Races D6 / Abyssin



Name: Abyssin
Designation: Sentient
Classification: Mammalian
Average height: 1.7 - 2.1 meters
Skin color: Blue, Green
Hair color: Green and white
Eye color: Black, Purple
Distinctions: Cycloptic, Regenerative abilities
Average lifespan: 300 standard years: Child: 1-30 years, Young adult: 31-65 years, Adult: 66-150 years, Middle age: 151-220 years, Old: 221-300 years, Venerable: 301+ years
Homeworld: Byss
Language: Abyssin
Attribute Dice: 12D

DEX: 2D/4D+2
KNO: 1D/3D+2
MEC: 2D/4D
PER: 1D/3D
STR: 2D/5D
TEC: 1D/3D+2

Special Skills:

Survival: Desert: During character creation, Abyssin receive 2D for every 1D placed in this skill specialization, and, until the skill reaches 6D, advancement is half the normal Character Point cost.

Special Abilities:

Regeneration: Abyssin have this special ability at 2D. They may spend beginning skill dice to improve this ability as if it were a normal skill. Abyssin roll to regenerate after being wounded using these skill dice instead of their Strength attribute - but turn “days” into “hours”. So, an Abyssin who has been wounded rolls after three standard hours instead of three standard days to see if he or she heals. In addition, the character’s condition cannot worsen (and mortally wounded characters cannot die by rolling low).

Story Factors:

Violent Culture: The Abyssin are a primitive people much like the Tusken Raiders: violent and difficult for others to understand. Abyssin approach physical violence with a childlike glee and are always eager to ï¬•ght. However, they are slightly less happy to be involved in blaster ï¬•ghts and are of the opinion that starship combat is incredibly foolish, since you cannot regenerate once you have been explosively decompressed (this attitude has become generalized into a dislike of any type of space travel). It should be noted that the Abyssin do not think of themselves as violent or vicious. Even during a ferocious blooding, most of those involved will be injured, not killed - their

regenerative factor means that they can resort to violence ï¬•rst and worry about consequences later.

Move: 10/12

Description: Abyssins were a cycloptic sentient race native to Byss. Abyssins could regenerate lost limbs and could live to be three hundred years old. Notable Abyssins included Myo, a patron of Chalmun's Spaceport Cantina in Mos Eisley and Gor Koresh, a gangster who hunted Mandalorian coverts for their beskar armor.

Biology and appearance
At about two meters tall, the hulking Abyssin had long limbs and a single large eye that dominated their greenish-tan foreheads. Typically well-muscled, the Abyssin had a slightly hunched appearance. A distinctive trait of the Abyssin was their ability to heal quickly and regenerate any body part, which some believe contributed to an especially violent racial culture. Their fast regeneration is believed to have been an adaptation to prevent fluid loss from bleeding. Abyssin body cells were replaced every 80 hours and organs which typically were paired in other species appeared singularly in the Abyssin body. Because of their regenerative abilities, Abyssin could live up to 300 standard years.

Society and culture
A primitive tribal society, the Abyssin of Byss were known as violent and brutish and their planet was avoided by most beings in the civilized galaxy. On the arid planet of Byss, unstable resources did not allow for mass population growth or for the stabilization of a central government, economy or trade system. Existing simply in nomadic tribes, the Abyssin groups could and did interact peacefully with one another through trading, though only if both groups had plentiful water and food supplies. Otherwise, they began a 'Blooding', a brawl which ended only when one tribe's warriors were all killed, captured, or incapacitated. Warriors who survived a Blooding were usually allowed to join the winning tribe once they finished their regeneration. This tradition led to some violent incidents when spacers tried to trade with Abyssin tribes with scarce water resources, especially since the Abyssin assumed the alien traders could regenerate as quickly as they did. Elderly Abyssin lost these regenerative abilities, and either voluntarily exiled themselves to die in the desert or were ritually killed by their tribe.

The Abyssin language consisted of grunts and growls while they used hieroglyphs to communicate in written form. Abyssin did not keep family names and typically were known only by a single name. Examples of Abyssin names included Anami, Easym, Mador, and Polcyc.

History
Discovered during the Kymoodon Era by Arconan scouts hailing from the Galactic Republic, the Abyssin were greatly distrustful of the explorers when they attempted to create a dialogue with them. Rebuffing all attempts to establish relations with the Arcona, the Abyssin finally relented and the Arcona shared their desert survival techniques in order to establish trust and respect. While the Abyssin had no desire to leave their homeworld, the travelers who had heard of the planet's strong, vicious warriors flocked to acquire slaves. Rarely impacting the galactic political or economic climate, the Abyssin have fought on the side of the Republic and its opponents throughout the course of history. By the time of the Galactic Empire's rise to power, a number of Abyssin lived on Phaeda and Dubrava.

Abyssin in the galaxy
During late Republic Era, the Count of Serenno Ramil hired a group of mercenaries to invade

Serenno. Some of these mercenaries included Oster and another Abyssin who were later killed by the Jedi Master Dooku.

Jackar Bowmani, a male Abyssin, worked in the Jedi Temple as a munitions expert during the Clone Wars, and was secretly fed modified explosive NM-K reconstitutor nano-droids by his wife Letta Turmond in order to use him as a bomb against the Jedi. Bowmani later detonated in the Jedi Temple hangar, killing six Jedi, numerous Republic clone troopers, and other hangar workers in the process and destroying all but one of his arms. An Abyssin named Myo was a patron of Chalmun's Spaceport Cantina in Mos Eisley when Luke Skywalker and Obi-Wan Kenobi first met Han Solo and Chewbacca shortly before the Battle of Yavin. The Hutt crime lord Jabba the Hutt used a large hoversled as a throne that was decorated with several statues of Abyssin heads.

During the New Republic Era, an Abyssin gambler and gangster named Gor Koresh profited from underworld gladiator matches at his own arena while also hunting Mandalorian remnants for their beskar armor. Later, the Abyssin met the Mandalorian bounty hunter Din Djarin, who was searching for other Mandalorians, at his arena. Koresh attempted to trick the Mandalorian into a bet which could scam him of his beskar armor, but Djarin refused the offer, and the Abyssin and his assailants held the bounty hunter at gunpoint. Djarin defeated Koresh's allies, and intercepted Koresh outside the fighting pit, interrogating the Abyssin for the information he desired. After Koresh gave in, he was left by the Mandalorian to face some local creatures.

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