Races D6 / Zormin

Zormin

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

Move: 10/12
Size: 1.3-1.4 meters

Special Abilities:

Intricate Ears: Zormin's aural pathways are extra-sensitive, so they can detect slight variations in sound. Add +1D to musical skills, as well as +1D to all Perception checks dealing with sound.

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