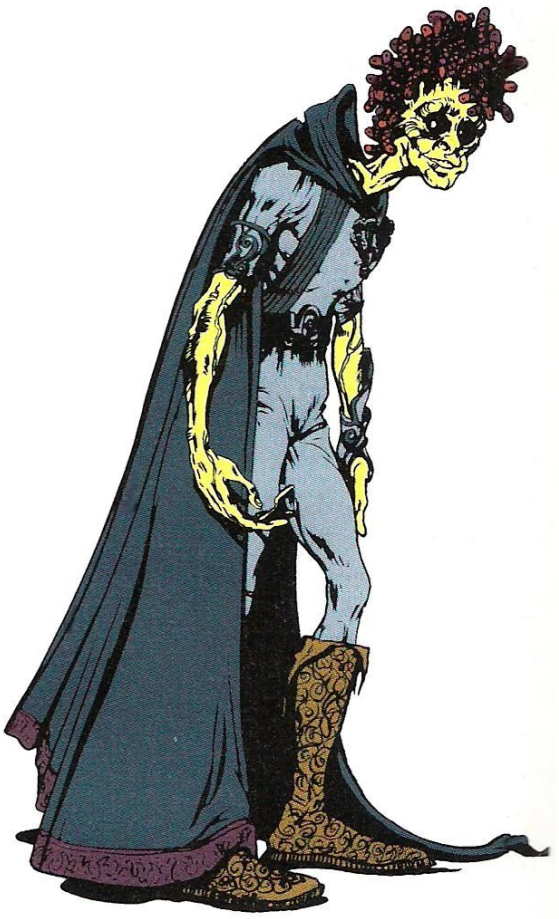
Races D6 / Ho-Din



Name: Ho'Din
Designation: Sentient
Average height: 3.0 meters
Skin color: Green, yellow, blue, orange
Hair color: Red, Violet
Eye color: Black
Distinctions: Snake-like "hair"
Homeworld: Moltok
Language: Ho'Din
Attribute Dice: 12D

Dex: 2D/4D
Know: 2D/4D+1
Mech: 2D/4D
Perc: 2D/4D
Str: 2D/3D+2
Tech: 2D/4D

Special Abilities:
Knowledge Skills:

Ecology: Moltok. Time to use: at least one hour. This specialization can only be acquired by characters (normally only Ho'Dins) who have spent at least 10 years on Moltok. This is the ability to recognize and identify the countless plants on Moltok.

(A) First Aid: Ho'Din Herbal Medicines: Must have first aid 5D. Time to use: at least one hour. This specialization can only be acquired by characters (normally only Ho'Dins) who have spent at least 10 years on Moltok. This specialization covers the ability to use Moltok's various medicinal plants for healing and disease control. To determine the difficulty to make the correct medicines, the gamemaster should determine the difficulty. For example, healing a broken leg or arm would be an Easy to Difficult difficulty,curing a rash would be Very Easy, stopping a disease native to Moltok could range from Very Easy to Heroic, curing a disease not known on Moltok will probably be Heroic. The character then makes the skill roll to determine if the medicine is made properly the effects of the medicine depend upon the situation. For example, the medicine may cure the disease, allow the patient extra healing rolls, and/or give bonus dice to future healing rolls.

Story Factors:

Nature Worship: The Ho'Din will go to great lengths to ensure the survival of the planet, considering the existence of plants to be more important than the existence of animal organisms.

Move: 10/12

Description: Ho'Din were tall aliens, renowned throughout the galaxy for their botanical and healing abilities.

Biology and culture

The Ho'Din people were tall, multi-color-skinned humanoids native to the planet Moltok. Ho'Din had long, suction cup-tipped fingers used for climbing trees and, on their heads, red-violet snake-like "hair" (fleshy tubes covered in scales) which acted as thermal sensors. They claimed to have evolved from plants—in fact, "Ho'Din" translated as "walking flower" in Basic. They were noted for possessing two hearts.

Their claims to botanical origins was probably a consequence of the nature-worshiping religion most Ho'Din followed, known as Dinante Fli'R. Most non-Ho'Din scientists found such claims unlikely, classifying them as reptilian instead. Whatever their origins, the Ho'Din were among the galaxy's greatest botanists and ecologists. Master Gardener was a title of respect among them.

History

In 5000 BBY, a female Ho'Din going by the name of Lohjoy served the Sith Empire as a starship engineer.

Around 300 BBY, the tree-dwelling Ho'Din gave up their low-technology lifestyle and moved to the forest floor. There, they began mining, farming, and manufacturing. However, their understanding of ecology was rudimentary, and they did not foresee the consequences of deforestation. The decaying organisms which formerly accelerated the decay of plant life on the forest floor became parasites which caused disease and malnourishment in their Ho'Din hosts. The Ho'Din were forced back to the trees, where they refocused their resources on ecological and botanical research.

The Ho'Din eventually developed herbal therapies which rid themselves of parasites. Their pharmacological techniques, combined with the eventual restoration of Moltok's ecosystem, allowed them to survive and prosper as a civilization. Other forms of technology were strictly regulated on Moltok, though off-world Ho'Din accepted them as a necessary evil when used on other, already "damaged", planets. Exports of Ho'Din plants and medicines made Moltok a very wealthy planet. Much of this wealth was spent in rejuvenating planets with damaged ecosystems, or creating "garden worlds" where all could commune with nature. Reverence for nature dominated Ho'Din society, with the Dinante Fli'R priests ruling Moltok.

Ho'Din in the galaxy

Most Ho'Din who lived away from Moltok were botanists. A few took advantage of their natural beauty and grace to become models or dancers. Many Ho'Din tended to be vain about their personal appearance.

In 32 BBY, a Ho'Din slave of Gardulla the Hutt named Oo Wen, conspired with a brave cadre of enslaved children from Tatooine—Anakin Skywalker, Kitster Banai, the Bothan Dorn, and the Twi'lek Pala Kwi'teksa—to protect several Ghostling children from the Hutt in her new pleasure garden, the construction and maintenance of which Wen was charged with to oversee. After being introduced to the Ghostlings' peril, Wen, within the confines of his garden (which was itself, for the unwary, extremely perilous), secured safety for these delicate creatures of Datar until they could be smuggled off world.

The healer and botanist Baji and the smuggler Par'tah were Ho'Din. Two Ho'Din Jedi survived the Clone Wars and escaped Order 66—the Jedi Knight Iwo Kulka (who died later in the Great Jedi Purge), and Plett, a Jedi Master who escaped to Belsavis.

During the Yuuzhan Vong War, the Ho'Din were mostly left alone by the Yuuzhan Vong. This was primarily due to the Ho'Din's aversion to technology and reverence for plant life, but may have also

been influenced by the Ho'Din's similarity to the Shapers.

Common Ho'Din names
Common Ho'Din names included Kutu and Usta.

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