Races D6 / Mecino

Mecino

Attribute Dice: 13D
Dexterity: 2D+1/4D+1
Knowledge: 3D/4D+2
Mechanical: 2D/3D+1
Perception: 2D/4D+1
Strength: 2D/3D+2
Technical: 2D/3D+1
Move: 10/13
Size: 4'-9'

Special Abilities:
Metallic Plating: +2 to resist
Mechanical Nature: Immune to all poisons and viruses, but are also unaffected by medicines, bacta, and medpacs. Requires a Droid Repair Kit and the Droid Repair skill to heal a Mecino.

No one is quite sure of how the Mecino came into being. They've been around as long as people can remember. They aren't considered droids, even though they're made of metal, since they're 'alive' and need no programming. Unlike other organic sentients, it is possible to program them using Droid Programming, although the droid in question may resist all attempts with Willpower and a +10 bonus. A beginning Mecino may not be force sensitive, although special circumstances may make one so later.

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