Races D6 / Silmarans (Near Human)

Silmarans (Flashers)

Attribute Dice: 12D
Dexterity: 2D+1/4D+2
Knowledge: 1D+1/3D
Mechanical: 2D+1/4D+1
Perception: 2D/4D
Strength: 1D/3D
Technical: 3D/4D+2

Special Abilities:
Short Lifespan: Silmarans are known as 'Flashers' because they rarely live longer than 25 years. For game purposes, they appear to be 3 times as old in human years as they really are.

Extremely High Metabolism: Because of their high metabolism, Silmarans get a +1D to all stamina rolls and natural healing rolls, and their time for healing is halved.

Flashers are indistinguishable from normal humans, although almost all of them have skin on the paler end of the spectrum, hair darker than light brown is never seen, and they all have blue or green eyes. Also, about 10% of the population is albino, although they aren't plagued by the sensitivity to light that is normal.

Move: 11/13
Size: 1.3 - 1.7 meters tall

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