

The K'Vin

A heavy set, powerfully built humanoid species native to the Beta Quadrant. The K'Vin are a combative people with a justly-deserved reputation as brutish, aggressive, and quarrelsome.

Personality

K'Vin culture is heavily regimented and highly disciplined with a distinct military flavor. The K'Vin tend to be blunt, willful, and possess a cultural predilection for “push-hard-till-it-moves” problem solving.

K'Vin hierarchies tend to be strict and unyielding, and political intrigues are common. A warrior species, the K'Vin have a taste for honest, glorious combat and mayhem, and many K'Vin possess a secret, grudging admiration for the Klingons.

Physiology

The K'Vin stand an average of just under two meters tall, but their thick builds give them a somewhat squat appearance despite their height. They have thick, grey skin, (relatively) small eyes, thick jaws, and tusks protruding from their jaw line.

Governmental/Societal Structure

Nominally a representative republic with an elected executive and legislature, the K'Vin society is volatile and heavily factionalized. It is not uncommon for an incoming regime to purge the government (definitions of “purge” vary, as well) of the functionaries and loyalists of preceding administrations. Even highly decorated, effective generals may find themselves pensioned off to irrelevancy and/or harmless sinecures.

Interstellar Relations

K'Vin relations with other species are best

Attributes:

+1 Fitness, Daring, and Presence

Traits: K'Vin. Thickly bit, stubborn, and quarrelsome, K'Vin are tough, resilient combatants and formidable opponents. They tend to be straightforward and prefer simple solutions to their problems.

Talents:

Quarrelsome: The K'Vin have a taste for quarreling and a knack for provoking people. Whenever the character makes a Social test to intimidate or antagonize/provoke another they may reduce the Difficulty by 1.

Notes

The K'Vin first appeared in the TNG novel Doomsday Planet and are named after Pocketbooks editor Kevin Ryan.

described as “turbulent”. In the 2260s, the K'Vin were members of the United Federation of Planets, but their appetites for contention and interfering in the affairs of other species proved too great to overcome and the K'Vin went their own way in the 2340s, leaving one bridge unburned- the mutual colony world of Kirlos.

Millennia later, the K'Vin still harbor an unresolved blood feud against the ancient Ariantu.

Technological Summary

The K'Vin are a Tech Level 6/7 society comparable to the Federation in most respects.

That said, K'Vin society has undergone several eras of rapid technological advancement, regression, and retrenchment.

In the distant past, the K'Vin were an advanced warp-capable species who fought a long and bloody conflict with the ancient Ariantu, but lost space-flight capability after that war ended. The K'Vin finally returned to space in the 23rd century.

One particularly rare and interesting aspect of K'Vin technology are the *shrol'dinaggi* (also known as Torquan memory stones). Illegal to own or sell both within the Hegemony and the Federation, *shrol'dinaggi* offer access to century after century of lusty boisterous K'Vin history from a first-person perspective- at the cost of psychological and neurological trauma and potentially lethal side-effects.