Races D6 / The Kerl

The Kerl

The Kerl are now presumed to be extinct thanks greatly in part to the actions of the Empire and more specifically, Moff Jerr Uhlmann. The Kerl were a young space-faring warrior species who were busily constructing their first space bound naval force after the discovery that they weren't alone in the universe. When the Empire arrived at their world they struck out in fear and engaged the much larger and more well equipped Imperial assault force and were massacred.

The Empire destroyed their world and destroyed all ships attempting to flee and used the Kerl and their homeworld, Kelroy, as an example to the rest of the sector. The Empire soon gained control of the entire sector.

Typical Kerl: Dexterity 3D, knowledge 2D, mechanical 2D, perception 3D, strength 2D+1, technical 2D

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

Move: 10/12
Size: 1.6-1.9 meters tall

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