Races D6 / Gen-Dai



Name: Gen'Dai
Designation: Sentient
Skin color: Purple
Eye color: Orange
Distinctions: Regenerative properties
Average lifespan: Possibly several millennia
Point of origin: Gen'Dai homeworld
Attribute Dice: 12D

Dex: 2D/3D+1
Know: 2D/4D
Mech: 2D/3D+1
Perc: 2D/3D
Str: 2D/6D
Tech: 2D/3D+1

SPECIAL ABILITIES

Regeneration:- Gen'Dai can regenerate damage at a highly accelerated rate, healing at one speed category faster than other lifeforms (eg to heal naturally from a wound a normal character would have to wait three days, a Gen'Dai would only have to wait three hours). This regenerative capacity allows them to regenerate lost limbs, however this is a slow process and pales into insignificance compared to their ability to re-attach severed limbs by holding them against the stump and waiting for the wound to heal. They can also burn force points to heal one wound category instantaneously, making them capable of incredible feats of healing especially when combined with their ability to re-attach severed limbs.

Hibernation:- When Mortally Wounded a Gen'Dai can enter a state of hibernation in which they can remain while they heal twice as slowly as other lifeforms (eg requiring 2 months before making a healing roll to improve to incapacitated).

Distributed Circulatory and Nervous Systems:- Gen'Dai have no central brain or heart structure making them extremely resistant to damage, this gives them a bonus 1D to their strength to resist wounds and damaging attacks.

Longevity:- Gen'Dai can live for many millennia without physically weakening, however their minds succumb to the years and they find themselves suffering increasing levels of depression, anxieties and insanities until their final years are lost in madness.

Story Factors:

Code of Honor: Despite their imposing nature, the Gen'Dai were noble and honorable people, serving until their oath could be considered fulfilled. In battle, their nobility came through when defeated, begging their opponent to grant them a warrior's death or swearing an oath to serve the victor. If the victorious opponent refused to grant a warrior's death, the defeated Gen'Dai might develop deep contempt for him, and even for those of his own kind, due to the great dishonor. This contempt could last for centuries. The Gen'Dai did not often ally with other species.

Move: 10/12

Description: The Gen'Dai were a species of large, sentient beings. Their bodies were made up of a mass of regenerative tentacles, which allowed them to regenerate wounds quickly and, notoriously, be almost impossible to kill. Once a peaceful people, the Gen'Dai became violent nomads centuries before the Imperial Era and after the devastation of the Gen'Dai homeworld. The Gen'Dai did not tend to form lasting alliances with beings of other species, likely due to how much they will outlive them, which suggests that their true allegiance was often reserved for their own kind.

Although a rare sight, the Gen'Dai that roamed the galaxy were feared and powerful. One of them was Rayvis, a warrior who lived through the rise and fall of the Jedi Order and the creation of the Galactic Empire, and who became at odds with Jedi Knight Cal Kestis. Another member of this species was the bounty hunter Durge, who aligned himself with the Confederacy of Independent Systems during the Clone Wars and later worked with various individuals during the days of the Empire.

Biology and appearance

Gen'Dai were a sentient species with purple skin and orange eyes. They had a larger stature compared to other species. Their bodies consist of tentacles with regenerative properties that helped them survive wounds that were fatal to most, such as impalement and dismemberment. However, a direct strike to their head proved to be fatal, but only if an opponent managed to sever the core nerves on a Gen'Dai neck.

They often wore armor, not as a protection, but more so to keep their regenerative tentacles from spilling out. Gen'Dai could also withstand being thrown out into open space.

History

Gen'Dai came from a peaceful homeworld, which was ravaged and destroyed hundreds of years prior to the reign of the Galactic Empire. With the loss of their homeworld, Gen'Dai lived on as nomadic people, taking various jobs such as bounty hunting due to their massive stature and imposing nature.

Society and culture

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Gen'Dai in the galaxy

During the High Republic Era, Rayvis was a famed killer of Jedi who massacred many members of the Jedi Order, collecting the lightsabers of the Jedi he defeated as trophies for his victories. He was defeated by the Jedi Knight Dagan Gera, a feat no other Jedi had achieved. He was spared and swore a life debt to the Jedi Knight. Following the duel with Gera, he was taken down by a multitude of Jedi, imprisoning him for centuries. He escaped custody during the fall of the Jedi Order and lived on to the days of the Empire. By 9 BBY, he had created and led a group of marauders, the Bedlam Raiders. Rayvis, along with his group, took over the planet Koboh in an attempt to search for Gera, who went into stasis after his betrayal of the Jedi Order. His servitude to the former Jedi ultimately cost his own life as he was given a warrior's death by Jedi Knight Cal Kestis in the same year.

During the Clone Wars, the bounty hunter Durge worked with the Confederacy of Independent

Systems, killing many Jedi and clone troopers throughout the war. His lethality was heard and became a legend to some, including the Pirate King Hondo Ohnaka. Subsequently, during the days of the Empire; he continued his profession as a bounty hunter. In 3 ABY, he worked with the rogue archaeologist Doctor Chelli Lona Aphra and the smuggler Sana Starros during one his jobs after the parasitic cymotes infested the cruiser they were on, Opal Empress. Amidst the chaos he got betrayed by Aphra, involuntarily jettisoning out into the empty space, though he survived. Durge later was hired by the scoundrel Khel Tanna to work for a fellow bounty hunter T'onga and join her crew, filled with various other bounty hunters and assassins.

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