



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 an 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: Firrerreos are able to heal unusually 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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