Races D6 / Nelvaanian



Name: Nelvaanian
Designation: Sentient
Average height: 1.5 meters (females), 2 meters (males)
Skin color: Blue
Hair color: Blue-green with black headcrest
Eye color: Black
Distinctions: Long snouts, Sharp teeth, Wolf-like appearance
Homeworld: Nelvaan
Language: Nelvaanese
Attribute Dice: 12D

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

Special Abilities:

Primitive: Nelvaanians are a fairly primitive culture, and cannot start play with skill points in advanced technologies such as Blaster and Mechanical and Technical skills for vehicles.

Story Factors:

Rituals: When growing to adulthood, Male Nelvaanians must complete a hunt for a dangerous beast such as a Horax, and any interruption to this is considered a personal insult. Nelvaanians also often wear ritual masks when outside of the clan, these add to the ferocity of their appearance (+1D to intimidate).

Move: 10/12

Description: The Nelvaanians, or Nelvaans, were a race of blue-furred lupine humanoids native to the planet Nelvaan. The Nelvaanians called their planet the 'Great Mother', which they worshiped.

Nelvaanian males became warriors and scouts while the females were builders, gatherers, and raised the children. The tribe was governed by one shaman who claimed spiritual rites within a clan, and one chieftain, elected through a series of religious tests and mutual admiration.

History

During the Clone Wars, Nelvaan (a planet situated near the Corellian Run in the galaxy's Savareen sector) was the location of a Separatist base run by members of the Techno Union. General Grievous lured warriors from the Rokrul village by having them believe he was a prophesied figure out of Nelvaan mythology, as had been spoken of by their village shaman Orvos. Techno Union scientists then captured them, and physically and mentally altered them into cyborgs for the war.

Grievous, who served as Supreme Commander of the Separatist droid army, had been appraised of the Outer Rim planet by Techno Union foreman Wat Tambor. Upon visiting Nelvaan, Grievous was very much impressed by the similarities between the spiritual Nelvaanian warriors and his own Kaleesh people and, in a twisted form of kinship, he intended to make them his 'new elite', harking back to his earlier days as commander of the elite 'Izvoshra' soldiers of his people's Kolkpravis warrior band. It was General Grievous who thus lured the male Nelvaanian soldiers away from their tribe by making them believe he was the Nelvaan mythology's prophesied figure in order to conduct -- via Skakoan combat engineers using 'unique microelectronics' -- a crude cybernetics experiment upon their bodies. But the perverse mutation project was ultimately sabotaged by Anakin Skywalker, who heroically freed the warriors from what otherwise would have been a hideous fate.

After freeing the soldiers in what came to be known as the Battle of Nelvaan, Skywalker, who was referred to by the Nelvaan race as Holt Kezed (Ghost Hand in their language, because of his mechanical right arm), destroyed the Separatist base. Although initially frightened by the near-miraculous reappearance of their warriors, the Nelvaanian females and children came quickly to accept them, joyously welcoming them back into the tribe. Future generations of Nelvaanian males, however, retained the traits of their mutant progenitors, and as a result were larger than the females, who did not inherit the aforementioned characteristic.

Stats by FreddyB, descriptive text from Wookieepedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.