Races D6 / Wroun

Wroun

Homeworld: Worannia

Attribute Dice: 12D

Attribute	Average	Min	Max
DEXTERITY	2D+2	2D	4D+2
KNOWLEDGE	1D+2	1D+1	3D
MECHANICAL	1D+1	1D	3D
PERCEPTION	3D	2D+1	5D
STRENGTH	2D	1D+2	4D+1
TECHNICAL	1D+1	1D	3D

Special Abilities:

Acute Smell: The Wrouna receive a +2D bonus to all attribute and skill rolls when perceiving scents.

Communication: The Wrouna express their moods and intents by scents, even involuntarily. With time, they can also learn to interpret other species' moods. The ability grants a +1D bonus against Con attempts and such (+2D against other Wrouna).

Story Factors:

Group Reaction: Whenever there's a lot of Wrouna around, the moods and reactions of the majority seem to spread. This happens because the intense scents produced by a mob of Wrouna affect each individual and cause similar moods and reactions.

Funny Names: The Wrouna give their children names based on their personal scent. When translated into Basic the names can be quite funny.

Nickname: The Wrouna have been nicknamed "Doggins" because of they clearly resemble dogs. They find the name offending.

Rival Species: The Wrouna dislike Garnis because of past conflicts.

Move: 10/14 (typically 11)

Size: About 1.6 meters tall

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Appearance: Short and heavily-built humanoids with a fine fur covering all the body. The fur is usually light brown or sand coloured. Arms and legs are a bit short and stubby, the four fingers bear more than a slight resemblance to pawns. The face reminds of a bulldog.

Biology: The Wrouna give birth to live offspring after about six standard months of pregnancy. Usually the female gives birth to 2 or 3 children at a time. Children grow up fast, and can take care of themselves at the age of three. Maturity is reached around the age of ten, and females are fertile for only a few years. Each year a female is in heat for a period of several weeks, during which she has a very strong desire to mate. Males are fertile until the age of twenty, and have a much weaker sexual drive than females. The usual lifespan of a Wroun is only about 25-30 standard years and a typical couple has half a dozen children.

Psychology: The Wrouna are impulsive and express their feelings openly. They value family and wealth over other aspects of life. Females are overprotected and treated almost like they were precious property instead of sapient beings. Fathers guard their mature daughters jealously, and a male must impress the father in order to even meet the daughter.

Society: The Wrouna homeworld has been ruled by a king for almost a thousand years. The king rules for five years, after which he retires and a new one is elected by the Meeting of the Lords. The Lords are the leaders of the most influential Wrouna nations (there is about 80 nations which have a competetive but peaceful relationship with others). A Lord gives up his position only when he retires, after which a new one is selected in a chaotic crowd meeting in the nations capital. The king sets the laws which are to be accepted by the majority of the Lords. To an outsider, the Wrouna society seems chaotic and irrational with it's noisy and hysterical crowd meetings and such, but it's just natural Wrouna behaviour, inherited from their ancestors which lived in packs.

History: The history of the Wrouna is surprisingly peaceful considering their seemingly chaotic society. At the height of the Republic, Worannia was discovered by the arrogant Czamai caste Garnis, which practically enslaved the Wrouna. A bloody uprising resulted in military occupation, but the Garni troops quickly withdrew when the Republic established contact with the Wrouna and accepted Worannia into the Republic. During the Imperial rule, thousands of Wrounna fought beside the Imps against the Garnis. After the Battle of Endor, the Wrouna withdrew from the Garni homeworld and joined the New Republic.

Technology: Information age, with space tech influences.

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