



## Races D6 / Aisharia

Aisharia

Begin Report:

The history of the Aisharia is long and confused, filled with holes and half-truths. Many of the stories that tainted the supposed history of their world included so called 'magic.' The roots of their history began with a world full of magic and spell, races of all kinds carving out their own territory in the world. It is said one nation rose up against forces of evil, wielding mighty magic and enchanted weapons to aid them. Others claim that the nation was merely more technologically advanced than anyone else. This nation never-the-less prospered. It admitted all races to live within its borders equally. Many legendary wars took place, and a family line referred to only as the Saiyad, literally meaning "children of god". Court intrigues occurred and many stories were told of the various squabbles between branches of the Saiyad. However all stories agree on one thing, somewhere along the line a plot was formed. Many of the secrets of how things happened were lost, but somehow a unique breeding plan took place over the course of generations. Some say magic and advanced sciences were used to aid this, others say acts of grotesque pairings were endured. The breeding program went on secretly for nearly four thousand years, until a race had been formed and secretly spread out in great numbers across the nation. They then rose up and purged everyone not of the Saiyad. The Saiyad closed off their nation, their achievements millennia ahead of the rest of their world. They claimed all rights to space around their planet as well. All the cities of the old races within the nation were destroyed, save one. The Saiyad instead built advanced sprawling cities underground with complex, and controlled ecosystems. They controlled every aspect of their existence within their underground cities. These cities were built in two parts. The first part were stalactite like buildings that extended from the ceiling of the giant caverns and were connected by walkways and transit tubes. The second level was on the floor

and beneath the floor of the caverns. This second level was used for all the heavy industry, the pollutants kept away from the rest of the city and carefully disposed of. Meanwhile the surfaceland was turned back into a vibrant paradise. Some credit this to magical trees, whose sap granted the Saiyad unimaginable powers. Legends still foolishly claim magic was used to help the nation prosper as it did and was used in everything. Eventually the Saiyad encountered other races, but despite their own great advances the Saiyad were scoffed at, because they couldn't even control their entire planet. Embarrassed, the Saiyad, set out to purge the planet of the rest of the inhabitants. A great war was said to have taken place. A barrier formed of magic and technology protected the nation, however they were betrayed and soon suffered strikes from inside the wall. This great wall, said to have been over eight hundred feet tall and about six hundred feet wide at the base, definitely existed as remains of it and the fortresses within it have been found. However, during the war, the wall fell and the Saiyad and the other races all suffered grievous losses. Centuries after the war was over the after effects were still felt. The Saiyad bloodline was quickly dying out, but weaker strains of it were surviving. In a last desperate act, a breeding plan was enacted. Though it could not save the Saiyad, it is said the last surviving races banded together and became one race, the Aisharia, or "Nature's Warriors".

They recouped their losses and rebuilt the underground cities. The surface of the world was once again turned into a lush beautiful place, though only after many decades of work. The Aisharia recovered lost technology where they could, and prevented any further loss of knowledge. However, the last Great War had destroyed much knowledge. Many technological advances were lost and this supposed 'magic' disappeared. They began constructing great living starships once more and spreading out into the galaxy. They inhabited other worlds, and conquered more yet. After a few centuries of expansions and colonization, the Aisharia encountered a roadblock. To their one side sat the growing Republic, to the other sides of them the insidious Ordronian empire. They were soon at war with the Ordronian empire, a war that cost many lives but put their manufacturing capabilities at maximum. Despite their smaller size the Aisharia were able to deal much more damage to the Ordronians than was done unto them. In the end however, both sides lay badly battered, and once again the Aisharia had slipped backwards and were in desperate need of recovery. In the end, the Ordronian empire fell prey to other groups within the 'unknown regions' and the Aisharia managed to take what they could and then fortify themselves to hold off against any intruders. When Palpatine came to power, the Aisharia secluded themselves more than

ever before, putting up a guard on their borders that prevented any entry into their space. Any ships sent into their space never came back, and were never heard from. Shortly after the battle of Endor, the Aisharia began probing out into 'the known galaxy' to establish contacts. They began a slow and delicate process of securing a place in the order of things, starting with nearby sectors.

The Aisharia are a humanoid race standing at a limited range of height keeping them rather average in size for most humanoids. They have naturally disordered hair, reflecting a wild feral side to them. They have slightly more pronounced skeletal structure. Their skeleton is actually composed of a strange organic crystal-metal substance that is much stronger than any known humanoid skeletal structure. Their muscles are taught and are kept well honed. In fact the Aisharia train many of their people in neural and muscular control arts that allow them to get the most out of their bodies. They also work to keep their minds exercised. They are exceedingly intelligent overall as a race, and have much stronger mental discipline than many humanoid races. Aisharia usually have vibrant shades to their eye colour and the tips of their ears come to elven points, but other than that they look human or else close enough to pass for it outside of close examination. Aisharia are naturally stealthy and have learned to blend in, not only in natural surroundings but within civilization and crowds as well. They infiltrate a sector's society to learn more about it before even thinking of approaching them. Sharp senses and intuitive reflexes make them dangerous hunters, and their fierce discipline makes them frightening opponents. There is much that remains a mystery about them, but now after all these years some light is finally being shed on this strange race.

- Zalvar Ruchek, New Republic Anthropological Studies - Obroa Skai

Home Planet: Aish Obu

Attribute Dice: 13D

Dexterity: 2D/5D+2

Knowledge: 2D/4D

Mechanical: 1D/3D+1

Perception: 3D/5D

Strength: 3D/5D+2

Technical: 1D/3D+1

Special Abilities:

Mental Discipline: because of their high degree of mental discipline, Aisharia gain +2D to all Willpower rolls.

Stealth: Aisharia learn from an early age how to move without being detected. they get 2D for every 1D put into Sneak at character creation only.

Connection to nature: Aisharia remain heavily tied to the natural world, thus they remember many things other civilizations have forgotten. They gain 2d for every 1d put into Survival at character creation only.

Claws: STR+1D brawling Damage, +1D to climbing.

Light Sensitivity: because of their enhanced eyesight, and great night vision, the aisharia are very sensitive to light. they developed a protection against natural light however for some reason it does not protect them against false-light. They get 2D taken away from penalties for darkness however in the presence of large amounts of artificial light they are at -1D or 2D to all skills, depending on the amount of light (GM discretion).

Story Factors:

Paranoia: When in unfamiliar environments or dealing with strangers the Aisharia become very paranoid and refuse to trust anyone without good cause. They are constantly 'looking over their shoulder' to make sure somebody doesn't double-cross them. Because of this paranoia they suffer -2D from Bargain, Con, Persuasion, and Command when dealing with strangers.

Food: Aisharia have fast metabolisms, because of the high demands of their bodies. The great feats they are capable of still need fuel to sustain them. An Aisharia must consume 4-5 times as much food as the average human to keep up their strength.

It is recommended Aisharia NOT be allowed as player characters.

Move: 14/16

Size: 1.4-1.8 meters