Races D6 / Ajahdia (Light)

Ajahdia (Light)

Light Ajahdia are one half of a Duo-Race. Light Ajahdia are surrounded by, and radiate the light side of the force. Their powers are all geared towards helping others and fighting evil. Unlike the Dark Ajahdia, Light Ajahdia can be force sensitive and be trained as Jedi. A Light Ajahdia's mere presence can cause evil doers pain, and their touch can cause unparalleled agony. They have the ability to remove the taint of the dark side from people, places, and things. There is an ancient prophecy, now considered just legend, that a Light Ajahdia and a Dark Ajahdia shall join and spark the flame of a new, even more powerful race.

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

Move: 8/10
Height: 2-2.5 meters

Special Skills:

(A)Knowledge: Regeneration:
The Ajahdia may not have any dark side points to use this. This skill can be used in place of normal healing rolls, and with it one be made any round as a full action. It uses the same difficulty numbers, the frequency simply changes and the character can do nothing else that round, leaving them vulnerable. If the character is incapacitated they are unconscious so they cannot use this power, however a mortally wounded Ajahdia will remain conscious automatically. Also, for every round this power is used, the character must lose a certain amount of character points, depending the level he dropped from that round:

- Wounded: 1 cp
- Wounded x2: 2 cps
- Mortally Wounded: 5 cps

Knowledge: Purify:
The Ajahdia may not have any dark side points to use this. The

Ajahdia must be touching the target. If the target is a character the difficulty is either very difficult, or if they resist, their willpower or control roll +10(may not be used on self). Success means one Dark Side Point is removed, if the dark side point is from a Dark Ajahdia's train, and is the only one directly from the taint, the character no longer has to make their willpower checks every adventure. If it's an item the difficulty depends on how long it's been tainted:
less than a year: easy
1-19 years: moderate
20-300 years: difficult
301-1299 years: very difficult
1300-5000 years: Heroic
additional 1000 years: +5 for each

Special Abilities:
Sacrificial Healing: To use this power the Ajahdia must be touching the target and may not have any dark side points. He must make a stamina roll Vs 3D +1D for every level of wounding(i.e. wounded twice would be a difficulty of 5D, incapacitated 6d etc.) Success means the target loses one level of wounding and the Ajahdia gains one level of wounding. This may be kept up but a roll must be made for each round. This is a full action.

Luminescence: Light Ajahdia radiate an aura of lightside energy. Any character with darkside points must roll strength as resist Vs damage equal to the number of dark side points the char has times 2D. The damage will not cause an effect above incapacitated and will leave no permanent injury, the effects will last for 4D minutes as a dull ache. If an Ajahdia touches a character with darkside points (must be bare skin contact) the character rolls strength as resist Vs damage equal to the number of dark side points the char has times 5D. The damage will not cause an effect above incapacitated and will leave no permanent injury, the effects will last for 7D hours as a sharp pain.

Story Factors:

Darkside Points: Ajahdia cannot atone , though they can be purified by other Light Ajahdia. If they gain a darkside point an effect happens based on which one it is.
First: The Ajahdia instantly falls unconscious for 10D minutes, as if incapacitated. When they are revived or wake up they will be at no penalties, however.
Second: Ajahdia instantly falls unconscious for 12D hours.
Third: Ajahdia loses all special powers and skills
Fourth+: no more effect

Rarity: Even less common than the Dark Ajahdia, Light Ajahdia are scarce and hard to come by. Part of this is that they're not really Ajahdia if they lose their powers, as they do when they are tainted too badly by the

dark side.

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