Races D6 / N`vwarri

N'vwarri

N'vwarri look like short, skeletous humanoids. They have greyish skin, and short, whitish hair that sticks up every which way.

Attribute Dice: 10D
DEXTERITY 1D/3D+2
KNOWLEDGE 2D/4D+2
MECHANICAL 1D+2/3D+2
PERCEPTION 2D/4D+1
STRENGTH 1D/3D
TECHNICAL 2D+1/4D+2

Size: 1-1.5 meters
Move: 7/10

Special Abilities:
Sophisticated Nerve Pathways: N'vwarri have intricately wired nerve pathways, allowing them to do many things well simultaneously. Subtract 1D from multiaction penalties.
Linguistics: Beginning characters start fluent in 1 language per D in Languages, or, if they don't have the skill, 1 language per 2D in Knowledge.
Rage: If a N'vwarri believes him/herself or a close friend of theirs to be in danger of their life, they will be filled with a 'rage' that turns them into a savage beast. In order to come out of this rage before their adversaries have all been killed, and to keep from pursuing them if they flee, they must make a Difficult Willpower roll. Apply the following rules while in Rage:
N'vwarri get an extra 1D to add to resist, and damage cannot send them unconscious. Damage will still register, but no dice will be docked from their skill rolls. Deduct 1D from all Knowledge, Mechanical, or Technical rolls.
After coming out of rage, N'vwarri are hit by a great shock, which will render them unconscious. N'vwarri may keep from going under by making a Difficult Stamina roll. All damage penalties immediately apply themselves if they manage to remain conscious.

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