Races D6 / Mantellian Savrip



Name: Mantellian Savrip
Designation: Semi-sentient
Classification: Reptile
Average height: 4 meters
Skin color: Grey
Hair color: None
Eye color: Blue
Distinctions: Poisonous bite
Average lifespan: 500 standard years
Homeworld: Ord Mantell, Alderaan
Language: Savrip

Attribute Dice: 10D

DEXTERITY 1D/2D+2
KNOWLEDGE 1D/2D+2
MECHANICAL 1D/2D+2
PERCEPTION 1D/2D+2
STRENGTH 4D/6D+2
TECHNICAL 1D/2D+2

Special Abilities:

Bite: A Mantellian Savrip can bite for Str+1D+1 damage.

Claw: A Mantellian Savrip can claw for Str+1D damage.

Intimidating Bellow: Mantellian Savrips gain a +2D+2 bonus to their Intimidation skill checks when bellowing.

Keen Sight and Hearing: Mantellian Savrips gain a +2D bonus to Perception checks to notice things that involve either sight or hearing.

Low Light Vision: Mantellian Savrips can see twice as far as a normal human in poor lighting conditions.

Poison: Savrips inject a paralytic poison with their bite. Anyone successfully bitten by a Mantellian Savrip must make a Difficult Strength check. Failure indicates that they take poison damage equal to the Savrip's Str+1D+1, and are paralyzed and unable to move for 4D6 rounds.

Reach: Due to the Mantellian Savrip's extended reach, Savrip characters can attack targets up to 4 meters away with their claws.

Story Factors:

Primitive: Because they are a primitive species, beginning Mantellian Savrip characters may not place any skill dice in any vehicle operations, starship operations, or repair skills. Savrip characters who are primitive gain a +2D+2 bonus to Survival skill checks, and a +2 bonus on Sneak skill checks. Upon learning any technical skills, however, the Savrip is considered to have been "civilized." Civilizing a Savrip results in a loss of the Sneak skill bonus, and a reduction of the Survival bonus to +1D+1.

Move: 12/14
Size: Up to 4 meters tall

Description: The Mantellian Savrips were a species of large, semi-sentient reptiles native to Ord Mantell. They had a hunched-over stature, leathery skin, snake-like heads, and arms long enough to drag the ground.

History
A reptilian species of semi-sentient brutes native to the planet Ord Mantell, their sentience was a contentious subject to xenobiologist from the Core Worlds. Often believed to be simply a very cunning non-sentient animal by many Mantellians, the Savrips were technologically primitive, and had their own informal language. Preferring to wear clothing and wielding simple tools and weapons, some Savrips had learned to speak accented Basic. Savrips were naturally inclined to combat, and this, coupled with their unusual language, only fostered the notion that they were unintelligent.

During the colonization of Ord Mantell, sanctioned killings of the Savrip species nearly drove the race to extinction. Many were hunted or exported, and, by the time of the Galactic Empire, few Savrips remained on Ord Mantell, keeping to themselves in the Scraplands. The Warlord Taxer Sundown used the Mantellians' prejudice against the Savrips to blame the murders his organization carried out on them. Savrip meat was also enjoyed by some, such as Baroness Omnino, who, with her son and the aforementioned impostor Jedi Sundown, planned to breed them for food on Ord Mantell in the years up to 37 BBY. However, this plan failed due to the intervention of Qui-Gon Jinn.

Stats by FreddyB, Descriptive Text from WookieePedia.
Image copyright LucasArts.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.