Basic Information

Name: Richard B. Riddick

Nicknames/Aliases: Commonly known simply as Riddick. In prison records he was tagged as Prisoner 5421135-2. Briefly held the title Lord Marshal of the Necromonger Empire after defeating their leader.

Age: Approximately 35–36 years old as of 2588/2589 (born in 2553).

Gender: Male.

Species/Race: Furyan – a near-extinct race of formidable human-like warriors from planet Furya. Riddick is one of the last surviving Furyans after a genocide of his people.

Occupation/Role: Escaped convict and survivor. Former mercenary and Company ranger (military scout) in his youth. Notorious fugitive with bounties on his head across multiple star systems. Briefly the Lord Marshal (leader) of the Necromonger fleet (2583), though he never fully embraced the role.

Physical Appearance

Height: Around 6 feet tall (~183 cm), with a powerfully built, muscular physique.

Build: Athletic and heavily muscular, honed by years of combat and survival. He has peak human strength and endurance, partially due to his Furyan heritage.

Eye Color: Shine-silver (metallic shine). His irises reflect light, appearing silvery or ghostly white in the dark. This “eyeshine” gives him nocturnal vision. It was implied to be from a prison surgery he obtained to see in the dark, though later lore links it to his Alpha-Furyan lineage. In bright light, his eyes are extremely sensitive, hence the need for goggles.

Hair Color: None. Riddick keeps his head shaved bald. (In early Chronicles of Riddick scenes he had grown a short beard and hair while in exile, but he later returns to a shaved head.)

Distinguishing Features: Glowing eyes and goggles – his signature look. He always wears dark welding goggles to protect his enhanced vision from daylight. Also notable are various scars from battles (claw marks, cuts) on his body, and his deep, gravelly voice. He often carries himself with an animal-like poise and stillness.

Clothing/Armor: Prefers utilitarian, tactical attire. Often seen in dark tank-tops or sleeveless shirts, cargo pants, and heavy boots for ease of movement. He usually outfits himself with arm straps or belts to hold his knives. In harsher environments, he improvises (e.g. scavenged armor pieces on the “Not-Furya” planet). During his brief time as Lord Marshal, he wore Necromonger ceremonial armor, though he never appeared fully comfortable in regal attire.

Other Physical Details: Ultraviolet glow on eyes when seen in darkness. Riddick’s presence is intimidating – he moves like a predatory animal, with a fluid gait and heightened reflexes. He is often bloodied or grimy due to constant fights and harsh environments. Despite the rough appearance, he shows remarkable resilience (for instance, surviving severe injuries and healing in unforgiving wilderness). His Furyan physiology grants him uncommon stamina and resistance to toxins/pain.

Personality

Core Traits: Antihero loner with a survivalist mindset. Riddick is fiercely independent, brutally pragmatic, and often amoral on the surface. He’s laconic and observant, preferring actions over words. Despite his criminal past and ruthless streak, he has an internal code of honor – he does not kill without need and will protect those who have earned his respect or sympathy. He displays a dry wit and fearless attitude, frequently delivering sardonic one-liners even in dire situations.

Strengths: Resourceful and fearless. A master survivor, Riddick can improvise weapons out of anything and adapt to any terrain or trap. He’s highly intelligent (educated by experience in the “penal system” as he says) and possesses tactical cunning. Physically, he has exceptional strength, agility, and sensory acuity (especially at night). He shows indomitable willpower and pain tolerance – nothing, from extreme heat to tranquilizers, stops him for long. His predatory stealth is legendary; he can seemingly vanish into shadows and strike before opponents realize it.

Weaknesses: Isolation and light-sensitivity. Riddick’s trust issues and lone-wolf habits mean he rarely accepts help, which can put him in impossible odds alone. He has a known physical vulnerability to bright light – intense illumination can blind or disorient him due to his eyeshine, hence he’s at some disadvantage in broad daylight without his goggles. Psychologically, his cynicism and rage can lead to reckless aggression when provoked. He also harbors buried emotional pain (loss of friends, his people’s genocide) which he usually masks, but these can be exploited (e.g. the Necromongers used his desire for Furya to betray him).

Motivations: Survival and freedom above all. Much of Riddick’s life has been running from captivity and death, so staying alive and free is his core drive. He is also driven by a search for belonging/identity – especially after learning of his Furyan heritage. By 2583, he was motivated to discover Furya (his lost homeworld) and understand his legacy. Personal vendettas also drive him: he seeks to punish those who betray him or harm his few friends. Additionally, Riddick seems to have a soft spot for protecting the innocent (particularly children, as seen with Jack/Kyra) and avenging wrongdoing, though he’d never openly admit he cares.

Fears: Outwardly, Riddick projects no fear – he famously taunts others with “Are you afraid of the dark?”. However, his underlying fears include loss of freedom (he dreads being chained or caged again) and vulnerability – emotionally caring for someone and then losing them. The deaths of people who trusted him (e.g. Fry, Imam, Kyra) weigh on him, suggesting a fear of failing those few he lets close. He may also fear discovering nothing is left of Furya or that he truly is the last of his kind, leaving him utterly alone in the universe.

Values: Self-reliance and honor among rogues. Riddick values personal freedom and loyalty in the rare cases it’s given. He lives by a rough honor system: for instance, the Necromonger credo “You keep what you kill” resonated with him, and after he slew their leader in combat, he accepted the responsibility that came with it. He respects strength and straight dealing – he often gives opponents a chance if they show spine, and despises hypocrisy (such as corrupt authority). Survival is a value in itself to him, but not at the cost of his personal code – he has risked himself to save a child or a friend when he could have escaped safely, indicating he values certain lives above his own instincts.

Quirks/Habits: Riddick often shaves his head with a knife (as seen when grooming himself on UV6, the dark planet). He has a habit of sharpening blades or tinkering with weapons calmly even in tense moments. He also tends to scan his surroundings constantly – his eyes (or goggles) will flick around, always evaluating threats. A notable quirk is his ability to bond with animals/creatures: he empathizes with primal beasts, taming a wild alien dog as a companion in one instance, or calmly riding a hostile creature rather than killing it. He has a habit of delivering understated humor; for example, after surviving something outrageous he might smirk, “I absolutely hate that planet,” showcasing his dark irony. Riddick also engages in meditative solitude – e.g. he spent time alone in exile on UV6 reflecting on his life, suggesting a contemplative side behind his predator instincts.