# Races D6 / Glymphids

Glymphids

Attribute Dice: 12D
DEXTERITY: 2D/4D
KNOWLEDGE: 1D/3D
MECHANICAL: 2D/4D
PERCEPTION: 1D/3D
STRENGTH: 2D+1/4D+2
TECHNICAL: 2D/4D

Story Factors:
- Bodyguards: Glymphids have an inborn desire to protect and serve. This comes from their service to their sister species, the Dympleds. They usually become bodyguards, hit men, or otherwise work for crime syndicates. More noble-minded Glymphids become police officers, Sector Rangers, or even Jedi.

Size: 0.9-1.2 meters
Move: 9/11

---

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