

HHILACHI (hah-lah-chee)

Hhilachis are a misunderstood species that hail from Travall, a warm planet covered mostly by wetlands, swamps, and fresh water lakes. They are humanoid and amphibious, but lack an appearance resembling a gemini. Their features appear threatening, but they are far from. They are instead a fairly gentle species that stands strong in defense, but have never made an offensive strike. Although they don't strike first, they are a force to be reckoned with in a battle as their warriors fight brutally to keep their families safe.

Hhilachis are able to adapt to a variety of warm climates, but once the environment drops near the freezing point, they are either forced into hibernation or face dying. They are cold-blooded and need the heat to keep their bodies from freezing. Within optimal environments, they can live up to 95 years. If trapped in a cold environment, it can be a matter of days before they perish.

Their sizes vary little between males and females, ranging from 6 ft. 4 in. to 6 ft. 10 in. The males are typically larger than the females. Their skin feels soft and oily, and they can all produce mucus that allows them to climb walls. This allows the hhilachis to live on the top of the bluffs while their children are born in the water below. Living atop the bluffs keeps them safe from water-born predators. Their feet are webbed like a frog and are used for swimming quickly.

HISTORY

The hhilachis have passed down stories of their history through stories told from generation to generation. Very little was written down, preferring to use a pictographic language. Pictures written on trees, cave walls, and rocks help retell the stories. These stories tell of a history that dates back thousands of years. However, no one truly knows how many thousands of years.

The hhilachis were an early applicant to the House of the Alliance, coming into contact with the gemini 450 years ago. Their appearance seemed threatening at first, but they quickly assured their gemini guests that the hhilachi race meant no harm to any race that wasn't a threat. After spending many months with their hosts, learning their language, the gemini heard many historical stories and began teaching the hhilachi how to write. Although passing down stories is a tradition, it can get quickly lost or misinterpreted.

The hhilachis were a unique race in that the idea of traveling through the frozen space was not only frightful, it was dangerous. Without the right environment, their people would die.

With this dilemma, the gemini spent the next five years developing spacecraft that could properly accommodate the hhilachi during space travel. Each one provides a large atrium that resembles the wetlands on Travall and the climate was specially controlled for a warm, humid environment. To allow the gemini to travel on those same spacecraft, special rooms were built to reduce the humidity and provide a cooler environment. Although hhilachi could still survive in those rooms, special suits were developed to make them feel more comfortable.

Once these spacecraft went into full production, the hhilachi became an integral part of the House of the Alliance and were able to travel throughout the galaxy. Their warriors were found to be quite formidable and soon they became a regular part of the mercenary culture.

GOVERNMENT

The hhilachi have a tribal government. Each tribe consists of up to two dozen families attached to a single location. Villages are built amongst the thick woods always near a wetland, swamp, or fresh water lake. Each tribe is led by a single chieftain, appointed according to their diplomatic prowess. The chieftain must be extremely charismatic and able to lead their people when defending their village.

Each hhilachi village is located within a mile of at least one other village. During times of war, these villages band together to form loosely organized militias. If threatened by large armies, hhilachi villages from hundreds of miles around ally to hold back the invaders.

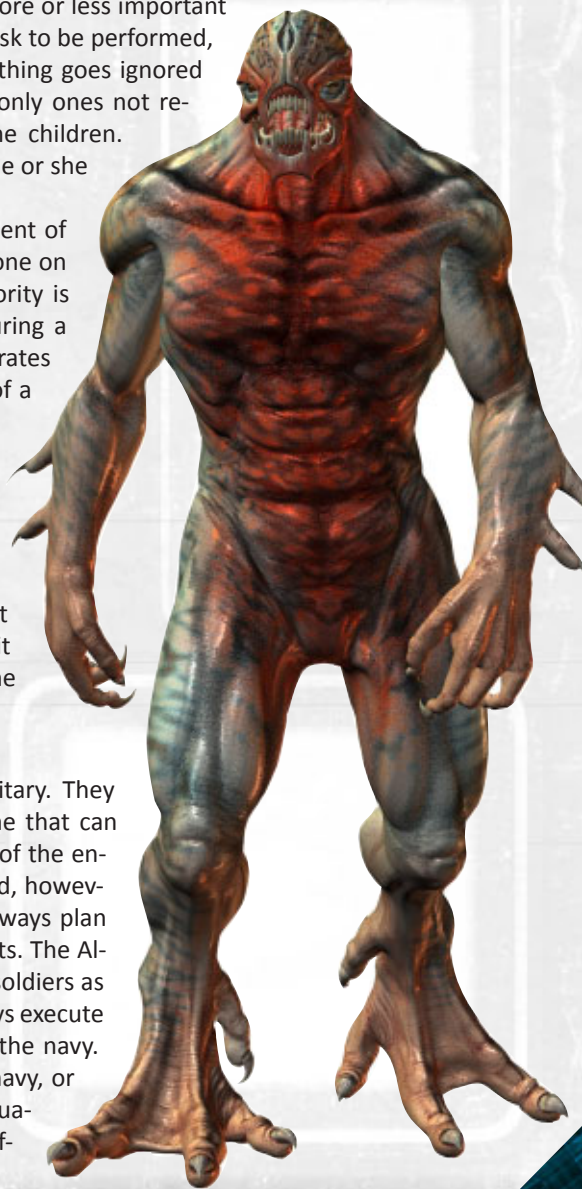
There is little social ranking within a hhilachi tribe as everyone has a purpose and those duties are no more or less important than anyone else's. If there is a regular task to be performed, it is assigned on an as-needed basis. Nothing goes ignored and everyone is treated as equals. The only ones not required to perform regular duties are the children. Even the chieftain helps out as much as he or she can.

Decision making, along with enforcement of those decisions (such as basic laws), is done on a full tribal basis. While the law of majority is enforced, every decision is discussed during a tribal gathering. The tribal chieftain arbitrates all decisions and only votes in the case of a tie.

When assigned to a mercenary force, this form of group decision making is maintained and hhilachi always listen to everyone's opinion before proceeding with that decision. However, in times of absolute need, they are not afraid to make quick decisions that benefit the team. Their main concern is always the protection of the entire team.

MILITARY

Hhilachis do not have an organized military. They operate much like a militia and everyone that can wield a weapon does so for the defense of the entire tribe. When these militias are formed, however, they are extremely disciplined and always plan their maneuvers to ensure the best results. The Allied Navy has found them to be optimal soldiers as they take orders extremely well and always execute them flawlessly, as long as they benefit the navy. If the orders received would throw the navy, or a particular regime, into a dangerous situation, the hhilachi soldier speaks up and offers alternate solutions.



Hhilachis have never formed their own navy and avoid creating a formal army. They rely solely on the Allied Navy for protection and keep their large, combined militias as a form of defense. Because of their dedication to the House of the Alliance, the Allied Navy always has a force nearby for quick deployment. If any hostile race gets near Travall, the Allied Navy arrives quickly to quell the threat.

SPACE TRAVEL

Hhilachis have never created their own means of space travel. They do not build spacecraft nor do they have the technology to do so. They rely on the gemini to provide them with spacecraft, although they are more than willing to pay for them, either through earned credits or dedicated work in the Allied Navy. They do not eschew space travel, but they would rather spend their days tending to the resources they have available instead of developing the technology necessary to build those specialized spacecraft.

XENO RELATIONS

Hhilachis are extremely friendly with as many Alliance species as possible. They tend to avoid aggressive ones, such as the l'nel, but are not against diplomatic relations with them. Due to being dedicated allies of the gemini, they are well protected against anyone that would attempt to threaten their way of life.

Besides the gemini, the hhilachi have become extremely friendly with the festoons. Both have similar qualities and the festoons strive to document the hhilachis spoken history. Because of their trust in each other, the hhilachis allow the festoons to probe their memories through psionic means.

MODERN TIMES

Hhilachi warriors have become a very valuable asset to the Allied Navy. Specialized armor allows them to function within any environment and they are often ceremoniously honored by their superiors for excellence in the field. Their chieftains serve as important political figures and arbitrators within the House of the Alliance, always finding ways to open and maintain discussions between multiple xeno races.

Because of this dedication to the House of the Alliance and the Allied Navy, the gemini continue their protection of Travall and the production of spacecraft for the hhilachi people. In return, the hhilachi have also opened their home world to the corporations, allowing them to mine whatever resources are trapped beneath the surface.

XENO TEMPLATE

- **Language:** Hhilachis are fluent in the Hhilachin and Argosian languages.
- **Amphibious:** Hhilachis are semi-aquatic creatures. They can hold their breath underwater for up to 15 minutes before gaining Fatigue, move at their full Swimming skill, and gain a free d6 in Swimming.
- **Cold-blooded:** Hhilachis are cold-blooded and can barely survive without heat. They incur a (-4) penalty to resist the effects of a cold environment.
- **Sticky Hands:** Hhilachis can produce mucus that allows them to stick to walls. This gives them the Wall Walker ability.