Races D6 / Napanese (Near Human)

Napanese

Napanese are a race of near humans from the high gravity world of Napan. Napan is a small rural world out of the way of the rest of the galaxy. The world of napan is most famous for producing some of the galaxy's best swordsmen and martial artists. Napanese appear to be human generaly, except for overly large and colourful eyes, and oddly styled and coloured hair. They are very strong and agile people capable of great acrobatic feats. Many Napanese never get off the world of Napan, one of the most famous is Hiro Teshobi, a young man cursed forever to be trapped at age 16. He became a Jedi and a hero throughout the New Republic.

Attribute Dice: 12D
Dex 1D/4D+2
Know 1D/4D
Mech 1D/3D+1
Per 2D/4D
Str 3D/4D+1
Tech 1D/3D+1

Move: 11/15
Height: 1.2-1.8 m

Special abilities:
Jumping: Napanese have incredible leg strength, far surpassing normal humans giving them the ability to jump higher and farther. They get 2D for every 1D put in Climbing/Jumping at charachter creation, and with an easy Jumping roll they may jump 5 meters verticly.

Agilitiy: Napanese are incredibly nimble and agile. At charachter creation they gain an extra 2D skill dice to put in either Acrobatics, Dodge, or split up between the two.

Toughness: For an unexplainable reason, Napanese are tougher than usual and can retain cocniousness and keep fighting after a human wpould have fallen over dead. Damage Chart is as Follows

Damage	Effect	Penalty
0-3	Stunned	-1D for this round and next
0-3(again)	Stunned x2	-2D for this round and next (this is only if both stunned occur in the same round)
4-8	Wounded	-1D
4-8(again)	Wounded x2	-2D
9-12	Wounded x3	-3D
4-8*(again)	Wounded x4	-4D (*:If they take a 'wounded' level again they take an icnrease of the wound level, if it's a stunned, it's just -1D extra temporarily. If it's more, see below)
9-12*	Incapcitated	Lose conciousness for 10D rounds

13-15 Mortaly Wounded -5D; half move
4-8*(again) Mortaly Wounded x2 -6D (*: see previous *)
9-12(again) Incapcitated See Above.
13-15(again)Mortaly Wounded x3 -7D; 1/4 Move
16+ Crticaly Wounded -8D; Move is reduced to 1
16+(again) Dead Dead

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Brian Gavel, 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.