Races D6 / Firrerreos

Firrerreos

Firrerreos hail from the planet Firrerre. Before the Empire, Firrerreos had a clan based society, and were very righteous. Then they were betrayed by the Firrerreo Hethrir, and thousands were loaded onto transports to be sold as slaves while the Empire unleashed a incurable virus in the atmosphere, killing almost everything on the planet.

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

Special Abilities:
- Nictating Membranes: Their eyes are shielded from being blinded and from having foreign objects introduced.
- Healing: Firerreos are able to heal unusally fast. Quarter (halve then halve again) all healing times for them.

Story Factors:
- Name: If a Firrerreo's name is spoken in a command, they must make a difficult Willpower roll to resist the command, otherwise they MUST follow the command. This comes from the Clan days, as speaking a Firrerreo's name was considered ownership, and a Firrerreo would usually only give his given name to his spouse.
- Rarity: If character is played after the Height of the Empire era, then he is to be considered rare due to the atrocity done to Firrerre by the Empire.

Move: 10/12
Size: 1.5 - 2.1m

Typical Firrerreo: DEX: 2D, KNO: 2D, MEC 2D, PER 2D, STR 2D, TEC 2D, Move: 10, Size 1.8m

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