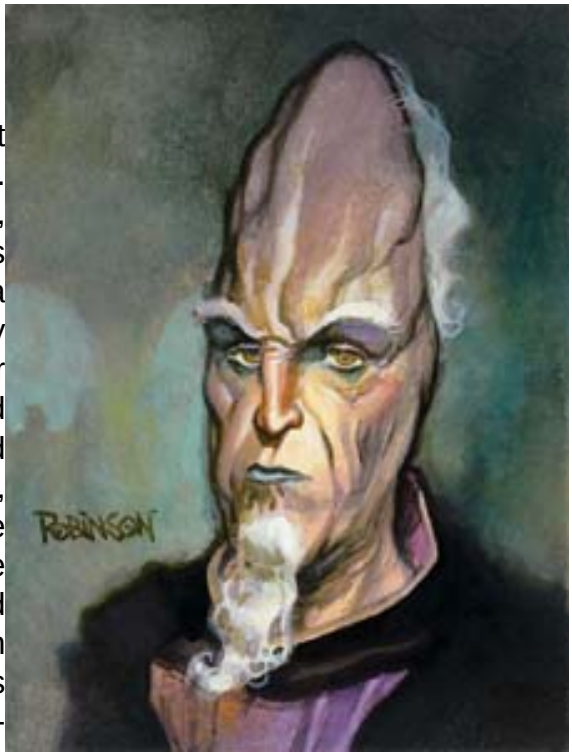
Races D6 / Cerean



Cerean

This race of near-humans is native to the planet Cerea. In nearly all aspects, Cereans resemble humans. Their heads, however, are much larger than a humans, with a cranial cavity that extends some 12-20 centimeters above their foreheads. This elongated skull is topped with a flowing knot of hair. Contained within the skull is a binary brain, which gives the Cereans an advanced capacity for thinking and meditation. The biological needs of a second brain are supported in the Cerean physiology by a second heart. As a race, Cereans tended to be isolationists, preferring to live in a low-tech environment away from the bustle of the Old Republic. However, in the last years of the Old Republic, the younger generation of Cereans decided that they wanted to have things that were commonplace in the rest of the galaxy, life starships and speeder bikes. This led to a generational battle that was decided by the Jedi Ki-Adi-Mundi..

Cerean
Roleplaying Game Statistics

Attribute Dice: 12D
Attribute Minimum/Maximums:
DEXTERITY: 1D+1/3D+1
KNOWLEDGE: 2D+2/4D+2
MECHANICAL: 2D/4D
PERCEPTION: 2D+2/4D+2
STRENGTH: 2D/4D
TECHNICAL: 2D+2/4D+2
Height: Varies 1.4 to 2 meters
Move: 10/12
Quote: "These lightsabers are mine to protect, even if I must remain here for all time to do so!"

Special Abilities:
Fast Initiative: Cereans receive a +2 when rolling initiative.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by K, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.