Races D6 / Sis`aimon

Sis`aimon

The grey skinned inhabitants of the harsh world of Vradil Pix. They have broad flat faces, with bony plates protruding slightly over their eyes and forhead and at the sides of their faces. Their eyes are all white except for the pupils and are sunken in a bit. They are famous for producing Blade Masters, and will even try to train some humans and other alliens to reach the same rank. They are masters of just about any weapon, able to shoot bows, use and throw spears, and knives, and are masters of the sword. They'll even use blasters and firearms from time to time with surprising skill. They attribute this to their rigorous training, and to what they call "The One-ness". The One-ness allows them to with draw themselves from all emotion and most concious thought. They concentrate on the moment and become "one" with their weapon and the target. It also allows them to ignore pain for the most, part, minor wounds inflicted on them don't slow them down, and they can push on after moderate wounds. This is a talent only a few non-Sis`aimon have ever been able to learn. Another thing they attribute all this too is the harshness of the world of Vradil Pix. It is a world of extremes. It's got a heavy axial tilt and is covered by zones of extreme. In some regions the planet is an arid wasteland of never ending desert that is searing hot in the day and nearly sub-zero at night. In other regions there are sweltering jungles and rain forests by vast oceans that cause the humidity to reach unbeleivable heights while the heat beats down during the day. On top of that monsters of every sort inhabit the planet and constantly stalk the Sis`aimon, from simply ferocious creatures, to evil monsters wrought from the Dark Side itself. The sis`aimon are widely respected in the galaxy and have been for a long time. In the days of the Old Republic, Sis`aimon Jedi were rare but very highly valued in combat.

Homeworld: Vradil Pix
Attribute Dice: 12D
DEXTERITY 3D/4D+2
KNOWLEDGE 1D/3D+1
MECHANICAL 1D/3D
PERCEPTION 2D/4D+2
STRENGTH 2D/4D+1
TECHNICAL 1D/3D

Special Abilities:

Blade Sense: Sis`aimon are naturaly comfortable with bladed weapons and feel as if they are extensions of themselves. They train long

and hard with these weapons and lvoe them. At charachter creation a Sis`aimon gets 2D for every 1D placed in melee combat.

One-ness: A Sis`aimon may take an action to form the "one-ness". This allows the to reach a new height of concentration and awareness. It requires a Very Difficult Willpower roll to enter, and is immediately lost anytime a level of wounding greater than wounded x1 is taken. While held, the one-ness adds +2D to all the user's 'to hit' rolls and +1D to their initiative rolls. Also 'stunned' level wounds have no effect on someone held by the one-ness, and they are not sent prone by taking a wounded level(but still take dice penalty).

Blade Master: Many Sis`aimon train to attain the rank of Blade Master. To become a Blade Master, the person must train for many years with not only swords, but other bladed weapons. To reach the rank of Blade Master, the charachter must have 7D in melee combat, or 6D in melee combat with 7D in three specilizations of it, one of which must be 'sword'; 5D Bows, 6D Thrown Weapons: Spear, and 6D Thrown Weapons: Knife. Someone who has attained the rank of Blade Master is taught the following special moves:

Name: Un-Even Fighting
Description: One opponent moves to a higher ground, and defends from it, while another remains lower (i.e. dueling on stairs.)
Difficulty: A Moderate check of Dexterity is made. Failing it, you fall to the ground, after losing balance (for two rounds, all skills are -2 and no bonus awarded for those two rounds.) Must be made by both combatants.
Effect: Whichever combatant is on the higher ground receives a +1D to strike rolls and the lower combatant will receive a +1D to parry.

Name: Feint/Attack
Description: One opponent "fakes" an attack to throw off the other's balance.
He returns his blade to "home" position.
Difficulty: A Moderate attack roll is needed. Modified by opponent's Perception/Sense roll.
Effect: This maneuver is considered a multiple action, because the attacker will make two strikes: The fake one, and the real one. If the attempt was succsseful , the attacker gets to add that difference to his strike, because the defender was knocked off balance, and unable to properly defend himself (-2D: 1D is because of multiple actions: Defending Twice). However, if it is the reverse (the defender's roll was higher) the defender saw the feint, knew not to defend it, and will be able to see the real strike, and defend it with no modifiers.

Name: Disarm
Description: This is to force the opponant to release his/her melee weapon.

Difficulty: This is a Very Difficult manuver to execute
Effect: Should the attacker make this roll sucsessful, there is an opposed strength check (the atatcker gets +1D) if the attacker wins, the opponent's weapon goes flying from their hand and it will take an action next round to retrieve it.

Heron Wading in the Rushes
Description: This is a sacraficial move that allows the user to sacrafice himself to eiminate a greater enemy. He pulls abck into a high stance with the blade at his head, exposing midsection. When the opponent strikes, the user brings their blade down as well, usualy both people die in this move.
Difficulty: Very Difficult
Effect: The user declares this move at the beggining of the round and rolls for it regardless of initative. If successful, it is then the opponent's turn. If they strike, the user may then strike simultaneously against the opponent. Neither person may parry and damage is resolved simultaneously.

Story Factors:

Vehicles: Sis`aimon are scornful of vehicles, and refuse to ride in any sort of high tech vehicle unless neccisary. They prefer their own two feet. They will gladly ride in spacecraft, but speeders and the like disgust them and they always try to avoid taking them.

Rough Planet: Vradil Pix is a very harsh planet to live on. It's climate zones are all extreme, from arid desert wastes, to intense jungles and rain forests. It is inhabited by many frightful beasts and 'monsters' with which the Sis`aimon are always in a constant struggle.

Move: 12/18
Size: 1.6-1.8 meters tall

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