Races D6 / GRAKKA

GRAKKA

Homeworld

The Grakkas are natives to Grakka a hard desert planet in the Gamma Quadrant.

Home Region or Sovereign Territory

SUGGESTED ATTRIBUTE AND EDGE RANGES

Fitness: 2 [5]
- Strength:
- Vitality:

Coordination: 2 [6]
- Dexterity:
- Reaction:

Intellect: 2 [5]
- Logic:
- Perception:

Presence: 2 [5]
- Empathy:
- Willpower:

Psi: 2 [6]
- Focus:
- Range:

Typical Advantages/Disadvantages

Alertness (+2)
Bloodlust (-2)

Special Or Unique Abilities

Grakka are empathic. They can read the emotions and minds of most sentient beings, though Ferengi and Dopterian minds, among others, are closed to them.

Yoke

Medical Remedy (+2) for Bloodlust.

Special or Unique Skills

Grakka are extremely skilled warriors, well-versed in all military disciplines from unarmed combat, to primitive weapons, to energy weapons, to starship combat and strategy.

Size

Grakkas are roughly the same average height and mass as Humans.

Traits Common to the Species

The Grakkas have a terrible reputation for their quick tempers and violent reactions.

Story Notes

The Grakka are ruthless, selfless warriors. Their only thoughts are to fight on behalf of the Founders and the Dominion. In general they cannot be dealt with peacefully or negotiated with. They will fight in preference to any other option unless directly ordered otherwise. They have no qualms about making suicide attacks, or committing suicide if they fail the Founders in any significant way.

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