# Characters D6 / Fremen

Fremen:
Hardened desert men who can survive in the open desert of Arrakis, Fremen are superb knifefighters and guerilla warriors.  Their complex culture has adapted to the desert, and they are perhaps the toughest, most violent warriors in the galaxy.

DEXTERITY: 4D
Blaster
Dodge
Melee Combat: Crysknife 5D
Melee Parry: Crysknife: 5D
Grenade
Brawling Parry: Wierding Way: 5D

KNOWLEDGE: 3D
Intimidation
Survival: Desert: 7D
Tactics: Guerilla Warfare: 5D
Willpower

MECHANICAL: 2D+1
Beast Riding: Sandworms: 3D+2
Communications: Cielago
Repulsorlift Operation

PERCEPTION: 3D
Bargain
Hide
Sneak
Search

STRENGTH: 4D
Brawling: Martial Arts: Wierding Way: 5D
Stamina: 5D
Climbing/Jumping

TECHNICAL: 3D
First Aid
Demolitions
Security

Special Abilities:

Eyes of Ibad: This is a sign of total addiction to the melange spice, and

dominates the eyes of the addicted with an inky bluish taint, covering iris, pupil, and the whites of the eye.

Knifefighting: Fremen are very skilled in using crysknives and are renowned for their incredible abilities with them. Any Fremen is trained to the highest standards of knifefighting, surpassed only by the greatest blademasters, and their trainees, usually sons of Great Houses.

Wierding Way: The Fremen method of unarmed combat, the Fremen allegedly learned it from a Bene Gesserit who taught it to them in return for her life. It enhances their Brawling and Brawling Parry scores by +1D.

Sandworm Riding: The Fremen, when actually on Arrakis, harness the power of the most destructive beast on it for their transport. They can ride these worms for approximately 450 miles before the beast stops due to exhaustion.

Cielago: The word from the old Chakobsa hunting language means "bat". When used in context, it refers to a uniquely Arrakeen method of communication-- the ability to impress a message into the small flying mammal for repetition upon arrival. It is otherwise referred to as a "distrans" message.

Equipment: Stillsuit, Fremkit [inflatable tent, paracompass, macrobinoculars, map of Arrakis, maker hooks, and two thumpers], Crysknife [STR+3 for non-Fremen, STR+4 for Fremen], and jabba cloak [+2 to sneak for non-Fremen, +4 to sneak for Fremen].

Move: 11
Force Points: ?
Dark Side Points: 0
Character Points: 1

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