Races D6 / Quermians

Quermians

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D+1/4D+1
MECHANICAL 1D/3D
PERCEPTION 2D/4D+2
STRENGTH 1D/3D
TECHNICAL 1D/3D

Special Abilities:
- Innate Mind Control: Quermians are very adept at mind control. For every 1D placed in Affect Mind, a Force-sensitive Quermian gets 2D skill dice. Non-Force-sensitives do not get this bonus - instead, they gain an extra 1D for every 1D placed in a PER attribute or skill.
- High Force Sensitivity Percentage: The Quermian population has a high percentage of Force-sensitives. When randomly creating a character, roll 1D: On a 1-2, the character is Non-Force-sensitive; on a 3-6, the character IS Force-sensitive.
- Multiple Arms: Quermians have four arms, but standard action penalties still apply - they can only concentrate on one task at a time.

Size: 2-2.5 meters
Move: 9/11

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