Races D6 / Lasaken

Lasaken

One of the races created by the ancient and mysterious Alpha Race. It is believed that, The Alpha Race existed somewhere around 8,000 years before Emporer Palpatine's rise to power. They were masters of genetic engineering and biological sciences. Rather than using droids to perform tasks, they designed organisms and even sentient beings to perform the tasks needed.

The Alpha Race engineered several known races then bred them together to get new races and seeded them across the galaxy to spawn hybrids and new races in an exponential propogation. The Alpha Race dissapeared without a trace from the galaxy.

The Lasaken were created to see how far the Alpha race could push mental capcity, during the earlier days of their work in creating sentient races. The Lasaken are physicaly inferior to many races including some humans. They have pinkish flesh loosely hanging on a somewhat weak skeletal structure. Their heads are bulbous in the back as they need a large brain cavity.

They are incredibly intelligent despite their less than beautiful appearance. They also have amazing powers of psychokinesis, that is telekinesis through the mind, not the force, as well as strong telepathic powers.

Homeworld: None
Attrubute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 4D/7D
MECHANICAL 2D/4D
PERCEPTION 2D/5D
STRENGTH 1D/3D
TECHNICAL 2D/5D

Move: 10/11
Size: 1.7-2 meters tall

Special Skills:
Knowledge:Telekinesis
This skill works just like the force power. It costs one starting skill die to buy at Attribute level(It is suggested GMs not let a starting char buy more than this). From there it is double cost to advance. If it is not bought at charachter creation it may be bought

later on but as an advanced skill at 1D

Difficulty 1 kg or less
3

1 kg to 10 kg
7

11 kg to 100 kg
14

101 kg 1 metric ton
17

1,001 kg to ten metric tons
22

10,001 kg to 100 metric tons
31

Object can move 10 meters per round
+5 for each 10 meters

gentle turns
+1 to +5

easy maneuvers
+6 to +10

complex manuvers(lightsaber combat)
+11 to +25

Knowledge:Telesend:
This skill works just like the projective telepathy, force power. It costs one starting skill die to buy at Attribute level (It is suggested GMs not let a starting char buy more than this). From there it is double cost to advance. If it is not bought at character creation it may be bought later on but as an advanced skill at 1D

Difficulty
10 for friendly target/ +5 to +10 if cannont verbalize the thoughts
If unwilling, Resists with perception or control. Modified by proximity and relationship.

Knowledge:Telereceive:
This skill works just like the receptive telepathy, force power. It costs one starting skill die to buy at Attribute level(It is suggested GMs not let a starting char buy more than this). From there it is double cost to advance. If it is not bought at charachter creation it may be bought later on but as an advanced skill at 1D

Difficulty Target is Non-Resisting

3

Target is Resisting
Target's Perception or Control roll

+Relationship
+Proximity

Story Factors:

Recusive: Lasaken are generaly paranoid about their apperance and being gawked at. they know they are egneraly considered ugly and thusly stay away from society alot, instead becoming hermits and living introspective lives.

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