



STRAAD RACE PACKET

SOLAR: Aftermath Continuity Document

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This document supersedes any previous edition.



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200 YEAR HISTORY

The Straad histories only go so far back as the onset of the Blight (refer to the Common Knowledge Packet available for download at SOLARAftermath.com).

0 N.R.: Humans across Radeves are stricken with severe seizures, spasms, and all manner of terrible ills. A great many died. Those who survived were deformed or crippled as a result of the trauma.

5 N.R.: Children of the survivors begin to manifest unique characteristics. Most children are severely handicapped, either from physical impairments, mental instabilities, or both.

10 N.R.: “The Scourged People” begin to exhibit a mass onset of albinism, or loss of skin pigmentation. The other people of their cities and villages begin to show apprehension towards this group and cases of ostracism begin to emerge.

12 N.R.: A migration of people bearing the scourge venture into the moors and blighted lands beyond the hamlets, villages, and cities they once called home.

15 N.R.: Gypsies spin tales of raiders with alabaster skin in the dunes, moors, and highlands of the north. These raiders, they say, set upon their caravans during the night, stealing the carts and even horses, but fatalities are low.

26 N.R.: The Scourged People re-emerge from their desert home as the Straad. Their arrival is not well-received by many, but the remaining freeholds of Radeves are not so unwise as to turn away traders and gatherers who can walk in the naked world, unbowed by the Blight.

30 N.R.: The straad continue to enjoy a reputation as great traders of the world. Rokiari O’Leathy leads the largest clan of straad and commands more than half of all northern trade caravans.

39 N.R.: Straad have gained a great deal of acceptance by the people of Northern Radeves, including Aftermath, but rumors of raiders in the scrublands curtail any efforts made by the clan leaders to unify the straad completely. Growing cultural momentum among straad also plays heavily against unification with “dwellers.”

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PLACES OF PROMINENCE

The Straad have few places they consider “prominent” given their nomadic nature. However, there are some places which straad settle that are important.

CAIRNS

Cairns are the spiritual epicenter of a clan or family of straad. These symbolic places need not be elaborate, but they will typically be the place where a clan or family gathers for important meetings or holidays.

PEOPLE OF PROMINENCE

A number straad clans are well known by other straad. Clans tend to take names for their clan elder or the lands they come from. This helps other straad recognize turf claims.

The Straad recognize a grand patriarch as their spiritual leader, but do not recognize him as the political leader. Ergan O’Leathy has lived an unheard of 80 years and his bent frame is known to every straad of Radeves. Ergan led the largest exodus of straad away from the old capital after Blightfall.

COMMON KNOWLEDGE

Straad typically live into their 50s, though this is just an average. As they age straad tend to accumulate many ills and have extreme difficulty moving. It is thought this has something to do with their mutations.

Straad have a mild form of albinism that affects their entire body.

Straad believe their spiritual elders await them in an afterlife.

CULTURE

Straad are a patriarchal society of mostly nomadic groups. The eldest male leads each group. The title of patriarch is not inherited by the deceased patriarch’s sons necessarily; the lineage always goes to the one deemed most wise or experienced in straad culture and lore. Patricide among straad is considered one of the most heinous crimes that can be committed.

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Straad-on-straad crime is very low, but happens.

It is customary for straad to undertake a pilgrimage once in their lifetime to seek out their spiritual places. Much of a straad's time is spent contemplating this event.

Straad are very family or clan oriented. Meals are usually taken together as are business dealings. During times of danger, the family or clan will typically "circle the wagons" to protect their own.

ROLEPLAYING HINTS

To effectively roleplay a straad, look to form your character around the premise of a patriarchal society that is suspicious of outsiders yet highly devout to clan and family. Straad tend to be slow in their dealings with each other and outsiders. Their mutation sometimes makes communication difficult and many straad could be considered "dim" because of it.

Your chosen deformity will help your roleplay. Whatever you choose, make sure it is something you can roleplay. A severe stutter, a limp, seizures, etc... some of the best roleplay is seen in the face of, and overcoming, adversity.

Straad are suspicious of outsiders, but will not shun them. Straad oral teachings are replete with lessons about shunning people, a pain the straad know all too well.

Additional lore is available! Contact the general manager or continuity officers if you purchase [Knowledge Lore: Straad](#) for your character!