Races D6 / Kel Dor

Kel Dor

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

Special Abilities:
- Special Atmospheric Requirements: Kel Dor find high oxygen levels painful. They are required to wear a breath mask and goggles which keep a special concentration of oxygen moving through their system. If they are caught in a normal atmosphere, they will receive -1D to all attributes and skills for 2D minutes, then they become Mortally Wounded.

Move: 10/12
Size: 1.6-2.0 meters

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