Races D6 / Andraven



Name: Andraven
Designation: Sentient
Classification: Elephantine
Skin color: Gray, Light blue
Hair color: Gray
Eye color: Yellow
Distinctions: Short trunk
Homeworld: Andraven
Attribute Dice: 12D

Dex: 2D/3D
Know: 2D/5D
Mech: 2D/4D
Perc: 2D/4D
Str: 2D/4D
Tech: 2D/4D

Special Abilities:

Resistance to Cold: Andraven are a hardy race, and gain +1D to resist all effects of cold.

Story Factors:

Trunk: Andraven have a short trunk, this can be used to hold things but does not make a particularly good manipulator limb, and is short enough that it helps with breathing when submerged, but does not give any particular advantage.

Move: 10/12

Description: Andravens were a sentient elephantine species who lived on the frigid planet Andraven. They had gray or light blue colored skin. Gumar, Jam, Varna, and Onderrs were members of this species.

History

At some point, generations before 232 BBY, a group of Andravens settled on the hitherto uninhabited planet Andraven, where they cooperated to survive in its harsh environment. Their successes included utilization of heat stones, which could be found near the roots of bramble-covered trees, consumption of snowfigs, and the use of kao reeds to make flutes. The flutes allowed the early settlers of the planet to tame and befriend zaba wolves, which were otherwise a hostile predator.

By 232 BBY, Andraven children competed in the Andraven Ancestors Circuit, a trial in which each child would have a single attempt to collect three items important to the ancestors who settled the planet. They had to collect heat stones, snowfigs, and kao reeds, the latter of which the child had to construct into a flute. By tradition, they were able to use the help of friends to complete the circuit.

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