Races D6 / Griven

Griven



The Griven originate on a Volcanic world deep in Unexplored territory towards the galactic rim, and have established an Empire of several dozen worlds. They have developed technology equal to that of the galactic standard, and although they would have been easily conquered by the Galactic Empire at its height, simply due to sheer numbers, the Griven are easily capable of holding their own in any war with the weakened governments after the Battle of Endor. The Griven see themselves as superior to all other species, and are a militaristic and conquest driven species, who for the protection of their species see it necessary to conquer and control space for many hundreds of light years around their home system.

Physically the Griven are humanoid with a mottled green skin, which although looks as if it could be scaled isn't, they are tall and thin, looking almost starved compared to other species and move with quick sudden movements. They have evolved in an environment with a much higher ambient temperature than most worlds and naturally prefer such temperatures, radiating away excess heat with efficiency. They see any species who have difficulty with such temperatures as naturally inferior, and have no problems with lower temperatures themselves although are required to eat far greater volumes of food to keep their body heat up to its natural levels.

The Griven Empire is based around conquest and subjugation of lesser species, and looks set to challenge the New Republic and Imperial Remenants for power and territory as this aggresive species expands its influence across the galaxy. With all Griven in service to their Empire, they don't lack soldiers especially as they augment their forces with droids and walkers.

Attribute Dice: 12D
Dex: 2D/4D
Know: 2D/3D
Mech: 2D/4D
Perc: 2D/4D+2
Str: 2D/4D+1
Tech: 1D/4D

Special Abilities:

Heat Tolerance: The Griven originate on a volcanic planet which has an extremely hot ambient temperature, and therefore as a species can tolerate much greater heat levels than most species. Although they feel cold on worlds with normal temperatures, they suffer no problems living in such places although they require greater quantities of food when living on colder worlds. Species forced to tolerate a Griven natural temperate suffer a 1D penalty to all skills due to the heat and risk heat exhaustion if water is not readily available.

Heat Radiation: Because of their natural environment the Griven radiate away excess heat quickly and efficiently, giving them a much stronger Infra Red signature than most species. This gives a bonus 1D to search attempts using the Infra Red spectrum against the Griven.

Third Eye: Griven have a third eye in the centre of their forehead, this eye never closes even when they sleep, allowing them a Perception roll to awaken if suprised while they sleep.

Story Factors:

The Griven Empire: The Griven have a star empire which is as technologically advanced as the Galactic Empire although much smaller. If the Griven had been encountered in the heyday of the Emperor's power then they would likely have been defeated, but in the years after the Galactic Civil War there would require a great shift of power for either the Republic or Empire to stand up to the organised power of the Griven. The Griven are naturally loyal to their government, and very few of this species leave their Empire to follow their own individual will and morality. These renegades are often hunted down by the Griven Empire, although very few actually are important enough to trigger significant effort on the behalf of the Griven Empire.

Natural Superiority: The Griven because of their natural resistance to high temperatures believe that they are superior to all other species, who are obviously weak and fragile. The Griven respect creatures which can handle their temperatures, but also enjoy causing discomfort to other species who cannot.

Move: 10/12
Size: 1.6-2.0 meters tall

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