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 univified sector on it's own. It spoke a language now refered to throguhout 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 lyoalty. 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 atatcking 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 ammounts of destruction. They struck the beautiful world of aiel, and actualy forced the Aiel to flee their world in a mass exodus.
The Aiel fled to the desert world of Rhui and crash landed there and scattered acros the planet. not wanting to be bothered searching for the Aiel, the Drealords seeded a part of the planet with dark side energy. This area, known to the Aiel as The Blgiht, spawned off more dark side monstrosities out of nothingness over time, such as Trollocs, Draghkar, Myrddraal ect. 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 clled upon to repay that debt. They lived a constant war with the creatures of the blgiht, and soon they fractured into clans, and the clans formed different sept's or households. The clans ebgan feuidng amongst themselves, sometimes fighting bloody battle 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 eventualy wake. The Empire came to power and Rhui 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 controled 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 servitute as accordng 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 extremeity 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, howveer if

the oppoennt suffers a hgiher elvel of wounding than a stunned, then that limb is unusuable for 3D rounds or the opponent is knocked unconcious 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 enarly every day to push themselves to the limits of their endurance. At charachter creation they get 2D for every 1D put into Running, Climbing/Jumping, and Stamina.

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

Temperature Insensativity: Aiel are used to extremely cold and extremely hot temperatures as their wolrd 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 eventualy wake and accept it. All intimdiation checks against Aiel automaticly fail.

Ambi-Dexterous: Aiel are trained from birth to be able to sue either hand equaly. 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 includs 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 responsability and flee, they always serve their term with apropriate 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 actualy a part of Ji`e`toh it is considered incredibly dishonourable to aiel to use swords, blasters, firearms or any technologicaly 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 cna safely be force sensative. Males who can sense the force are driven mad for some reason. Those males who learn they are force sensative 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 especialy 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 distatse for most offworlders but have an especialy strong hate for the Empire

Move: 12/16
Size: 1.8-2.1 meters tall

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