Races D6 / Resklir

Resklir

Resklir are an upright reptilian species. They have a 'fan' of skin under their neck which is decorated lavishly according to their position in society. Their technological level differs in different parts of their home planet, some are as advanced as the Industrial Revolution, while others are still in the stone age.

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

Special Abilities:
Primitive: The Resklir are a primitive species, and so cannot start with any skill dice in 'advanced' skills such as blaster, repair skills, vehicle operation, etc. Also, when adding skill dice to those skills, double the character point cost.
Natural Body Armor: The scales of the Resklir give them +1D against physical attacks and +2 against energy attacks
Awareness: The Resklir are naturally aware of their surroundings, and so get a +2 modifier to all Perception checks, including Initialization.
Sensitive Eyes: Resklir have sensitive eyes to make up for the low-light conditions on their homeworld. They get a +1D modified to sight-based skills in low-light conditions, and -1D in brighter light.

Move: 11/15
Size: 1.3-2.2 meters

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