Races D6 / Mogwai

Mogwai

Attribute Dice: 12D
DEXTERITY: 2D/5D
KNOWLEDGE: 2D/4D
MECHANICAL: 1D/2D
PERCEPTION: 2D/5D
STRENGTH: 1D/1D+2
TECHNICAL: 1D/2D

Height: 1 - 1 1/2 feet
Weight: 5-15 lbs
Move: 3

special Abilities:
If a mogwai gets wet they must make a very difficult willpower roll or out of them will spring 5 new Mogwai with the same stats as the original however the will be ill tempered towards the original mogwai and other beings. If a Mogwai eats after midnight it will go into a cocoon phase for an hour in which it will then emerge into a gremlin (note: the original Mogwai knows better and usually knows what time it is). They are nearly blinded by bright light (-3d to anything requiring vision). SUN LIGHT WILL KILL THESE CREATURES!!! (both Mogwai and gremlins get 6d damage if in constant sunlight) Mogwai can learn words but cannot speak fluently.

Gremlins

When turned into a gremlin, you suffer the following dice changes: knowledge -2D, str+1, Mech/Tech +1D, Per -1D (+2d to all combat skills)

Height: 2-3 feet
Weight: 15-30 pounds
Move: 8

Special Moves:
Claws: STR+1d
Teeth: STR+1d+1

Special Note: Gremlins only exist to cause mischief and chaos and are inherently evil. gremlins also multiply when in contact with water but there is no cocooning phase. gremlins can learn words but do not speak fluently.

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