Races D6 / Ajahdia (Dark)

Ajahdia (Dark)

The Dark Ajahdia are one half of a Duo-Race. The Dark Ajahdia are surrounded and cradled by the dark side from birth. It warps and twists them and intertwines itself in their soul making them forever servants of evil. They roam the galaxy causing pain and misery, instigating full out war and bloodshed, and committing atrocities. They sow dissention and discord wherever possible, attempting to break apart society and cause chaos. With their very touch they can wrap the darkside around a victim, tainting them, or drain life energy from others to heal themselves.

Attribute Dice: 12D
Dexterity: 1D/3D
Knowledge: 2D/4D
Mechanical: 1D/3D+1
Perception: 2D/5D
Strength: 3D/6D
Technical: 1D/3D+1

Move: 8/10
Height: 2-2.5 meters

Special Skills:

Perception: Taint:
This skill costs double character points to advance after character creation. To use this skill the Ajahdia must have at least one Dark Side Point and must be touching the Target. This envelops the target with the darkside energies surrounding them. It's rolled against the target's willpower or control. If the target has any Dark Side Points, the Ajahdia is at +2D for every dark side point the target has. Success means that a dark side point is passed from the Ajahdia to the target. Any force sensitive character will know the instant the DSP is passed, as it will feel like an oily stain on their soul. If the character does not immediately begin atonement(if they go the next adventure without atoning they fail to start), they may not remove the Dark Side Point through atonement and once per adventure they must make a willpower roll Vs 4D +2D for every DSP they have, if they fail they must perform an evil act for which they will gain another DSP.

Special Abilities:
Vampiric Regeneration: To use this ability the Ajahdia must be touching the target. The Ajahdia then rolls Stamina vs. the target's Stamina. If

the Ajahdia wins then he loses one level of wounding and the target gains one. This may be kept up to heal another level each round, but each round requires an opposed stamina roll. An Ajahdia may not take more than is necessary to heal all damage to themselves. If the characters is brought up to mortally wounded or dead through this manner, the Ajahdia receives a dark side point. This is a full action.

Force Points: Ajahdia are enveloped and surrounded by the taint of the darkside and thus for force points, Ajahdia are considered dark Jedi.

Dark Side Points: Dark Ajahdia are so warped and intertwined by the dark side, that they have become addicted to it. If an Ajahdia has no dark side points they are at -3D from all skills and -1D to perception and strength attributes. This lasts until they gain a new dark side point. If they have only one DSP they are at -1D all skills. Starting Dark Ajahdia start with 2 dark side points.

Story Factors:

Force Blind: Being so warped and shrouded by the dark side, it is actually like a blanket being pulled over them. Aside from the few powers they manifest, all Ajahdia are unable to be force sensitive.

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