



Races D6 / Aiel (Near Human)

Aiel

The Aiel are a race of hardened Near Humans in the Palvar Sector. Their name comes from a time in the early days of the Republic when Palvar was a unified sector on its own. It spoke a language now referred to throughout the sector as The Old Tongue. In The Old tongue, Aiel means dedicated. They were from the planet Aiel and served the Jedi who ruled the sector, with the greatest honour and loyalty. Then a great war came, Dark side creatures such as Trollocs and Myrddraal began overrunning the sector and the Jedi and Aiel tried to fight them off. These evil entities were attacking all across the galaxy, however unbeknownst to the Republic, incredibly powerful Dark Jedi, calling themselves Dread Lords, were showing up in the Palvar Sector. They sued the force in their battles and wreaked massive amounts of destruction. They struck the beautiful world of Aiel, and actually forced the Aiel to flee their world in a mass exodus.

The Aiel fled to the desert world of Rhuil and crash landed there and scattered across the planet. Not wanting to be bothered searching for the Aiel, the Dread Lords seeded a part of the planet with dark side energy. This area, known to the Aiel as The Blight, spawned off more dark side monstrosities out of nothingness over time, such as Trollocs, Draghkar, Myrddraal etc. On their new found world over the centuries the Aiel forgot about their past in the glorious Palvar Republic but they remembered that they had failed the Jedi and incurred great debt. They lived with a prophecy that they would one day be called upon to repay that debt. They lived a constant war with the creatures of the blight, and soon they fractured into clans, and the clans formed different sept's or households. The clans began feuding amongst themselves, sometimes fighting bloody battles for no more than a puddle of water a couple of feet wide.

They called battle "the dance" or dance of spears, and thought life was just a dream from which all must eventually wake. The Empire came to power and Rhuil was discovered but for the most part ignored by the Empire, the Aiel kept their Wise Ones secreted away to protect them. Afterwards they began trading with people in the PDF controlled areas of the sector, selling crafts and some metal ores. Some Aiel even began leaving planet to see planets that were water rich.

Homeworld: Aiel (exiled)

Attribute Dice: 12D

DEXTERITY 2D/5D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 1D+1/4D+2

STRENGTH 1D+2/4D+1

TECHNICAL 1D/3D

Special Skills:

Dexterity: Martial Arts

This is the unarmed fighting style of the Aiel. Much of it centers around disabling an opponent in order to

force them into servitude as according to Ji`e`toh. When fighting against an opponent not trained in martial arts, the user gets +1D on to hit and parry rolls. The user may also make a called strike on any extremity or a called strike for total disablement. For extremities there's a -1D to hit, for total disabling it's -2D. if this attack is not dodged or parried roll damage as normal, however if the opponent suffers a higher level of wounding than a stunned, then that limb is unusable for 3D rounds or the opponent is knocked unconscious for 3D rounds.

Special Abilities:

Refined Senses: Because the Aiel have a combination of refined senses they gain +1D to their search skill.

Stamina: Aiel train themselves hard early every day to push themselves to the limits of their endurance. At character creation they get 2D for every 1D put into Running, Climbing/Jumping, and Stamina.

Stealth: The Aiel move with a quiet grace and stealthfulness that make them very hard to detect without them wanting you to. They gain +1D to their sneak skill.

Temperature Insensitivity: Aiel are used to extremely cold and extremely hot temperatures as their world is a Desert world. They do not suffer penalties for very high or very low temperatures and get +1D to their survival skill.

Fearlessness: Though Aiel aren't really fearless, no Aiel fears death. They grow up believing that life is just a dream from which you must eventually wake and accept it. All intimidation checks against Aiel automatically fail.

Ambi-Dexterous: Aiel are trained from birth to be able to use either hand equally. They take no offhand penalties.

Story Factors:

Honour: Aiel follow a strict code of honour called Ji`e`toh, in the 'Old Tongue' of the Palvar Sector this means Honour and Obligation. It is a strongly upheld way of life, more binding than any chain to the Aiel. part of Ji`e`toh includes becoming a servant for a year and a day if captured in combat. Aiel captured in this way do not ever attempt to shirk their responsibility and flee, they always serve their term with appropriate meekness. Anyone who fails to uphold Ji`e`toh is labeled D`stang, or despised one and is punished for the rest of their life.

Swords and blasters: Not actually a part of Ji`e`toh it is considered incredibly dishonourable to Aiel to use swords, blasters, firearms or any technologically advanced weapon. The idea of this stems back to the concept that such things are meant only to kill other sentients and cannot be used for hunting food.

The Force: Among the Aiel only Females can safely be force sensitive. Males who can sense the force are driven mad for some reason. Those males who learn they are force sensitive wander into The blight with their weapons to kill as many of the dark side creatures therein before they themselves die, so they

will not go mad and harm others. The Aiel females who can channel are deemed Wise Ones and often hold sway even over Clan Chiefs.

Foot: Aiel don't trust riding mounts or especially using vehicles. They trust their feet more and can run with great speed and stamina, far superior to average humans in this field.

Empire Hate: The Aiel have a distaste for most offworlders but have an especially strong hate for the Empire

Move: 12/16

Size: 1.8-2.1 meters tall

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