



Races D6 / Sneevels

Sneevels

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D

STRENGTH 1D/3D+1

TECHNICAL 2D+1/4D+2

Special Abilities:

- Technical Aptitude: Sneevels are very good at computer programming, security, medicine, and other technical skills. For every +1D placed in a TEC skill, they receive +2D AT CREATION TIME ONLY.

Story Factors:

- Odor: Most Sneevels naturally emit an offensive (to most humanoids) odor, which makes other species avoid them.

Size: 1.2-1.6 meters

Move: 8/10

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text and stats by Armage Bedar, HTML and logos done by FreddyB

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