Races D6 / Nagasci

Nagasci

Nagasci are large, three-legged aliens with a large, bulky torso. Their 'head' is built into their torso, so no extra damage is added for head hits. They have almost twenty appendages, one sprouting almost everywhere on their torsos. Each appendage is slightly different, and has a different task that it can do well.

Attribute Dice: 12D
Dexterity: 1D+2/2D+2
Knowledge: 1D+2/2D+2
Mechanical: 2D+1/6D+2
Perception: 2D/3D+2
Strength: 4D+1/6D
Technical: 3D+1/5D

Move: 8/10
Size: 1.9-3 meters

Special Abilities:
Nagasci have a brain that was wired to be able to multiple tasks simultaneously, with the result that they aren't capable of deep thought. No multiaction penalties when using different limbs, although they do apply if a single limb does multiple actions. -1D for any rolls requiring analytical skills, such as Tactics.

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