Races D6 / Krish



Name: Krish
Designation: Sentient
Average height: 1.5-2 meters
Homeworld: Sanza
Language: Krish

Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D+2/3D
MECHANICAL 2D/4D+1
PERCEPTION 1D/3D+1
STRENGTH 2D/5D
TECHNICAL 2D/3D+2

Story Factors:
Unreliable: Krish are not terribly reliable. They are easily distracted by entertainment and sport, and often forget minor details about the job at hand.

Move: 8/12

Description: The Krish were sapient humanoids indigenous to the planet Sanza.

Characteristics
The Krish were smooth-skinned humanoids with large, wide heads. Their faces were dominated by bony ridges above the eyes and along the nose, and their mouths were filled with rows of tiny, pointed teeth. They often smiled when seeing any form of entertainment. They also had short, wiry hair.

Krish loved playing games of any sort, as they provided a way to focus their aggressive psychology. They were incredibly competitive, and they responded well in the face of difficult puzzles or extreme adversity. However, when faced with easier tasks, they would often intentionally make it harder for themselves. Their love of games also had a distracting effect, so they were highly unreliable when it came to business matters or other jobs they considered unexciting.

A number of Krish under the leadership of Bardron were in charge of the basic operations of the swoopdueling tournaments on Jervo's World around the time of the Mandalorian Wars.

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