

Races D6 / Krevaaiki

Name: Krevaaiki
Average height: 2 meters
Average mass: 65 kilograms
Skin color: Red, Black
Eye color: Black
Distinctions: 8 cephalopodial tentacles
Average lifespan: Up to 130+ years
Homeworld: Krevas

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/4D+1
MECHANICAL 1D/4D
PERCEPTION 1D/3D+2
STRENGTH 2D/4D
TECHNICAL 1D/4D

Special Abilities:

Natural Armor: Krevaaiki possess an exoskeleton which provides a +1 pip bonus to any Strength rolls made to resist damage.

Stoic: The face of a Krevaaiki is composed of a series of shifting, chitinous plates with a limited range of expression. During face-to-face communication, it is difficult (if not impossible) for anyone who is not a Krevaaiki to read their facial expressions. Krevaaiki gain a +2 pip bonus when attempting to make Con, Intimidation, or Persuasion skill rolls against non-Krevaaiki.

Tentacles: Krevaaiki use their tentacles in the same way as bipeds use their arms and legs. Krevaaiki receive a +2 pip bonus on all Climbing/Jumping skill checks that involve climbing, and a further +2 pip bonus to Brawling skill checks made when grappling an opponent. On the flip side, the tips of their tentacles lack the dexterity of a humanoid finger, and Krevaaiki suffer a -1D penalty on rolls made to perform intricate work or manipulate small objects or to use weapons or tools not adapted for Krevaaiki use.

Story Factors:

Xenophobic: Because Krevaaiki are considered a bizarre species by most bipeds, they prefer to conceal their tentacled lower bodies.

Move: 10/12

Description: The Krevaaiki were a race of sentients native to Krevas. The Krevaaiki people



possessed an exoskeleton. The face of a Krevaaki was composed of a series of shifting, chitinous plates with a limited range of expression. During face-to-face communication, it was difficult for anyone who was not a Krevaaki to read their facial expressions.

Krevaaki used their tentacles instead of arms and legs like bipeds. They often concealed the true number from humanoids.

Biology and appearance

Descended from shallow-water crustaceans, Krevaaki were sizable non-humanoids. From youth, they trained their tentacles for specific purposes. Older individuals became less adaptable. Over millennia, they had evolved to technology.

When excited, a Krevaaki's musk would smell.

History

Even in the fabled Old Republic, Krevaaki were made conscious of their appearance. Great explorers in times of peace, they sought to avoid conflict. Large groups were never found away from their homeworld, off the Perlemian Trade Route.

Society and culture

The species dedicated themselves to spiritual experience. Not violent or materialistic, they stayed out of the affairs of others.

Krevaaki in the galaxy

Krevaaki loved to find planets for meditation. One Krevaaki, Jedi Master Vodo-Siosk Baas, trained Exar Kun as his Jedi Padawan.

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