

STAR WARS®

ROLEPLAYING GAME

ULTIMATE ALIEN ANTHOLOGY



ERIC CAGLE, CORY J. HERNDON, MICHAEL MIKAELIAN,
STEVE MILLER, OWEN K.C. STEPHENS, JD WIKER

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DESIGNERS

ERIC GABLE, CORY J. HERNDON, MICHAEL MIKAELIAN, STEVE MILLER, OWEN K.C. STEPHENS, JD WIKER

DEVELOPER, EDITOR, AND DESIGN MANAGER

CHRISTOPHER PERKINS

ART DIRECTOR

ROBERT RAPER

COVER ARTIST

TOMMY LEE EDWARDS

INTERIOR ARTISTS

KALMAN ANDRASOFSZKY, DAN BRERETON, CARL CRITCHLOW, DOUG ALEXANDER GREGORY, JEREMY JARVIS, RAVEN MIMURA, MIKAEL NOGUCHI, R.K. POST, VINOD RAMS, SAM WOOD

GRAPHIC DESIGNERS

ABIGAIL FEIN, ROBERT RAPER

GRAPHIC PRODUCTION SPECIALISTS

ANGELIKA LOKOTZ, CARMEN CHEUNG

PROJECT MANAGER

MARTIN DURHAM

PRODUCTION MANAGER

CHAS DELONG

DIRECTOR OF RPG R&D

BILL SLAVICSEK

VICE PRESIDENT OF PUBLISHING

MARY KIRCHOFF

CATEGORY MANAGER

ANTHONY VALTERRA

LUCAS LICENSING EDITOR

MICHELLE VUCKOVICH

LUCAS LICENSING ART EDITOR

IAIN MORRIS

ORIGINAL ALIEN ANTHOLOGY EDITORS

BRIAN CAMPBELL, CORY J. HERNDON

ORIGINAL ART DIRECTION

SEAN GLENN

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U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
T Hoshveld 6d
1702 Groot-Beigaarden
Belgium
+322 467 3360

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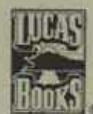
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INDEX: ALIEN HOMEWORLDS

Introduction

This book contains 180 alien species for the *Star Wars Roleplaying Game*. In addition to featuring aliens from the five *Star Wars* feature films, the *Ultimate Alien Anthology* includes several lesser-known alien species plucked from the pages of *Star Wars* comic books, novels, magazines, and game products.

Throughout this book, the term "alien" is used to describe any sentient, civilized, non-Human biological creature. In the *Star Wars* universe, alien species include gregarious Besalisks, devious Gossam, despicable Hutts, noble Quermians, and tenacious Rodians. Alien species can be commoners, belong to a professional class (diplomat, expert, or thug), or have levels in one or more of the nine heroic classes (fringer, noble, scoundrel, and so on).

While this book describes only a fraction of the thousands of alien species that populate the *Star Wars* galaxy, Gamemasters have more than enough species here to create interesting supporting characters for their campaigns, and players have more species to choose from when creating heroes.

The first chapter of this book describes the various alien species, from Abyssin to Zeltron. Within each entry are subentries describing the species' personality traits, appearance, homeworld, native language, and so on. The subentries enable GMs and players to find the information they need quickly. The first chapter also describes new weapons and equipment, such as the Rodian cryogen whip and Kel Dor antiox breath mask, that are available (and in some cases essential) to members of certain species.

The second chapter of this book describes seven new prestige classes suitable for alien characters, including the aerobat, the changeling, and the telepath. Like all prestige classes in the *Star Wars Roleplaying Game*, players should check with their GMs before pursuing any of these options, since GMs may disallow prestige classes that don't fit their campaigns.

The book ends with an appendix of new feats available to heroes and GM characters. Some of these feats are particularly suited for certain species described in this book. For example, a four-armed Pho Ph'eahian would benefit greatly from the Multidexterity feat, while a Vor aerobat could do a lot worse than take the Improved Flight feat.

Although GMs should always keep the "look and feel" of the *Star Wars* galaxy in mind, they should not be afraid to create alien characters that break the stereotypical rules for their kind and allow players to do the same. Species descriptions are not intended to reinforce stereotypes. For example, most Aqualish are ill-mannered bullies—a trait vital to survival on their homeworld. However, traits brought about by centuries of evolution should not discourage players and GMs from creating an Aqualish noble with high

Wisdom and Charisma scores. Most campaigns will also bear the weight of an Ewok tech specialist, a Gamorrean Jedi consular, or a crafty Skrilling noble. Unless the text states that members of a species can't under any circumstances belong to a particular heroic class, GMs should consider the suggestions guidelines and "play against type" when it serves the campaign.

Alien Heroes

This book expands the options for heroic character species. Players should obtain their GM's approval before creating characters using any of the species or prestige classes described in these pages, or before outfitting their characters with any of the species-specific equipment detailed herein.

Customized Aliens

Species that settle distant worlds and then rarely interact sometimes diverge onto different evolutionary paths. Sometimes, the divergence is artificial, such as the genetically manipulated Xexto, and sometimes the differences arise naturally, as is usually the case among the many near-Human species (such as the Chevs). In any case, this book can be used by GMs to create other "near-species" for their campaigns.

GMs can easily create new species by taking one basic type of alien and applying special qualities common to other species. For example, you can take a harmless Bimm and give it the natural weapons, natural armor, fierce demeanor, and keen sight of a Barabel. Devise a new name for your alien species, find it a suitable homeworld within your campaign, and you're set!

Core Rules Updates

For the sake of completeness, the *Ultimate Alien Anthology* includes all of the alien species described in Chapter Two and Chapter Fourteen of the *Star Wars Roleplaying Game*. In cases where the rules in this book differ from those presented in the core rulebook, assume that this book contains the most accurate and up-to-date rules information.



Chapter One: Alien Species

This chapter offers 180 alien species to incorporate into your *Star Wars* campaign. GMs will find the information useful for populating their campaigns with GM characters, and players can (with the GM's permission) use these species to make new heroes.

Reading the Entries

All of the alien species in this chapter are presented in the same format:

Each species entry begins with a few paragraphs describing general traits and significant periods in the species' history. Some species have a rich history, while others aren't quite so well documented. Where possible, the opening text describes the species across all major campaign eras.

Personality: This section describes the personality traits and social behavior of a typical member of the species.

Physical Description: Physical traits common to members of the species are described here. This section also includes the average height (in meters) for adult members of the species.

Homeworld: The species' planet of origin is briefly described here. The text also reveals in which region of space the planet is located. For more information on the regions of the galaxy, see Chapter Eleven of the *Star Wars Roleplaying Game*.

Language: This section provides information about the species native language(s).

Example Names: Players and GMs can use this short list of sample names to create similar names for their characters.

Age in Years: This section gives the age ranges for each age category. Ability modifiers based on age are given in Table 6-1: Age Effects in the *Star Wars Roleplaying Game*.

Adventurers: This section provides helpful guidance for players creating heroes of a particular species. Although players should heed the suggestions in this section, a GM may choose to ignore any or all class restrictions noted here.

Species Traits

All pertinent game information is contained in the Species Traits section. Bullet points list the species' ability modifiers (if any), size (and size modifiers), speed (as well as alternative modes of movement, where applicable), special qualities, bonuses on skill checks, bonus feats, and free language skills.

Species traits are characteristics shared by all members of the species. Species traits most often take the form of adjustments to ability scores (made after the scores are rolled and assigned) and modifiers to skill checks. Unless noted otherwise, species traits have been incorporated into the game statistics for commoners (see Commoners, below).

Commoners

Each species entry ends with game statistics for a typical commoner of the species. Here's a summary of the abbreviated game statistics included for each commoner:

Species Name: Init (initiative modifier); Defense; DR (damage reduction, if any); Spd (speed); VP/WP (vitality and wound points); Atk (attack bonuses, attack type, and damage); SQ (special qualities or species traits); SV (Fortitude, Reflex, and Will save bonuses); SZ (size); Face/Reach (face and reach, if other than 2 m by 2 m/2 m); FP (Force Points); DSP (Dark Side Points); Rep (Reputation bonus); Str (Strength), Dex (Dexterity), Con (Constitution), Int (Intelligence), Wis (Wisdom), Cha (Charisma), Challenge Code.

Equipment: Most commoners carry a variety of personal belongings. Other noteworthy items are mentioned here as well, including special equipment available to all members of the species.

Skills: The skill bonuses listed here incorporate ability modifiers, size modifiers, and species trait modifiers. Bonus languages granted by high Intelligence scores are also listed.

Feats: The species' bonus feats are listed here.

New Equipment

Some species are known for using specialized gear or weapons. Such items are described at the end of the species' description. In most cases, only members of the species in question may have these items in their possession. The GM decides whether to make these pieces of equipment available to heroes of the appropriate species or place them on the "open market" for all heroes to acquire.

Adding Archetypes

While alien commoners help the GM populate cantinas and spaceports, the commoner game statistics presented in this chapter represent only the baseline examples for each species. Heroes are more likely to interact with the Krish thugs of a corrupt Toydarian tax collector, or the 10th-level Ortolan scoundrel who spies for the Imperial Governor of Rivvidu. Such characters should be more than run-of-the-mill members of the species.

The quickest way to create such alien villains is to use the generic character archetypes provided in Chapter Fourteen of the *Star Wars Roleplaying Game*. The statistics provided in that chapter—assassin, dark Jedi guardian, and so on—do not include species traits. Imagine you want to turn the low-level generic gambler archetype into Johzan B'oh, the Herglic gambler. Simply apply the Herglic species traits to the low-level gambler's base statistics (presented in Chapter Fourteen of the *Star Wars Roleplaying Game*), adjust saves and skill ranks as necessary, and add special qualities where appropriate.

6

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Abyssin

Abyssins are brutish humanoids who thrive on violence. They believe that change is impossible, a belief fostered by their ability to recover quickly from even the most grievous wounds. The **Blooding**, a ritual combat between two tribes over water rights, is also used to settle impassable disputes between hated enemies. A **Blooding** is usually a fight to the death between two Abyssins—one champion per tribe—with the winner gaining all of the loser's possessions.

Abyssins are well suited to their natural desert habitat and have a very efficient biology. Often characterized by their single eye, Abyssins don't take kindly to beings who refer to them by derogatory names such as "monoc," "one-eye," or "cyclops."

Personality: Abyssins are quick to anger, especially when taunted or otherwise insulted. They hardly ever need to show restraint and are well known for their quarrelsome nature. Abyssin society is primitive, and individuals show little interest in anything other than basic comforts. All Abyssins dislike space battles and blaster fire.

Physical Description: Abyssins are slightly hunched, hulking humanoids with long limbs, lank

but muscular bodies, weathered skin, and a single slit-pupiled eye. The average Abyssin adult stands about 2 meters tall.

Homeworld: The planet Byss, located in the Outer Rim Territories, is a mostly arid sphere that orbits twin suns in a figure-eight pattern. The **Burning**—the leg of Byss's orbit that carries it between the twin suns—is a grueling time when temperatures rise, weather is unpredictable, and sunlight scorches the entire planet.

Language: Abyssins have their own spoken and written language (Abyssin). The spoken language consists of primitive-sounding grunts and growls, and the written language is based on a simple set of hieroglyphs.

Example Names: Anami, Easym, Mador, Myo, Polcyc, Vomak.

Age in Years: Child 1–40; young adult 31–65; adult 66–150; middle age 151–220; old 221–300; venerable 301+.

Adventurers: Abyssins rarely leave Byss, as they are quite satisfied with their lot in life. Those who do are usually taken as slaves by representatives of more technologically advanced cultures. A few Abyssins who venture offworld end up as laborers, thugs, or prize brawlers. Particularly resourceful



Abyssins find work as bodyguards or with organized crime syndicates.

Abyssin Species Traits

- ⊕ Ability Modifiers: +2 Strength, +2 Constitution, -4 Intelligence, -2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Abyssins have no special modifiers due to their size.
- ⊕ Speed: Abyssin base speed is 10 meters.
- ⊕ Extraordinary Recuperation: Abyssins regain vitality and wound points at twice the normal rate (2 vitality points per character level per hour, 2 wound points per day of rest).
- ⊕ Limb Regeneration: With three days of rest, an Abyssin can completely regrow a lost limb or organ.
- ⊕ Poor Depth Perception: Because of their singular eye, Abyssins have poor depth perception and suffer a -1 penalty on all ranged attacks.
- ⊕ Primitive: Abyssins with heroic or professional classes receive the bonus feats Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) instead of the usual Weapon Group Proficiency bonus feats.
- ⊕ Skill Bonus: Abyssin gain a +4 species bonus on Survival checks in arid environments.
- ⊕ Free Language Skills: Read/Write and Speak Abyssin.

Abyssin Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +1 melee (1d3+1, unarmed strike) or -1 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 6, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +2, Listen +1, Read/Write Abyssin, Speak Abyssin, Survival +4 (arid environments only).

Feats: None.

Adarian

Adarians are best known for their mining and manufacturing operations, as well as a civilization that's never been blemished by civil strife. Adari, their homeworld, is run as though it was a corporation. Adarian society is divided into strict castes that determine what role each member will undertake, with the higher castes having absolute authority over the lower ones.

Personality: Adarians carefully weigh their options before reaching any decision, but once the decision is made, they are rarely moved to change their minds. Adarians implicitly trust the judgment of those of higher status, and only the most flippant and rebellious Adarian would disregard orders or advice from a member of a higher caste. Adarians have keen minds for business and a natural drive to succeed. They

devote considerable time and energy to ensure the prosperity of their businesses.

Physical Description: Adarians are hairless humanoids with elongated heads that have a hole clear through from one side to the other. Adults stand about 1.7 meters tall and come in a variety of vibrant skin colors (commonly blue or yellow). Members of the same caste tend to have a similar coloration.

Homeworld: Archaeologists believe that Adarians did not originate on Adari (located in the Inner Rim), but rather migrated to the planet thousands of years before the Battle of Yavin. The planet is now the seat of the Adarian government, which operates like a corporation.

Language: Adarians speak Adarese, a language that uses largely tonal inflections. Their rigid mouths make languages such as Basic difficult to speak without a heavy accent.

Example Names: Ador Beldune, Denka Melru, Luur Tenefer, Yeeru Meekel.

Age in Years: Child 1-13; young adult 14-18; adult 19-44; middle age 45-55; old 56-64; venerable 65+.

Adventurers: Adarian explorers are always searching for new resources to exploit and are given free reign by the ruling caste to indulge this pursuit. Occasionally, a member of a lower caste will leave Adari in search of a better life or success among the stars. Adarian heroes can belong to any class.

Adarian Species Traits

- ⊕ Ability Modifiers: -2 Constitution, +4 Intelligence.
- ⊕ Medium-size: As Medium-size creatures, Adarians have no special modifiers due to their size.
- ⊕ Speed: Adarian base speed is 10 meters.
- ⊕ Long Call: An Adarian can emit a subsonic call by inflating his throat pouch and vibrating the air-filled sac as a full-round action. This call can be heard up to 20 kilometers away by other Adarians. Members of other species within 4 meters take 2d4 points of sonic damage, or half damage with a successful Fortitude save (DC = 10 + the Adarian's Constitution modifier). On a failed save, a character is also stunned for 1 round. Other Adarians take no damage from a long call, but an Adarian can only use this ability 3 times per day without injuring himself. Each time he uses long call beyond 3 times per day, the Adarian takes 2d4 points of sonic damage (no saving throw allowed), but is not stunned.
- ⊕ Skill Bonuses: Adarians gain a +2 species bonus on Listen, Search, and Spot checks.
- ⊕ Free Language Skills: Read/Write and Speak Adarese.

Adarian Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort -1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 8, Int 14, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +4 or Profession (any one) +2, Diplomacy +2, Knowledge (any one) +4, Listen +2, Read/Write Adarese, Read/Write Basic, Read/Write Language (any one), Search +4, Speak Adarese, Speak Basic, Read/Write Language (any one), Spot +2.

Feats: None.

Advozse

The Advozsec come from the tectonically tortured world of Riflor. Three suns exert tremendous gravitational stress on the planet, which has baffled planetologists as to why the planet hasn't been destroyed yet. The Advozsec evolved on Riflor to become both survivors and tremendous pessimists.

Although much of their fame comes from their reputation as bureaucrats, Advozse engineers have also been responsible for many advances in building materials and construction techniques.

Advozsec are strict vegetarians and become violently ill if they consume animal protein.

Personality: Advozsec do not trust easily, and they don't trust that anything—anything—is permanent. They prepare for the worst, yet for all their supposed pessimism, they do hope and strive for the best realistic possible outcome. Advozsec are notoriously indifferent to possessions save money. While objects, homes, and cities may be destroyed during the next calamity season, monetary power can rebuild a society and keep it from collapsing into barbarism. Their gloomy outlook on the universe means that they also seem irritable to other beings.

Physical Description: Advozsec are roughly humanoid and average about 1.5 meters tall. They are hairless, pug-faced beings with thick skin that ranges from muddy yellow to ruddy brown. An Advozse's eyes are large and black due to millennia of evolution in caves, with ears that come to a point to better resolve location underground. A prominent black horn protrudes from the top of the Advozse's head.

Homeworld: The tectonically unstable planet of Riflor, located in the Mid Rim.

Language: Advozsec speak and read Advb.

Example Names: Bom Vindim, Gjeel Dhantra, Kol Num, Roda Lem, Vel Ramdro.

Age in Years: Child 1–9; young adult 10–14; adult 15–33; middle age 34–42; old 43–54; venerable 55+.

Adventurers: Advozsec who take to a life of adventure are typically fringers or tech specialists. Advozsec have a slightly lower than average number of Force-users. Those who can move beyond their gloomy outlook on life can become Jedi, however.

Advozse Species Traits

⊕ **Ability Modifiers:** -2 Dexterity, +2 Constitution, +2 Wisdom.

⊕ **Medium-size:** As Medium-size creatures, Advozsec have no special modifiers due to their size.

⊕ **Speed:** Advozse base speed is 10 meters.

⊕ **Herbivorous:** The Advozsec evolved from plant-eating reptile-analogs on Riflor. They cannot digest animal protein, and any Advozse who consumes such matter (knowingly or not) immediately suffers 1d6 points of temporary Constitution damage.

⊕ **Natural Armor:** Their proximity to geothermal hot springs has given Advozsec thick skin that provides a +2 natural armor bonus to Defense.

⊕ **Pessimistic:** Advozsec are antisocial beings who generally expect the worst. They suffer a -4 species penalty on Diplomacy checks.

⊕ **Low-Light Vision:** The perpetually dim lighting conditions on Riflor allow the Advozsec to see particularly well in low light. They can see twice as far as normal in dim light, and they retain the ability to distinguish color and detail under these conditions.

⊕ **Skill Bonuses:** Advozsec are perceptive and gain a +2 species bonus on Search and Spot checks.

⊕ **Free Language Skills:** Read/Write and Speak Advb.

Advozsa Commoner: Init -1; Defense 11 (-1 Dex, +2 natural); Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or -1 ranged; SQ Species traits; SV Fort +1, Ref -1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 12, Int 10, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Diplomacy -4, Knowledge (any one) +2, Profession (any one) +3, Read/Write Advb, Speak Advb, Search +2, Spot +3.

Feats: None.

Amanin

These arboreal humanoids live in small tribes that each lay claim to a one of the many sparse forests of Maridun, their homeworld. When a tribe grows too large, the younger adults set out to claim a new forest. The arrival of the Empire on Maridun went largely unnoticed, until one Amanin lorekeeper agreed to turn over prisoners from rival tribes as slaves. Not long after the Battle of Endor, operations on Maridun were taken over by the Hutts and various criminal syndicates, which constructed spaceports to support the growth of several small cities populated by crime lords, scoundrels, consortiums, mining companies, and Amanin slaves.

Personality: Traditionally, Amanin are fearless hunters due to their dominant station in Maridun's food chain and their natural resilience. Beyond their homeworld, Amanin tend to keep a low profile.

despite their towering height. As their society becomes more integrated with the rest of the galaxy, Amanin become more comfortable with space travel and technology, though they lack the scientific know-how to build technology of their own. Amanin collect various trappings of their rich history, such as trinkets and trophies.

Physical Description: Hooded humanoids with long, spindly arms, big hands, and stocky legs. Amanin stand about 2.5 meters tall. They have yellow and green skin and often wear little or no clothing.

Homeworld: Maridun, located in the Outer Rim, is temperate world of long, flat plains dotted with small forests. During the Galactic Civil War, the Empire constructed several spaceports on Maridun to support their mining operations. These spaceports have been co-opted by smugglers, slavers, and pirates as bases of operation since the Empire's defeat.

Language: Amanin have no written language of their own, relying instead on a tradition of oral history carried on by each tribe's loremaster.

Example Names: Aja, Brenjandor, Jorodus, Jott, Ojat Wan, Tonjon, Trijit, Unjor.

Age in Years: Child 1-11; young adult 12-16; adult 17-49; middle age 50-76; old 77-89; venerable 90+.

Adventurers: Amanin are relatively new to the civilized galaxy. After the dissolution of the Galactic Senate, many have begun living in the spaceports of Maridun and traveling offworld. Each new generation of Amanin is more integrated into galactic society than the previous one. Amanin heroes are usually fingers or scouts, with the occasional Force adept.

Amanin Species Traits

- ⊗ Ability Modifiers: +2 Strength, -2 Intelligence, -2 Charisma.
- ⊗ Medium-size: As Medium-size creatures, Amanin have no special modifiers due to their size.
- ⊗ Speed: Amanin base speed is 10 meters.
- ⊗ Primitive: Amanin with heroic or professional classes receive the bonus feat Weapon Group Proficiency (primitive weapons) instead of the usual Weapon Group Proficiency bonus feats.
- ⊗ Roll: Amanin can curl their bodies into a wheel-like shape and roll for long periods. Amanin double their normal speed while rolling but can only move in a straight line and suffer a -4 circumstance penalty on Listen and Spot checks. Amanin can also use this ability with overland movement, as described in Chapter Six of the *Star Wars Roleplaying Game*.
- ⊗ Resilient: Amanin have redundant internal organs that provide a +1 species bonus on Fortitude saves.
- ⊗ Skill Bonus: Amanin are arboreal and gain a +4 species bonus on Climb checks.
- ⊗ Free Language Skill: Speak Amanese.

Amanin Commoner: Init +0; Defense 10; Spd 10 m, roll 20 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal trinkets and trophies.

Skills: Climb +5, Craft (any one) +1, Knowledge (wilderness lore) +1, Speak Amanese.

Feats: None.

Anomid

Most Anomids drape themselves in long flowing robes and wear vocalizer masks, covering all but their eyes and bald heads. They are by no means shy, however, and are quick to strike up a conversation with a stranger, especially a member of a rarely encountered species. They enjoy sharing wild spacers' tales and news from across the galaxy. Anomid travelers are usually wealthy and considered easy marks by thieves and con artists. The concealing garb of an Anomid also serves them well when they need a quick and easy disguise.

Anomids are encountered throughout the populated sections of the galaxy. The species joined the Old Republic and spent 15,000 years traveling the galaxy, colonizing worlds, and obtaining new technology. What they can't develop themselves, they buy (usually through legitimate means).

As Anomids lack vocal cords, they rely on vocalizer masks to synthesize speech. The masks translate their jaw and throat muscle movements into harsh, electronically synthesized words.

Personality: Anomids are peaceful intellectuals. They are intensely curious about cultures across the galaxy. They often seize the opportunity to meet beings of species they've never encountered before, taking care to learn their customs and etiquette. Anomids usually avoid physical confrontations.

Physical Description: A typical Anomid is frail-looking, with translucent skin, large opalescent eyes, a bald pate surrounded by dark wispy hair, six-fingered hands, and fanlike ears. Adult Anomids average 1.75 meters tall.

Homeworld: Yablari, located in the Outer Rim, is an agrarian world with some the best food-processing technology in the galaxy. There's no evidence or record of any civil wars in the planet's history, not surprising given the agreeable nature of the species. A global drought forced the Anomids to employ centuries-old hyperdrive principles for the first time. The first suitable world they discovered already had a small Duros colony, eventually opening up Yablari to galactic trade.

Language: With the aid of their vocalizer masks, Anomids speak Basic. Anomids also employ an



intricate silent language using body and hand gestures. With six fingers on each hand, many Anomid words are "unpronounceable" by species with fewer digits. The language is purely gestural and has no written element.

Example Names: Zadan Isp, Vap Killif, Magris Quill, Wif Sissk, Yin Vocta, Drezzim Zar.

Age in Years: Child 1–13; young adult 14–17; adult 18–45; middle age 46–70; old 71–94; venerable 95+.

Adventurers: Anomids that leave their homeworld are usually nonconformists who disagree with the laws and philosophies of their peers, wanderlusting youngsters, technology hunters, or corporate travelers. Anomids can belong to any hero class but are most commonly nobles, scouts, and tech specialists. Anomid Force-users are also possible, while Anomid soldiers are extremely rare.

Anomid Species Traits

- ⊕ Ability Modifiers: -2 Strength, +2 Intelligence, +2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Anomids have no special modifiers due to their size.
- ⊕ Speed: Anomid base speed is 10 meters.
- ⊕ Technical Aptitude: When working with items of a technical nature (such as computers, droids, and repulsorlift engines), Anomids receive a +2 species bonus on Craft checks and Repair checks.
- ⊕ Wealthy: Anomid characters roll an extra die when determining starting credits. For example, a 1st-level Anomid noble starts play with $2d4 \times 1,000$ credits instead of the standard $1d4 \times 1,000$.
- ⊕ Skill Bonuses: Anomids are curious about all other species and gain a +4 species bonus on Knowledge (alien species) checks. They also use their broad knowledge of sentient alien behavior to find peaceful solutions to conflicts, giving them a +2 species bonus on Diplomacy checks.
- ⊕ Free Language Skill: Speak Anomid.

Anomid Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk -1 melee (1d3-1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 10, Int 12, Wis 10, Cha 12. Challenge Code A.

Equipment: Vocalizer mask, robes, variety of personal belongings.

Skills: Craft (any one) +2 (+4 for tech-related items), Diplomacy +4, Gather Information +2, Knowledge (alien species) +6, Profession (any one) +1, Repair +3 (tech-related items only), Speak Anomid, Read/Write Basic, Speak Basic.

Feats: None.

Anomid Vocalizer Mask

Cost: 100

Weight: 0.25 kg

Anomids require this device to speak. The mask converts subtle movements of the wearer's jaw and throat muscles into synthesized words and phrases. It is programmed for one language only (usually Basic) but can be reprogrammed to synthesize words in a different language, with a successful Repair check (DC 30).

A non-Anomid attempting to use the vocalizer mask can do so only with a successful Dexterity check (DC 25). A failed roll causes the mask to generate inarticulate and indecipherable sounds, nothing more.

Anx

The Anx are serene giants who assume many roles in the Republic. They are placid, sociable creatures noted for an almost-fanatical devotion to any larger group of which they consider themselves a part.

Thousands of years before the Republic encountered them, the Anx developed interstellar travel by hurling their ships into orbit with colossal cannons. Through this method, the Anx spread from Gravlex Mex (their homeworld) to neighboring systems in their corner of space. Unfortunately for them, they quickly encountered the Shusugaunt, a squat species of spacefaring warriors. Although the Shusugaunt managed to take over the Anx homeworld for a short time, the planet's gravity proved their undoing, bringing the conquest to a halt. Since then, Anx have become more cautious in their exploration and dealings with other species.

Anx possess an uncanny knowledge of anatomy, specifically relating to nervous systems, muscles, and skeletal structures (even in creatures they have never encountered before). This knowledge makes the Anx devastating unarmed combatants, able to stop even a raging Wookiee with a well-placed blow to the right nerve center.

Personality: Anx are serene beings. They are highly sociable, given to large families and complex clan structures. They fear isolation.

Physical Description: Anx average 4 meters tall and would seem taller if they didn't walk with their shoulders stooped and their long, crested heads held out in front of them. Their skins—and particularly the fins beneath their crests—change color to reflect their emotions. When traveling among aliens, Anx often wear cowed cloaks that hide their crests. Their slow, hunched way of walking, together with their small, close-set eyes, wrinkled faces, and pursed mouths can make them look like parodies of old men. An Anx's large, muscular tail serves as a counterbalance for running.

Homeworld: Gravlex Mex, a low-gravity world located in the Mid Rim.

Language: Anx speak and read Anx. Their head-crests contain enormous sinuses that generate booming, low-frequency tones that other Anx can hear from several kilometers away. Offworld Anx often speak Basic, and descendants of Anx who survived the Shusugaunt invasion also speak Shusugaunt.

Example Names: Graxol Kelvynn, Horox Ryyder, Theen Fida, Drexol Ryyd.

Age in Years: Child 1–10; young adult 11–15; adult 16–54; middle age 55–79; old 80–109; venerable 110+.

Adventurers: Anx adventurers can be any class, though they are rarely encountered as Jedi or scouts. Anx fringers and scouts are more common in a Rebellion era campaign.

Anx Species Traits

- ⊗ **Ability Modifiers:** +2 Strength, –2 Wisdom.
- ⊗ **Large:** As Large creatures, Anx suffer a –1 size penalty on Defense, a –1 size penalty on attack rolls, and a –4 penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m. Their lifting and carrying limits are double those of Medium-size characters.
- ⊗ **Speed:** Anx base speed is 12 meters.
- ⊗ **Communicate at Distance:** An Anx can communicate with other Anx within 5 kilometers. Adverse weather conditions (high winds, for example) can reduce this distance at the GM's discretion.

⊗ **Revealing Coloration:** Anx have trouble hiding their emotions. An Anx not wearing a fin cloak suffers a –4 penalty on Bluff checks.

⊗ **Anatomical Awareness:** An Anx who takes the Martial Arts feat deals 1d6 points of damage with an unarmed strike and threatens a critical hit on a natural roll of 18–20.

⊗ **Bonus Feat:** Anx gain the bonus feat Run.

⊗ **Free Language Skills:** Read/Write and Speak Anx.

Anx Commoner: Init +0; Defense 9 (–1 size); Spd 12 m; VP/WP 0/10; Atk +0 melee (1d4+1, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +0, Ref +0, Will –1; SZ L: Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 10, Wis 8, Cha 10. Challenge Code A.



ANOMID

AQUALISH

ANX

ANZAT

Equipment: Variety of personal belongings, usually including fin cloak.

Skills: Craft (any one) +1, Hide -4, Knowledge (any one) +1, Read/Write Anx, Speak Anx, Speak Basic, Speak Shusugaunt.

Feats: Run.

Anzat

Some beings regard Anzati as mythical creatures, concocted to scare younglings and superstitious fools. They are, in fact, among the deadliest predators in the galaxy. Anzati have exceptionally long lives, reaching adulthood by age 100. Particularly crafty Anzati can live to be several centuries old.

Thousands of worlds across the galaxy have legends of the Anzati, yet no culture's creation myths include facts about the species' origin. To some, this implies that the Anzati have been around longer than any other known species. Whether this is true remains a mystery.

With their long lives, Anzati have time to develop and pursue various interests. Many are devoted patrons of the arts. A few have even produced works of art of their own: books, music, paintings, sculpture, films, and holos. Few have created more than one example in any given medium, however. For a being so long-lived as an Anzat, perfection at a craft is pointless, as reaching the pinnacle of an art is no real accomplishment if its only practitioners died off a thousand years ago.

The only art that most Anzati find worth mastering is the art of stealth. Anzati keep low profiles, disappearing as soon as anyone appears to notice their activities, abilities, or longevity.

Anzati roam the galaxy for one reason: to devour the "soup" of other sentient beings. To an Anzat, "soup" embodies presence and life energy, which is stored in the gelid, mucoid brain fluids of sentient beings. Beings with strong connections to the Force are particularly appetizing, although most Anzati consider any hypothetical correlation between "soup" and the Force academic.

Personality: Anzati are stealthy, patient hunters. They rarely keep the company of others and tend to travel alone, mingling with their own kind rarely, and usually only on the Anzati homeworld. Anonymity is an Anzat's only friend.

Physical Description: Humanoids with large, bulbous noses, Anzati stand about 1.7 meters tall. They have a pair of hidden pockets in their cheeks, each concealing a thin, tubelike proboscis. Anzati are easily mistaken for any of a multitude of Human and near-Human species, only revealing their true nature when their proboscises are unfurled.

Homeworld: The location of Anzat, the Anzati homeworld, is unknown. Anzati go there only to reproduce, then inexorably roam the galaxy in search of food or diversion.

Language: Anzati speak Anzat, an ancient language known only to them. The written form of Anzat is equally archaic, and no known samples exist in any institution. Anzati speak Basic with ease.

Example Names: Alexi Jabbra, Tav Ezellan, Dannik Jerriko, Ketren Noor, Nikkos Tyris, Volfe Karkko.

Age in Years: Child 1-12; young adult 13-99; adult 100-649; middle age 650-799; old 800-950; venerable 951+.

Adventurers: Anzati heroes are rare, given their predatory nature. The few who care to interact with other species on a social level are usually fringers, nobles, scoundrels, or (rarely) Force adepts.

Anzat Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, -4 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Anzati have no special modifiers due to their size.
- ⊕ **Speed:** Anzati base speed is 10 meters.
- ⊕ **Anzat Tracking:** When using the Track feat, an Anzat may use the See Force skill, rather than the Survival skill, to locate and follow quarry (provided he has ranks in the See Force skill). Though an Anzat can track using Survival, the Anzat gains a bonus on his See Force check equal to the target's character level. The stronger the target's presence, the more the target stands out to the Anzat's senses.
- ⊕ **Hypnosis:** An Anzat uses a crude form of telepathy to hypnotize prey. If a sentient being within 2 meters is flat-footed or unaware of the Anzat's presence (such as when denied its Dexterity bonus to Defense against the Anzat), the Anzat can attempt to hypnotize the target as a full-round action. The target is stunned on a failed Will save (DC = Anzat's character level + Anzat's Intelligence modifier). The subject remains stunned until the Anzat's next attack. If the Anzat is attacked, interrupted, or otherwise distracted before he can insert his proboscises into his victim, the hypnosis effect ends immediately and the victim can act normally.
- ⊕ **Proboscises:** A successful unarmed melee attack against a grappled, stunned, or helpless creature allows the Anzat to insert his proboscises into the creature's brain (usually through its sinus cavities) and drain its "soup." (The Anzat can furl and unfurl the proboscises as a free action.) A successful attack stuns the victim, and the stun effect remains until the Anzat withdraws its proboscises or dies. Only a victim who is not already stunned (such as by the Anzat's hypnosis ability) is entitled to a Fortitude save to negate the stun effect of the proboscises (DC = Anzat's character level + Anzat's Intelligence modifier). Each round of feeding deals 1 point of temporary Constitution damage to the target creature. The target dies when reduced to

0 Constitution points. Once an Anzat begins feeding, he is compelled to consume all he can. Only the risk of death will cause him to leave a meal unfinished.

- ⊕ **Bonus Feats:** Anzati gain the bonus feats Force-Sensitive, Infamy, and Stealthy.
- ⊕ **Free Language Skills:** Read/Write and Speak Anzat and Basic.

Anzat Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +1 ranged (1 Con plus stun, proboscises) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +3; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 6. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Disguise +0, Hide +3, Move Silently +3, Read/Write Anzat, Read/Write Basic, Speak Anzat, Speak Basic.

Feats: Force-Sensitive, Infamy, Stealthy.

Aqualish

The Aqualish are amphibious humanoids native to the Mid Rim world of Ando. Three breeds of Aqualish exist—the Aquala (widely considered the “baseline” Aqualish), the Quara, and the Ualaq. The three strains are generally similar in appearance and in their traits, but the Quara and Ualaq have clawlike hands with five digits where the Aquala have fins. The Ualaq are set apart by the fact that they have four eyes instead of two.

The Aqualish hold no beings in greater contempt than those who belong to a different subspecies than themselves—Aquala hate the Quara and the Ualaq, the Quara hate the Aquala and Ualaq, and so forth. Each strain views the others as inferior and weak. Since Quara and Ualaq can more easily use equipment designed for the general galactic population, they are more frequently encountered away from Ando than the Aquala.

Personality: The Aqualish admire strength and are openly contemptuous and hostile toward the weak. It is customary and accepted social behavior for an Aqualish to be pushy and belligerent toward people he or she is interacting with for the first time. If the other individual does not stand up to them, the Aqualish assumes the other being is weak and continues to bully him or her.

Physical Description: Aqualish are tusked, walrus-faced humanoids with skin ranging in color from dark green or blue to deep russet or black. Members of the Ualaq subspecies have four eyes instead of two. Adult Aqualish stand between 1.8 and 2 meters tall.

Homeworld: Ando, a Mid Rim water planet dotted with swampy islands and rocky outcroppings on which the Quara, Ualaq, and Aquala make their homes.

Language: Aqualish speak and read Aqualish. The Quara, Ualaq, and Aquala have slightly different

dialects of Aqualish but have no trouble understanding one another.

Aqualish who leave their homeworld often learn to speak Basic. Their vocal cords are such that when they speak Basic, it has a harsh, guttural sound. Even the rare well-mannered Aqualish comes across like a loud-mouthed brute when using the common galactic tongue.

Example Names: Calfta Bongji, Carn’ar, Gondara, Gunda Mabin, Koral-tae, Po Nudo, Ponda Baba, Undra Lagor, Yada Munda.

Age in Years: Child 1–11; young adult 12–16; adult 17–50; middle age 51–69; old 70–79; venerable 80+.

Adventurers: Aqualish heroes are typically scoundrels or soldiers. Force-using Aqualish are rare.

Aqualish Species Traits

- ⊕ **Ability Modifiers:** +2 Constitution, –2 Wisdom, –2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Aqualish have no special modifiers due to their size.
- ⊕ **Speed:** Aqualish base speed is 10 meters.
- ⊕ **Breathe Underwater:** As amphibious creatures, Aqualish can’t drown in water. Aquala gain a +4 species bonus on Swim checks, while Quara and Ualaq receive a +2 bonus on Swim checks.
- ⊕ **Fins (Aquala only):** Aquala take a –4 penalty on skill checks that involve the use of equipment not specifically designed for use with their fins, such as most weapons, computers, and control panels.
- ⊕ **Free Language Skills:** Read/Write and Speak Aqualish.

Aqualish Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; Fort +1, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Intimidate +0, Knowledge (any one) +1, Profession (any one) +0, Read/Write Aqualish, Speak Aqualish, Speak Basic, Swim +2 (Quara and Ualaq) or +4 (Aquala).

Feats: None.

Arcona

The Arcona are cold-blooded humanoids who hail from Cona, an arid world in the Teke Ro system.

Arcona society is less technologically evolved than what is considered the galactic norm. The species did not develop space travel on their own, but shortly after Republic scouts made contact with the world many decades ago, entire villages sought employment with the Republic and interstellar corporations, fascinated by the possibility of exploring the galaxy. In all three major eras of play, most worlds located at trade-route junctures have at least one Arcona colony, and Arcona can be found at virtually

every large spaceport—either as travelers or operators of businesses.

While most beings consider Arcona cities on Cona quaintly low-tech, the planet has several impressive starports, and many of the galaxy's largest mining companies operate on Cona. The system in general, and Cona in particular, boasts rich rare-mineral deposits. Water is the most precious substance on Cona, so the Arcona sold the mining rights to the firms for massive shipments of water. Although the Arcona derive many essential nutrients directly from their world's atmosphere, they also need to consume water and other liquids to keep secondary circulatory systems in their bodies healthy. (This has led some planetary geologists to hypothesize that Cona lost much of its water in some geologically recent catastrophe, though this remains unproven.)

When it was discovered the Arcona can easily and hopelessly become addicted to sodium chloride (salt) by ingesting even a gram or two of the substance, unscrupulous merchants almost destroyed Arcona society by creating several generations of salt addicts. Salt induces vivid, colorful hallucinations in Arcona, but repeated use damages their body's ability to absorb life-giving ammonia. Only the intervention of the Republic saved the Arcona. The Senate passed draconian laws that punished the importation of salt to the Teke Ro system or to Arcona communities elsewhere in the galaxy, and the Arcona themselves zealously police their communities. Arcona addicted to salt are easily identifiable; their multifaceted eyes turn from green to gold.

The center of Arcona society is the family, and communities consist of several loosely affiliated extended families. The entire family (extended and biological) is considered when making even the simplest decisions.

Personality: An individual Arcona almost always uses the plural pronoun "we" instead of "I." Male Arcona raise the young, since Arcona females are typically impulsive thrill-seekers. As such, females are particularly prone to risking salt addiction, while males go to great lengths to keep the substance out of their communities. In fact, male Arcona are renowned for their conservative outlooks and strong commitment to maintaining order at the cost of individual ambitions and desires.

Physical Description: Arcona have thick skin that ranges in color from mahogany to ebony, and triangular heads with large multi-faceted eyes that seem to sparkle. Their hands feature three prehensile talons. They average 1.7 to 2 meters tall.

Homeworld: Cona, an arid Inner Rim world located within the Teke Ro system.

Language: Arcona have a native tongue (Arconese) that is rarely spoken by those who have been raised in off-Cona colonies, but the species has little difficulty learning and speaking Basic.

Example Names: Kodu Terrafin, Vegath Tist, Dutan Kelliv, Dutana Leara, Hem Dazon, Illist Mandrep, Kal Nkai, Shlith-Dan.

Age in Years: Child 1–12; young adult 13–18; adult 19–44; middle age 45–76; old 77–99; venerable 100+.

Adventurers: Arcona do not favor any particular class and are nearly as diverse in their pursuits as Humans. During the Rise of the Empire era, many Arcona follow the path of the Jedi.

Arcona Species Traits

- ⊗ Ability Modifiers: None.
- ⊗ Medium-size: As Medium-size creatures, Arcona have no special modifiers due to their size.
- ⊗ Speed: Arcona base speed is 10 meters.
- ⊗ Natural Armor: Arcona have thick skin that provides a +1 natural armor bonus to Defense.
- ⊗ Salt Addiction: An Arcona who imbibes sodium chloride must succeed at a Fortitude save (DC 22) or suffer the effects of salt poisoning: 1d4 points of temporary Constitution damage and a –2 penalty on all attack rolls, ability checks, skill checks, and saving throws. After 24 hours of suffering the effects of salt poisoning, an afflicted Arcona gets a Will save (DC 20) to resist addiction. A failed save can be re-rolled every 24 hours. The effects of salt poisoning last for 1d3 days after the addiction is broken.
- ⊗ Free Language Skills: Read/Write and Speak Arconese.

Arcona Commoner: Init +0; Defense 11 (+1 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft +1 (any one) or Profession +1 (any one), Knowledge +2 (any one), Read/Write Arconese, Speak Arconese, Speak Basic.

Feats: None.

Arkanian

At one time, Arkania was an important part of the Sith Empire. The world was one of the main repositories of that long-lost civilization's historical records. During the three main eras of play, Arkania is known for its elaborately constructed trade cities and rich gem mines. A number of highly sought-after stones can only be found on this world. The Arkanians are known for zealous exploration of the galaxy, innovations in microcircuitry, and contributions to medical technology. Arkanian scientists have long been expert practitioners of genetic manipulation, displaying a particular fascination with the genetic make-up of species other than their own. Some of the results of their research have led to



great advances in medical techniques, while others are considered among the greatest atrocities the galaxy has ever known.

The combination of vast wealth generated by huge gem mines and near-boundless arrogance has led the Arkanian scientific community to launch research projects on a scale matched only by such Imperial endeavors as the Death Star and the Emperor's hidden stronghold in the Deep Core. The most elaborate Arkanian scientific projects take generations to unfold, often resulting in the total reshaping of entire planets and species.

While Arkanian interaction with the galaxy at large has been characterized by the actions of their scientists, many Arkanians are horrified and greatly embarrassed by the excesses individuals have perpetrated in the name of science. The most conscientious Arkanians are allies of the Jedi Order. In fact, one of the most famous Jedi academies in history stood on Arkania.

Personality: Arkanians exhibit a distinctive arrogance. They consider themselves the pinnacle of evolution, an attitude that has remained with them throughout millennia of interacting with the rest of the galaxy. Their representatives in the Galactic Senate were among the most vocal prior to the rise of the Empire, but after Emperor Palpatine's defeat, their beliefs kept them from joining the New Republic.

Physical Description: Arkanians are a robust near-Human species with solid white eyes and clawed, four-fingered hands. Adults average 1.8 meters tall.

Homeworld: Arkania, a frigid, inhospitable world located in the Perave system in the Colonies region.

Language: Arkanians speak and read two languages: their native Arkanian and Basic.

Example Names: Dolvan Genarik, Jaro Salaban, Kalor Nelprin, Maraël Korvata, Sulan Bek.

Age in Years: Child 1–11; young adult 12–16; adult 17–52; middle age 53–84; old 85–102; venerable 103+.

Adventurers: Arkanian heroes are often nobles, scouts, or scoundrels. Adventuring Arkanians often devote their careers to erasing their people's image as the galaxy's "mad scientists," a difficult task in any of the main eras. Whenever Arkanians venture beyond their home system and nearby colonies, they must overcome considerable resentment.

Arkanian Species Traits

- ⊕ Ability Modifiers: –2 Dexterity, +2 Constitution, +2 Intelligence, –2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Arkanians have no special modifiers due to their size.
- ⊕ Speed: Arkanian base speed is 10 meters.
- ⊕ Bonus Feat: Arkanians receive the bonus feat Infamy.
- ⊕ Free Language Skills: Read/Write and Speak Arkanian.

Arkanian Commoner: Init –1; Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or –1 ranged; SQ Species traits; Fort +1, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +3; Str 10, Dex 8, Con 12, Int 12, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Knowledge (any one) +3, Profession (any one) +2, Read/Write Arkanian, Read/Write Basic, Speak Arkanian, Speak Basic.

Feats: Infamy.

Ayrou

The Ayrou are willowy humanoids from the planet Maya Kovel in the Moddell Sector. They evolved from a birdlike species yet are incapable of flight.

The Ayrou were one of the first sentient species in the Moddell Sector to master space flight. They have a baffling cultural paradigm that lets distinguished members of the species debate a cultural or religious topic for generations, then abruptly commit to a single sociological custom or path. The Ayrou also possess a hoarding instinct that compels them to gather up anything they can find on the off chance that it can be used in the future. The impulse to collect things is easily mistaken for greed, but Ayrou are not usually covetous and regard their gathering nature as simply "practical."

Personality: Ayrou are strong-willed individualists, wily negotiators, and tireless collectors for information about anything and everything. Despite their relentless drive, the Ayrou are a peaceful species. They regard haggling and dealing as an art form and think combat is the refuge of juveniles, the feeble-minded, and others who can't succeed using their wits.

Physical Description: A typical Ayrou is tall and thin, standing 2 meters tall but weighing only 65 kilograms. The Ayrou are an attractive species, with milky white skin and long, lean limbs.

Ayrou have flat facial features, with wide-spaced eyes that are typically ruby red, sapphire blue, or emerald green. Instead of hair, Ayrou have a beautiful plumage of feathers in a dazzling array of colors. An Ayrou's plumage reflects his or her health, social status, and attractiveness. Consequently, Ayrou are constantly preening and checking their appearance.

Ayrou have four tapered fingers on each hand and are triple-jointed, allowing them to bend their limbs at incredible angles.

Homeworld: Maya Kovel, a windswept Outer Rim world with a thin, acrid atmosphere.

Language: Ayrou speak and read Ayrou. The trilling, shrieking Ayrou language is often compared to the sound of a songbird being strangled.

Example Names: Chee'ad, Tircee, Noreekee, Kuusa, Tessyn.

Age in Years: Child 1–7; young adult 8–12; adult 13–44; middle age 45–55; old 56–79; venerable 80+.

Adventurers: Ayrout adventurers are frequently nobles, scouts, or scoundrels. Force-using Ayrout are rare but not unheard of.

Ayrout Species Traits

- ⊖ Ability Modifiers: -2 Constitution, +2 Wisdom.
- ⊖ Medium-size: As Medium-size creatures, Ayrout have no special modifiers due to their size.
- ⊖ Speed: Ayrout base speed is 10 meters.
- ⊖ Bonus Feat: Ayrout are crafty negotiators and expert gatherers of information. They receive the bonus feat Trustworthy.
- ⊖ Free Language Skills: Read/Write and Speak Ayrout.

Ayrout Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SV Fort -1, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 8, Int 10, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings and assorted trinkets.

Skills: Diplomacy +2, Gather Information +2, Knowledge (any one) +1, Profession (any one) +2, Read/Write Ayrout, Sense Motive +2, Speak Ayrout, Speak Basic.

Feats: Trustworthy.

Balosar

Balosars are humanoids with a shady reputation throughout the Core Worlds. They can easily pass for human (when their antennapalps are retracted) and tend to live among the lowest echelons of society, preying on the vices of the weak-willed or impoverished.

Relief agencies have been trying to end the vicious circle of poverty, pollution, and corruption on Balosar for years, but the planet's government offers little assistance. Offworld corporations regularly line Balosar bureaucrats' pockets with credits in exchange for state-owned real estate on which they build sweatshop factories. Balosar offers no shortage of manual labor.

Personality: Balosars are often weak-willed and self-absorbed. Many suffer from severe depression and feel like they're trapped; others grudgingly accept their lot in life with a sarcastic grin. A Balosar's moral and ethical outlook is often skewed by hard life experiences, and many have trouble distinguishing between right and wrong.

Physical Description: A Balosar has coarse hair, a frail-looking frame, and retractable antennapalps atop her head. The average Balosar stands about 1.6 meters tall, and most have sickly complexions from a lack of sunlight and clean air.



Homeworld: Balosar is an inhospitable Core World that has seen better days. The planet's high crime rate and corrupt government discourages tourists, and the air is barely breathable because of industrial pollution.

Language: Balosars speak their own language, which consists of deep vocalizations and throaty rasps. Written Balosar is crude looking, but is no less complex than written Basic.

Example Names: Vaya Bar'jaraka, Nina Dar'Eboros, Elan Sleazebaggano, Zirk Mer'darro.

Age in Years: Child 1–12; young adult 13–15; adult 16–39; middle age 40–52; old 53–64; venerable 65+.

Adventurers: Although crime runs rampant on Balosar, the species' tendency toward criminal activities has more to do with the deplorable conditions of the planet than any biological imperative. Many Balosars leave their homeworld in search of a better life, only to find life on other planets equally harsh. A Balosar hero can belong to any heroic class.

Balosar Species Traits

- ⊕ Ability Modifiers: +2 Dexterity, –2 Constitution, –2 Wisdom, +2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Balosars have no special modifiers due to their size.
- ⊕ Speed: Balosar base speed is 10 meters.
- ⊕ Antennapalps: A Balosar's antennapalps are sensitive to sound and provide a +4 species bonus on Listen checks while they are extended.
- ⊕ Poison Resistance: Growing up on a polluted homeworld has given Balosars resistance to toxic substances. Balosars gain a +4 species bonus on Fortitude saves to resist the effects of poisons.
- ⊕ Moral Ambiguity: Bluff and Diplomacy checks receive a +4 circumstance bonus when targeting a Balosar if the Balosar is promised profit or power.
- ⊕ Free Language Skills: Read/Write and Speak Balosar and Basic.

Balosar Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort –1, Ref +1, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 8, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Bluff +2, Diplomacy +2, Knowledge (any one) +1, Listen +3 (while antennapalps are extended), Profession (any one) +0, Read/Write Balosar, Read/Write Basic, Speak Balosar, Speak Basic.

Feats: None.

Barabel

Barabel hail from the planet Barab I. The red dwarf star around which their homeworld orbits projects very little light, so most beings on the world, including the Barabel, have eyes attuned to wavelengths

well outside the usual visible spectrum. Barabel can also see perfectly well in normal light.

Barabel evolved from nocturnal predators. Their distant ancestors would lounge in the intense radiation of the world's dim sun during the "day" and then prowl the deep shadows of "night" in search of prey. A layer of fat retains heat, so unlike other cold-blooded beings, Barabel do not find themselves feeling sluggish when the temperature drops.

Countless centuries ago, a Jedi explorer visiting Barab I helped settle a heated dispute between two Barabel clans. Although the Jedi's exact identity is unknown and he or she never logged the existence of Barabel society in the galactic registry, this initial contact with the rest of the galaxy left an lasting impression on the Barabel. They developed a rich mythology around the "great warriors from beyond the clouds." When Imperial scouts arrived on the world, the Barabel treated them with the respect they believed they were due. When sport hunters looking to make unique trophies out of the heads of Barabel warriors followed the scouts, respect turned into fear, distrust, and anger.

Barabel culture remains primitive by galactic standards and relies on a strong clan structure. Their small communities, numbering from a few dozen to no more than ten thousand, are located in warrens of underground caves and tunnels, close to water sources and prey.

Only one known spaceport and non-Barabel settlement exists in the Barab system: Alater-ka, a modest facility built to accommodate Imperial landing craft. Many of the galaxy's most successful shockboxing promoters, mercenary guilds, and even the Imperial Army have offices in Alater-ka. They offer adventurous Barabel warriors the opportunity to leave their homeworld as professional athletes, soldiers, or commandos. Despite their status as relative newcomers to the galactic community, the Barabel have gained a reputation as some of the galaxy's most ferocious warriors. Many have made in-roads into the bounty hunting profession and found work as guides on hunting expeditions to dangerous worlds.

Personality: As a species, Barabel are mean-spirited and short-tempered. They confront most other beings with a habitually aggressive stance. They treat siblings, parents, and mates with more compassion, though they are only genuinely affectionate toward their offspring.

Physical Description: Barabel are large reptilian humanoids with black keratin scales covering their bodies. Their bulging, slitted eyes are set above huge mouths filled with needlelike teeth that often reach five centimeters long. Adults stand between 1.9 and 2.2 meters tall.

Homeworld: The dark, humid world of Barab I in the Outer Rim.

Language: Barabel speak and read Barabel. Their native language consists of harsh-sounding hisses and

barks. Few Barabel living on Barab I can be bothered with mastering Basic. However, those who travel the galaxy usually make the effort to learn Basic.

Example Names: Baraduk, Ragath, Saba, Skahtul, Shallamar, Skahtul, Tibor, Tull Raine, Vangar.

Age in Years: Child 1–8; young adult 9–15; adult 16–40; middle age 41–59; old 60–79; venerable 80+.

Adventurers: Barabel adventurers are mostly fringers, but scouts or soldiers are also common.

Barabel Species Traits

- ⊕ Ability Modifiers: +2 Strength, –2 Dexterity, –2 Wisdom.
- ⊕ Medium-size: As Medium-size creatures, Barabel have no special modifiers due to their size.
- ⊕ Speed: Barabel base speed is 10 meters.
- ⊕ Natural Armor: The Barabel's scaly hide provides a +2 natural armor bonus to Defense.
- ⊕ Natural Weapons: A Barabel can choose to attack with a claw, a bite, or a tail slap instead of making a normal unarmed strike. Each of its natural weapons deals 1d6 points of damage plus the Barabel's Strength modifier, although the type of damage varies as follows: claw (slashing), bite (piercing), tail (bludgeoning). These attacks do not provoke attacks of opportunity.
- ⊕ Radiation Resistance: Barabel receive a +2 species bonus on Fortitude saves against radiation.
- ⊕ Darkvision: Barabels can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.
- ⊕ Low-Light Vision: Barabels can see twice as far as normal in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- ⊕ Primitive: Barabel with professional or heroic classes receive the bonus feats Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) instead of the usual Weapon Group Proficiency feats.
- ⊕ Skill Bonus: Barabel receive a +4 species bonus on Intimidate checks.
- ⊕ Free Language Skills: Read/Write and Speak Barabel.

Barabel Commoner: Init –1; Defense 11 (–1 Dex, +2 natural); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +1 melee (1d6+1, claw or bite or tail slap) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 10, Int 10, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft +1 (any one), Intimidate +4, Read/Write Barabel, Speak Barabel, Spot +0, Survival +1.

Feats: None.

Baragwin

The Baragwin are among the galaxy's earliest space-faring races. When Humans reached for the stars, they found Baragwin arms merchants waiting for them. Many of the early interstellar wars among Human power groups were fueled by Baragwin-created weaponry.

Like Humans and Duros, the origins of Baragwin space travel technology is lost to legend and speculation. In fact, the Baragwin had ancient colonies on so many worlds when other species reached them that no one knows their planet of origin, including the Baragwin themselves.

The one unifying factor among the far-flung Baragwin is their talent for weapons design and manufacture. Baragwin weapons manufacturers are particularly renowned for creating blasters and other high-tech weaponry tailored to the needs of alien species that lack the appendages for which most such weapons are designed. Most weapons design firms have counted Baragwin among their employees since their founding. However, Baragwin can be found in any type of occupation, virtually anywhere in the galaxy.

Despite their alien appearance, the Baragwin remained on good terms with the Empire through most of the Rebellion era. The Empire wanted to tap their extensive talent for designing weaponry, and the Baragwin appreciated the handsome sums of money they were paid by the Imperial military or by megacorporations with Imperial backing. It wasn't until Intelligence Director Isard released the Krytos virus—a deadly, artificially created disease that targeted every species but baseline Humans—during the New Republic's liberation of Coruscant that most Baragwin put their support behind the freedom fighters. The disease hit Coruscant's Baragwin population particularly hard.

The Baragwin have a fine sense of smell and can often identify a being's mood by its scent.

Personality: Baragwin personalities are as varied as Humans. If anything, Baragwin are underestimated due to their shuffling gait and ponderous way of carrying themselves. They are, in fact, highly intelligent but rarely take steps to correct the misperceptions ignorant beings may have about them—it often lets them identify potential foes.

As beings with a highly malleable society, Baragwin tend to be open-minded and accepting of others who visit their communities. However, they are also quick to defend themselves and usually do so with great skill.

Physical Description: The Baragwin are hunch-backed, humanoid saurians with massive heads nearly as wide as their shoulders and three digits on each massive hand. Their skin is tough, wrinkled, and ranges in color from drab green to dark olive. Their nostrils are broad and frequently seen to twitch.

Adult Baragwin stand between 1.5 and 2.2 meters tall, with no differences in build between males and females of the species.

Homeworld: Unknown. Baragwin assimilate easily into societies that are tolerant of aliens.

Language: Basic is the native language of the Baragwin. Just as the Baragwin claim no world of origin, they do not possess a native language.

Example Names: Hermi Odle, Dagel Igara, Idalli Kodrue, Digo Fadani.

Age in Years: Child 1–10; young adult 11–17; adult 18–44; middle age 45–71; old 72–89; venerable 90+.

Adventurers: Baragwin adventurers tend to be scoundrels, soldiers, or tech specialists. They usually find a line of work connected to war or arms manufacturing.

Baragwin Species Traits

- ⊕ Ability Modifiers: –4 Dexterity, +2 Constitution, +2 Intelligence.
- ⊕ Medium-size: As Medium-size creatures, Baragwin have no special modifiers due to their size.
- ⊕ Speed: Baragwin are lumbering beings. Their base speed is 6 meters.
- ⊕ Natural Armor: Baragwin have thick skin that provides a +2 natural armor bonus to Defense.
- ⊕ Mood Sense: A Baragwin can sense another sentient being's mood and general demeanor with a successful Sense Motive check (DC 15). This ability has a range of 10 meters.
- ⊕ Bonus Feat: Baragwin receive the bonus feat Skill Emphasis. They may apply the feat to any one of the following skills: Computer Use, Craft (any one), Disable Device, Repair.
- ⊕ Free Language Skills: Read/Write and Speak Basic.

Baragwin Commoner: Init –2; Defense 10 (–2 Dex, +2 natural); Spd 6 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or –2 ranged; SQ Species traits; SV Fort +1, Ref –2, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 6, Con 12, Int 12, Wis 10, Cha 10. Challenge Code A.

Equipment: Hold-out blaster, variety of personal belongings.

Skills: Craft (any one) +5, Knowledge (any one) +3, Profession (any one) +1, Read/Write Basic, Read/Write Language (any one), Repair +2, Speak Basic, Speak Language (any one).

Feats: Skill Emphasis [Craft (any one)].

Bartokk

Bartokk are a mysterious insectoid species known for their deadly assassin guilds. They have a collective hive mind that allows them to act in concert and share knowledge. Their body parts, when severed, continue to function through this same link.

Bartokk possess exceptional regenerative abilities and can regrow lost body parts in just a few days. If a Bartokk's brain is split in two, each half grows into a full-sized brain and regenerates any missing body parts, creating twins.

Low-level radiation on the Bartokk homeworld sometimes causes minor mutations in the species. These mutations might seem trivial to non-Bartokk (a slightly deformed carapace or extra digits on one claw) but cause the malformed Bartokk to be severed from the hive mind and ostracized. These Bartokk outcasts either perish in the planet's harsh wilderness or leave the homeworld to find kinship elsewhere.

Although technologically primitive and unsophisticated, Bartokk enjoy acquiring and adapting technology and weaponry for their own use.

Personality: Individual Bartokk are barely sentient. When they form large groups, their intellect increases exponentially, making them formidable opponents in numbers.

Physical Description: A Bartokk resembles a bipedal insectoid with a thick carapace, a small head, large multifaceted eyes, and four arms tipped with razor-sharp claws. The average Bartokk adult stands about 1.9 meters tall.

Homeworld: An unnamed, rocky world located in the Outer Rim. Only members of the species know its location.

Language: Bartokk are capable of speech but have no spoken or written language of their own.

Example Names: Bartokk traditionally don't have names, for they see little need to recognize individuals or their achievements. Bartokk who are ostracized and forced to abandon their kin sometimes take simple names, such as Krekk, Lulkk, or simply "Bartokk."

Age in Years: Child 1–3; young adult 4–5; adult 6–45; middle age 46–69; old 70–89; venerable 90+.

Adventurers: Bartokk are rarely encountered alone. Groups of Bartokk often work as assassins in exchange for weapons and technology. Bartokk heroes are always segregated members of the species who lack the ability to join a hive mind (even with other Bartokk outcasts); lacking imagination, they typically become soldiers. No Bartokk Force-users are known to exist.

Bartokk Species Traits

- ⊕ Ability Modifiers: +2 Strength, +2 Constitution, –6 Intelligence, –4 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Bartokk have no special modifiers due to their size.
- ⊕ Speed: Bartokk base speed is 10 meters.
- ⊕ Natural Armor: Bartokk receive a +1 natural armor bonus to Defense.
- ⊕ Damage Reduction: A Bartokk's carapace provides DR 2. This ability stacks with DR values provided by manufactured armor.
- ⊕ Extra Limbs: Bartokk have four arms ending in strong claws. The extra limbs give them a

+4 species bonus on Climb checks and grapple checks.

A Bartokk has one primary hand and three off hands. A Bartokk can wield up to four weapons, but the normal penalties for fighting with multiple weapons apply (see the Multiweapon Fighting feat description in the New Feats appendix).

- ⊕ **Natural Weapons:** Bartokk have razor-edged claws that allow them to make unarmed attacks without provoking attacks of opportunity. As an attack action, a Bartokk can make one claw attack (with no penalty) or combine its primary claw attack with up to three off-hand claw attacks (suffering the normal penalties for multiweapon fighting). Each claw deals 1d6 points of slashing damage plus the Bartokk's Strength modifier.
 - ⊕ **Hive Mind:** A Bartokk is linked telepathically to every other Bartokk within 500 meters. A group of two or more Bartokk cannot be flanked, nor can they be denied their Dexterity bonuses to Defense unless all of them are caught flat-footed. When making Listen or Spot checks for a group of Bartokk, make only one check using the best skill bonus and the lowest DC.
- Bartokk gain a temporary +1 bonus to Intelligence for each additional Bartokk within 500 meters (maximum +12). The increase in Intelligence does not grant a Bartokk additional

skill points, but does improve the Bartokk's Intelligence-based skill checks.

- ⊕ **Regeneration:** A Bartokk regenerates 1 point of wound damage each round, even when reduced to 0 or fewer wound points. (A Bartokk does not regenerate vitality damage, but regains vitality points at the normal rate.) A Bartokk can regrow lost body parts or grow a completely new body in 1d4 days. The only way to prevent a Bartokk from regenerating is to completely destroy or disintegrate its brain once it has been "slain."
- ⊕ **Compartmentalized Biology:** Severed Bartokk body parts act as normal on the Bartokk's initiative count. They die 8 hours after dismemberment.
- ⊕ **Free Language Skills:** None.

Bartokk Commoner: Init +0; Defense 11 (+1 natural); DR 2; Spd 10 m; VP/WP 0/12; Atk +1 melee (1d6+1, claw) or -3 melee (1d6+1, primary claw), -7 melee (1d6+1, 3 off-hand claws) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 4, Wis 10, Cha 6. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +5, Craft (any one) -2 or Knowledge (any one) -2.

Feats: None.



BARABEL

BARAGWIN

BARTOKK

BESALISK

Besalisk

Besalisks evolved from large flightless avians, though they are often mistaken for a reptilian species. They are bulky, fleshy beings able to survive for long periods without food or water. During the reign of the Galactic Empire, Besalisks narrowly avoided enslavement by calling in favors with various influential underworld connections. Many are still working off their freedom, especially those Besalisks foolish or desperate enough to seek aid from the Hutts.

Besalisks have never sought official representation in the Republic Senate and generally seem content to go about their business and leave galactic affairs to politicians and bureaucrats of other species. Communities on their homeworld are sparsely populated, and few offworld colonies of Besalisks exist in any era.

Although Besalisks have contributed little to the galaxy in terms of resources and technology, they integrate easily into almost any civilized society and have no trouble using what other species have to offer.

Personality: Besalisks are seen as gluttonous, an unfair characterization considering their bodies store water for days and food for over a week. Another false assumption is that they are nervous or in poor shape because they sweat profusely. In truth, they're simply accustomed to much cooler temperatures than most other species. Besalisks are sociable, gregarious, and keen-witted.

Physical Description: Besalisks are stocky humanoids with thick arms, a bony headerest surrounded on either side by short feathers, and a wide mouth with a large elastic sack dangling from it. The average Besalisk stands about 1.8 meters tall. Male Besalisks have four arms, while female Besalisks can have as many as eight arms.

Homeworld: Ojom, located in the Outer Rim, is a cold ocean world covered in giant glaciers that slowly move across the planet's surface. Each glacier supports a small Besalisk commune. Ojom has many space stations orbiting it, most of them larger than any planet-based commune. These stations fill the role of Ojom's spaceports and are more hospitable than the planet's surface.

Language: Besalisks speak their own language, made up of grunts, growls, and barks. Written Besalisk uses a simple alphabet and short words. Besalisks speak Basic with ease.

Example Names: Lexia Trexor, Taster Dannex, Dexter Jettster, Rysken Mokksi, Henk Zessek.

Age in Years: Child 1–8; young adult 9–12; adult 13–48; middle age 49–60; old 61–74; venerable 75+.

Adventurers: Besalisks usually roam the galaxy to get away from their desolate homeworld or to turn a tidy profit. They often become embroiled in smuggling ventures, gunrunning, and organized criminal

activities without realizing the gravity of the situation. Besalisks have been known to abruptly quit these activities on occasion to pursue their own interests, much to their former employers' dissatisfaction.

Besalisk Species Traits

- ⊗ **Ability Modifiers:** –2 Dexterity, +2 Constitution.
- ⊗ **Medium-size:** As Medium-size creatures, Besalisks have no special modifiers due to their size.
- ⊗ **Speed:** Besalisk base speed is 10 meters.
- ⊗ **Extra Limbs:** Male Besalisks have four arms, and female Besalisks can have as many as eight arms. The extra limbs give them a species bonus on Climb checks and grapple checks equal to the number of arms they possess (+4 for a four-armed Besalisk). Although Besalisks can hold items in each of their many hands, their brains are not complex enough to let them use more than four limbs in combat.
- For combat purposes, a Besalisk has one primary hand and three off hands. A Besalisk suffers the normal penalties for fighting with multiple weapons (see the Multiweapon Fighting feat description in the New Feats appendix).
- ⊗ **Food Stores:** Besalisks can go without food for 8 days (instead of 3). They can go without water for 3 days (instead of 1). See Starvation and Thirst in Chapter Twelve of the *Star Wars Roleplaying Game* for more information.
- ⊗ **Skill Bonuses:** Besalisks receive a +4 species bonus on Survival checks in arctic environments and a +2 species bonus on Swim checks.
- ⊗ **Free Language Skills:** Read/Write and Speak Besalisk.

Besalisk Commoner: Init –1; Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or –4 melee (1d3, primary unarmed strike), –8 melee (1d3, 3 off-hand unarmed strikes) or –1 ranged; SQ Species traits; SV Fort +1, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 12, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +4 (for a four-armed Besalisk), Craft (any one) +2 or Knowledge (any one) +2, Profession (any one) +1, Read/Write Besalisk, Speak Basic, Speak Besalisk, Survival +4 (arctic environments only), Swim +2.

Feats: None.

Bimm

The planet Bimmisaari is home to two distinct sapient species. They each refer to themselves as Bimms, and so do the rest of the peoples of the galaxy. Although they are not cross-fertile, the two species are both mild-tempered and peaceful and have coexisted for nearly all their recorded history.

Xenobiologists believe that the near-Humans landed on Bimmisaari millennia ago under unknown circumstances and adopted Bimm society as their own—but they have no genetic relationship to any other fauna on the planet. The furred humanoid species is thought to have evolved naturally on the planet.

Bimms dwell side-by-side in picturesque cities that dot their homeworld, surrounded by thick forests. Alien visitors to these towns (or Bimm enclaves on other worlds) are always treated as honored guests.

Personality: Both species of Bimms are mild-mannered and cordial. The near-Human Bimms greatly value storytelling, particularly tales of heroic adventures. For all their love of heroics, they favor scholarly and artistic pursuits, preferring to record or invent tales and ballads of heroic deeds rather than perform them. Nonetheless, it is not unheard of for a Bimm to join a group of adventurers to witness true-to-life heroics for use in creative works.

The furry, humanoid Bimms are born merchants, hagglers, and shoppers. They love “the art of the deal” and do not consider a day complete if they haven’t engaged in a spirited round of haggling or found a good deal at a wholesaler or market outlet. They consider fair dealing a point of honor, and stealing and shoplifting is viewed as a crime on the magnitude of murder.

All Bimms hold Jedi in especially high regard.

Physical Description: The first and most commonly encountered Bimms are near-Humans of short stature that roughly resemble Human children in physical build, although males can grow (and take pride in) thick, full beards. Males and females both stand 1 to 1.5 meters tall.

The second species of Bimms are also small beings, standing 1 to 1.6 meters tall, with females slightly taller than males on average. They are floppy-eared humanoids covered in short fur that ranges in color from tan to a deep black. Their faces feature elongated muzzles and tiny black eyes. They have three long fingers and an opposable thumb on each hand. They favor the color yellow and are often clad in shades of that color.

Homeworld: Bimmisaari, a temperate and densely forested planet located in the outer reaches of the Mid Rim.

Language: The two species of Bimms share the same language, spoken as a harmonious singsong that sounds more like a collection of ballads than a standard form of communication.

Example Names: Rycar Ryjerd, Jarel Rulinam, Roki Morjara, Rav Mjalu.

Age in Years: Child 1–12; young adult 13–17; adult 18–85; middle age 86–112; old 113–133; venerable 134+.

Adventurers: Bimm adventurers are typically scoundrels who work their way into the wealthy lives of nobles. Bimms of both types became Jedi in the days of the Old Republic.

Bimm Species Traits

- ⊕ **Ability Modifiers:** –2 Strength, +2 Intelligence, +2 Charisma.
- ⊕ **Small:** As Small creatures, Bimms gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ **Speed:** Bimm base speed is 6 meters.
- ⊕ **Free Language Skills:** Read/Write and Speak Bimm.

Bimm Commoner: Init +0; Defense 11 (+1 size); Spd 6 m; VP/WP 0/10; Atk +0 melee (1d2–1, unarmed strike) or +1 ranged; SV Fort +0, Ref +0, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 10, Int 12, Wis 10, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Appraise +3 or Entertain (storytelling) +3, Craft (any one) +2 or Profession (any one) +1, Hide +4, Knowledge (any two) +2, Read/Write Basic, Read/Write Bimm, Speak Basic, Speak Bimm.

Feats: None.

Bith

The Bith are an intellectually advanced humanoid species. Highly evolved and complex regions of their oversized brains relate to abstract skills such as language, mathematics, music, and scientific reasoning. In contrast, brain functions governing basic instinct and biological drives have atrophied.

Warfare and strife has been unknown on the Bith homeworld for generations, and in the days of the Republic their senators were among the loudest voices in debates relating to galaxy-wide disarmament and universal weapons restrictions. During the terrors of the Clone Wars and the formation of the Empire, most Bith returned to the hermetically sealed, domed cities of their homeworld where they resolved to wait out the dark times. Some ambitious Bith continued to travel the galaxy throughout the Rebellion era, however. They included highly sought-after engineers, computer programmers, ship designers, negotiators, investigators, educators, and commercial artists. Shortly after the Hapans offered aid to the New Republic, the Bith reestablished formal relations with the rest of the galaxy.

Bith do not need to sleep if they spend 4 to 6 hours of every 24-hour period engaged in focused meditation. During these meditative trances, the Bith remain somewhat aware of their surroundings.

Personality: Bith are dedicated pacifists and tend to be thoughtful, quiet, and introverted. They take great interest and pleasure in intellectual and artistic pursuits.

Physical Description: Bith have gray to milky-white skin and stand 1.6 to 1.8 meters tall. Their large black eyes give them incredibly sharp vision, permitting them to focus on microscopic objects, but their long-range vision isn't very clear. (Their acute sense of smell partially compensates for their poor long-range vision.)

Homeworld: The small planet of Clak'Dor VII, located in the Outer Rim's Colu system (Mayagil Sector). Once a garden paradise with technologically advanced cities, Clak'Dor VII was reduced to an ecological wasteland following a war between the Bith cities of Nozho and Weogar, forcing the Bith to live in domed, artificially sustained ecosystems.

Language: Bith speak and read Bith. Bith who travel the galaxy commonly speak Basic as well.

Example Names: Lirin Car'n, Fiz Cor'gril, Figrin Da'n, Doikk Na'ts, Tedn Dahai, Herian T'ngre, Angor Farn, Brin Da'p, Farquill, Fiz Cor'gril, Nalan Cheel, Nara Deega, Ickabel G'ont, Tech M'or, Tisilan.

Age in Years: Child 1–11; young adult 12–15; adult 16–50; middle age 51–70; old 71–84; venerable 85+.

Adventurers: Bith heroes tend to be nobles. Bith Force-users are not unheard of, and Bith Jedi consulars are relatively common during the days of the Old Republic. It is possible that some survived the Jedi Purge on the Bith homeworld.

Bith Species Traits

- ⊕ **Ability Modifiers:** –2 Constitution, +2 Intelligence, +2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Bith have no special modifiers due to their size.
- ⊕ **Speed:** Bith base speed is 10 meters.
- ⊕ **Heightened Smell:** Bith can identify an individual by smell at a range of 10 meters with a successful Wisdom check (DC 15).
- ⊕ **Micro-Vision:** Bith gain a +4 species bonus on Search and Spot checks when limiting the use of these skills to an area up to 4 meters distant. However, Bith are myopic and suffer a –2 penalty on Spot checks to notice things that are 10 meters away or farther.

Bith suffer a –4 penalty per range increment on ranged attack rolls instead of the normal –2 penalty per range increment.
- ⊕ **Meditative Trance:** Instead of sleeping for 8 hours, a Bith can enter a trance that lasts 4 hours. At the end of the trance, he gains the benefits of having slept for 8 hours. The trance cannot be entered more than once per standard day. During the trance, the Bith remains somewhat aware of his surroundings and can make Listen and Spot checks to avoid being surprised.
- ⊕ **Free Language Skills:** Read/Write and Speak Bith.



Bith Commoner: Init -1; Defense 10; Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort -1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 8, Int 12, Wis 10, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Entertain (any one) +3 or Diplomacy +3, Knowledge (any one) +2, Profession (any one) +1, Read/Write Basic, Read/Write Bith, Speak Basic, Speak Bith.

Feats: None.

Kloo Horn

Cost: 2,000

Weight: 1.2 kg

The Kloo horn is probably the most popular instrument used by Bith who play jizz and jatz. This handheld instrument is roughly three-quarters the height of the average Bith. Its mouthpiece contains a double reed, and the stem bends back on itself in an elongated "S" to connect with the top of the body. Within the body are different sections where the musician can change the pitch and tone of the music. Tenor in pitch, the Kloo horn is mainly used as the lead instrument in a band.

Blood Carver

Blood Carvers joined the Republic 110 years before the Battle of Yavin and live up to their odd moniker in two ways. They are renowned for their masterful sculptures carved from bright red blood wood. They are also skilled assassins, though they rarely mutilate their victims. In that sense, "blood carver" is more of a metaphor.

Personality: Blood Carvers are proud warriors with strong ties to their tribal leaders. They find flattery and exorbitant wealth disdainful. Among tribal ranks, obsequiousness and greed are punishable by anything from a simple beating to exile.

Physical Description: Triple-jointed humanoids with iridescent gold skin, wide beaklike noses, and beady black eyes. Blood Carvers stand about 2 meters tall. They typically wear close-fitting clothing that allows them to move quietly, and they sport tribal tattoos along the ridge of their nose flaps.

Homeworld: Blood Carvers originated on Batorine, a temperate world located in the Colonies region. Although many tribes of Blood Carvers relocated to Coruscant when their homeworld was attacked, Batorine is still home to many Blood Carver fiefdoms.

Language: Blood Carvers speak Batoresé, a language that uses sounds as well as scents and skin coloration to a lesser degree. It is difficult for others, including protocol droids, to understand Batoresé and impossible for others to speak it. The majority of Blood Carvers learn to speak Basic as well.

Example Names: Ke Daiv, Pa Gara, Mu Fiev, Va Tosh.

Age in Years: Child 1-8; young adult 9-11; adult 12-38; middle age 39-65; old 66-82; venerable 83+.

Adventurers: Blood Carvers rarely operate independently of their tribes. Exiled Blood Carvers will sometimes form small groups or individually embark on quests for glory or paths of enlightenment. Some Blood Carvers explore the galaxy in search of ways to improve their standing within their tribes. Blood Carver heroes can pursue any heroic class, although they are most commonly scouts, soldiers, or Force adepts.

Blood Carver Species Traits

- ☉ **Ability Modifiers:** +2 Dexterity, -2 Wisdom, -2 Charisma.
- ☉ **Medium-size:** As Medium-size creatures, Blood Carvers have no special modifiers due to their size.
- ☉ **Speed:** Blood Carver base speed is 12 meters.
- ☉ **Sneak Attack:** If a Blood Carver faces an opponent who is unable to defend himself effectively from his attack, he can strike a vital spot for 1d6 points of extra damage. This extra damage applies only to melee attacks or ranged attacks within 10 meters. The sneak attack damage applies only to opponents that have discernible anatomies and are susceptible to critical hits.
Blood Carver heroes and professionals gain an additional die of sneak attack damage every five levels (+2d6 at 5th level, +3d6 at 10th level, and so on). The sneak attack bonus stacks with the sneak attack ability of prestige classes such as the bounty hunter and findsman.
- ☉ **Skill Bonus:** Blood Carvers have flexible three-sectioned limbs and slender profiles that grant them a +2 species bonus on Escape Artist checks.
- ☉ **Free Language Skills:** Read/Write and Speak Batoresé.

Blood Carver Commoner: Init +1; Defense 11 (+1 Dex); Spd 12 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (sculpture) +1, Escape Artist +3, Hide +2, Move Silently +2, Speak Basic, Read/Write Batoresé, Speak Batoresé.

Feats: None.

Bothan

Bothans hail from the Mid Rim planet of Bothawui. They developed the technology to travel among the stars millennia ago and are longstanding members of galactic civilization.



To the Bothans, information is the galaxy's most valuable currency, as well as its most potent weapon. As a culture, they believe that direct confrontation with foes—whether economic, political, or martial—is pointless. In an open conflict, the object or possession both sides desire is often damaged or destroyed. This attitude has made espionage a natural line of work for Bothans. Information and spies are their greatest exports. The famed Bothan spynet is the largest independent intelligence-gathering organization the galaxy has ever known.

Beings of power everywhere find Bothans irritating because they have a tendency to use every bit of information they can find to acquire leverage or money. However, no one wants to be the only person without access to the spynet, so everyone continues to deal with the Bothans.

Personality: Bothans are manipulative, crafty, suspicious, and curious by nature. Some might even call them paranoid. They are also loyal and brave.

Physical Description: Bothans stand 1.6 meters tall on average and are covered with fur that ripples in response to their emotional state. They have tapered, pointed ears, and both males and females sport beards.

Homeworld: The industrial world of Bothawui, located in the Mid Rim. Bothans also populate various colony worlds throughout the Mid Rim, including Kothlis and Torolis.

Language: Bothans speak and read Bothese and Basic.

Example Names: Borsk Fey'lya, Karka Kre'fey, Koth Melan, Tav Breil'lya, Tereb Ab'lon, Askar Rayl'skar, Asyr Sei'lar, Velst Nay'sro, Escra Plo'kre, Oneron Fil'vye, Liska Dan'kre, Tchaw Fenn, Se'lab, Maxcena Sov'lya, Drovus.

Age in Years: Child 1–11; young adult 12–16; adult 17–45; middle age 46–65; old 66–84; venerable 85+.

Adventurers: Bothan adventurers, such as operatives in the spynet, engage in daring deeds—even when such deeds place them at great personal risk. In addition to intelligence operatives, Bothan heroes serve as soldiers and pilots, diplomats and ambassadors. Their curiosity leads some to be explorers and scouts. Even when a Bothan takes up a noble cause, his or her cultural upbringing makes it hard not to consider the profit and prestige in the situation. Bothan Jedi are rare, as most Bothans lack the Jedi Order's selfless altruism.

Bothan Species Traits

- ⊕ Ability Modifiers: +2 Dexterity, –2 Constitution.
- ⊕ Medium-size: As Medium-size creatures, Bothans have no special modifiers due to their size.
- ⊕ Speed: Bothan base speed is 10 meters.
- ⊕ Skill Bonuses: Bothans are skilled at intelligence gathering and gain a +2 species bonus on Gather Information and Spot checks.

⊕ Free Language Skills: Read/Write and Speak Basic and Bothese.

Bothan Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort –1, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Gather Information +3, Knowledge (any one) +1, Profession (any one) +2, Read/Write Basic, Read/Write Bothese, Speak Basic, Speak Bothese, Spot +2.

Feats: None.

Caamasi

Other cultures view the Caamasi as artistic, wise, and peaceful. On many worlds, the word for “friend from afar” or “trusted stranger” is “caamasi.” Among their own people, the Caamasi have a legend that says that when the Jedi Order first formed millennia ago, Jedi came to Caamas to learn how to use the Force ethically. Even if this story is not true, the gentle manner and moral strength of the Caamasi make it easy to believe.

During the height of the Old Republic, Caamasi Jedi were uncommon. Shortly after the Clone Wars, their homeworld of Caamas was devastated by an orbital bombardment ordered by the Emperor. The planet's vegetation and animal life, including most Caamasi, died within a day, leaving a dead world. The few hundred thousand Caamasi who roamed the galaxy afterward had been elsewhere at the time, or had miraculously survived the bombardment. By the time of The New Jedi Order era, most Caamasi hail from the planet Kerit, though there was once a considerable colony on Alderaan. The Alderaanian Caamasi also met their end by way of the Emperor's whim.

Caamasi display a unique ability to share memories, which they call *mennii*. A Caamasi can effectively record a memory in her mind so that it is never forgotten. Experiencing *mennii* is as vivid as participating in the events in question. Using a sort of telepathy, a Caamasi can share *mennii* with another Caamasi, or in some cases, a Jedi or other Force-user. Caamasi sometimes intermarry between clans specifically to share *mennii* with their entire culture. The desire to spread *mennii* results from a need to never forget the wisdom of their ancestors or the beauty of Caamas. As a result, Caamasi are just as likely to store and share very unpleasant *mennii* such as vivid memories of brutal battles and cruel tortures, as well as experiences as sweet and loving as the births of their children or the honor and wisdom of revered ancestors.

Personality: Caamasi are thoughtful, contemplative pacifists. They enjoy exploration, artistic pursuits,

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and conversation. They are generous, considerate, and slow to pass judgment.

Physical Description: Caamasi have tall, lean bodies covered with golden down. Regal rings of purplish fur surround their eyes, while stripes of purple fur extend around to the backs of their heads and shoulders. Caamasi have long, delicate, three-fingered hands. They average 1.8 meters tall.

Homeworld: The ravaged world of Caamas, located in the Core Worlds region. Following the Empire's attack on Caamas, survivors migrated to other worlds including Kerilt, a Mid Rim jungle world in the Algara system.

Language: Caamasi speak and read Caamasi and Basic.

Example Names: Elegos A'kla, Ylenic It'kla, Releq, Tegas Sulkec, Meqli Likarin.

Age in Years: Child 1-11; young adult 12-15; adult 16-49; middle age 50-76; old 77-89; venerable 90+.

Adventurers: Because of their pacifistic nature, Caamasi are never soldiers or thugs. Heroic Caamasi tend to be nobles. Caamasi with a strong connection to the Force may become Jedi consulars who use their Force powers to help mediate disputes.

Caamasi Species Traits

- ⊕ Ability Modifiers: -2 Strength, -2 Constitution, +4 Wisdom.
- ⊕ Medium-size: As Medium-size creatures, Caamasi have no special modifiers due to their size.
- ⊕ Speed: Caamasi base speed is 10 meters.
- ⊕ Memory Sharing (Memnii): Caamasi can create strong, lasting memories and share them with others of their species by using a kind of telepathy. Among the Caamasi, sharing memnii is an automatic ability, requiring only time. Sharing a memory requires as much time as the events remembered.

Force-using characters can also receive memnii from a willing Caamasi with a successful Telepathy check (DC 15). Experiencing memnii is not like having a photographic memory of those events. Instead, the receiving character must make an Intelligence check (DC 10) to remember specific details. A character who accesses a memnii with Telepathy has a +2 circumstance bonus on Intelligence checks to remember details about the events in question.

- ⊕ Skill Bonus: Caamasi gain a +2 species bonus on Diplomacy checks.
- ⊕ Free Language Skills: Read/Write and Speak Basic and Caamasi.

Caamasi Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/8; Atk -1 melee (1d3-1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort -1, Ref +0, Will +2; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 8, Int 10, Wis 14, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Diplomacy +3, Knowledge (any one) +2, Read/Write Basic, Read/Write Caamasi, Speak Basic, Speak Caamasi.

Feats: None.

Caarite

Caarites are sly, ingratiating beings whose friendly demeanors overshadow their penchant for crooked dealings. While they suffer from a rather poor reputation, it is difficult for anyone around a Caarite for an extended time to believe it capable of anything truly malicious. They wear broad grins, bearing a double row of wide, flat, white teeth. Taking advantage of their frail, friendly appearance, they seize the upper hand in negotiations, exuding an almost childlike charm when dealing directly with large groups of individuals.

Personality: Caarites are friendly, entertaining, and opportunistic. They desire to get the better of their rivals by any means necessary and demonstrate few scruples at the bargaining table.

Physical Description: Caarites stand 1 meter tall (on average), with features that are vaguely porcine. They have slightly elongated snouts turned delicately upward at their tips. Their broad, open faces make their open smiles look even friendlier. Their flesh is pale pink, and their bodies are hairless.

Homeworld: The humid Outer Rim planet of Caarimon.

Language: Caarites speak Caarimala and Basic. Many Caarites know at least one additional language.

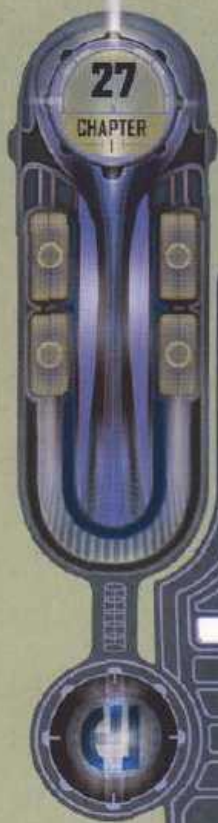
Example Names: Velin Wir, Thurm Loogg, Belrem Mar, Fiana Jor, Zoda Brell.

Age in Years: Child 1-10; young adult 11-15; adult 16-44; middle age 45-57; old 58-74; venerable 75+.

Adventurers: Caarites who become adventurers do so for personal gain. They favor nonviolent tactics when face-to-face with an adversary, but they nonetheless carry a number of tools and ranged weapons. Caarites favor the scoundrel and fringer classes. Because they are averse to physical combat, they do not take up the soldier class. Some Caarites are Force-Sensitive, but their inherent greed prevents them from following the path of the Jedi.

Caarite Species Traits

- ⊕ Ability Modifiers: -2 Constitution, +2 Charisma.
- ⊕ Small: As Small creatures, Caarites gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ Speed: Caarite base speed is 6 meters.
- ⊕ Climate Adaptation: Caarites gain a +2 species bonus on Survival checks in hot climates and



suffer a -2 species penalty on Survival checks in cold climates.

⊕ Free Language Skills: Read/Write and Speak Basic and Caarimala.

Caarite Commoner: Init +0; Defense 11 (+1 size); Spd 6 m; VP/WP 0/8; Atk +1 melee (1d2, unarmed strike) or +1 ranged; SQ Species traits; SV Fort -1, Ref +0, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 8, Int 10, Wis 10, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Bluff +2, Diplomacy +2, Craft (any one) +1, Hide +4, Knowledge (any one) +1, Read/Write Basic, Read/Write Caarimala, Speak Basic, Speak Caarimala, Survival +2 (hot climates only).

Feats: None.

Cathar

The Cathar are an ancient, socially advanced species of bipedal feline humanoids from a planet of the same name. Cathar itself is a large world of numerous ecological niches, including rough uplands with gigantic insect predators.

The Cathar species dwells in large, living city-trees. Each tree is artistically carved with friezes showing the triumphant history of the Cathar and their heroes. Cathar use the wide grasslands known as the Vast Veldt as a place of solitude.

Two of the greatest Cathar heroes, the female Sylvar and her mate Crado, were powerful Jedi Knights. Four thousand years before the Galactic Civil War, Crado fell to the dark side under the tutelage of Exar Kun. He was destroyed in an explosion after trying to activate an ancient Sith superweapon for his master. Sylvar, angry over the death of her mate, almost fell to the dark side herself before regaining the Jedi path. Both are remembered on Cathar itself in meticulously carved works of tree-art.

Personality: Cathar are proud, passionate beings with strong morals and equally strong ties to tradition and family. They also form strong friendships and unshakable loyalties. Cathar generally hate as fiercely as they love. Although even-tempered, they are often quick to act. Their ferocity in battle is both legendary and terrifying.

Physical Description: Cathar have leonine features and flowing manes, with males' manes generally larger than those of females. Male Cathar have short beards and two tusks jutting from the lower jaw, while females merely have impressive fangs along the upper jaw. Males average 1.8 meters tall, while females average 1.6 meters tall.

Homeworld: Cathar, a temperate world located in the Expansion Region.

Language: Cathar speak and read Catharese and Basic, punctuating their spoken words with the occasional low growl.

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GAAMASI

CAARITE

CATHAR

DELEGIAN

Example Names: Crado, Elashi, Feeth, Larducias, Manshara, Nodori, Nonak, Stragos, Sylvar, Tinisho.

Age in Years: Child 1–11; young adult 12–17; adult 18–49; middle age 50–65; old 66–89; venerable 90+.

Adventurers: Cathar adventurers can belong to any heroic class, although nobles, scouts, and soldiers are the most common. Force-sensitive Cathar often hear the call to join the ranks of the Jedi Order as Jedi consulars or Jedi guardians. Cathar scoundrels are rare, but those that exist have morals and loyalties that they would never violate for personal gain.

Cathar Species Traits

- ⊕ **Ability Modifiers:** +2 Dexterity, –2 Intelligence.
- ⊕ **Medium-size:** As Medium-size creatures, Cathar have no special modifiers due to their size.
- ⊕ **Speed:** Cathar base speed is 12 meters.
- ⊕ **Natural Weapons:** Cathar have sharp claws and can make a claw attack in place of a normal unarmed attack. The claw attack deals 1d6 points of slashing damage plus the Cathar's Strength modifier. The claw attack does not provoke attacks of opportunity.
- ⊕ **Free Language Skills:** Read/Write and Speak Basic and Catharese.

Cathar Commoner: Init +1; Defense 11 (+1 Dex); Spd 12 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 melee (1d6, claw) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 8, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft +1 (any one) or Knowledge +1 (any one), Profession +1 (any one), Read/Write Basic, Read/Write Catharese, Speak Basic, Speak Catharese.

Feats: None.

Celegian

Celegians are an ancient species known for their great intellect and wisdom. Evolved from ocean-dwelling invertebrates, the Celegians' ancestors eventually adapted to living on land. The atmosphere of their homeworld is rich in cyanogen gas, which is poisonous to most sentient beings. Conversely, oxygen is lethal to Celegians.

To move their massive jellyfishlike bodies, Celegians evolved a natural form of locomotion similar to a repulsorlift generator. Their soft fleshy bodies, writhing masses of tentacles, and dependence on life-support chambers result in Celegians looking as if they constantly float in water.

Personality: Celegians are wise, thoughtful beings who search for logical solutions to problems. They enjoy contemplating riddles, puzzles, and paradoxes. Celegians rarely put themselves in harm's way and avoid conflict wherever possible.

Physical Description: A Celegian's body resembles a brainlike organism with a mass of tentacles floating beneath it. The brain averages 1.2 meters in diameter, and the tentacles vary in length from 1.8 to 2.2 meters. Away from their homeworld, Celegians are always encountered within some sort of mobile life-support chamber, usually made of transparisteel.

Homeworld: Celegia, an ancient world of raging seas located in the Expansion Region.

Language: Celegians communicate using a sophisticated form of telepathy. They possess no spoken or written language.

Example Names: Ealu, Jolorr, Ooroo, Ruwaa.

Age in Years: Child 1–10; young adult 11–20; adult 21–142; middle age 143–210; old 211–250; venerable 251+.

Adventurers: Celegians are natural explorers and are occasionally found in the company of other species with similar interests. Celegians encountered far from their homeworld are usually nobles or scouts. Celegian Force adepts and Jedi are extremely rare.

Celegian Species Traits

- ⊕ **Ability Modifiers:** –2 Dexterity, +2 Intelligence, +2 Wisdom, –2 Charisma.
- ⊕ **Large:** As Large creatures, Celegians suffer a –1 size penalty on Defense, a –1 size penalty on attack rolls, and a –4 penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m outside of their life-support chambers (2 m by 2 m/2 m otherwise). Their lifting and carrying limits are double those of Medium-size characters.
- ⊕ **Speed:** Celegians use a natural form of levitation to hover and move about. Within a cyanogen atmosphere or floating life-support chamber, Celegians fly at a speed of 6 meters (average maneuverability). They swim at a speed of 16 meters in the cyanogen seas of their homeworld.
- ⊕ **Telepathy:** A Celegian can communicate telepathically with any number of sentient beings within 500 meters. A being that wishes to resist telepathic contact with a Celegian must make a Will save (DC 10 + the Celegian's Wisdom modifier). A successful saving throw denies the Celegian telepathic contact, although the character in question knows that something has attempted to contact him. The Celegian can continue to attempt to establish contact for as long as the target is within range. All beings that receive telepathic communication from a Celegian "hear" the message in their own primary language. This ability is primarily used for communication; it cannot "steal" memories or information.
- ⊕ **Cyanogen Breather:** Celegians cannot survive without their native cyanogen atmosphere. After being exposed to an oxygen atmosphere for 1 round without a life-support chamber, a Celegian must make a Fortitude save (DC 10). The DC increases by +4 each subsequent round. If the save fails, the Celegian suffers 1d6 points of

temporary Constitution damage per round until it is returned to a cyanogen atmosphere. Exposure to cyanogen causes a similar reaction in oxygen breathers.

⊕ **Expert Swimmer:** Celegians gain a +10 species bonus on Swim checks, enabling them to ply the tumultuous cyanogen seas of their homeworld.

Celegian Commoner: Init -1; Defense 8 (-1 size, -1 Dex); Spd fly 6 m (average), swim 16 m; VP/WP 0/10; Atk -1 melee (1d4, unarmed strike) or -2 ranged; SQ Species traits, life-support chamber; SV Fort +0, Ref -1, Will +1; SZ L; Face/Reach 2 m by 2 m/4 m (outside life-support chamber); FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 8. Challenge Code A.

Equipment: Life-support chamber (see below).

Skills: Hide -5, Knowledge (any two) +3, Profession (any one) +2, Swim +10.

Feats: None.

Celegian Life-Support Chamber

Cost: 6,000 (available only on Celegia)

Weight: 50 kg

Celegians rely on transparisteel life-support chambers to survive away from their homeworld. These chambers are filled with cyanogen gas and held aloft by the Celegian's natural levitation. Celegians retain the use of their tentacles inside the life-support chamber.

A typical life-support chamber provides full cover to its occupant and has DR 10 and 12 wound points. When destroyed, it releases a 10-meter-radius cyanogen gas cloud that deals 1d6 points of temporary Constitution damage to non-cyanogen breathers in the area. A successful Fortitude save (DC 10) negates damage. However, a new save is required for each subsequent round of exposure. Fortunately, the cyanogen cloud dissipates after 1 round unless it is confined.

Cerean

Cereans are a sophisticated and cultured humanoid species that originated on Cerea, a world on the fringes of known space. Their elongated heads distinguish them from most other humanoid species.

Cereans established contact with the rest of the galaxy shortly before the Galactic Republic was transformed into the Empire. The Cereans swiftly gained galactic fame as expert astrogators, cryptographers, and economists. Few patterns or trends, no matter how convoluted or obscure, escape the notice of a Cerean.

The Cerean homeworld is largely an unspoiled paradise. Cerean society is matriarchal, and the Cerean culture's traditional values emphasize living in harmony with nature and minimizing any impact on the environment from technology.

The peaceful philosophies of the Jedi appeal to Cereans, and those who long for adventure find the tenets and ways of the Jedi Order very alluring.

Personality: Cereans tend to be calm, rational, and extremely logical.

Physical Description: Cereans average 2 meters tall and have a similar build to Humans. Their elongated craniums house complex binary brains that enable them to process information and solve problems rapidly. Cereans also have two hearts beating in their chests.

Homeworld: Cerea, a blissful planet located in the Mid Rim.

Language: Cereans speak and read Cerean and Basic.

Example Names: Ki-Adi, So Leet, Sylvn, Ti-Dal, Maj-Odo, Skeel, Kordren, Bin-Garda.

Age in Years: Child 1-10; young adult 11-15; adult 16-35; middle age 36-53; old 54-64; venerable 65+.

Adventurers: Cereans who become adventurers do so in direct contradiction to their traditions and beliefs. Even so, when a cause or situation turns a Cerean to this path, he or she tries to approach life with as many of the Cerean beliefs intact as possible. Aggression should be the last resort after all peaceful solutions are attempted, for example. The binary brain allows a Cerean to constantly weigh both sides in any disagreement and give two points of view equal consideration. This ability extends even to issues surrounding the Force, and a Cerean Force-user often contemplates the light side and the dark side simultaneously.

Cereans who choose a path of adventure and danger can belong to any heroic class.

Cerean Species Traits

⊕ **Ability Modifiers:** -2 Dexterity, +2 Intelligence, +2 Wisdom.

⊕ **Medium-size:** As Medium-size creatures, Cereans have no special modifiers due to their size.

⊕ **Speed:** Cerean base speed is 10 meters.

⊕ **Quick Reaction:** Despite their general lack of coordination, Cereans' reaction speed is superior to that of most other species. Cereans gain a +2 species bonus on initiative checks.

⊕ **Free Language Skills:** Read/Write and Speak Basic and Cerean.

Cerean Commoner: Init +1 (-1 Dex, +2 species); Defense 9 (-1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or -1 ranged; SQ Species traits; SV Fort +0, Ref -1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 10.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3 or Profession (any one) +3, Knowledge (any one) +4, Read/Write Basic, Read/Write Cerean, Speak Basic, Speak Cerean.

Feats: None.

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CHAPTER

Kasha Meditation Crystal

Cost: 2,000 (available on Cerea only)

Weight: 1 kg

Legend has it that the ancient founder of Cerea's planetary leadership, Bi-Dar Tyunda, created the art form of etching ornate, intricate patterns into multi-hued *kasha* crystals found only on the Cerean homeworld. Scribing specific patterns into the crystal's facets allows the artist to harness the crystal's natural harmonic energy, which helps calm emotions and clear the thoughts. Cerean meditation crystals are found in most homes on Cerea.

Kasha meditation crystals enable Cereans to focus their natural precognitive abilities. One hour of quiet, uninterrupted meditation with a *kasha* meditation crystal allows a Cerean character to take 10 on all Diplomacy checks for the next 24 hours (regardless of the situation). The character also gains a +4 inherent bonus on any single skill check, provided the character has ranks in the skill (the skill may be chosen at any time during the 24-hour post-meditative period).

Transforming an ordinary, unattuned *kasha* crystal into a meditative device requires an investment of 200 credits for raw materials, 72 hours of work, and a successful Craft (sculpture) check (DC 30). The Craft check is made at the end of the 72 hours; if the check fails, the raw materials and time are wasted, and the crystal does not function.

During the Galactic Civil War, *kasha* meditation crystals can be found only on Cerea.

Shyarn (Cerean Dueling Scimitar)

Cost: 900

Stun/Fort DC: —

Damage: 1d6

Type: Slashing

Critical: 18–20

Multifire/Autofire: —

Range Increment: —

Size: Medium-size

Weight: 5 kg

Group: Exotic

The *shyarn* (an old Cerean word for “dancer”) is a light, curved sword favored by Cereans for traditional honor duels. Metalsmiths trained in ancient methods forge the silver-hued scimitar using a magnetic bonding process and unique metals found on Cerea.

Hundreds of *shyarn-ado* schools to train duelists in proper use of the sword, which most agree takes a lifetime to master.

When one *shyarn* strikes another, the vibrations and contact can create a powerful temporary magnetism that links the blades. This keeps the duelists locked together, dancing and twirling to avoid slicing jabs in a deadly ballet until one duelist breaks the lock to maneuver for another attack. For reasons known only to Cerean metalsmiths, the alloys in a *shyarn* are not magnetically attracted to any other metals.

Shyarn wielders must contend with the magnetic properties of the blades. When either combatant misses an attack roll by 4 or less, the two *shyarn* become magnetically joined. Neither character may

move anywhere except a square adjacent to his opponent without releasing the *shyarn* or using a full-round action to disengage the blades. Characters with linked *shyarn* may still make Tumble checks to move through threatened squares. Because the duelist must also maintain a grip on his *shyarn*, however, he must succeed at a Dexterity check against DC 14 to hold onto his sword hilt when attempting to tumble. When either duelist surrenders, loses his blade, or is killed, the honor duel is considered over.

Chadra-Fan

Chadra-Fan hail from the world of Chad in a rarely visited Outer Rim system of the same name. Their culture is technologically primitive by galactic standards; a string of natural disasters on their homeworld has forced them to focus on the necessity of survival. What high technology they possess has been brought to Chad by scouts and traders and subsequently copied or modified by the Chadra-Fan.

Chadra-Fan compulsively tinker. Any mechanical device left within reach has the potential to be disassembled and then reconstructed. As they have been subjecting devices to this treatment since early childhood, Chadra-Fan have gained an innate sense of how most technology functions and are often found working as mechanics.

Virtually all Chadra-Fan that are encountered off their homeworld are either slaves or former slaves. Curiously, most Chadra-Fan do not resent being enslaved, as they view it as a grand adventure.

Personality: In general, Chadra-Fan are exuberant in the extreme and like virtually everyone they meet. It takes quite a bit of abuse to curtail or obliterate their cheery disposition. Chadra-Fan do not survive well on their own and constantly seek companionship.

Physical Description: Chadra-Fan are small humanoids with flat faces, round dark eyes, large ears, and flat noses. Chadra-Fan stand 1 meter tall (on average), and their entire bodies are covered in gleaming fur, except for their oversized hands.

Homeworld: Chad, a technologically primitive Outer Rim world known for its vast seas, sprawling marshes, and ferocious hurricanes.

Language: Chadra-Fan speak and read Chadra-Fan, but those who leave their homeworld pick up Basic quickly. Their voices sound squeaky and nasal when they speak Basic.

Example Names: T'achak, T'andar, T'ar Ta'avon, Yarbolk Yemm, Kabe, Chan, Fandar, Fugo, Tutti Snibit, Trubor.

Age in Years: Child 1–11; young adult 12–15; adult 16–40; middle age 41–59; old 60–79; venerable 80+.

Adventurers: Chadra-Fan heroes are typically fringers, scoundrels, and tech specialists. Chadra-Fan Jedi are extremely rare, although at least one is known to exist during The New Jedi Order era.

Chadra-Fan Species Traits

- ⊗ **Ability Modifiers:** -2 Strength, +2 Dexterity, -2 Wisdom, +2 Charisma.
- ⊗ **Small:** As Small creatures, Chadra-Fan gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊗ **Speed:** Chadra-Fan base speed is 6 meters.
- ⊗ **Darkvision:** Chadra-Fan can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.
- ⊗ **Low-Light Vision:** Chadra-Fan can see twice as far as normal in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- ⊗ **Isolation Aversion:** Chadra-Fan do not handle isolation well. After each 24-hour period spent alone, a Chadra-Fan must succeed at a Will save (DC 15) or suffer 1d4 points of temporary Strength, Dexterity, and Constitution damage. A Chadra-Fan reduced to 0 Strength or Dexterity falls unconscious and can no longer make saving throws. A Chadra-Fan reduced to 0 Constitution or 0 wound points dies.

- ⊗ **Skill Bonus:** Mechanically inclined, Chadra-Fan gain a +2 species bonus on Repair checks.
- ⊗ **Free Language Skills:** Read/Write and Speak Chadra-Fan.

Chadra-Fan Commoner: Init +1; Defense 12 (+1 Dex, +1 size); Spd 6 m; VP/WP 0/10; Atk +0 melee (1d2-1, unarmed strike) or +2 ranged; SQ Species traits; SV Fort +0, Ref +1, Will -3; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 10, Int 10, Wis 8, Cha 12. Challenge Code A.

Equipment: Tool kit, variety of personal belongings.

Skills: Craft (any one) +2 or Knowledge (any one) +2, Hide +5, Read/Write Chadra-Fan, Repair +3, Speak Basic, Speak Chadra-Fan.

Feats: None.

Chagrian

Chagrians are powerfully built amphibian humanoids that are equally comfortable on land and in water, something that is reflected both in their architecture and in their culture. Early in the evolutionary stages of life on Champala, the system's sun went through an unstable period and bombarded its orbiting bodies with massive amounts of radiation. Only



DEREAN

CHADRA-FAN

CHAGRIAN

CHARON

species that developed an ability to withstand the radiation survived. The Chagrians were among those species, and their skin—which ranges in color from light blue to deep indigo—continues to provide them with remarkable natural protection from radiation of all kinds.

Chagrian civilization arose on the thin coastal bands of Champala's small, jungle-covered continents. Their cities are built in long strips in the tidal zones. At high tide, most buildings are completely submerged. When these buildings fill with water during high tide, the Chagrians swim from building to building, from floor to floor. All but Champala's oldest starports are built on high plateaus well away from the cities, with aircars ferrying visitors back and forth.

Chagrians are born with a weak sense of taste and lose it completely shortly after becoming adults. They do not celebrate eating the way many other species do. Indeed, they view it as a necessary nuisance; food is fuel for the body, nothing more. Modern Chagrian adults consume nutrient capsules to avoid wasting time eating. When traveling the galaxy, they carry nutritional analyzers to scan unfamiliar food and determine its nutritional worth.

A number of Chagrians joined the Rebel Alliance, and several of their number played a major part in liberating Mon Calamari and other water worlds from Imperial domination. As the New Republic formed, the Chagri system was one of the first to join, and the Chagrians remain among its staunchest supporters.

Personality: Chagrians are law-abiding and even-tempered. The species has always known abundance, so greed and avarice are uncommon traits among them. Chagrians prefer to live in cosmopolitan areas, where they can interact with other people and species.

Physical Description: Chagrians have blue skin. Males and females both have a pair of horns, known as "lethorns," protruding from fleshy growths on the side of their heads. Lethorns can become quite large and can be draped over the shoulders. Males have a second pair of horns sprouting from the tops of their heads; these sharp horns were once used to battle for mates, but now they serve only as a source of vanity.

Males and females of the species both stand between 1.7 and 2.2 meters tall.

Homeworld: The water world of Champala in the Chagri system, a favorite vacation spot among the Inner Rim worlds.

Language: Chagrians speak and read Chagri. Chagrians who leave Champala typically learn to speak Basic as well.

Example Names: Mas Amedda, Belar Tasseva, Myr Seda, Shiran Vallendri, Ketrías Gorran.

Age in Years: Child 1–12; young adult 13–16; adult 17–42; middle age 43–56; old 57–75; venerable 76+.

Adventurers: Chagrian adventurers can be of any heroic class, although Chagrian Jedi are rare.

Chagrian Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, –2 Dexterity.
- ⊕ **Medium-size:** As Medium-size creatures, Chagrians have no special modifiers due to their size.
- ⊕ **Speed:** Chagrian base speed is 10 meters.
- ⊕ **Breathe Underwater:** As amphibious creatures, Chagrians can't drown in water. They gain a +4 species bonus on Swim checks.
- ⊕ **Radiation Resistance:** Chagrians gain a +4 species bonus on Fortitude saves against radiation poisoning.
- ⊕ **Low-Light Vision:** Chagrians possess low-light vision. They can see twice as far as normal in dim light, and they retain the ability to distinguish color and detail under these conditions.
- ⊕ **Free Language Skills:** Read/Write and Speak Chagri.

Chagrian Commoner: Init –1; Defense 9 (–1 Dex); Spd 10 m, swim 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +1, Knowledge (any one) +2, Read/Write Chagri, Speak Basic, Speak Chagri, Swim +5.

Feats: None.

Charon

Most Charon are dangerous, single-minded sentients bent on killing every other being they encounter. The species comes from a dimension known as otherspace, a region beyond the confines of the known galaxy, but the name of the Charon homeworld and its location are mysteries yet to be solved by others who have encountered them.

The proximity of the Charon homeworld to a black hole gave birth to a ruling death cult that believes the mission of the Charon should be to destroy all life. The death cult seeks to cast every living thing "into the Void of Death." A figure known as the Prophet of the Void leads this cult and thus governs Charon society.

Until the rise of the New Jedi Order, Charon were confined to otherspace, where they annihilated all other sentient species they'd encountered. The secret to hyperdrive technology continued to elude the death cult, however, so most Charon ships were incapable of leaving otherspace.

Shortly after the Battle of Endor, a Charon splinter faction called the Cult of Light succeeded in constructing their first hyperdrive. Each new hyperdrive built gives hope to hundreds of Charon eager to find new life in another galaxy. Led by a figured called the Illuminated One, the Cult of Light does not believe in the eradication of all sentient life, but rather seeks peaceful contact with other species will-

ing to share new technology. The Cult of Light also seeks uninhabited worlds to colonize.

By the time Coruscant falls to the Yuuzhan Vong, the Prophet of the Void has learned about the Cult of Light and begun hunting down suspected members of the splinter faction. Meanwhile, the Cult of Light struggles to build more hyperdrives while keeping the new technology out of the death cult's clutches.

Charon bioscientists construct ships, weapons, and devices from living matter using similar techniques as the Yuuzhan Vong, although the two species have yet to encounter one another.

Personality: Charon who serve the Prophet of the Void believe in entropy, and they strive relentlessly to destroy all life. Charon who follow the Illuminated One desire to escape otherspace and build a new and thriving society somewhere in the known galaxy. All Charon, regardless of allegiance, pursue their desires with single-minded determination if not ruthlessness. Although they prefer bioorganic technology, they do not shun or despise devices of a mechanical nature.

Physical Description: Charon possess both humanoid and arachnoid qualities. A Charon four arms and four legs, giant slit-pupil eyes, and a large trailing abdomen capable of spinning webs. A thick, mottled carapace encases its body. The average Charon stands about 2.25 meters tall.

Homeworld: Otherspace is actually a pocket dimension formed by a series of black holes. Only the Charon know the exact location of their homeworld—a bleak, cold, and barely habitable globe.

Language: Charon speak a bizarre language full of clicks, squeals, and scratching sounds made by rubbing their mandibles together. This language can only be duplicated by other insectoid species. The Charon written language is a series of intricate web shapes indistinguishable from a decorative pattern.

Example Names: Charon who serve the Prophet of the Void do not have personal names. Charon belonging to the Cult of Light sometimes adopt names, usually after meeting other species in the known galaxy; possible Charon names include Fa'chak, H'zish, Ry'shyrr, Sya'kalla, and Tin'soth.

Age in Years: Child 1–3; young adult 4–5; adult 6–33; middle age 34–55; old 56–64; venerable 65+.

Adventurers: Those who are aware of the Charon believe the entire species is trapped in otherspace, but some signs of Charon activity in the known galaxy surface occasionally. Charon heroes only exist within the Cult of Light, though a few have made allies among non-Charon. Most Charon heroes are tech specialists (called bioscientists) or soldiers (called warriors). No Charon Force-users are known to exist.

Charon Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, +2 Constitution, +2 Intelligence, –6 Charisma.
- ⊕ **Large:** As Large creatures, Charon suffer a –1 size penalty on Defense, a –1 size penalty on attack rolls, and a –4 penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4m. Their lifting and carrying limits are double those of Medium-size characters.
- ⊕ **Speed:** Charon base speed is 12 meters.
- ⊕ **Damage Reduction:** A Charon's carapace provides DR 2. This damage reduction stacks with DR provided by manufactured armor.
- ⊕ **Quadrupedal:** Charon gain a +4 stability bonus against bantha rushes and trip attacks.
- ⊕ **Extra Limbs:** Charon have four arms. The extra limbs give them a +4 species bonus on Climb checks and grapple checks. Charon can hold items in each of their four hands but can only attack with their slightly larger, uppermost pair.
 - A Charon has one primary hand and one off hand. A Charon can wield two weapons, but the normal penalties for fighting with two weapons apply (see Table 8–3: Two-Weapon Fighting Penalties in the *Star Wars Roleplaying Game*).
- ⊕ **Natural Weapons:** A Charon can make a claw attack without provoking attacks of opportunity. The claw attack deals 1d6 points of slashing damage plus the Charon's Strength modifier.
- ⊕ **Web:** A Charon can shoot strands of sticky webbing from spinnerets in its abdomen; it can do this a number of times per day equal to 3 + the Charon's Constitution bonus (minimum 3 times per day). As an attack action, the Charon can make a ranged touch attack to entangle an opponent within 12 meters (see the Character Condition Summary in the *Star Wars Roleplaying Game* for the effects of being entangled). As a full-round action, the Charon can cover an adjacent 2-meter-by-2-meter-by-2-meter volume with impassible webbing. The webbing has a hardness of 0, 15 wound points per 2-meter cube, and a break DC of 30. Fire and lightsabers deal double damage to the webs.
- ⊕ **Free Language Skills:** Read/Write and Speak Charon.

Charon Commoner: Init +0; Defense 9 (–1 size); DR 2; Spd 12 m; VP/WP 0/12; Atk +0 melee (1d4+1, unarmed strike) or +0 melee (1d6+1, claw) or –1 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ L; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 12, Wis 10, Cha 4. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +5, Craft (any one) +3, Hide –4, Knowledge (any one) +3, Profession (any one) +1, Read/Write Charon, Read/Write Language (any one), Speak Charon, Speak Language (any one).

Feats: None.

Chev

The Chevs are a near-Human species native to the world of Vinsoth, where they live in small farming and manufacturing communities scattered across the planet's surface. With the exception of a few bands of rebels that hide in the world's mountains, all Chevs are slaves of the Chevin, the pachydermoid species with whom they share the world. The Chev villages are all surrounded by mine fields and fences intended to protect the Chevs from predators and banish any thoughts of escape.

Millennia ago, the Chevs lived in grand cities, but the more aggressive Chevin shattered their peaceful civilization. Chev communities exist primarily to supply food and manufactured goods for their nomadic masters, although they are permitted to trade goods between villages. They have a rich culture, filled with folklore, a wide range of musical, dramatic, and artistic forms of expression, and religious traditions. The Chevin have never made any effort to discourage the Chevs from practicing their cultural rites within the boundaries of their settlements, as the overlords find the activities interesting to watch and believe it helps increase the productivity of the slaves. Also, aspects of Chev religious beliefs exist that the Chevin find suits their purposes—such as ancient myths describing how the Chevs would be enslaved as punishment for their pride in their great cities. Other beliefs are less appreciated by the Chevin—such as the tales that some day the Chevs will be delivered from their bondage and rise to rule all space—but the Chevin are willing to take the bad with the good. Further, a number of Chevin masters have discovered offworld markets for the more impressive Chev artistic works. Some Chevin have even managed to sell Chev theater troupes at “group rates.”

Unlike many other slave populations, the Chevs are well educated and as informed about the galaxy at large as their Chevin masters, perhaps even more so. The Chevin have always taken relatively good care of the Chevs because they believe healthy, bright, and happy slaves are more efficient than starved, illiterate, and rebellious ones. The Chevin pass virtually every bit of knowledge they gain about the galaxy at large, including technology—with the exception of repulsorlifts, comlinks, and weaponry—to their slaves.

One drawback to the Chevin's permissive attitudes toward Chev culture, at least from the point of view of oppressive slave masters, is that they remain unaware of high-tech rebel movements within Chev villages. Like the Chevin, the Chevs take quickly to advanced technology and secretly build communications devices, jamming devices, sensors, and weapons from parts stolen from farming equipment or Chevin communities. Although the seeds of rebellion are first planted during the time of Old Republic, it isn't until The New Jedi Order era that organized offworlders begin helping the Chevs expand their network of rebels.

All Chevs encountered off Vinsoth are either current or former slaves. When the Old Republic contacted the Chevin, they almost instantly started exporting their slave population, either to other slavers or to Chevin colonies offworld. Most Chevs prefer to remain low-key and avoid political entanglements for fear of being recaptured by wandering Chevin.

Personality: The Chevs are not a broken people, despite their apparent subservience to the Chevin. Their passive, compliant behavior belies a sly craftiness and firm resolve. Centuries of slavery have made the Chevs protective of their cultural heritage as well as forced them to become highly adaptive. Chevs know that they will overthrow their masters some day, but until that day comes, they remain patient and guarded.

Physical Description: Chev skin color ranges from pale white to slate gray, with hair colors displaying similar variances (rare Chevs have wheat-colored hair). They have sloping foreheads with pronounced brows and large, black eyes that appear lidless. (They do in fact have transparent membranes that can cover the eyes to protect and clean them.)

Chevs usually dress in simple, sturdy garments but wear whatever style of clothing seems most practical for their line of work. They are shorter on average than baseline Humans, standing 1.4 to 1.8 meters tall.

Homeworld: Vinsoth, a temperate and verdant world located in the Outer Rim—a world they share with the pachydermoid Chevin.

Language: All Chevs speak Basic in addition to their own language and that of the Chevin; their masters encourage the Chevs to practice the galactic tongue to make them more useful and easier to sell to offworlders.

Example Names: Afrec, Amencia, Brophar, Inchef, Percifel, Sajan, Varel, Zethan.

Age in Years: Child 1–13; young adult 14–18; adult 19–40; middle age 41–62; old 63–74; venerable 75+.

Adventurers: Chev adventurers are typically fringers, scouts, and tech specialists. While it is possible for Chevs to master the Force, the Chevin would take a dim view of anyone who undertook such activities.

Chev Species Traits

- ⊕ Ability Modifiers: None.
- ⊕ Medium-size: As Medium-size creatures, Chevs have no special modifiers due to their size.
- ⊕ Speed: Chev base speed is 10 meters.
- ⊕ Bonus Feat: Chevs gain the Rugged feat as a free feat.
- ⊕ Free Language Skills: Read/Write and Speak Chev, Chevin, and Basic.



Chev Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +2, Read/Write Basic, Read/Write Chev, Read/Write Chevin, Speak Basic, Speak Chev, Speak Chevin, Survival +2.

Feats: Rugged.

Chevin

The Chevin are a migratory pachydermoid species native to the planet Vinsoth. Chevin society remains primitive by galactic standards. Before Old Republic scouts and merchants made contact with them, the Chevin lived in nomadic warrior clans. The pachydermoids took what they needed to survive from settlements of Chev, a sapient near-Human species of farmers who have been under Chevin domination for the entire recorded histories of both species. When visitors to Vinsoth introduced advanced technology to the world, the Chevin adapted it to their society rather than conforming to what the visitors claimed was a better way to live. The Chevin also discovered the lucrative slave trade, and they started rounding up Chev and selling them to interested offworlders.

Chev slaves and foodstuffs are the most common exports from Vinsoth. To obviate unrest among the Chev slaves, Chevin take relatively good care of them and allow the Chev to preserve their cultural heritage.

Not surprisingly, the Chevin have carved a niche for themselves in the galactic criminal underworld, becoming known to the galaxy at large as a species of smugglers, gun-runners, profiteers, gamblers, slavers, and blackmailers. Indeed, most Chevin that interact with the galaxy at large are involved in one or more of the above "professions."

Personality: Most Chevin are simple creatures interested only in acquiring money, power, and status. They use intrigue, manipulation of beings in places of authority, careful investments, and outright theft. They tend to stay clear of direct involvement with specific political factions or power groups, attempting at all times to deal with all who can pay for their services.

While law-abiding beings try to avoid dealing with Chevin for fear of falling victim to some criminal scheme, more risk-prone individuals and criminals eagerly seek them out because Chevin are, in fact, honest in their business dealings in the underworld. A Chevin never double-crosses a business partner and expects to be dealt with honestly in return.

Physical Description: Chevin walk on two thick legs and have massive bodies that are as wide as they are tall. Their powerful arms end in large, three-

fingered hands. Their heads rest on curved necks that angle toward their ground and their heavily lidded eyes appear to be solid black and pupilless. Adult Chevin stand roughly 2 to 3 meters tall.

Homeworld: Vinsoth, a temperate and verdant world located in the Outer Rim—a world they share with the near-Human Chev.

Language: Chevin speak and read Chevin. Those who travel the galaxy also learn to speak Basic.

Example Names: Ephant Mon, Goorin, Hagalor, Negna Mundro, Osman, Pedna Scotian.

Age in Years: Child 1–12; young adult 13–18; adult 19–155; middle age 156–211; old 212–256; venerable 257+.

Adventurers: Chevin adventurers are typically fringers or scoundrels. The Chevin also have obscure Force traditions, so Chevin Force adepts do exist.

Chevin Species Traits

- ☉ Ability Modifiers: +2 Strength, –2 Dexterity, +2 Constitution, –2 Wisdom.
- ☉ Medium-size: As Medium-size creatures, Chevin have no special modifiers due to their size.
- ☉ Speed: Chevin base speed is 10 meters.
- ☉ Natural Armor: Chevin have thick hides that provide a +1 natural armor bonus to Defense.
- ☉ Free Language Skills: Read/Write and Speak Chevin.

Chevin Commoner: Init –1; Defense 10 (–1 Dex, +1 natural); Spd 10 m; VP/WP 0/12; Atk +1 melee (1d3+1, unarmed strike) or –1 ranged; SV Fort +1, Ref –1, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 12, Int 10, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Bluff +1 or Intimidate +1, Knowledge (any one) +1, Profession (any one) +0, Read/Write Chevin, Speak Basic, Speak Chevin.

Feats: None.

Chiss

The Chiss are a near-Human species hailing from the planet Csilla in the Unknown Regions. Their existence was a mystery to the galaxy at large until some five years after the Battle of Endor when Grand Admiral Thrawn, a Chiss, rallied the scattered Imperial forces and almost destroyed the New Republic. Even then, Thrawn's species remained virtually unknown until a decade later.

The Chiss control over two dozen star systems from the Chiss homeworld. New Republic scientists (and many Chiss historians) believe that the species is descended from a very old Human colony, perhaps even predating the founding of the Old Republic.

The Chiss species has a rigid, disciplined society that xenosociologists attribute to the cold climate of their homeworld. They do not show signs of decadent or greedy behavior, so most relate Chiss colonial

expansion to a desire to impose order onto chaotic nearby star systems. Chiss society is controlled by four ruling "families"—not true biological groups, but effectively four separate branches of government. The Csapla clan dictates colonial issues, natural resources, and agriculture; the Nuruodo family (the clan of the famed Grand Admiral Thrawn) controls the military and foreign affairs; the Inrokini handle industry, the sciences, communication, and nonmilitary technology; and the Sabosen clan oversees justice, public health, and education.

Chiss codes of conduct forbid them to strike first. (Thrawn violated this code by executing a preemptive strike against the Outbound Flight project, a Jedi expedition launched just before the fall of the Old Republic. His exile eventually brought him to the attention of the Emperor.) Once attacked, the Chiss do not rest until the attackers are destroyed or completely subjugated. The Ssi-ruuk Imperium was all but destroyed by Chiss fleets after the reptilian conquerors assaulted outlying Chiss colonies, for example.

Chiss who have dealt with the Empire or the New Republic have almost universally been operatives of the Nuruodo family.

Personality: As a species, the Chiss are disciplined, cold, and arrogant. They strive to gain the advantage in any tactical or social situation. Chiss who consort with non-Chiss never completely shake

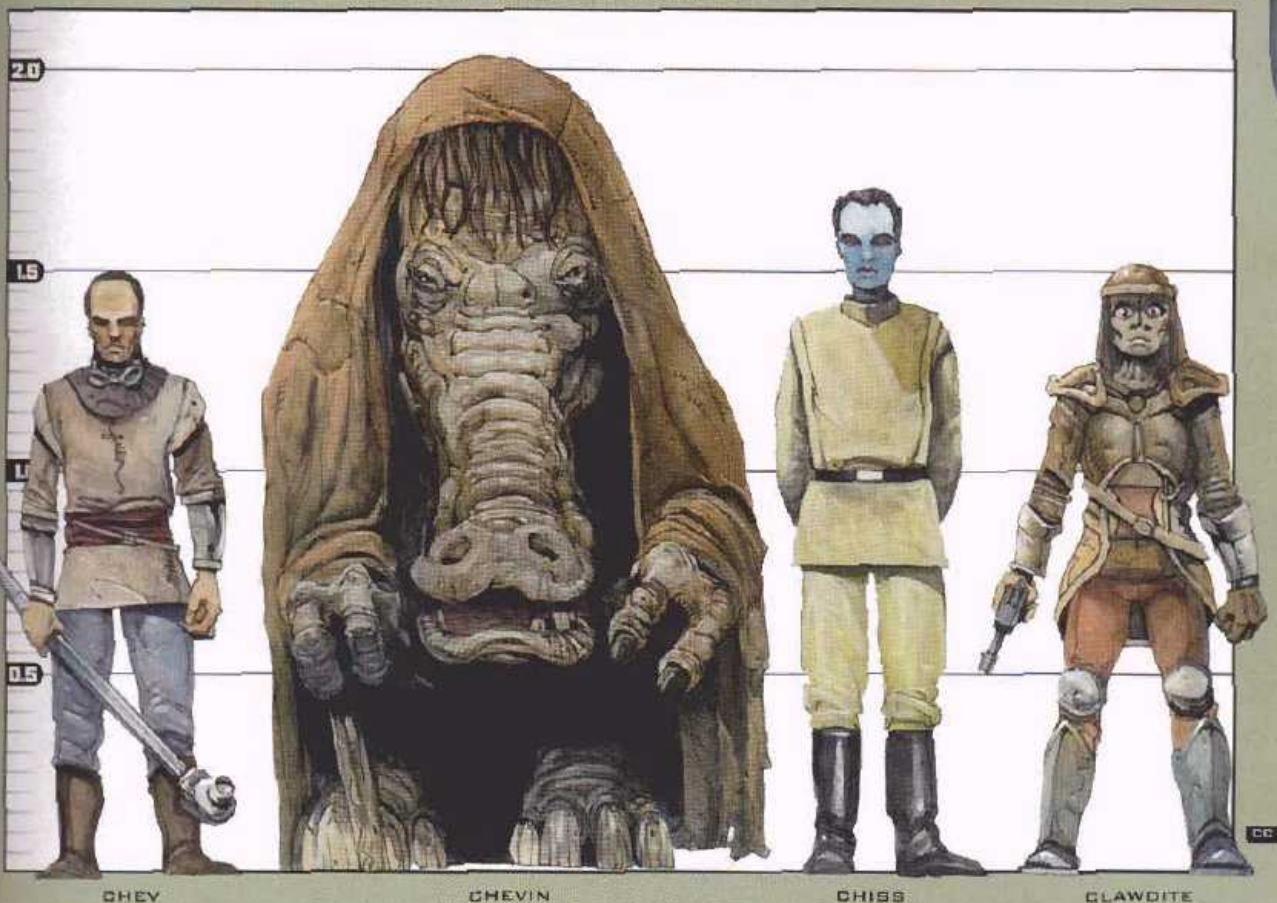
their xenophobic instincts. Around non-Chiss and other potential enemies, a Chiss remains pensive and aloof, constantly plotting tactics to ensure victory in a possible confrontation. After suffering a defeat or setback, a Chiss often contemplates what might be done differently to ensure victory the next time.

Chiss display a great deal of interest in the arts and sciences of other cultures. They study the culture of a potential enemy the way a biologist would observe the behavior of a dangerous insect—with detachment and extreme caution.

Physical Description: The Chiss have blue skin and glowing red eyes, the shades of which grow darker depending on the level of oxygen in the atmosphere they breathe. The higher the level of oxygen, the more intense the color of a Chiss's eyes and skin. Their hair is usually black, although in some rare cases it turns gray with age. This is particularly common among females and signifies someone whose children will have great impact on Chiss society.

Male and female Chiss tend to be more powerfully built than baseline Humans, but otherwise they exhibit the same variances that exist between humanoid sexes. They stand between 1.6 and 2.1 meters tall.

Homeworld: Csilla, a frigid world in the Unknown Regions.



Language: Chiss speak and read Cheunh, a complex language. To master the language, non-Chiss must spend 2 points for the Read/Write Cheunh skill and 2 points for the Speak Cheunh skill.

Chiss can speak with Basic with ease, but few know the language since it is uncommon in their empire.

Example Names: Chiss have long three-part names, which they abbreviate when dealing with non-Chiss. Case in point, the Chiss named Mitth'raw'nuruodo is better known as Thrawn. Other abbreviated names: Dreel, Prakk, Karyce, Lev, Sorn, Szardra, Voss, Zilvad.

Age in Years: Child 1–10; young adult 11–13; adult 14–50; middle age 51–62; old 63–79; venerable 80+.

Adventurers: Chiss adventurers tend to be nobles, scoundrels, scouts, or soldiers. It is unknown whether they have any Force traditions.

Chiss Species Traits

- ⊕ Ability Modifiers: +2 Intelligence.
- ⊕ Medium-size: As Medium-size creatures, Chiss have no special modifiers due to their size.
- ⊕ Speed: Chiss base speed is 10 meters.
- ⊕ Free Language Skills: Read/Write and Speak Cheunh.

Chiss Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Diplomacy +1 or Intimidate +1, Knowledge (any one) +2, Read/Write Cheunh, Read/Write Language (any one), Sense Motive +2, Speak Cheunh, Speak Language (any one).

Feats: None.

Charric (Chiss Blaster Rifle)

Cost: 500*	Stun/Fort DC: 16
Damage: 3d6	Type: Energy
Critical: 20	Multifire/Autofire: M
Range Increment: 8 m	Size: Medium-size
Weight: 4.5 kg	Group: Blaster rifles

*Available only in the Chiss empire.

In combat, the Chiss use two-handed rifles called charrics. About the size of a blaster rifle, a charric emits a maser-guided particle beam. The intense microwaves of the maser beam easily penetrate nonmetallic armor (including ceramic and polymer-based armor), ignoring the armor's damage reduction. Although metallic armor retains its damage reduction against the charric's intense microwaves, contact creates an electrical discharge that can either stun or knock out a target (see Setting Weapons on Stun in Chapter Seven of the *Star Wars Roleplaying Game*).

A variant model of the charric includes an actual stun setting. On this model, the particle beam is shut off and the maser is replaced with a green EM-charge specially designed to disrupt neurological patterns.

A charric requires a power pack to operate. After 40 shots, the power pack must be replaced.

Clawdite

Clawdites are genetic variants of Zolanders, a species from the Mid Rim planet of Zolan. Hundreds of generations ago, radiation bombarded the planet and exposed the Zolanders to a skin-eating contagion. Many Zolanders fled the planet and received genetic reconstruction that not only healed their wounds but also gave them their shapeshifting abilities. Upon their return, however, they were shunned and feared by those who had remained behind. The shapeshifters, resentful of Zolanders for centuries of institutional persecution, adopted a new species name: Clawdites.

Clawdites have limited shapeshifting abilities that allow them to change the color and texture of their skin and conceal their true reptilian appearance. In their natural form, Clawdites are indistinguishable from Zolanders except under genetic examination. Their skin-changing abilities vary from individual to individual and can be improved with practice.

Shapeshifting Clawdites must treat their skin with special oils to prevent splitting. A talented shapeshifter can assume the appearance of any Medium-size humanoid species of similar mass and posture, though the epidermis cannot duplicate the features of a specific individual. The wrinkled skin of a Weequay is an easy match, but no Clawdite can assume the posture of a Dug or generate the extra flesh needed to create an Ithorian hammerhead. Clothes and jewelry can also be mimicked, provided they lie close to the skin.

Personality: Clawdites are quiet loners who avoid others except when it serves to advance their own agendas. Clawdites view the universe with detached pragmatism. Driven by self-interest and wary of betrayal, they do not form friendships easily and have trouble understanding the concepts of loyalty and devotion.

Physical Description: Clawdites are reptilian humanoids with rough skin that varies in color from yellow to green. Adults stand 1.5 to 2 meters tall.

Homeworld: Zolan, a nondescript planet located in the Mid Rim.

Language: Clawdites speak and read their own language. The spoken language consists of hissing sibilants punctuated by guttural croaks.

Example Names: Zam Wesell, Eru Massest, Prit Kesso, Pessk Maseel, Zapes Orn.

Age in Years: Child 1–10; young adult 11–17; adult 18–49; middle age 50–71; old 72–85; venerable 86+.

Adventurers: Clawdite adventurers can be members of any class, though their outsider natures are best suited for fringer, scoundrel, scout, or bounty hunter classes. A Clawdite Jedi is possible but unlikely. Clawdites strong in the Force are more likely to become Force adepts.

Clawdite Species Traits

- ⊖ Ability Modifiers: -2 Strength.
- ⊖ Medium-size: As Medium-size creatures, Clawdites have no special modifiers due to their size.
- ⊖ Speed: Clawdite base speed is 10 meters.
- ⊖ Shapeshift: A Clawdite can alter his or her appearance to appear as a member of another Medium-size humanoid species. Changing appearance is a full-round action and grants a +10 species bonus on Disguise checks. A Clawdite gains none of the special qualities or species traits of the mimicked species, but the effect lasts as long as the Clawdite wishes. Whenever a Clawdite changes form to appear as any species other than Clawdite, he or she must succeed at a Fortitude save (DC 12) or suffer 1 point of temporary Constitution damage immediately after the transformation. A Clawdite can reduce the transformation time to a move action, but doing so raises the save DC to 18.
- A Clawdite cannot create or conceal heavy clothing as part of the transformation and immediately reverts to his or her natural form when stunned, fatigued, exhausted, unconscious, dying, or dead.
- ⊖ Free Language Skills: Read/Write and Speak Clawdite.

Clawdite Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk -1 melee (1d3-1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str B, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

- Equipment:** Variety of personal belongings.
- Skills:** Craft (any one) +1 or Profession (any one) +1, Disguise +11*, Knowledge (any one) +1, Read/Write Clawdite, Speak Basic, Speak Clawdite.
- *Includes +10 species bonus for shapeshifting.
- Feats:** None.

Codru-Ji

Codru-Ji enjoy their isolation from the rest of the galaxy, and their enclosed society doesn't easily welcome members of other species. The Codru-Ji have been approached to join the Republic on more than one occasion and have always declined. They are not xenophobic, but they protect their way of life as fiercely as they guard their young. Their peculiar customs include ritual kidnappings, the consequences of which seldom amount to more than intense nego-

tiations, after which the victim is returned unharmed. Outsiders among the Codru-Ji are cautioned never to travel alone.

Codru-Ji adults have six limbs: four arms and two legs. Their children resemble six-legged, 1-meter-long canines (called Wyrwulves) until puberty, at which time they cocoon and emerge after a few weeks as fully developed Codru-Ji. Codru-Ji adults sleep standing up.

Personality: Despite their similarities to many other species, Codru-Ji find it difficult to integrate into the "galactic scene." They find it difficult to adapt to other species' customs, and they are wary of outsiders, especially any who seem to have a hidden agenda.

Physical Description: Humanoids with four arms and long, pointed ears, Codru-Ji adults stand about 1.6 meters tall. Barely resembling their parents, Codru-Ji children are often mistaken for pets by uninformed beings.

Homeworld: Munto Codru is an isolated world in the Outer Rim that usually goes unnoticed by the galaxy at large. Archaeologists believe it was once inhabited by an advanced species of artisans that built the huge stone palaces that dot Munto Codru's temperate landscape. The Codru-Ji worship these enormous structures, and many believe them haunted.

Language: Codruese is a language of snarls, whines, throaty barks, and other canine noises mixed with a complex vocabulary and many strange idioms.

Example Names: Adaavi, Deceven, Jorru, Ketanna, Merasska, Raiko, Veasani, Zallfric. Wyrwulves are given short, affectionate names (such as Hrika and Lirri) until they transform into young adult Codru-Ji, when they inherit their real names.

Age in Years: Child (Wyrwulf) 1-8; young adult 9-12; adult 13-44; middle age 45-60; old 61-84; venerable 85+.

Adventurers: Codru-Ji rarely venture offworld; those who do are typically fringers, nobles, scoundrels, and Force adepts. Codru-Ji may also become Jedi consulars and Jedi guardians.

Codru-Ji Species Traits

- ⊖ Ability Modifiers: None.
- ⊖ Medium-size: As Medium-size creatures, Codru-Ji have no special modifiers due to their size.
- ⊖ Speed: Codru-Ji base speed is 10 meters.
- ⊖ Extra Limbs: Codru-Ji have four arms. The extra limbs give them a +4 species bonus on Climb checks and grapple checks. Codru-Ji can hold items in each of their four hands.

A Codru-Ji has one primary hand and three off hands. A Codru-Ji can wield up to four weapons, but the normal penalties for fighting with multiple weapons apply (see the Multiweapon Fighting feat description in the New Feats appendix).

- ⊖ Bonus Feat: Codru-Ji receive the bonus feat Multidexterity, which reduces the penalties they suffer when wielding weapons in both their



primary and off hands (see the Multidexterity feat description in the New Feats appendix). They ignore the 15 Dexterity prerequisite for this feat.

- ⊕ Free Language Skills: Read/Write and Speak Codruese.

Codru-Ji Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or -4 melee (1d3, 4 unarmed strikes) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +4, Craft (any one) +1, Knowledge (any one) +1 or Profession (any one) +1, Read/Write Codruese, Speak Codruese, Survival +2.

Feats: Multidexterity.

Wyrwulf Species Traits

- ⊕ Ability Modifiers: -4 Strength, -2 Dexterity, -4 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma.
- ⊕ Small: As Small creatures, Wyrwulves gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use.
- ⊕ Speed: Wyrwulf base speed is 10 meters.
- ⊕ Hexapedal: Wyrwulves have six legs and receive a +4 stability bonus against bantha rushes and trip attacks. They can carry the same load as a Medium-size creature (see Carrying Capacity in the *Star Wars Roleplaying Game*).
- ⊕ Natural Weapon: A Wyrwulf has a bite attack that deals 1d6 points of piercing damage plus the Wyrwulf's Strength modifier. The bite attack does not provoke attacks of opportunity.
- ⊕ Chrysalis: When a Wyrwulf reaches puberty, it transforms into a young adult Codru-Ji. It loses all Wyrwulf species traits and gains all Codru-Ji species traits.
- ⊕ Free Language Skills: Speak Codruese (understand only).

Codru-Ji Child (Wyrwulf): Init -1; Defense 10 (-1 Dex, +1 size); Spd 10 m; VP/WP 0/6; Atk -1 melee (1d6-2, bite) or +0 ranged; SQ Species traits; SV Fort -2, Ref -1, Will -1; SZ S; FP 0; DSP 0; Rep +0; Str 6, Dex 8, Con 6, Int 8, Wis 8, Cha 8. Challenge Code A.

Equipment: None.

Skills: Hide +3, Listen +0, Speak Codruese (understand only), Survival +1.

Feats: None.

Colicoid

Colicoids are an insectoid species native to Colla IV. In battle, Colicoids curl up into a protective ball, then unfurl suddenly, catching their prey off guard. Their

alien, insectoid minds give them a natural defense against Jedi mind tricks.

Colicoids are highly intelligent, emotionless, and cannibalistic (particularly when food is scarce). Long ago, they transferred their ruthlessness to commerce, making them brutally efficient at business. Despite the Colicoids' successful commercial ventures and their strict business protocols, enough visitors to the Colla system have been murdered and consumed by the Colicoids that Colla IV has spent years in diplomatic disputes. Many diplomats consider an assignment to Colla IV a death sentence.

Colicoids are responsible for designing the Trade Federation's murderous droidekas—destroyer droids fashioned to resemble their creators.

Personality: Colicoids possess a ruthless cunning that serves them well on the battlefield and at the negotiating table. They are vicious, calculating creatures driven by greed, and they show little regard for others.

Physical Description: Colicoids are tall, insectoid beings with multiple appendages, chitinous bodies, and powerful stinging tails. Their flat heads have multi-faceted eyes that give them superior vision, and their long antennae provide an acute sense of smell. An adult Colicoid averages 1.8 meters tall.

Homeworld: Colla IV, located on the border of the Inner Rim and the Expansion Region.

Language: The Colicoid language involves clicks and humming noises from their antennae and jointed legs, which is difficult to interpret and impossible for other species to reproduce. They speak Basic with a noticeable buzz. Colicoids often converse in their own language while in the presence of other species—few would be pleased to hear what schemes and plots the Colicoids discuss right in front of them.

Colicoids do not have a written language of their own and must use Basic.

Example Names: Bzhat, G'zharp, Kyrik, J'kilkrizt, T'karztk, Ytil.

Age in Years: Child 1-4; young adult 5-7; adult 8-33; middle age 34-49; old 50-64; venerable 65+.

Adventurers: Colicoids are rarely anything other than soldiers, although an enterprising Colicoid might find success as a scoundrel, scout, or bounty hunter. No Colicoid Force-users are known to exist.

Colicoid Species Traits

- ⊕ Ability Modifiers: +2 Dexterity, +2 Intelligence, -2 Wisdom, -6 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Colicoids have no special modifiers due to their size.
- ⊕ Speed: Colicoid base speed is 10 meters.
- ⊕ Damage Reduction: Colicoids have armored carapaces that provide DR 2. A Colicoid's damage reduction stacks with any DR provided by manufactured armor.
- ⊕ Poison: The wickedly sharp stinger on the end of a Colicoid's tail injects poison. The sting attack does not provoke attacks of opportunity. Stinger

poison: Injury DC 12; initial 1d6 Str; secondary 2d6 Str.

- ☉ **Force Resistance:** Colicoids gain a +10 species bonus on Will saves to resist the Force skills Affect Mind, Friendship, Illusion, and any other mind-influencing Force skill that allows the target a Will save.
- ☉ **Defensive Ball:** When threatened or attacked, a Colicoid can curl itself up into a tight ball, protecting its vital organs and exposing its tough chitinous carapace. Rolling into a ball is a full-round action and grants a +4 natural armor bonus to Defense. Once in a ball, the Colicoid cannot take any move or attack actions and can grasp only a single small object (like a comlink). The Colicoid cannot see while curled up but listens and smells without hindrance. As a free action, the Colicoid can rapidly unroll into a full standing position. It can then make a normal attack, usually with its stinger.
- ☉ **Reviled:** Colicoids are universally despised and suffer a -2 species penalty on Diplomacy or Charisma checks to improve the attitude of a member of another species.
- ☉ **Bonus Feat:** Colicoids gain the Alertness feat as a free feat.
- ☉ **Free Language Skill:** Speak Colicoid.

Colicoid Commoner: Init +1; Defense 11 (+1 Dex); DR 2; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d6 plus poison, stinger) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will -1 (+9 against mind-influencing Force skills); SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 12, Wis 8, Cha 4. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Knowledge (any two) +3, Listen +1, Read/Write Basic, Speak Colicoid, Speak Basic, Spot +1.

Feats: Alertness.

Cragmoloid

A little-known species hailing from the plains of Ankus, Cragmoloids are a rare race. During the Rebellion era, most Cragmoloids seen are in Imperial work camps. A few joined the Rebellion, hoping to liberate their people. Despite their prodigious strength, few become mercenaries, as they find gratuitous violence distasteful.

Massively built and extremely powerful, Cragmoloids are physically intimidating, cumbersome, and irritable, but keenly aware of their surroundings.

Personality: An extremely proud and clan-oriented people, Cragmoloids sink into a deep despair if separated from home, family, and friends. They are quick



to anger and have a strong dislike for dishonesty and subterfuge. They prefer to be direct in their response to problems and think that those who resort to "tricks" are dishonorable.

Physical Description: Cragmoloids resemble 3-meter-tall anthropomorphic elephants with tusks and thick, leathery hides. They have tiny red, beady eyes.

Homeworld: Ankus, a rocky planet in the Unknown Regions near Ord Mantell.

Language: Cragmoloids speak and read Cragii. Cragmoloids who leave their homeworld also learn to speak Basic.

Example Names: Akoom, Darak, Ormoj, Rooty, Urun, Vuula.

Age in Years: Child 1-7; young adult 8-14; adult 15-69; middle age 70-86; old 87-119; venerable 120+.

Adventurers: Cragmoloid adventurers are usually fringers, scouts, or scoundrels. Despite an average number of Force-users among the species, there are no known examples of Cragmoloid Jedi.

Cragmoloid Species Traits

- ⊕ Ability Modifiers: +4 Strength, -2 Dexterity, -2 Intelligence.
- ⊕ Large: As Large creatures, Cragmoloids suffer a -1 size penalty on Defense, a -1 size penalty on attack rolls, and a -4 penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4m. Their lifting and carrying limits are double those of Medium-size characters.
- ⊕ Speed: Cragmoloid base speed is 10 meters.
- ⊕ Natural Armor: Cragmoloids have thick, leathery hides that provide a +2 natural armor bonus to Defense.
- ⊕ Natural Weapons: Cragmoloids have powerful tusks with which they can gore prey. A Cragmoloid's gore attack deal 2d6 points of piercing damage plus the Cragmoloid's Strength modifier. The gore attack does not provoke attacks of opportunity. A Cragmoloid who charges an opponent and scores a hit deals double damage with its gore attack.
- ⊕ Free Language Skills: Read/Write and Speak Cragii.

Cragmoloid Commoner: Init -1; Defense 11 (-1 Dex, +2 natural); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d4+3, unarmed strike) or +1 melee (2d6+3, gore) or -2 ranged; SQ Species traits; SV Fort +0, Ref -1, Will +0; SZ L; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 14, Dex 8, Con 10, Int 8, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +2, Hide -5, Read/Write Cragii, Speak Basic, Speak Cragii.

Feats: None.

Dantari

The primitive natives of Dantooine are called Dantari, tribal humanoids that lead a nomadic life along the ocean coasts of the planet. The Dantari fashion simple clothing from the skins of local animals and crude weapons out of sticks and stones.

The Dantari are so few that the New Republic, like the Empire and the Old Republic before it, considers Dantooine an uninhabited world—though Dantooine has been colonized at least twice in the past. Jedi Master Vodo-Siosk Baas settled there four thousand years before the Battle of Yavin, and refugees from the volcanic world of Eol Sha made a new home on Dantooine seven years after Battle of Endor. In between, before the Battle of Yavin, Dantooine served as a base for the Rebel Alliance.

The settlers from Eol Sha met an unfortunate end, utterly wiped out by Admiral Daala, the Imperial commander in charge of the Maw Cluster installation near Kessel. Curiously, the arrival of Daala's forces was an event of unprecedented awe to the primitive Dantari, who began incorporating Imperial symbology into their own belief systems. The Dantari tattooed themselves with crude images of Imperial crests, AT-ATs, blaster rifles, and in the case of the truly brave, full-body depictions of stormtrooper armor. The best warriors have weapons fashioned from bits of metal scavenged from damaged Imperial vehicles, or perhaps from the ruins of the Eol Sha colony.

As primitives, Dantari are unskilled with technological items.

Personality: Dantari are a peaceful, highly adaptive nomadic people. Though primitive and isolated, they are curious about technology and other wonders. Dantari revere the stars and show a keen interest in anyone who claims to come from them. They are neither cruel nor vindictive, although they are capable and tenacious warriors in battle.

Physical Description: The Dantari resemble hulking Humans dressed in primitive garb. They typically have tanned, leathery skin and dark hair.

Homeworld: Dantooine, an isolated and unspoiled Outer Rim world covered by grasslands and large oceans.

Language: Dantari have a spoken language as well as a crude written language known by a learned few.

Example Names: Dayan, Esada, Jendar, Norr, Norra, Tuber, Uladi.

Age in Years: Child 1-11; young adult 12-15; adult 16-35; middle age 36-54; old 55-69; venerable 70+.

Adventurers: Dantari adventurers living on Dantooine are usually fringers or scouts. Dantari shamans may also be Force adepts. Dantari plucked from their homeworld can adopt virtually any heroic class, although tech specialists are unlikely given their primitive nature.

Dantari Species Traits

- ⊕ Ability Modifiers: +2 Strength, -2 Intelligence.
- ⊕ Medium-size: As Medium-size creatures, Dantari have no special modifiers due to their size.
- ⊕ Speed: Dantari base speed is 10 meters.
- ⊕ Primitive: Dantari with professional or heroic classes receive the bonus feats Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) instead of the usual Weapon Group Proficiency feat. Dantari commoners receive the bonus feat Weapon Group Proficiency (primitive weapons).
- ⊕ Free Language Skill: Speak Dantari.

Dantari Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +1 melee (1d8+1, spear) or +0 ranged (1d8+1, spear); SQ Species traits; SV Fort +0, Ref -1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 10. Challenge Code A.

Equipment: Spear, variety of personal belongings.
Skills: Craft (any one) +1, Speak Dantari, Survival +1.
Feats: Weapon Group Proficiency (primitive weapons).

Dashade

The Dashade were renowned and feared as deadly mercenaries and assassins. The name "Shadow Killer," an honorary title given to the most accomplished Dashade killers, was spoken only in whispers and sent involuntary shivers through those who heard the words. At the height of the Sith War, however, the species was all but wiped out when the Cron Cluster Explosion destroyed their home star system.

The Dashade originated on Urkupp in the harsh glare of the Cron Cluster's multiple suns. Many of Urkupp's lifeforms adapted to the extreme heat conditions by developing a curious ability to absorb the heat and then dissipate it gradually. When enough beings were gathered in one location, they ended up creating weather systems that led to cooler conditions.

The sparse resources on their world led to the rise of warlords and a religion built around the notion that the righteous and virtuous are blessed with strength and power by the unseen forces that govern the universe. When the species developed rudimentary spacefaring capabilities and encountered the Sith and the Jedi, their religious beliefs deepened. The Dashade discovered that they had partial immunity to the much-vaunted Force abilities of both cultures. Consequently, Dashade became valued hirelings by both sides of the conflict.

The Sith and a number of other cultures that inhabited star systems near the Cron Cluster used Dashade mercenaries as bodyguards and assassins. The Jedi and official Republic institutions hired Dashade as combat instructors. Jedi Masters viewed Dashade combat prowess and Force resistance as a

means to show Padawans (and even over-confident Jedi Knights) the danger of relying too heavily on their Force abilities in combat.

With the destruction of Urkupp, it is widely believed that the Dashade were rendered extinct. It is known, however, that at least one of the royal families of the Falleen put a number of their Dashade retainers into cryogenic suspension, preserving their prowess and unique abilities for use by future generations of Falleen leaders. New Republic historians sifting through secret Imperial databases have learned that a number of early assaults on Jedi strongholds during the Rebellion era may have involved Dashade mercenaries. Many reports indicate that aliens of an unknown species resistant to Force abilities spearheaded the attacks.

The number of Dashade that survived the destruction of Urkupp is unknown, but a growing number of New Republic analysts suspect the Dashade may have established one or more colonies beyond the Cron Cluster before the disaster that destroyed their homeworld. Considering the harsh nature of their planet of origin, it is conceivable that one or more colonies of Dashade are thriving in star systems that the rest of the galaxy has written off as impossible to colonize.

Personality: Dashade are secretive, menacing beings who believe they are physically and mentally superior to most—if not all—other sentient lifeforms in the galaxy. Dashade hired as mercenaries and assassins remain loyal to their employers only so long as they profit from the relationship and are allowed to demonstrate their combat prowess.

Physical Description: The Dashade are hairless humanoids with high foreheads, beady eyes, and lampreylike mouths. Adults of the species stand between 1.7 and 2 meters tall, with no difference in height and build between males and females. Their skin colors are olive green, dark gray, or black, and they have orange, red, or black eyes.

Homeworld: Urkupp, an irradiated world located in the Cron Cluster. A supernova destroyed the planet and its inhabitants during the Sith War.

Language: Dashade speak and read Dashadi. Most Dashade also speak Basic.

Example Names: Alaris Koth, Ket Maliss, Tel Sorath, Nos Kellex, Tessun Kel.

Age in Years: Child 1–10; young adult 11–15; adult 16–44; middle age 45–69; old 70–84; venerable 85+.

Adventurers: Dashade adventurers may be soldiers, elite troopers, and bounty hunters. Circumstances might compel a lone Dashade to take up life as a scoundrel. Dashade have no known Force traditions.

Dashade Species Traits

- ⊕ Ability Modifiers: +2 Dexterity, -2 Wisdom, -2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Dashade have no special modifiers due to their size.



- ⊕ **Speed:** Dashade base speed is 10 meters.
- ⊕ **Heat Dissipation:** Dashade can dissipate the heat emanating from their bodies. They can negate equipment bonuses that rely on detecting heat signatures—such as infrared scanning—by adjusting the temperature around their bodies.
- ⊕ **Force Resistance:** Dashade gain a +10 species bonus on Will saves to resist the Force skills Affect Mind, Friendship, Illusion, and any other mind-influencing Force skill that allows the target a Will save.
- ⊕ **Radiation Resistance:** Dashade receive a +2 species bonus on Fortitude saves against radiation poisoning.
- ⊕ **Free Language Skills:** Read/Write and Speak Dashadi.

Dashade Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will -1 (+9 against mind-influencing Force skills); SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Hide +2, Move Silently +2, Read/Write Dashadi, Speak Basic, Speak Dashadi.

Feats: None.

Sonic Blaster

Cost: 3,000*	Stun/Fort DC: 15
Damage: Varies (see text)	Type: Energy
Critical: –	Multifire/Autofire: M
Range Increment: 10 m	Size: Small
Weight: 1.2 kg	Group: Blaster pistols

*Available for sale only on Nagi.

Favored by Dashade mercenaries and bounty hunters, this heavy blaster emits a controlled harmonic wave that causes intense pain. The weapon cannot deal critical hits but has three settings:

First setting: On its lowest setting, the blaster uses a sonic pulse to stun or knock out its target without dealing damage (see Setting Weapons on Stun in Chapter Seven of the *Star Wars Roleplaying Game*).

Second setting: On its middle setting, the blaster deals 3d6 points of sonic damage.

Third setting: On its highest setting, the blaster deals 5d6 points of sonic damage as it rends flesh on a molecular level. Each shot fired on this setting is treated as two shots for power drain purposes.

Changing the gun's setting is a move action.

Damage reduction from manufactured armor does not apply to the damage dealt by this hideous weapon, although natural damage reduction still applies. The sonic blaster uses a normal power pack and can be fired 30 times before draining the pack.

Defel

Defel originate on AFEI, a high-gravity world. Due to the unusual chemical composition of AFEI's upper atmosphere, only ultraviolet light passes freely to the surface of the planet, while longer wavelengths of light are completely deflected. Because of this, all life-forms on AFEI, including the Defel, are completely blind to the non-ultraviolet spectrum. To function away from their homeworld, Defel must wear special visors that allow them to "see" light wavelengths other than ultraviolet. A Defel without such a visor is effectively blind in normal light.

Defel fur absorbs light wavelengths such that in darkness, a Defel is invisible even to beings with dark-vision. Their unnerving, shadowy appearance in the light makes even those Defel who aren't skilled combatants useful bodyguards, since few beings are aware of the source of this strange effect.

On AFEI, the Defel live in large, well-maintained underground cities considered among the marvels of the galaxy. Some leave their homeworld in search of adventure, but most leave to work for other beings on specific contract jobs. While many Defel trade on their unique physical characteristics and the legends that surround their kind, most work for starship manufacturers and smelting plants that produce durasteel and other alloys requiring a carefully balanced mix of ores. The Defel have produced some of the galaxy's best metallurgists, and they are valued as much for their knowledge in this field as for their talent for more violent pursuits.

Personality: Defel are proud and independent to the point of stubbornness. They don't like others telling them what to do or how to do it. They are loyal to their friends and employers, but not always trustworthy. They can be secretive and conniving.

Physical Description: The Defel are a curious mammalian species, appearing as a mysterious bipedal shadow with reddish eyes and long white fangs. Under ultraviolet light, however, it becomes clear that Defel are stocky beings covered in fur that ranges from brilliant yellow to dazzling azure. They have long fingers that end in vicious yellow claws and protruding lime-green snouts. They stand between 1 meter and 1.5 meters tall.

Homeworld: AFEI, a high-gravity planet orbiting the super-giant Ka'Dedus in the Outer Rim.

Language: Defel speak and read Defel. Only those who travel away from AFEI bother to learn Basic.

Example Names: K'l'aal, Defeen, Dourlas, Freel, Glasir'a'lik, Gr'vesh, Morr, Vex, Yarchur, Zomil.

Age in Years: Child 1–6; young adult 7–10 adult 11–49; middle age 50–74; old 75–89; venerable 90+.

Adventurers: Defel adventurers are typically scouts, scoundrels, soldiers, or tech specialists. Force-sensitive Defel are exceedingly rare.

Defel Species Traits

- ⊖ Ability Modifiers: -2 Strength, +2 Intelligence.
- ⊖ Small: As Small creatures, Defel gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊖ Speed: Defel base speed is 6 meters.
- ⊖ Invisibility: In normal light, Defel appear as visible patches of darkness, much like shadows. In areas of low light, they are effectively invisible. Unless the Defel is under direct normal sunlight (or the artificial equivalent, such as a well-lit arboretum), it gains a +2 circumstance bonus to attacks, and its target loses its Dexterity bonus (if any) to Defense. Attacks against a Defel in these circumstances suffer a 50% miss chance. Under especially low-light conditions (such as a dimly lit cantina), the attacker must also guess which 2-meter square the Defel occupies (see Concealment Miss Chance in Chapter Eight of the *Star Wars Roleplaying Game*).
- ⊖ Blindness: Away from their homeworld, Defel must wear special visors that cost 100 credits apiece. Without the visor, a Defel is considered blinded (see the Character Condition Summary

in Chapter Twelve of the *Star Wars Roleplaying Game*).

- ⊖ Free Language Skills: Read/Write and Speak Defel.

Defel Commoner: Init +0; Defense 11 (+1 size); Spd 6 m; VP/WP 0/10; Atk +0 melee (1d2, unarmed strike) or +1 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 10, Int 12, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +1, Hide +6, Knowledge (any one) +2, Move Silently +1, Read/Write Basic, Read/Write Defel, Speak Basic, Speak Defel.

Feats: None.

Devaronian

Devaronians are among the first species in the galaxy to develop interstellar travel, and the males of the species have been common sights in spaceports throughout the galaxy for thousands of years. Devaronian males are driven by an urge to wander. As such, they are often found traveling the galaxy as tramp freighter captains and scouts. Female Devaronians, on the other hand, are content to remain in a single location, and, as such, raise the young and run the government of Devaron. The males



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send as much money as they can back to their families on Devaron, but they seldom return to the homeworld. The females are content with this arrangement, as they tend to view the restless males as disruptive to home life.

Personality: Devaronian males are bold, daring, bull-headed, rash, terse, unscrupulous, and stingy with their credits. They love being the masters of their own destinies. Female Devaronians are generally bright, wise, scrupulous, and sharp-tongued.

Physical Description: Devaronian males are hairless, with red-tinted skin, sharp incisors, and a pair of large horns growing from their foreheads. Their appearance is not unlike the devils of a thousand myths. Female Devaronians are covered in thick fur that ranges in color from brown to white. Females are hornless and have prominent canine teeth.

Devaronians stand 1.6 meters tall on average.

Homeworld: Devaron, a world of low mountains and deep valleys linked by thousands of rivers. The planet is located in the Expansion Region.

Language: Devaronians speak and read Devaronese. Many also learn to speak Basic. Their speech is low, guttural, and full of snarling consonants.

Example Names: Dmaynel Kiph, Elassar Targon, Jubal, Kapp Dendo, Tym Jiton, Lak Jit, Oxbel, Saricia, Sires Vant, Trynic, Ulicx Vinaq, Vilmarh Grahrk.

Age in Years: Child 1–12; young adult 13–17; adult 18–44; middle age 45–64; old 65–79; venerable 80+.

Adventurers: Male Devaronian heroes tend to be fringers, scoundrels, scouts, or tech specialists. Invariably, they are found in occupations that allow them freedom to travel whenever and wherever they wish. Due to the oppressive nature of the Empire, many Devaronian males joined the Rebellion—not because of politics, but because they were annoyed that their freedom to travel was being curtailed.

Female Devaronian heroes tend to be fringers and nobles. Those who are strong in the Force sometimes break with tradition and leave Devaron to study at a Jedi temple.

Devaronian Species Traits

- ⊕ Male Ability Modifiers: +2 Dexterity, -2 Wisdom, -2 Charisma. Female Ability Modifiers: -2 Dexterity, +2 Intelligence, +2 Wisdom.
- ⊕ Medium-size: As Medium-size creatures, Devaronians have no special modifiers due to their size.
- ⊕ Speed: Devaronian base speed is 10 meters.
- ⊕ Free Language Skills: Read/Write and Speak Devaronese.

Devaronian Commoner (Male): Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SV Fort +0, Ref +1, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.
Skills: Craft (any one) +1, Knowledge (any one) +1, Profession (any one) +0, Read/Write Devaronese, Speak Basic, Speak Devaronese.
Feats: None.

Devaronian Commoner (Female): Init -1; Defense 9 (-1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or -1 ranged; SV Fort +0, Ref -1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.
Skills: Craft (any one) +2, Knowledge (any one) +3, Profession (any one) +3, Read/Write Basic, Read/Write Devaronese, Speak Basic, Speak Devaronese.
Feats: None.

Draethos

Draethos are roughly humanoid beings who live nearly 800 years. Although they are reputed to be fierce and unrepentant warriors, Draethos at large have failed to live up to this reputation. In fact, Draethos encountered away from their homeworld are pacifistic and highly intelligent, if socially inept and shy. In fact, Draethos who choose not to follow the warrior's path are exiled from their homeworld and forced to live on desolated planets or among aliens.

Exiled Draethos feel compelled to learn as much as possible, becoming experts on several topics by early adulthood. These Draethos are so enthralled with learning that they rarely pause to apply what they learn. Unlike other species obsessed with knowledge, Draethos seldom appreciate a good debate, even if it's in their field of expertise. Their love of knowledge accompanies a fear of missing an important detail while debating or a failure to put into words what they know explicitly to be true. Older Draethos usually overcome this fear.

Personality: Exiled Draethos are highly intelligent but socially awkward. They have trouble grasping the complex customs of other species and thus tend to keep to themselves. They generally avoid conflict and strife.

Draethos living on the homeworld are either haughty, spoiled aristocrats or fierce, aggressive warriors eager to demonstrate their combat prowess. Fortunately for the rest of the galaxy, they keep to themselves and spend most of their energies honing their skills and hunting other fierce predators on their own planet.

Physical Description: Draethos are slender, tightly muscled humanoids that average 1.8 meters tall. Their coarse, scaly skin ranges in color from violet to mauve to gray. Their eyes are black, pupilless, and set into the sides of their sloped head. They have webbed hands, and their lipless mouths give the illusion of a large overbite.

Homeworld: Thosa, a barren world of jagged, windswept mountains and deep caves, located in the Outer Rim. Very few non-Draethos know the planet's name and precise location.

Language: Draethos speak and read Draethos. Their spoken language sounds like a flurry of cacophonous clicks and sighs.

Example Names: Odan-Urr, Omal-Zan, Uval-Nor, Shal-Orl, Tyan-Ruu.

Age in Years: Child 1–12; young adult 13–17; adult 18–399; middle age 400–699; old 700–780; venerable 781+.

Adventurers: Draethos who reside on Thosa are soldiers foremost, with a few nobles overseeing the warrior caste. Others may be Force adepts who practice mysterious Force traditions.

Draethos adventurers who leave their homeworld can belong to any heroic class, and a few might study to become Jedi consulars or (more rarely) Jedi guardians.

Draethos Species Traits

- ⊕ **Ability Modifiers:** +2 Intelligence, –2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Draethos have no special modifiers due to their size.
- ⊕ **Speed:** Draethos base speed is 10 meters.
- ⊕ **Natural Armor:** Draethos have tough skin that provides a +1 natural armor bonus to Defense.
- ⊕ **Telepathy:** A Draethos can communicate telepathically with any being within 500 meters. A being that wishes to resist telepathic contact with a Draethos must make a Will save (DC 10 + the Wisdom modifier of the Draethos). A successful saving throw denies the Draethos telepathic contact, although the character in question knows that something has attempted to contact him. The Draethos can continue to attempt to establish contact for as long as the target is within range. All beings that receive telepathic communication from a Draethos “hear” the message in their own primary languages. This ability is primarily used for communication; it cannot “steal” memories or information.
- ⊕ **Low-Light Vision:** Draethos evolved from cave-dwelling creatures and possess low-light vision. They can see twice as far as normal in dim light, and they retain the ability to distinguish color and detail under these conditions.
- ⊕ **Bonus Feat:** Draethos gain the bonus feat Endurance.
- ⊕ **Free Language Skills:** Read/Write and Speak Draethos.

Draethos Commoner: Init +0; Defense 11 (+1 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 8, Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3, Knowledge (any one) +2, Read/Write Draethos, Read/Write Language (any one), Speak Draethos, Speak Language (any one), Survival +2.

Feats: Endurance.

Drall

The Drall are mild-mannered, short humanoids. As a species, they are methodical researchers, careful observers, and considered among the best theoretical thinkers in the galaxy. Although well-versed in virtually every widely used technology in the galaxy, and often numbered among scientists who are on the cutting edge in a number of fields, Drall are primarily interested in abstract concepts and accumulating knowledge for the sake of knowledge. Therefore, despite the advanced nature of their scholarly pursuits, the world of Drall trails behind the rest of the galaxy in technological achievement, and the Drall themselves usually implement technology developed by others. For example, despite their having been part of the galactic community for over twenty millennia, the Drall still rely exclusively on spacefaring technology built by the Corellians.

Drall society is a clan-based combination of a matriarchy and a meritocracy. No elected or direct hereditary leaders exist on the Drall homeworld. Instead, each family heeds a “Duchess,” a female Drall who is deemed the most fit to lead. Once appointed, the Duchess becomes the owner of all the family's property, and she holds the position for life or until she steps down and passes the title and property along to a suitable heir. Most of the Drall clans follow the overall direction set by the Duchess of the most prosperous and powerful of all the clans.

Family life is also the most commonly discussed topic among Drall—exchanging gossip about one's family is a perfectly acceptable form of small talk. Drall find it surprising that other species may consider probing questions about family affairs an invasion of privacy, although once this is spelled out to them they quickly take steps to avoid offense.

Most Drall who venture from their homeworld work for megacorporations as researchers or medical specialists—one of Drall's main exports, aside from scientific knowledge, is processed medicinal herbs—although a few also make good livings as information brokers.

Personality: Drall take pride in being viewed as well-mannered and considerate. They are also intelligent, reasonable, and difficult to anger. Drall are scrupulously honest in their business dealings, and if they promise to perform a task for a certain payment, they always do so to the best of their ability. They expect others to behave in a similar fashion.

Physical Description: Drall have short muzzles and almond-shaped black eyes. Their bodies are covered in fur that ranges from brown and black to

reddish-gray. They have short limbs and clawed hands and feet. They tend not to wear clothing, although both males and females often wear elaborate necklaces, headdresses, and other types of jewelry. Adult Drall stand between 0.9 and 1.5 meters tall, with most females being taller and more solidly built than the males.

Homeworld: The Core World of Drall, in the Corellia system.

Language: Drall speak their native language (Drallish), and most know Basic as well.

Example Names: Driggs, Ebrihim, Garth, Gredda, Hedreg, Marcha, Norghar.

Age in Years: Child 1–3; young adult 4–7; adult 8–25; middle age 26–55; old 56–89; venerable 90+.

Adventurers: Drall who are unemployed or not quite ready to settle down and start a family are sometimes drawn to a life of exploration and adventure. Drall adventurers tend to be nobles, scout, scoundrels, or tech specialists. Force-users among the Drall are rare.

Drall Species Traits

- ⊕ Ability Modifiers: –2 Strength, –2 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma.
- ⊕ Small: As Small creatures, Drall gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ Speed: Drall base speed is 6 meters.
- ⊕ Free Language Skills: Read/Write and Speak Drallish.

Drall Commoner: Init –1; Defense 10 (+1 size, –1 Dex); Spd 6 m; VP/WP 0/10; Atk +0 melee (1d2–1, unarmed strike) or +0 ranged; SV Fort +0, Ref –1, Will +1; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 8, Con 10, Int 12, Wis 12, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3, Hide +3, Knowledge (any one) +2, Profession (any one) +3, Read/Write Basic, Read/Write Drallish, Speak Basic, Speak Drallish.

Feats: None.

Dressellian

Two hundred years before the Battle of Yavin, Dressellians were simple hunters foraging for food in the wild. Two centuries later, they'd evolved into a burgeoning industrial-level society with a loose coalition government. The Empire gave a choice: slavery or death. To the Empire's surprise, many Dressellians chose death, albeit in combat. The Bothans supplied the Dressellian resistance with weapons, and sheer defiance and tenacity allowed the "primitive alien scum" to drive back the Imperial invaders of their world.

Dressellians joined with the Rebel Alliance shortly before the Battle of Endor, and since then members of the species have been spotted in every corner of the civilized galaxy. Dressel joined the New Republic shortly after the Empire's defeat, although it usually takes some coaxing by the Bothans to get them to care about matters affecting the galaxy at large.

The Yuuzhan Vong invasion has stoked the Dressellian passion for freedom. Dressellians everywhere, from lone tramp freighter pilots to the stalwart defenders of Dressel, oppose these galactic oppressors at every turn by helping to evacuate or defend Republic colonies.

Personality: Dressellians are fiercely independent loners by nature. Their early encounters with other species (such as the Humans of the Galactic Empire) have made a lasting impression, and they are generally wary of "outlanders." Most Dressellians have a high regard for Bothans, however, given the two species' shared history of peace. Although self-serving and quick to anger, Dressellians are loyal to others who have aided them and asked for nothing in return.

Physical Description: Dressellians have elongated, hairless heads, wrinkled flesh, and wiry bodies. The average Dressellian stands about 1.8 meters tall. Their wrinkled skin has earned them the callous nickname "prune face," to which all Dressellians take offense.

Homeworld: Dressel is a temperate Mid Rim world rich in natural resources. Bothan explorers discovered it shortly before the dissolution of the Old Republic and chose not to interfere with the Dressellians, who were, at the time, a hunting-and-gathering society. The Bothans colonized a nearby asteroid belt instead. By the time the Empire occupied Dressel, the Dressellians had developed industrial-level technology—steam-powered machines, slugthrowers, and so on.

Language: Dressellians speak Dressellese, a simple language that's evolved over millennia. As Dressellian and Bothan relations improved, many Bothese terms found their way into the Dressellese language. Since the yoke of Imperial oppression has been lifted from Dressel, the Dressellians have adopted the Bothese alphabet over their more archaic symbol-based system for written Dressellese.

Example Names: Drecfa, Errillan, Leerayem, Orrimaarko, Parskeer, Pyrron Nox, Reeft, Tremorra.

Age in Years: Child 1–9; young adult 10–14; adult 15–45; middle age 46–59; old 60–79; venerable 80+.

Adventurers: Dressellians prefer the comforts of home to wandering the galaxy. With the formation of the New Republic, much of the prejudice against Dressellians has disappeared, and they have begun to roam the galaxy in search of adventure. Dressellian heroes are most commonly fringers, scoundrels, and scouts. Dressellian Force-users are very rare.

Dressellian Species Traits

⊗ Ability Modifiers: +2 Constitution, -2 Charisma.

⊗ Medium-size: As Medium-size creatures.

Dressellians have no special modifiers due to their size.

⊗ Speed: Dressellian base speed is 10 meters.

⊗ Early Technology: Dressellians with hero or professional class levels receive the bonus feats Weapon Group Proficiency (simple weapons) and Weapon Group Proficiency (slugthrowers) at 1st level instead of the usual Weapon Group Proficiency feats available to whatever class they select.

⊗ Defiance: Dressellians gain a +2 species bonus on Will against fear effects (such as the Frightful Presence feat) and impose a -2 penalty on Intimidate checks made against them.

⊗ Free Language Skills: Read/Write and Speak Dressellian.

Dressellian Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Profession (any one) +1, Read/Write Dressellian, Speak Basic, Speak Dressellian, Survival +1.

Feats: None.

Dressellian Projectile Rifle

Cost: 300

Stun/Fort DC: -

Damage: 2d8

Type: Piercing

Critical: 20

Multifire/Autofire: M

Range Increment: 20 m

Size: Medium-size

Weight: 4 kg

Group: Slugthrowers

An excellent example of a slugthrower rifle produced by a low-technology society, this weapon helped the Dressellians drive off Imperial occupying forces. The Dressellians produced some of the weapons, but others were manufactured by Bothans and smuggled to the planet to aid the Dressellians' rebellion.

Made of native woods and easily smelted metals, the rifle bears a striking resemblance to weapons used by the Tusken Raiders of Tatooine to pick off Podracers. The weapon can fire 12 shots before it needs to be reloaded, and a 12-shot replacement clip costs 5 credits.



Dug

The Dugs are a species of small arboreal creatures with a well-deserved reputation for unnecessary brutality and extreme mean-spiritedness. Evolving in the tops of trees on their high-gravity world of Malastare has made them both agile and strong. Few Dugs have any desire to leave Malastare, preferring instead to remain on their home planet, where they struggle to keep control of their native lands on the world's western continent.

Dugs view themselves as embattled warriors, always fighting for what is rightfully theirs, but always being beaten back by just about everyone else in the galaxy. Their first contact with aliens occurred when the Gran established a colony on Malastare, triggering a long and brutal war. The Republic settled the dispute in favor of the Gran, pushing the Dugs to the political and economic fringes of their own world. This was but the first in a long string of clashes with aliens. The Dugs responded by pitying themselves, yet in return, the rest of the galaxy just felt more disgust and disappointment. Knowing that no one else wants to have anything to do with them, the Dugs have developed an openly self-congratulatory culture. Every Dug claims an ancestry that includes legendary heroes and patriots.

Personality: Dugs are adversarial, derogatory, selfish, bullying, and temperamental—especially around aliens. Even within their own society they tend to push around others they regard as weaklings while deferring to their obvious betters.

Physical Description: Dugs possess four strong, spidery limbs, ear fins, and a unusual posture that helps them swing through the trees of their homeworld. They use their upper limbs as legs and their lower limbs as arms. Male Dugs have loose flaps of skin around their necks that inflate during mating calls. Dug males and females are the same size, roughly 1 meter tall.

Homeworld: The Mid Rim planet of Malastare.

Language: Few Dugs bother to learn Basic, and those who do can speak it only with minor difficulty. They rarely do so, however, hoping instead to force others to acknowledge Dug society by making them learn their native language.

Example Names: Drodwa, Flugo, Goriok, Langro Dis, Luvagwa, Pugwis, Rewulga, Sebulba, Sloor.

Age in Years: Child 1–9; young adult 10–14; adult 15–44; middle age 45–59; old 60–74; venerable 75+.

Adventurers: Dug adventurers are usually fringers and scoundrels. Dugs have no known Force traditions, although Force adepts are permissible. Dugs have neither the disposition nor the inclination to become Jedi.

Dug Species Traits

- ⓖ Ability Modifiers: +2 Dexterity, –2 Wisdom, –2 Charisma.
- ⓖ Small: As Small creatures, Dugs gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⓖ Speed: Dug base speed is 6 meters.
- ⓖ Agility: Dugs receive a +2 species bonus on Climb and Jump checks.
- ⓖ Bonus Feat: Dugs receive the bonus feat Lightning Reflexes.
- ⓖ Free Language Skills: Read/Write and Speak Dug.

Dug Commoner: Init +1; Defense 12 (+1 size, +1 Dex); Spd 6 m; VP/WP 0/10; Atk +1 melee (1d2+1 unarmed strike) or +2 ranged; SV Fort +0, Ref +3, Will –1; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +3, Craft (any one) +1 or Knowledge (any one) +1, Hide +5, Jump +3, Read/Write Dug, Speak Dug, Tumble +2.

Feats: Lightning Reflexes.

B'hedda (Dug Swingblade)

Cost: 200	Stun/Fort DC: –
Damage: 2d6 or 1d6	Type: Energy or Slashing
Critical: 20	Multifire/Autofire: –
Range Increment: –	Size: Medium-size
Weight: 2.5 kg	Group: Exotic

The *b'hedda* resembles a scooped atlatl with a meter-long wooden handle and a hooked blade on the opposite end. In the hands of a trained Dug, this weapon is deadly.

The *b'hedda* is properly wielded while hanging from a tree. The hooked metal blade grants a +4 equipment bonus on Climb checks for Dugs with the Exotic Weapon Proficiency (*b'hedda*) feat. The wielder can use the atlatl end to fling small homemade explosive projectiles called bangcaps that detonate on impact, doing slightly less damage than a blaster shot (2d6 points) with ten times the noise. When not used to help the wielder climb trees, the bladed end makes an ideal melee weapon, dealing 1d6 point of slashing damage per hit.

Since the *b'hedda* is made for the Dugs' unique body structure, only they may take the Exotic Weapon Proficiency (*b'hedda*) feat and use the swingblade at full effectiveness. A non-Dug with the feat still takes a –2 penalty on all attack rolls with the weapon.

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CHAPTER

Duros

The Duros are tall, hairless humanoids from the Duro system.

The Duros were one of the first species to become a major influence in the Galactic Republic, and in the past, many respected scholars credited the Duros with creating the first hyperdrive. Although this theory fell into disfavor as the Empire's Human-centered philosophies took hold in academic circles, one cannot deny that the Duros have been traveling among the stars for at least as long as Humans.

The Duros seem to have a natural affinity for space travel. Many of them possess an innate grasp of the mathematical underpinnings of astrogational computations, and many tales are swapped in cantinas about Duros astrogators calculating the coordinates for supposedly impossible jumps in their heads. Although not as numerous as Humans, the Duros are almost as omnipresent; all but the smallest settlements in known space feature Duros populations.

The Duros species has existed on other worlds in isolation from the rest of their kind, evolving in slightly different directions from the baseline species. The most populous and well-known near-Duros species are the Neimoidians, a people rarely encountered during the Rebellion era.

Personality: A Duros tends to be intense and adventurous, always seeking to learn what's at the end of the next hyperspace jump. They are a proud, self-sufficient, fun-loving people who also have a tendency toward gregariousness.

Physical Description: Duros average about 1.8 meters tall. Large eyes and wide, lipless mouths dominate their noseless faces. Their skin color ranges from blue-gray to deep azure.

Homeworld: Duro, a toxic planet located at the extreme outer edge of the Core Worlds region. The Duros live on orbital cities within the Duro system.

Language: Duros speak and read Durese and Basic.

Example Names: Baniss Keeg, Dorai, Ellors Madak, Kadlo, Kir Vantai, Klis Joo, Lai Nootka, Monnda Tebbo, Oso Nim.

Age in Years: Child 1–9; young adult 10–14; adult 15–35; middle age 36–49; old 50–69; venerable 70+.

Adventurers: Duros adventurers include hyperspace explorers, star charters, and spacers of all descriptions. They also tend to gravitate toward the sciences, including engineering and astrogation. Some Duros shun exploration in favor of smuggling and trading, and a small number go into diplomatic professions.

Duros Species Traits

- ⊕ Ability Modifiers: –2 Strength, +2 Dexterity, –2 Constitution, +2 Intelligence.
- ⊕ Medium-size: As Medium-size creatures, Duros have no special modifiers due to their size.

- ⊕ Speed: Duros base speed is 10 meters.
- ⊕ Bonus Feat: Duros receive the bonus feat Spacer.
- ⊕ Free Language Skills: Read/Write and Speak Basic and Durese.

Duros Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk –1 melee (1d3–1, unarmed strike) or +1 ranged; SQ Species traits; SV Fort –1, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 8, Int 12, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Astrogate +4, Knowledge (hyperspace lanes) +2, Pilot +4, Profession (any one) +2, Read/Write Basic, Read/Write Durese, Speak Basic, Speak Durese.

Feats: Spacer.

Ebranite

Ebranites are six-armed humanoids skilled at climbing. They dwell in the great canyons and cavern networks of their homeworld and use clubs, bows, and slings to hunt for food.

Ebranite families unite as clans called *thildas*, each one consisting of 20 to 30 families that work together and protect one another. All Ebranites have their clan's insignia tattooed on their uppermost left arm at birth, and they remain loyal to their respective thildas until death. A council, or *ghantar*, leads each thilda. The clan leader, or *fyaban*, is typically an Ebranite elder.

Ebranites were all but ignored by the Old Republic. When the Empire seized control of Ebra, Imperial taskmasters put the primitive Ebranites to work in oil mines. A few escaped and joined the Rebel Alliance. The Imperial occupation has taught the average Ebranite to be wary of outlanders and suspicious of outlander technology.

Personality: Ebranites are fiercely loyal to their family and their clan, in that order. Their general mistrust of technology can be overcome with time. Since the Battle of Endor, more Ebranites have learned to overcome their reservations concerning outlanders, and those whose families were annihilated under Imperial rule have made new lives for themselves within the greater galactic society. Ebranites are generally resourceful, tenacious, and quick to anger.

Physical Description: Ebranites have six strong arms, each ending in a six-fingered hand. They have broad, flat feet, a tapered, hairless head with no visible ears, and pupilless eyes. Ebranite adults stand about 1.5 meters tall.

Homeworld: Ebra, the second planet of the Douse system (located in the Mid Rim), is covered in towering mountains separated by sheer canyons. The Ebranites are perfectly suited to moving around this terrain and have created settlements in caves set into the canyon walls.



Language: Ebranites speak Ebranese, a language of honks, growls, and moans. Written Ebranese uses a primitive pictographic representation of past events.

Example Names: Boda Etaan, Groex Gal, Eretha Narra, Rith Tar'ak, Erox Vor'an.

Age in Years: Child 1–13; young adult 14–17; adult 18–45; middle age 46–69; old 70–84; venerable 85+.

Adventurers: Ebranites are confined to their homeworld during the Rise of the Empire era. Ebranites begin to explore the galaxy during the Rebellion era and can be found in every corner of the galaxy during The New Jedi Order era. Ebranite heroes are typically fringers and scouts, and Force-users among the species are exceedingly rare.

Ebranite Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, –2 Dexterity, +2 Constitution, –2 Intelligence, –2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Ebranites have no special modifiers due to their size.
- ⊕ **Speed:** Ebranite base speed is 6 meters, or 12 meters when climbing. They move slowly and awkwardly on flat terrain.
- ⊕ **Natural Armor:** Ebranites have thick hides and gain a +2 natural armor bonus to Defense.
- ⊕ **Extra Limbs:** Ebranites have six arms. The extra limbs give them a +6 species bonus on Climb checks and grapple checks. Ebranites can hold items in each of their six hands, but their brains are not complex enough to let them use more than four arms in combat.

An Ebranite has one primary hand and three off hands. An Ebranite can wield up to four weapons, but the normal penalties for fighting with multiple weapons apply (see the Multiweapon Fighting feat description in the New Feats appendix).
- ⊕ **Rage:** When an Ebranite takes damage from an attack, it can choose to enter a frenzied state. In this state, the Ebranite gains +4 Strength, +2 vitality points per level (+0 for commoners), and a +2 rage bonus on Fortitude and Will saves, but suffers a –2 penalty to Defense. While raging, the Ebranite cannot use skills that require patience and concentration, such as Move Silently, Combat Expertise, or Force-based abilities. The rage lasts for a number of rounds equal to 5 + the Ebranite's Constitution modifier. At the end of this duration, the Ebranite loses the bonus to Strength and the bonus vitality points. Furthermore, the Ebranite is fatigued (–2 penalty to Strength and Dexterity, can't run or charge) for a number of rounds equal to the rage's duration.
- ⊕ **Primitive:** Ebranites with heroic or professional classes receive the bonus feat Weapon Group Proficiency (primitive weapons) instead of the usual Weapon Group Proficiency bonus feats.

⊕ **Darkvision:** Ebranites can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.

⊕ **Skill Bonus:** Ebranites gain a +4 species bonus on Hide checks in mountainous or rocky terrain.

⊕ **Free Language Skills:** Read/Write and Speak Ebranese, Speak Basic.

Ebranite Commoner: Init –1; Defense 11 (–1 Dex, +2 natural); Spd 6 m, climb 12 m; VP/WP 0/12; Atk +1 melee (1d3+1, unarmed strike) or –3 melee (1d3+1, primary unarmed strike), –7 melee (1d3+1, 3 off-hand unarmed strikes) or –1 ranged; SQ Species traits; SV Fort +1, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 12, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +7, Craft (any one) +1, Read/Write Ebranese, Speak Basic, Speak Ebranese, Survival +1.

Feats: None.

Elom

The Eloms dwell deep beneath the surface of a world with the same name. Despite their savage and fearsome appearance, they are an easygoing, pacifistic species of strict herbivores.

The existence of the Eloms remained unknown even after the Old Republic made contact with a more technologically advanced species (the Elomin) living on the surface. The Eloms were believed to have died out when the environment of the world turned to permanent drought. The Elomin discovered the underground communities of Eloms during a mining accident. Initially, the Elomin viewed the Eloms as easily trainable beasts and used them as cheap slave labor in their mines, but when Old Republic xenosociologists studied the Eloms, it became apparent they were sentient.

Over the objections of the Elomin, the Old Republic enforced treaties that gave the Eloms territorial rights to the both the underground tunnels and the lands above them. Elomin resentment soon passed, however, in the face of the open-armed acceptance they enjoyed from the peaceful, unsophisticated Eloms. Further, the Eloms had no interest in becoming involved with the offworld business dealings of the Elomin, but were content with living as they had for countless centuries. For the most part, the Elomin were more than happy to leave the Eloms to their caves.

The attitudes of many Eloms changed slightly when the Empire revoked all treaties established by the Old Republic on Elom and enslaved the Elomin to mine Iommite. Young Eloms in particular were disturbed by the Imperial troops' mistreatment of their neighbors, so they started to fight to free their world. Initially, the Eloms merely liberated a few Elomin from isolated mine shafts, but after the Rebel Alliance sent commandos to help the Eloms, entire slave camps

vanished into the Elom cities hidden at the center of deep labyrinths.

Following the creation of the New Republic, a number of young Eloms left their underground lives to seek their fortune on their homeworld's surface or even among the stars.

Personality: Eloms are ambitious and highly intelligent, but they often underestimate the capacity for evil that exists in other species. They are frequently manipulated into becoming involved with illegal activities. Eloms are generous, easygoing, quick to forgive, and eager to learn useful skills and trades.

Physical Description: Eloms are stocky mammalian bipeds with oily fur and layers of fat designed to capture moisture. Their hands and feet have hooked claws that are optimal for digging, and they have prehensile toes on each foot. Their small, round eyes are sensitive to bright light and are set at the far extremes of a wide face dominated by two rock-hard, sharp tusks and thick jowls that the Elom use to store excess food. They are sturdy beings that average 1.4 meters tall as adults.

Homeworld: The cold, mineral-rich desert world of Elom, located in the Outer Rim.

Language: The structure of the Elom mouth makes it difficult for them to speak Basic (they must spend 2

skill points to get the Speak Basic skill), but it is possible for them to do so.

Example Names: Broig, Gossof, Oront, Qurgg, Skona, Trughuz, Ukskal.

Age in Years: Child 1–11; young adult 12–17; adult 18–49; middle age 50–65; old 66–89; venerable 90+.

Adventurers: Eloms who are taken away from their homeworld become or remain professionals (almost exclusively thugs in the employ of criminal organizations). The few adventuring Eloms tend to be fringers or scouts.

Elom Species Traits

- ☉ **Ability Modifiers:** +2 Strength, –2 Dexterity, +2 Intelligence, –2 Wisdom, –2 Charisma.
- ☉ **Small:** As Small creatures, Eloms gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use. Their lifting and carrying limits are three-quarters those of Medium-size characters.
- ☉ **Speed:** Elom base speed is 6 meters. However, Eloms can move at this speed even when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- ☉ **Light Sensitivity:** Eloms evolved in an underground tunnel system illuminated only by faintly



glowing moss. If they venture into light brighter than the gloom of early dawn, they are effectively blinded (see the Character Condition Summary in Chapter Twelve of the *Star Wars Roleplaying Game*).

⊕ Free Language Skills: Read/Write and Speak Elom.

Elom Commoner: Init -1; Defense 10 (-1 Dex, +1 size); Spd 6 m; VP/WP 0/10; Atk +2 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref -1, Will -1; SZ S; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 10, Int 12, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3, Hide +3, Knowledge (any one) +3, Read/Write Elom, Read/Write Elomin, Speak Elom, Speak Elomin, Survival +0.

Feats: None.

Elomin

For several centuries, the galaxy believed the Elomin were the only sentient species on the desert world Elom. When the Old Republic first visited Elom a century before the rise of the Empire, the Elomin were divided into separate political nations, used internal combustion engines and slug-throwing weaponry, and were barely able to launch satellites into orbit. Blasters, repulsorlifts, and starships were beyond anything the Elomin had ever imagined. They took quickly to the advanced technology the first-contact specialists chose to share with them. By the time the Galactic Civil War erupted, the Elomin and their world were active participants in the galactic economy.

The world of Elom is rich in deposits of lommite, a mineral used in the fabrication of transparisteel. Lommite became a sought-after commodity, and the Elomin were canny enough to enter into mining agreements with offworld shipbuilders that would not damage the environment of their world.

Culturally, the Elomin try to discover or create order in all things. They view the universe as a logical, organized puzzle and endeavor to find the pieces and bring them to their logical places. When confronted with something that doesn't fit into the pattern they have defined, they may try to redefine the pattern but are just as likely to attempt to ignore the discordant details. Such was the case when the Elomin first discovered the existence of the underground-dwelling Eloms, another sentient species native to their world. The Elomin first denied the existence of the Eloms and then later denied they were sentient. It wasn't until the Old Republic granted the Eloms all the rights of sentients under its laws and the Eloms helped the Elomin resist Imperial oppression during the Rebellion era that they fully acknowledged the existence and independence of their neighbors.

Personality: Elomin have difficulties relating to other species, which they view as perpetrators of chaos. They excel as pilots, navigators, and theoretical thinkers as long as they can operate independently or with other Elomin. They get along well the Woostoids and other species that value logic and order as much as they do, but Elomin consider dealing with Humans and other illogical beings an exercise in frustration.

Physical Description: The Elomin are slender humanoids with four hornlike protrusions on the top of their heads and large ears that taper to points. Skin colors range from bright red to deep black, and their seemingly pupilless eyes are usually bright blue or red. They stand between 1.6 and 1.9 meters tall.

Homeworld: The cold, mineral-rich desert world of Elom, located in the Outer Rim.

Language: Elomin speak and read Elomin, and they can learn and speak Basic with no difficulty.

Example Names: Brafid, Rennimdius, Verrinnefra, Monjai, Notoganarech, Theosidice, Laerron.

Age in Years: Child 1-5; young adult 6-12; adult 13-40; middle age 41-60; old 61-72; venerable 73+.

Adventurers: Elomin adventurers tend to be fringers, scouts, or tech specialists. Elomin Jedi consulars existed before the rise of the Empire, and a number of Elomin religious traditions exist that revolve around the Force, allowing for Force adepts.

Elomin Species Traits

⊕ Ability Modifiers: None.

⊕ Medium-size: As Medium-size creatures, Elomin have no special modifiers due to their size.

⊕ Speed: Elomin base speed is 10 meters.

⊕ Xenophobic: Elomin are cautious in their dealings with all species they consider illogical or disorderly. The somewhat xenophobic Elomin suffer a -4 penalty on Diplomacy or Charisma checks made to improve the attitudes of members of other species. Likewise, they impose a -4 penalty on other species' attempts to improve Elomin attitudes toward them.

⊕ Free Language Skills: Read/Write and Speak Elomin.

Elomin Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +1, Read/Write Elomin, Speak Basic, Speak Elomin.

Feats: None.

Em'liy

Imperial forces drove the Em'liy, the dominant species of Shalyvane, from their cities. A disgraced people with no home and no resources to rebuild cities, the Em'liy felt undeserving of a name and simply called themselves "Nomads." Maligned and homeless for years, the Em'liy evolved into a hardy and tenacious people who have only recently begun to rebuild their capital city and explore the galaxy.

Angered Em'liy are dangerous foes and loyal friends. They are not easily impressed; those who impress them have allies for life. Entire wars have ended because one Em'liy general sufficiently impressed another in the course of battle. Since their fall from grace, however, much of their arrogance has left them, replaced with feelings of loss and restlessness. The Em'liy are deadly warriors, with a ferocity in battle unmatched by many warrior species. Observers have labeled this ferocity "berserker" behavior, though this is not entirely accurate. Warring Em'liy give themselves over completely to a fight, letting the course of battle define their actions and thoughts. They control their own actions, but the Spirit of Battle (see Em'liy Species Traits, below) helps refine that control.

Personality: Em'liy are born survivors, raised to hunt for every morsel of food and fight for every drop of water. They take nothing for granted and tend to possess a fatalistic approach toward life. They expect no favors and express only contempt for the lazy, spoiled, or domineering.

Physical Description: The Em'liy have muscular bodies with skin that ranges from yellow-tan to orange to blue. They wear their fine dark hair in long topknots to show caste status and inspire fear in enemies. The number of topknots varies from none to three, depending on caste. Otherwise, their bodies are hairless.

Em'liy stand 1.9 meters tall, on average. They have a distinct lack of facial features—their smooth, noseless, and earless faces show little in the way of sensory organs. They have small, round eyes with no lids or lashes, and their thin mouth openings are nearly lipless. A thin, gas-permeable layer of skin covers their auditory and olfactory organs to protect them from the hot sun, harsh wind, and sandstorms of their homeworld.

Homeworld: Shalyvane, a desert world located in the Outer Rim.

Language: Em'liy speak and read Em'liy. Most Em'liy also learn to speak Basic.

Example Names: Evir'zan, Jelevos, Ji'kata, Karien, Neth, Shanzar, Tez'ra.

Age in Years: Child 1-10; young adult 11-15; adult 16-35; middle age 36-53; old 54-64; venerable 65+.

Adventurers: Em'liy are nomads, and those who manage to leave their homeworld often adopt a nomadic lifestyle in space, traveling from one system

to the next aboard tramp freighters and other vessels. Em'liy adventurers can be fringers, scouts, scoundrels, and soldiers. Em'liy nobles do not exist.

Although the Em'liy have no known Force traditions, members of their species could conceivably learn the ways of the Force and either train as Force adepts or members of the Jedi Order.

Em'liy Species Traits

- ⊕ Ability Modifiers: +2 Constitution, -2 Wisdom, -2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Em'liy have no special modifiers due to their size.
- ⊕ Speed: Em'liy base speed is 10 meters.
- ⊕ Spirit of Battle: Once per day, by focusing his or her mind on combat, an Em'liy can enter the Spirit of Battle. In this state, the Em'liy temporarily gains +4 Strength, a +2 competence bonus to Defense, a +2 competence bonus on saving throws, and +2 vitality points per character level (+0 for commoners).

The Spirit of Battle lasts for a number of rounds equal to 5 + the Em'liy's Constitution modifier. An Em'liy can end the Spirit of Battle at any time voluntarily (as a free action). Upon ending the Spirit of Battle, the Em'liy becomes fatigued (-2 penalty to Strength and Dexterity, can't run or charge) for an number of rounds equal to the time spent in the Spirit of Battle or the rest of the combat encounter, whichever is longer.

While in the Spirit of Battle, an Em'liy cannot use skills or abilities that require patience or concentration.

- ⊕ Bonus Feats: Em'liy gain the bonus feats Skill Emphasis (Survival) and Stealthy.
- ⊕ Free Language Skills: Read/Write and Speak Em'liy.

Em'liy Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 melee (1d6, club) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2 or Knowledge (any one) +2, Hide +2, Move Silently +2, Read/Write Em'liy, Speak Basic, Speak Em'liy, Survival +3.

Feats: Skill Emphasis (Survival), Stealthy.

Ewok

Ewoks are intelligent omnivores native to one of the moons orbiting Endor. Before the Battle of Endor, their existence was almost entirely unknown, except among a handful of Imperial scouts and xenobiologists.

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CHAPTER

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Ewoks are organized in tree-dwelling tribes. Tribal occupations are gender-based. Males hunt, forage, and make weapons, while females raise young and handle other domestic tasks. Ewok culture revolves around complex animistic beliefs involving the giant trees of the forest moon. The forests of Endor loom as large in their tales as they do in their lives.

Although technologically primitive, Ewoks are clever, inquisitive, and inventive. They are experts at creating tools, traps, and other contraptions using wood, cloth, vines, and stones. When first introduced to machines, they are skittish and wary, but Ewok curiosity soon overcomes fear, leading to wild and inventive experimentation. Ewoks can eventually learn to operate any item of technology.

Personality: Ewoks tend to be curious, superstitious, and courageous, though they can be fearful around things that are strange and new.

Physical Description: Ewoks are furry bipeds that average about 1 meter tall. Their thick fur varies widely in color and pattern. They often wear hoods, decorative feathers, and animal bones.

Homeworld: The forest moon of Endor, a silvery gas giant on the fringes of the Unknown Regions.

Language: Ewoks speak Ewokese. They have no written form of their language. They can learn to speak Basic.

Example Names: Asha, Batcheela, Chirpa, Chukha-Trok, Deej, Grael, Gwig, Kncesaa, Latara, Leeni, Logray, Malani, Nippett, Paploo, Ra-Lee, Romba, Shodu, Teebo, Wicket, Wiley.

Age in Years: Child 1–9; young adult 10–13; adult 14–29; middle age 30–44; old 45–59; venerable 60+.

Adventurers: An Ewok finds adventure through a love of excitement, a natural inquisitiveness, or a warrior's quest. Usually, an Ewok hero joins up with a scout or other hero who has access to a starship. Collecting powerful "magic" items from fallen opponents, such as a stormtrooper's helmet or a range finder from a blaster rifle, is a sure way for an Ewok to earn the respect of his or her tribe.

Ewoks encountered away from home are usually fringers or scouts.

Ewok Species Traits

- ⊕ Ability Modifiers: -2 Strength, +2 Dexterity.
- ⊕ Small: As Small creatures, Ewoks gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ Speed: Ewok base speed is 6 meters.
- ⊕ Primitive: Ewoks with heroic or professional classes receive the bonus feat Weapon Group Proficiency (primitive weapons) instead of the usual Weapon Group Proficiency bonus feats.

⊕ Bonus Feat: Ewoks receive the bonus feat Alertness to account for their heightened senses.

⊕ Free Language Skills: Speak Ewokese.

Ewok Commoner: Init +1; Defense 12 (+1 size, +1 Dex); Spd 6 m; VP/WP 0/10; Atk +0 melee (1d2-1 unarmed strike) or +2 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Hide +5, Listen +2, Search +1, Speak Ewokese, Spot +2, Survival +1.

Feats: Alertness.

Falleen

The Falleen are a species of reptilian humanoids from the Mid Rim system of the same name. They are widely regarded as one of the most aesthetically pleasing species of the galaxy, with an exotic appearance and powerful pheromone-creating abilities. While their pheromones are to attract suitable mates, they also have a pronounced effect on other humanoid species, leading many to describe Falleen as "irresistible."

The Falleen are not commonly encountered off their homeworld. Although a small stellar-class spaceport exists on their world and they are technically capable of mastering space travel, they have never felt an urge to do so. They are content to manage their own affairs and focus on their own world and culture, which they believe is inherently superior to everything else the galaxy has to offer. Many young Falleen nobles leave to spend their adolescent years touring the galaxy, for the most part finding nothing but confirmation of their innate superiority. A few, however, choose to remain among the stars, and during the Rebellion era, many of them join the Rebels.

In the early days of the Empire, an Imperial biological weapons facility on Falleen accidentally released a deadly plague. Fortunately for the planet, Darth Vader was able to prevent the spread of the biological agent by bombarding the city that was home to the facility. Over 200,000 Falleen were killed, but the planet survived. Still, many Falleen harbor lingering resentment toward Humans and Imperials in particular.

Falleen commoners encountered offworld are almost always part of an entourage led by a Falleen noble or diplomat. They can speak Basic with no difficulty.

Personality: Falleen are well-mannered, self-assured, and driven to succeed. Even at the worst, they possess undeniable and unshakable charisma. Sometimes their sense of superiority makes them arrogant and seductive, but Falleen can also be sensitive and compassionate.

Physical Description: Falleen vary in height from 1.7 to 2.2 meters. Their lithe bodies are covered with scales that are typically deep green or gray-green, but the color fluctuates toward red or orange when they release their pheromones. Male and female Falleen are almost identical physically, except that the spiny ridge that runs down the back of the males is more pronounced than the one that runs down the backs of the females.

Homeworld: Falleen, a temperate Mid Rim world dominated by mountains, jungles, and imperious, heavily guarded noble estates.

Language: Falleen have their own spoken and written language, and most Falleen who venture from their homeworld speak Basic as well.

Example Names: Anazider, Azool, Haxim, Jzora, Maziel, Rzadi, Savan, Xand, Xizor, Xzuhal.

Age in Years: Child 1–11; young adult 12–17; adult 18–68; middle age 69–110; old 111–145; venerable 146+.

Adventurers: Falleen heroes are most frequently nobles or scoundrels. Falleen Jedi consulars and Jedi guardians are also possible.

Falleen Species Traits

- ⊕ **Ability Modifiers:** +2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Falleen have no special modifiers due to their size.
- ⊕ **Speed:** Falleen base speed is 10 meters.
- ⊕ **Pheromones:** The natural pheromones of Falleen affect the behavior of other sentient beings within 10 meters. Falleen gain a +1 species bonus on Bluff, Diplomacy, Entertain, Gather Information, and Intimidate checks made against beings in range. Targets without respiratory systems (such as Givin) are unaffected. A Falleen can also temporarily enhance this effect through careful effort, increasing the bonuses by +1 for each hour of uninterrupted meditation. The bonus cannot exceed +4. While a Falleen never loses the basic species bonus of +1, the additional meditation bonus only lasts for 1 hour after meditation is completed.
- ⊕ **Hold Breath:** Many xenobiologists believe that the Falleen's reptilian ancestors were amphibious. A Falleen can hold his breath for a number of rounds equal to 25 times his Constitution score before he needs to make checks against drowning.
- ⊕ **Free Language Skills:** Read/Write and Speak Falleen.



Falleen Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Knowledge (any one) +1, Profession (any one) +2, Read/Write Falleen, Speak Basic, Speak Falleen.

Feats: None.

Farghul

The Farghul are feline humanoids from the world of Farrin. The Farghul are very conscious of their appearance and they are never seen in public without wearing the highest quality of clothing they can afford, not to mention the latest fashions. When visiting other worlds, they always consult clothing stores so they can be appropriately attired. When on Farrin, they usually wear elaborately decorated cloaks, skirts, or pants; tunics, shirts, and blouses are not part of traditional Farghul dress. Elaborate jewelry, however, is essential.

The Farghul prefer to rely on cunning and trickery rather than direct confrontation and force. Something has gone wrong somewhere along the way if a Farghul ends up in a fight, and it takes a lot of provocation to cause one to lose his or her good humor. A Farghul tries talk and bribery before resorting to violence.

The only authority that a Farghul respects is that of the Jedi—and they tend to be downright terrified of them. Farrin has been a haven for rogues and scoundrels since the felinoids first contacted the Old Republic. When the Jedi Council spearheaded a Republic-sponsored effort to clean out a number of smuggling and pirate bases that were choking trade in surrounding star systems, the display of force rocked Farghul culture to its core and left a deep scar on the collective psyche of the playful beings. They have been suspicious of offworld governments ever since, and they were particularly distrustful of the Empire. However, they keep their dislike hidden behind smiling, respectful facades. Following the fall of the Empire, Farrin joined the New Republic, but the world almost instantly became a hotbed of corruption and petty confidence schemes.

Personality: The Farghul in general have playful and mischievous personalities. They delight in puns, plays-on-words, sleight-of-hand tricks, and intellectual puzzles. They are good-natured, boisterous, and always ready with a wide smile and a terrible joke. Rigged games of chance are favorite pastimes among the Farghul, and if someone ever sees through such a con, they willingly return any money gained and cheerfully explain how they fixed the game. As such, they have a reputation as a species of unrepentant con-artists and thieves—and as far as adventuring Farghul are concerned, this is not far from the truth.

Physical Description: Farghul bodies are covered in medium-length, tawny fur, and they have pronounced muzzles, sharp fangs, and long prehensile tails. Their hands that feature stubby fingers with retractable, sharp claws. Farghul adults stand between 1.7 and 2 meters tall.

Homeworld: Farrin, a temperate world located in the Core Worlds region.

Language: Farghul have their own written and spoken language, and most learn to speak Basic.

Example Names: Breela, Crellax, Delfas, Lyrrin, Pashira, Rish, Shanifer, Terasa, Terath.

Age in Years: Child 1–5; young adult 6–10; adult 11–50; middle age 51–70; old 71–75; venerable 76+.

Adventurers: Farghul adventurers are usually nobles or scoundrels. Farghul Jedi are practically unheard of, and those that have existed have been outcasts from Farghul society.

Farghul Species Traits

- ⊕ **Ability Modifiers:** –2 Strength, +2 Dexterity, –2 Constitution, +2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Farghul have no special modifiers due to their size.
- ⊕ **Speed:** Farghul base speed is 10 meters.
- ⊕ **Prehensile Tail:** A Farghul with the Martial Arts feat can use his or her tail to wield a melee weapon and gain an extra off-hand attack per round. Penalties for two-handed fighting apply. The tail cannot be used as a weapon, but it can be used to make grapple attacks.
- ⊕ **Free Language Skills:** Read/Write and Speak Farghul.

Farghul Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk –1 melee (1d3–1, unarmed strike) or +1 ranged; SQ Species traits; SV Fort –1, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 8, Int 10, Wis 10, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Bluff +2, Craft (any one) +1 or Profession (any one) +1, Knowledge (any one) +1, Read/Write Farghul, Speak Basic, Speak Farghul.

Feats: None.

Feeorin

Feeorins are hulking, powerful humanoids found in small colonies on scattered Outer Rim worlds. They are strong and able to perform strenuous activities for prolonged periods without rest.

Their planet of origin remains a mystery, but it is believed that Feeorin colonists abandoned the world eons ago following a radical climate change. The colony transports spread out to the far reaches of the galaxy in search of habitable planets. The Feeorins who survived the search founded settlements on other worlds, where they were usually viewed as raiders or scavengers. Often hunted and eradicated by the native

species, the Feeorin population dwindled. By the end of the Rebellion era, fewer than one million Feeorins still survive.

Fortunately, Feeorins are an extremely long-lived species. Their metabolisms are also unique, because a Feeorin does not “age” as normal species do. Instead of a slow degradation until death, Feeorins seem to grow stronger and more powerful until the day they die, sometime between the ages of 300 and 400 years old. Death from “old age” happens without any warning—they simply drop dead.

Personality: Like Humans, Feeorins display a wide array of personalities, although many Feeorin explorers and spacers are considered gruff and self-serving. Feeorins are sometimes quick to anger and impersonal, rarely going out of their way to make friends or acquaintances. They have a reputation of being brutal and dangerous.

Physical Description: Feeorins are well-muscled humanoids who average 2.2 meters tall. They come in many hues, from coal black to pale white, but green, yellow, and blue are the most common skin colors. They have bright red eyes and half-meter-long tendrils that cascade from the sides and back of their head.

Homeworld: Unknown.

Language: Feeorins speak and read Feeorin. Most Feeorins also speak Basic.

Example Names: Bral, Crayl, Dod, Dreyla, Kren, Nor, Nym, Pryn, Sayla, Zun.

Age in Years: Child 1–11; young adult 12–16; adult 17–194; middle age 195–324; old 325–399; venerable 400+.

Adventurers: Perhaps because of their limited numbers, almost all Feeorin are adventurers by definition. They are typically fringers, scoundrels, and soldiers.

Feeorin Species Traits

- ⊕ Ability Modifiers: +2 Strength, –2 Dexterity, +2 Constitution, –2 Wisdom, –2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Feeorins have no special modifiers due to their size.
- ⊕ Speed: Feeorin base speed is 10 meters.
- ⊕ Low-Light Vision: Feeorins have low-light vision. They can see twice as far as normal in dim light, and they retain the ability to distinguish color and detail under these conditions.
- ⊕ Stronger by Age: A Feeorin’s Strength, Dexterity, and Constitution increase by 1 at middle-age (301–350 years) and again at old age (351–399 years). Unlike other species, a Feeorin does not increase his or her Intelligence, Wisdom, or Charisma as he or she ages.
- ⊕ Resilient: Feeorins gain a +2 species bonus on Fortitude saves.
- ⊕ Bonus Feat: Feeorins receive the bonus feat Endurance.
- ⊕ Free Language Skills: Read/Write and Speak Feeorin.

Feeorin Commoner: Init –1; Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/12; Atk +1 melee (1d3+1, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +3, Ref –1, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 12, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1 or Profession (any one) +0, Read/Write Feeorin, Speak Basic, Speak Feeorin, Survival +1.

Feats: Endurance.

Double Vibroblade

Cost: 750	Stun/Fort DC: –
Damage: 2d6/2d6	Type: Slashing
Critical: 20	Multifire/Autofire: –
Range Increment: –	Size: Large
Weight: 4 kg	Group: Vibro

Feeorin weaponsmiths adapted vibro technology to create this double weapon—essentially, a 1-meter-long haft with a curved vibroblade at each end. The wielder can use both ends of the weapon, incurring the normal attack penalties associated with fighting with two weapons; in this case, the wielder fights as though armed with a one-handed weapon and a light weapon (see Table B–3: Two-Weapon Fighting Penalties in the *Star Wars Roleplaying Game*). A creature wielding the double vibroblade in one hand can’t use it as a double weapon.

Filordus

Filordi (singular: Filordus) care about two things: making their homeworld less hostile, and getting away from it. Some Filordi prefer to make what they can of their homeworld; thus, they have begun terraforming in earnest.

Hardy and intelligent, Filordi adapt quickly to circumstances. They are driven to succeed but seem incapable of planning for long-term success. In this way, they are a shortsighted species. To survive, they consume every bit of any resource that comes their way. Frequently the best way to defeat them is to give them what they want, then leave before they change their mind.

Filordi are asexual and reproduce while dying. A week after its “parent” has died, an infant Filordi crawls from the corpse.

Personality: Most Filordi are persistent, resourceful, creative, and ruthlessly opportunistic.

Physical Description: Filordi stand 1.4 meters tall on average and have six limbs. Two arms hang from a Filordus’s shoulders. Long, spindly front legs grow from its abdominal area. Shorter stubby back legs extend from its hindquarters. Both legs have pincer toes and flat feet—the pincers face rearward on the front legs and forward on the back legs. In a brawl, a Filordus usually crouches on its hind legs, fighting with its arms and pincers. Filordi can rise on



their haunches and walk in bipedal fashion, but this is very tiring.

Their faces are humanoid. Their large ears can fold down over their eyes to protect them from wind and rain. Their bodies are covered in light-colored short hair, sometimes marked with blue stripes.

Homeworld: Filordis, an Inner Rim world circling a red star. The planet is rocky wasteland with fierce winds and frequent thunderstorms.

Language: Filordi speak and read Filordian. They can speak Basic with gravelly voices that miss some of the consonant sounds.

Example Names: Anazzar, Birkalz, Dreevan, Furrar, Grizztil, Hizkal, Nirzru, Nui Gneppe, Surlan, Zebbil.

Age in Years: Child 1–9; young adult 10–14; adult 15–39; middle age 40–55; old 56–69; venerable 70+.

Adventurers: Filordi frequently leave their homeworld to find better places to live. Once out in the galaxy, they dabble in many different pursuits, largely because they cannot focus on any one thing at great length. There are few Filordi nobles and no Force adepts among them. They take up all other classes. A few have even been trained as Jedi.

Filordus Species Traits

- ⊖ Ability Modifiers: –2 Dexterity, +2 Constitution.
- ⊖ Medium-size: As Medium-size creatures, Filordi have no special modifiers due to their size.
- ⊖ Speed: Filordi base speed is 14 meters. With their four legs, they can move very quickly. When bipedal, their base speed drops to 6 meters.
- ⊖ Natural Weapons: A Filordus can make one or two pincer attacks with its back legs, treating one as a primary attack and the other as an off-hand attack. Each pincer deals 1d6 points of slashing damage plus the Filordus's Strength modifier. The Filordus's pincer attacks do not provoke attacks of opportunity.

A Filordus can make pincer attacks in addition to a standard melee or ranged attack, but the pincers are both treated as off-hand attacks.

- ⊖ Acute Hearing: A Filordus gains a +4 species bonus on Listen checks due to its large, sensitive ears. However, a Filordus suffers a –2 penalty on saving throws against sonic attacks.
- ⊖ Free Language Skills: Read/Write and Speak Filordian.

Filordus Commoner: Init –1; Defense 9 (–1 Dex); Spd 14 m, bipedal 6 m; VP/WP 0/12; Atk +0 melee (1d6, pincer) or –4 melee (1d6, primary pincer), –8 melee (1d6, off-hand pincer) or –4 melee (1d3, unarmed strike), –8 melee (1d6, 2 off-hand pincers) or –1 ranged; SQ Species traits; SV Fort +1, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 12, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Knowledge (any one) +1, Listen +4, Profession (any one) +1, Read/Write Filordian, Speak Basic, Speak Filordian.

Feats: None.

Frozian

Frozians are mammalian humanoids who originated on the planet Froz. Like the Duros, the Frozians were early supporters of the Rebel Alliance. However, the Moff who governed their sector ruled with a heavy hand, ordering an attack on Froz to discourage insurrection in other systems. Star Destroyers reduced the beautiful low-gravity world of trees and oceans to a nearly lifeless globe.

Remaining Frozians immediately joined the Alliance and devoted their lives to overthrowing the Empire. However, it soon became apparent that their entire species had been doomed to extinction. Deprived of their homeworld's light gravity and distinctive flora, the Frozians have become infertile. The generation of Frozians to survive the tyranny of the Empire is the last, with the species expected to die out in roughly one hundred standard years (unless scientists can find a way to recreate Froz's unique environment).

What Frozians remain usually have no contact with each other. They have integrated themselves into other societies and are resigned to their fate.

Personality: Frozians are honest and diligent, taking pride in their work. They uphold the virtues and laws of the culture into which they've integrated. They are strong-willed and show genuine concern for those around them, often making extra effort to care for those that they perceive as needy. When not actively engaged in helping themselves or others, Frozians are often depressed and, despite their best intentions, tend to ruin the mood of those around them as well.

Physical Description: Frozians are tall, thin humanoids with multiple joints in their arms and legs. This gives them a curious, loping gait when they walk. Their bodies are covered by short fur that ranges from sandy brown to chestnut. They have large brown eyes that are set on either side of a pronounced muzzle, giving the species excellent peripheral vision. From their muzzles grow thick whiskers that the Frozians twitch in elaborate gestures to emphasize their emotions.

Adult Frozians stand 3 meters tall, on average, with males and females having comparable builds.

Homeworld: Froz, a lush world in the Core Worlds region. The Imperial Fleet bombarded the planet and destroyed its ecosystem. Now Frozians have no world to call their own.

Language: Frozians speak and read Frozian. They also tend to speak the predominant language of whatever planet or system they call home.

Example Names: Carlisgontoris, Micamberlecto, Rocatrinicel, Scorylance.



Age in Years: Child 1–8; young adult 9–13; adult 14–40; middle age 41–60; old 61–84; venerable 85+.

Adventurers: Frozian adventurers are usually nobles, scouts, or tech specialists. Frozian Force adepts and Jedi are also possible.

Frozian Species Traits

⊕ Ability Modifiers: –2 Dexterity, +2 Intelligence, +2 Wisdom.

⊕ Large: As Large creatures, Frozians suffer a –1 size penalty on Defense, a –1 size penalty on attack rolls, and a –4 penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m. Their lifting and carrying limits are double those of Medium-size characters.

⊕ Speed: Frozian base speed is 12 meters.

⊕ Free Language Skills: Read/Write and Speak Frozian.

Frozian Commoner: Init –1; Defense 8 (–1 Dex, –1 size); Spd 12 m; VP/WP 0/10; Atk –1 melee (1d4, unarmed strike) or –2 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +1; SZ L; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 12, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Hide –5, Knowledge (any two) +2, Profession (any one) +3, Read/Write Basic, Read/Write Frozian, Speak Basic, Speak Frozian.

Feats: None.

Gamorrean

Gamorreans are green-skinned, porcine creatures from the Outer Rim world of Gamorr. Their tendency toward violence has made them valued bodyguards and enforcers for crime lords across the galaxy. Gamorreans are known for their great strength and martial prowess. They prefer to use large melee weapons in combat, often carrying big swords and axes. Most Gamorreans believe ranged weapons of any sort are the tools of cowards.

Gamorrean civilization is geared toward preparing and carrying out the never-ending wars between their clans. Males on Gamorr devote most of their time to warfare, while the females farm, hunt, weave, and manufacture weapons. The hatred between clans is so strong that even Gamorreans who leave their homeworld—either as slaves or to seek their fortune—carry their clan allegiances with them. Anyone who hires Gamorrean enforcers is wise to inquire about their clan backgrounds first; otherwise, the Gamorreans are likely to spend more time fighting each other than tending their duties.

Gamorreans are generally viewed as mindless brutes with primitive social values. The Gamorreans, however, don't care what others think of them as long as they are paid for their work and afforded plenty of opportunities to bash, hack, and slash.

Personality: Gamorreans are brutish, violent, and proud. They respect physical prowess and have no problem facing death against a worthy foe. They do display fear in the face of obviously superior opponents, considering such a display to be prudent and even rational.

Physical Description: Gamorreans average about 1.8 meters tall, with thick green skin covering powerful muscles. Close-set eyes, a thick snout, tusks, and small horns give them a distinctive look.

Homeworld: The preindustrial agricultural world of Gamorr, located in the Outer Rim.

Language: Gamorreans speak Gamorrean. They have no written version of the language. They can learn to understand other languages, but Gamorreans lack the mechanism to speak any other tongue but their own.

Example Names: Gartogg, Gorge, Greel, Grefnakk, Gundruk, Jubnuk, Krok, Kufbrug, Lugh, Mugshub, Ortugg, Rog, Tarkil Hroka, Tront, Ughok Snorg, Ugmush, Venorra, Voort, Warlug.

Age in Years: Child 1–6; young adult 7–12; adult 13–29; middle age 30–39; old 40–44; venerable 45+.

Adventurers: Gamorreans leave their homeworld for a variety of reasons. Some are taken as slaves and later escape or buy out their contracts. Others sell their contracts on the open market, finding employment as bodyguards, mercenaries, and professional soldiers. A Gamorrean is constantly at war, no matter where he or she resides in the galaxy; it's often only a matter of figuring out who the enemy is.

Gamorrean heroes tend to select the fringer or soldier classes. To date, there are no known examples of Gamorrean Force-users.

Gamorrean Species Traits

⊕ Ability Modifiers: +2 Strength, –2 Dexterity, –2 Intelligence.

⊕ Medium-size: As Medium-size creatures.

Gamorreans have no special modifiers due to their size.

⊕ Speed: Gamorrean base speed is 10 meters.

⊕ Resilient: Gamorreans gain a +2 species bonus on Fortitude saves.

⊕ Primitive: Gamorreans with heroic or professional classes receive the bonus feats Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) instead of the usual Weapon Group Proficiency bonus feats.

⊕ Bonus Feat: Gamorreans receive the bonus feat Power Attack if they meet the feat's prerequisite (Strength 13 or higher).

⊕ Free Language Skills: Speak Gamorrean.

Gamorrean Commoner: Init –1; Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +2, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 10, Int 8, Wis 10, Cha 10. Challenge Code A.



Equipment: Simple melee weapon, variety of personal belongings.

Skills: Craft (any one) +0 or Knowledge (any one) +0, Profession (any one) +1, Speak Basic (understand only), Speak Gamorrean.

Feats: None.

Arg'garok (Gamorrean Axe)

Cost: 1,000*	Stun/Fort DC: –
Damage: 1d12	Type: Slashing
Critical: 19–20	Multifire/Autofire: –
Range Increment: 2 m	Size: Medium-size
Weight: 8 kg	Group: Exotic

*On Gamorr or Paob, the weapon costs 250 credits.

This weapon favored by Gamorrean hunters consists of a heavy axe blade mounted on a simple wood handle. The *arg'garok* is perfectly balanced to take advantage of the Gamorrean's low center of gravity and enormous strength. Arg'garok are often acid-etched with jagged runes that supposedly inspire courage, honor, and strength.

A Gamorrean trained with this weapon can cut down multiple foes with a single blow. Gamorreans with the Exotic Weapon Proficiency (*arg'garok*) feat can cleave as though using the Cleave feat. If a Gamorrean already has the Cleave feat, he can wield the weapon as though he has the Great Cleave feat. Non-Gamorreans with the Exotic Weapon Proficiency (*arg'garok*) feat can wield the weapon effectively but do not automatically gain the additional ability to cleave foes.

M'uhk'gfa (Gamorrean Battle Plate)

Armor Type: Heavy armor	Proficiency: Heavy
Cost: 8,000*	Maximum Dex Bonus: +1
Damage Reduction: 8 or 4	Armor Check Penalty: –6
Weight: 100 kg	Speed Reduction: 2 m

*On Gamorr or Paob, the armor costs 2,000 credits.

Traditionally, each suit of Gamorrean battle plate is pieced together using metal fragments gathered on the battlefields—trophies of the wearer's victories. A Gamorrean warrior would take immense pride in constructing his own *m'uhk'gfa* (using the Craft [armor] skill), adding new pieces to it after each battle won. With the assimilation of Gamorreans into the Republic, and later the Empire, the tradition of crafting one's own *m'uhk'gfa* has waned to the point where most Gamorreans buy pre-fabricated battle plate "off the rack" instead of building it themselves.

A *m'uhk'gfa* consists of metal plates bound by thick leather straps. A high, segmented collar protects the neck, thick plates surround the torso, while the heaviest plates adorn the shoulders. Thinner sheets are strapped to the arms to allow freedom to swing melee weapons. A heavy helmet, usually bearing oversized prongs that sheath the wearer's own horns, completes the set. The full suit provides DR 8 against bludgeon-

ing, piercing, and slashing weapons and DR 4 against energy weapons.

Non-Gamorreans can wear Gamorrean battle plate by cinching it up in the right places. Gamorreans will challenge or attack any non-Gamorrean wearing a *m'uhk'gfa*, since doing so represents a grave insult to Gamorrean honor.

Gamorrean battle plate takes 4 rounds to put on and 2 rounds to remove (double that time if the wearer does not have assistance). Not even a Gamorrean can sleep in the cumbersome (and often pointy) *m'uhk'gfa* and must remove the armor to gain the benefits of a night's rest.

Thogk (Gamorrean Club)

Cost: 30	Stun/Fort DC: –
Damage: 1d10	Type: Bludgeoning
Critical: 20	Multifire/Autofire: –
Range Increment: –	Size: Medium-size
Weight: 50 kg	Group: Simple

Every Gamorrean appreciates the simple effectiveness of the traditional thogk, which literally translates to "log with a spike in it." These cheap, heavy clubs are available anywhere Gamorrean males congregate. Gamorreans who craft their own thogks take great pride in pounding the weapon's metal spike through the meter-long chunk of gorgt wood with their bare fists. Lacking gorgt wood, Gamorreans might make thogks out of any available lumber.

Many Gamorrean slaves are forbidden to make, use, or buy thogks. Some masters find them unsavory weapons.

Gand

The Gand are stocky, three-fingered humanoids from the Outer Rim world of the same name. Many xenobiologists speculate that the Gand evolved from insects, but the Gand have repeatedly made it clear that they will not allow themselves to be studied.

Gand culture remains shrouded in mystery to most non-Gand. So far, xenobiologists have identified nearly a dozen different subspecies of Gand living on their ammonia-shrouded world, but it remains unclear how they interact with each other and how the social structure works. It is known that Gand must literally earn a name for themselves; most Gand refer to themselves in third person until they have performed a number of important deeds that relate to their profession. Depending on a Gand's level of self-worth (which he continually redefines in his subconscious), he uses his first name, last name, or simply "Gand." Only the most accomplished Gand who have completed a special ceremony on their homeworld use personal pronouns such as "I" and "me."

Thanks to their insectoid heritage, most Gand do not breathe like most other species do. They produce gases by ingesting food and expel waste gases through their exoskeletons. When they travel off their

homeworld, most Gand wear a breathing apparatus that supplies them with ammonia in specifically regulated amounts.

Personality: Because of the self-deprecating nature of Gand society, where the whole is promoted over the individual, Gand are almost invariably soft-spoken and polite. Even the most accomplished Gand warrior downplays his achievements when discussing them and responds with humility when praised.

Physical Description: The Gand have three fingers on each hand and stand 1.6 meters tall on average. Their bodies are covered by durable exoskeletons that vary in color from green to gray to brown.

Homeworld: The Outer Rim world of Gand, a planet immersed in swirling ammonia clouds.

Language: Gand have their own spoken and written language. Most Gand are incapable of speaking Basic, although a few have appropriate vocal cords and mouths. Most Gand rely on translators of various kinds to be understood.

Example Names: After a Gand does something of merit, he is given a first name. A Gand who is well known among his kind earns a second name that appears before his first. Typical Gand names include: Ooryl Qrygg, R'kayza, Syron Aalun, Ussar Vlee, Venlyss Pnoor, Vviir Wiandi, Vytor Shrike, Zuckuss, Zukvir.

Age in Years: Child 1–10; young adult 11–15; adult 16–45; middle age 46–79; old 80–94; venerable 95+.

Adventurers: Gand adventurers tend to be scoundrels, soldiers, bounty hunters, and findsmen. All Gand findsmen have at least one level in the findsmen prestige class (see Chapter Two: Prestige Classes).

Gand Species Traits

- ⊗ **Ability Modifiers:** +2 Wisdom, –2 Charisma.
- ⊗ **Medium-size:** As Medium-size creatures, Gand have no special modifiers due to their size.
- ⊗ **Speed:** Gand base speed is 10 meters.
- ⊗ **Natural Armor:** A Gand's durable exoskeleton provides a +2 natural armor bonus to Defense.
- ⊗ **Darkvision:** Gand possess darkvision (20 meters). Darkvision is black and white only but otherwise functions as normal sight.
- ⊗ **Free Language Skills:** Read/Write and Speak Gand.

Gand Commoner: Init +0; Defense 12 (+2 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2 or Knowledge (any one) +2, Profession (any one) +3, Read/Write Gand, Speak Gand.

Feats: None.

Gand Shockprod Staff

Cost: 500*	Stun/Fort DC: 15
Damage: 1d6	Type: Energy
Critical: 20	Multifire/Autofire: –
Range Increment: –	Size: Large
Weight: 4 kg	Group: Simple

*Double the cost if the weapon is purchased anywhere other than Gand.

A favorite tool among Gand findsmen, this resilient weapon looks like a staff, one end of which ends in a V-shaped pair of electrically charged prods. The shockprod staff has a 10-foot reach and can strike opponents in adjacent squares.



When organic material passes between the prods, they deliver a massive electrical jolt. Any creature jabbed by a Gand shockprod staff takes 1d6 points of electricity damage and must succeed at a Fortitude save (DC 15) or be stunned for 1d4+1 rounds. Creatures immune to electricity are also immune to the stun effect. Moreover, the staff's wielder can use the shockprod staff to push any stunned creature 5 feet from its current position as a free action during a regular move action, without provoking an attack of opportunity. Gand often use the weapon to "herd" stunned prey in a particular direction.

Geonosian

The Geonosians are a caste-dominated species from the world of Geonosis, in the system of the same name. They dwell in a spectacular architectural realm carved from the soaring, rocky spires that dot the planet's landscape. They are somewhat resistant to the radiation that occasionally showers their world, though Geonosians actually live underground to escape that phenomenon.

Geonosians are born into specific castes divided along the lines of their physical attributes, and though most Geonosians are content to remain within their caste until they die, some develop ambition. The life of a low-ranking Geonosian worker is ordinarily one of ongoing toil, laboring to fulfill the whims of a Geonosian aristocracy that sometimes makes spectacular demands. The society allows Geonosians from lower castes to escape from the drudgery through gladiatorial combat.

Geonosians relish battle and public executions. Anyone the Geonosians capture is sent to the arena, to provide amusement for the masses. There, the hapless individual either faces some savage beast or fights to the death against another sentient being. A Geonosian from a low caste who volunteers for these battles can, if he survives, achieve some measure of status by distinguishing himself in the arena—if only in the form of fame, fortune, and the right to be recognized by aristocrats (though still not treated quite as an equal). Most who survive long enough to amass any amount of real wealth or prestige use it to buy their way off Geonosis, never to return.

Despite their proximity to the Corellian Run trade route, Geonosians receive few visitors. They might get none at all if their droid factories weren't among the finest and most productive in the galaxy.

Personality: Geonosians tend to be contemptuous of other species, although the lucky few who escape the toil of their caste-driven society quickly learn to be more tolerant. Geonosian aristocrats are manipulative, domineering, and ambitious. They constantly strive to improve their standing and holdings while conspiring to eliminate or ruin their rivals. Geonosian warriors are highly competitive and eager to prove themselves.

Physical Description: Geonosians come in two varieties: aristocrats (leaders) and warriors (drones). Both varieties are physically strong and covered with bony ridges that protect arms, legs, and vital organs. They walk on two legs, and most Geonosians have rapidly fluttering wings sprouting from their bony shoulder blades. They stand 1.6 to 1.8 meters tall.

Homeworld: Geonosis, a rocky world in the Outer Rim that is periodically bombarded by radiation showers. Geonosis has its own asteroid ring, believed to be the remains of two collided moons.

Language: Geonosians speak and read Geonosian.
Example Names: Deetle, Eorlax, Hadiss, Krylla, Lysslo, Mazzag, Poggie, Qorn, Sollas, Vikkal.

Age in Years: Child 1–6; young adult 7–10; adult 11–35; middle age 36–50; old 51–64; venerable 65+.

Adventurers: Due to their reluctance to leave their hives, Geonosians are rarely encountered away from their homeworld. A few manage to buy their way offworld. Some Geonosian aristocrats pursue offworld adventure as fringers or nobles, while free warriors might become fringers, soldiers, or tech specialists. No Geonosian Force-users are known to exist.

Geonosian Species Traits

- ⊕ **Aristocrat Ability Modifiers:** +2 Dexterity, –2 Constitution. **Warrior Ability Modifiers:** +2 Strength, –2 Intelligence, –2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Geonosians have no special modifiers due to their size.
- ⊕ **Speed:** Geonosian base speed is 10 meters. Geonosians with wings also have a fly speed of 16 meters (poor maneuverability).
- ⊕ **Exotic Weapon Proficiency:** Geonosian warriors with professional or heroic levels receive the bonus feat Exotic Weapon Proficiency (electro-staff) or Exotic Weapon Proficiency (sonic staff).
- ⊕ **Natural Armor:** A Geonosian's bony ridges provide a +2 natural armor bonus to Defense.
- ⊕ **Radiation Resistance:** Geonosians receive a +2 species bonus on Fortitude saves against radiation poisoning.
- ⊕ **Low-Light Vision:** Geonosians possess low-light vision. They can see twice as far as normal in dim light, and they retain the ability to distinguish color and detail under these conditions.
- ⊕ **Skill Bonus:** Geonosians receive a +2 species bonus on all Craft checks.
- ⊕ **Free Language Skills:** Read/Write and Speak Geonosian.

Geonosian Commoner (Aristocrat): Init +1; Defense 13 (+1 Dex, +2 natural); Spd 10 m, fly 16 m (poor); VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort –1, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10. Dex 12, Con 8, Int 10, Wis 10, Cha 10. Challenge Code A.



Equipment: Variety of personal belongings.
Skills: Craft (any one) +3, Knowledge (any one) +1, Profession (any one) +1, Read/Write Geonosian, Speak Basic, Speak Geonosian.
Feats: None.

Geonosian Commoner (Warrior): Init +0; Defense 12 (+2 natural); Spd 10 m, fly 16 m (poor); VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8.

Equipment: Variety of personal belongings.
Skills: Craft (any one) +3, Knowledge (any one) +1 or Profession +1 (any one), Read/Write Geonosian, Speak Geonosian.
Feats: None.

Geonosian Electro-Staff

Cost: 1,500*	Stun/Fort DC: 15
Damage: 1d6 plus 1d6 electricity	Type: Bludgeoning/Energy
Critical: 20	Multifire/Autofire: –
Range Increment: –	Size: Large
Weight: 4 kg	Group: Exotic

*Available only on Geonosis.

This weapon is a 1.8-meter-long staff composed of hollow bone coated in resin. The tips of the staff discharge electricity that deals 1d6 points of additional energy damage with each successful hit.

The electro-staff can discharge electricity 20 times before its power cell must be recharged. Recharging the weapon takes 4 hours.

Characters without the Exotic Weapon Proficiency (electro-staff) feat suffer a –4 penalty on attack rolls when wielding the electro-staff.

Geonosian Sonic Staff

Cost: 2,000*	Stun/Fort DC: –
Damage: 2d8 ranged or 1d6 melee	Type: Bludgeoning/Energy
Critical: 20	Multifire/Autofire: –
Range Increment: 10 m	Size: Medium-size
Weight: 2 kg	Group: Exotic

*Available only on Geonosis.

A sonic staff is shorter and thicker than the electro-staff, with a 1-meter-long resin haft. The sonic staff discharges a pulse of sonic energy that cannot be deflected by lightsabers.

The weapon can discharge sonic energy 20 times before its power cell must be recharged. Recharging the weapon takes 4 hours.

Characters without the Exotic Weapon Proficiency (sonic staff) feat suffer a –4 penalty on attack rolls when wielding the weapon. The sonic staff can be used as a club but does not deal sonic damage (or drain charges) when used in such a fashion; a character with the Weapon Group Proficiency (simple

weapons) feat can wield the staff as a club without suffering a –4 penalty on attack rolls.

Givin

The Givin are humanoid aliens with extremely durable exoskeletons and ghastly visages. They evolved their exoskeletal structure in response to their homeworld's frequent environmental shifts, which regularly leave vast portions of the planet without atmosphere.

Givin society fixates on mathematics. Every Givin child receives extensive schooling on the subject, in preparation for competitions to enter monastic life. Givin monasteries devote themselves to unraveling the meaning of life via complex equations, and every young Givin dreams of being the one who solves the final formula. This devotion to numbers makes Givin particularly useful aboard starships, where they can calculate hyperspace vectors more quickly than most navigation computers. Givin ships use computers only for data storage; the Givin always calculate their hyperspace jumps in their heads.

Givin make excellent shipwrights because of their precise mathematical thought processes. The shipyards of their homeworld compete with those of the Duros and the Verpine—the only other species for whom the Givin have any respect. Conversely, the skeletal features of the Givin combined with their tendency to express ideas as mathematical formulae make them somewhat unpopular with other species.

Personality: As a species, the Givin keep to themselves and rarely take interest in other species. To outsiders, they seem somber and withdrawn. However, when confronted with an intriguing mathematical puzzle or equation, Givin become more animated as they struggle to contain their elation.

The Givin hold most “soft” species in a mixture of contempt and pity, due to their inability to survive in space unaided.

Physical Description: The Givin look like animated humanoid skeletons and average 1.8 meters tall. Their appendages are long, thin, and tubular, and they have large triangular eye sockets and frowning mouths. Their exoskeletons act as organic vacuum suits and are composed of impermeable bone plates connected by flexible membranes.

Homeworld: Yag'Dhul, a small and dense planet located in the Inner Rim. The planet is continually beset by massive tidal forces powerful enough to pull the water and the atmosphere to different locations, exposing large areas of the planet to hard vacuum. The Givin inhabit hermetically sealed cities built to withstand the incredible tidal forces.

Language: Givin have their own language, the written form of which incorporates several hundred mathematical symbols.

Example Names: Chrag'mak'al, Elis Helrot, Lersia Narth, Na-Soth Larr, Nisil Alarin, Sladru Nalas.



Age in Years: Child 1–10; young adult 11–14; adult 15–48; middle age 49–64; old 65–79; venerable 80+.

Adventurers: Givin adventurers tend to be scouts and tech specialists.

Givin Species Traits

- ⊕ **Ability Modifiers:** –2 Strength, +2 Constitution, +2 Intelligence, –2 Wisdom, –2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Givin have no special modifiers due to their size.
- ⊕ **Speed:** Givin base speed is 10 meters.
- ⊕ **Natural Armor:** A Givin's resilient exoskeleton provides a +2 natural armor bonus to Defense.
- ⊕ **Damage Reduction:** A Givin's exoskeleton acts as a suit of armor, protecting vital organs and providing DR 2, which stacks with the damage reduction provided by manufactured armor.
- ⊕ **Unique Physiology:** Having no external organs allows the Givin to operate in a vacuum without a vacuum suit or oxygen supply. Givin do not breathe in any conventional sense and are immune to the effects of inhaled chemicals and poisons.
- ⊕ **Mathematical Mind:** The Givin are trained from early development to understand and pursue complex mathematics. Givin receive a +4 species bonus on skill checks involving mathematics, such

as Astrogate, Knowledge (business), Knowledge (engineering), or Knowledge (physics).

- ⊕ **Free Language Skills:** Read/Write and Speak Givin.

Givin Commoner: Init +0; Defense 12 (+2 natural); DR 2; Spd 10 m; VP/WP 0/12; Atk –1 melee (1d3–1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 12, Int 12, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Knowledge (any two) +3, Read/Write Basic, Read/Write Givin, Speak Basic, Speak Givin.

Feats: None.

Gossam

Gossam are diminutive reptilian humanoids known for their shrewd and cunning nature. Few Gossam own their homeworld property and instead serve as indentured servants to the Commerce Guild. Most Gossam find this a dreary reality, rarely complaining out loud for fear of losing the roofs over their heads.

For ten years after the Battle of Naboo, the Gossam homeworld of Castell suffered a great depression due to the heavy taxation of trade routes. This resulted in

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lowered profits and little demand for Castellan goods. Gossam were at each other's throats over food, jobs, and passage offworld until the Commerce Guild finally appointed a Gossam as its president. Presidente Shu Mai is credited with lifting Castell out of its depression through her aggressive business practices, her support of the Gossam workforce, and her taciturn negotiation tactics.

Personality: Gossam are selfish, scheming beings skilled at the art of business. Their goods are usually cheap to manufacture and overpriced. They are always looking for an angle they can play to come out ahead. A Gossam's word means precious little in most other beings' opinions.

Physical Description: A Gossam stands roughly 1.25 meters tall and has pebbly green skin, large yellow eyes, an elongated neck, and a tapered head. In addition to exotic robes and finery, Gossam aristocrats and trade negotiators often wear elevated footwear to appear taller during meetings with other species.

Homeworld: Castell is an industrial world located on the edge of the Colonies region, near the Core Worlds region. The planet is central to the Commerce Guild's manufacturing operations.

Language: Gossam speak a language of the same name. It consists of lispy vocalizations, croaks, and trills. Written Gossam has a jagged alphabet that combines into short words and long sentences. Most Gossam also speak Basic.

Example Names: Min Cho, Xiri Gan, Zim Li, Shu Mai, Shan Sien, Mei Tran.

Age in Years: Child 1–9; young adult 10–13; adult 14–44; middle age 45–62; old 63–74; venerable 75+.

Adventurers: Most Gossam traveling the galaxy are either legitimate merchants or shady smugglers. Gossam pirates are also common. Due to their small stature, Gossam are frequently underestimated. Most tramp freighter captains pay little heed to reports of Gossam piracy—that is, until they have a Gossam pirate's blaster pistol shoved in their face.

Gossam heroes are typically nobles, scoundrels, or tech specialists. Force-users among the species are exceedingly rare.

Gossam Species Traits

- Ⓞ Ability Modifiers: –2 Strength, +2 Dexterity, –2 Constitution, +2 Wisdom, +2 Charisma.
- Ⓞ Small: As Small creatures, Gossam gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- Ⓞ Speed: Gossam base speed is 6 meters.
- Ⓞ Skill Bonus: Gossam gain a +4 species bonus on Diplomacy checks when haggling over price.
- Ⓞ Free Language Skills: Read/Write and Speak Gossam.

Gossam Commoner: Init +1; Defense 12 (+1 Dex, +1 size); Spd 6 m; VP/WP 0/8; Atk +0 melee (1d2–1, unarmed strike) or +2 ranged; SQ Species traits; SV Fort –1, Ref +1, Will +1; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 8, Int 10, Wis 12, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Diplomacy +5 (when haggling only), Hide +5, Knowledge (any one) +1, Profession (any one) +2, Read/Write Gossam, Speak Basic, Speak Gossam.

Feats: None.

Gotal

Gotals are mammalian humanoids noted for the “cones” on their heads that allow them to detect changes in magnetic fields, infrared emanations, neutrino waves, biokinetic emissions, radio waves, and virtually every other form of electromagnetic emission. A number of Jedi scholars believe a properly trained Gotal may even be able to detect the Force, but research by Jedi (during the days of the Old Republic) and the Empire (during the early days of the Jedi Purge) has proved inconclusive. The Gotals themselves are likewise split on this question, and so far there are no records of a Gotal being able to consistently detect the Force. However, Gotals can use their abilities to determine the mood, health, and general well being of others by sensing their electromagnetic auras. Gotals make excellent interrogators.

Other races often perceive the Gotals as beings without emotion, but this is not true. They experience deep feelings of love and hatred, and love at first sight among Gotals is common. Gotal couples conceive offspring almost immediately after their union, and their sensitivity to emotions makes them excellent mates and parents. Gotal children are short-tempered and unruly until they reach roughly 12 standard years of age, when they are finally able to filter the energy waves detected by their cones. Their patient and gentle parents eventually teach them how to deal with the world around them.

Gotal society is equal in technological level to the galactic norm, and they swiftly implement advances when they encounter them. However, Gotals dislike droids and try to avoid them whenever possible; the electromagnetic radiation that the power cells of most droids produce interferes with the Gotals' cones, giving them headaches if they spend too much time near droids.

Personality: Because Gotals can read other beings so well, they are extremely polite and try to remain sensitive to the feelings of others. They rarely express negative opinions about other beings and keep their own emotions to themselves. In fact, the Gotal language does not have words to express emotions because their cones emanate a Gotal's emotional disposition. They only speak aloud to convey complicated or abstract ideas, never to express emotion.

Physical Description: Gotal skin color ranges from gray-brown to black. Their red-tinted eyes adjust quickly to changing light conditions, from extreme brightness to near-total darkness. Their primary sensory organs, however, are two cone-shaped protuberances on the tops of their heads.

Their flattened noses protrude roughly a centimeter from their faces, and their broad mouths contain sharp incisors. Shaggy gray fur covers their bodies. They display the standard sexual characteristics that exist between male and female mammals, although there are no other noteworthy differences in the builds between males and females of the species. Adult Gotals stand between 1.8 and 2.1 meters tall.

Homeworld: Antar 4, a moon orbiting the gas giant Antar in the Inner Rim system of Prindaar. Due to peculiarities in its orbit and its highly reflective mineral deposits, Antar 4 is bathed in light so intense it can burn out the ocular nerves of most species during the daylight cycles. During the night, the shadow cast by Antar is so deep that darkness is total. For this reason, most species on Antar 4 rely heavily on senses other than sight.

Language: Gotals speak and read Gotal. Most Gotals also learn to speak Basic.

Example Names: Abav Ghart, Felipern Trevaag, Glott, Kith Kark, Lishma, Mahk'khar, Mnor Nha, Pari Notgoth, Sarlim Gastess, Tolokai, To-yel, Tuuve.

Age in Years: Child 1–9; young adult 10–12; adult 13–40; middle age 41–60; old 61–75; venerable 76+.

Adventurers: Gotal adventurers tend to be nobles, scouts, or soldiers. Their unique abilities make them exceptional bodyguards, interrogators, counselors, or ambassadorial delegates.

Gotal Species Traits

- ⊕ **Ability Modifiers:** None.
- ⊕ **Medium-size:** As Medium-size creatures, Gotals have no special modifiers due to their size.
- ⊕ **Speed:** Gotal base speed is 10 meters.
- ⊕ **Energy Reading:** Gotals can read the emotions of any sentient being they focus on within a 10-meter radius, giving them a +3 species bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when interacting with an individual in range. Gotals who possess the Track feat can use their head cones to locate members of a specific species, or beings whom they have met before, within 10 kilometers of their location.
- ⊕ **Uncanny Dodge:** A Gotal retains his or her Dexterity bonus (if any) to Defense regardless of being caught flat-footed or struck by a hidden attacker.
- ⊕ **Low-Light Vision:** Gotals possess low-light vision. They can see twice as far as normal in dim light, and they retain the ability to distinguish color and detail under these conditions.
- ⊕ **Free Language Skills:** Read/Write and Speak Gotal.

Gotal Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +1, Knowledge (any one) +1, Read/Write Gotal, Sense Motive +1, Speak Basic, Speak Gotal.

Feats: None.

Gran

The Gran originated on the world of Kinyen, located in the star system of the same name. They have been part of galactic society for ages and have established colonies on countless worlds. Shortly after forming a colony on Malastare, the otherwise peaceful Gran became embroiled in a long and bloody conflict with that world's native population of Dugs, who resented the Gran intrusion.

Despite their social nature, the Gran leadership on Kinyen used to bar non-Gran from venturing beyond specifically constructed "alien quarters" in that world's cities, in part because they feared potential conflict with other species (as happened on Malastare). As the Emperor's New Order rose to power, the Imperial government demanded access to all parts of Kinyen, and when the Gran refused to grant it, Kinyen was subjected to orbital bombardment. While the Gran leaders bowed to the superior might of the Emperor, many Gran left Kinyen and secretly joined the Rebel Alliance. Gran rebels served as transport pilots or medics, avoiding violence whenever possible.

Personality: Most Gran are friendly, agreeable, and talkative beings who respect diversity. They are slow to anger and enjoy the company of others (particularly other Gran). Their friendships survive until death. Few Gran can tolerate solitude for any length of time, and many become uncomfortable outside the company of other Gran.

Physical Description: The Gran are tan-skinned humanoids with pitch-black eyes mounted on three eyestalks and small horns that rise from the back of their heads. Adults stand between 1.5 and 1.8 meters tall. Male and female Gran have similar builds.

Homeworld: Kinyen, a planet in the Expansion Region. After the Imperial Fleet bombards the planet, many Gran move to colonies on other worlds such as Malastare.

Language: Gran speak and read Gran. Gran can also learn to speak Basic with ease.

Example Names: Ainlee Teem, Aks Moe, Ask Aak, Baskol Yaersim, Cera Vixe, Cruegar, Kea Ra-Lan, Nadin Paal, Rec-Yees, Vee Naaq.

Age in Years: Child 1–10; young adult 11–15; adult 16–40; middle age 41–62; old 63–79; venerable 80+.

Adventurers: Gran heroes tend to be nobles, scoundrels, scouts, and bounty hunters. Before the



rise of the Empire, Gran Jedi consulars were common, and some might have survived the Jedi Purge.

Gran Species Traits

- ⊗ Ability Modifiers: -2 Wisdom, +2 Charisma.
- ⊗ Medium-size: As Medium-size creatures, Gran have no special modifiers due to their size.
- ⊗ Speed: Gran base speed is 10 meters.
- ⊗ Darkvision: Gran can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.
- ⊗ Low-Light Vision: Gran can see twice as far as normal in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- ⊗ Bonus Feat: Gran receive the bonus feat Sharp-Eyed.
- ⊗ Free Language Skills: Read/Write and Speak Gran.

Gran Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 8, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Knowledge (any one) +1, Profession (any one) +1, Read/Write Gran, Search +2, Sense Motive +1, Speak Basic, Speak Gran.

Feats: Sharp-Eyed.

Gungan

The Gungans are omnivorous humanoids native to the swamps of the Outer Rim world of Naboo. Centuries ago, they all but abandoned life on the surface of the world. They now live at the bottom of deep lakes and in the ocean. Gungans are technologically advanced, relying mostly on forms of biotech that allow them to not so much build their homes and production facilities as grow them. They take great cultural pride in coexisting with nature, manufacturing as much as possible from the natural resources of their underwater habitat while taking great strides to create items that blend with it.

While the Gungan culture is peaceful, it evolved from a series of long, bloody clan wars. The arrival of Human settlers on Naboo forced them to unite. Elements of the warrior culture remain, and Gungans still admire strength and cunning. Most Gungan communities are devoted to farming or manufacturing goods that are then traded to other Gungan settlements. They also reluctantly trade with the Humans of Naboo, though they keep contact to a minimum.

When the Trade Federation invaded Naboo, the Gungans mounted noteworthy resistance on the planetary surface. The conflict gave them respect for the other citizens of known space, inspiring them to join the rest of the galaxy. In the decades before the Empire was declared, the Gungans began to develop space travel.

Personality: Gungans tend to be inquisitive, cautious, and suspicious. They resist all forms of oppression and have little patience for troublemakers.

Physical Description: Gungans are lanky amphibious humanoids ranging from 1.6 to 2 meters tall, with two eyestalks, floppy ears, a bill-like mouth, and long tongues. When they are swimming, their nostrils seal, nictitating membranes cover their eyes, and their eyestalks partially retract into their skulls.

Homeworld: The beautiful Outer Rim world of Naboo (with colonies on the Ohma-D'un moon).

Language: Gungans speak and read Gunganese, a dialect of Basic interspersed with peculiar native phrases and speech patterns.

Example Names: Fassa, Jar Jar, Rugor, Piknab Carsels, Tarpals, Teers, Toba, Tobler Ceel, Yoss.

Age in Years: Child 1-12; young adult 13-15; adult 16-35; middle age 36-54; old 55-64; venerable 65+.

Adventurers: Gungan adventurers have a strong warrior tradition, making them prized mercenaries and security guards. Many leave the underwater cities to explore the ancient swamps and shorelines of Naboo. Since the treaty with the Humans on Naboo, some Gungans have taken a larger step into galactic society. These brave individuals are driven by an impulse to explore and regain the warrior spirit of old. There are no examples of Gungan Jedi as yet, though legends of Force adepts among the Gungans do exist.

Gungan Species Traits

- ⊗ Ability Modifiers: +2 Constitution, -2 Wisdom.
- ⊗ Medium-size: As Medium-size creatures, Gungans have no special modifiers due to their size.
- ⊗ Speed: Gungan base speed is 10 meters, whether they are traveling on land or swimming.
- ⊗ Breathe Underwater: A Gungan can hold his or her breath for a number of rounds equal to 25 times his or her Constitution score before needing to make checks against drowning. Gungans also receive a +4 species bonus on Swim checks.
- ⊗ Low-Light Vision: Gungans can see twice as far as normal in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- ⊗ Extraordinary Reflexes: Gungans receive a +1 species bonus on Reflex saves.
- ⊗ Skill Bonus: Gungans have extraordinary hearing and receive a +2 species bonus on Listen checks.
- ⊗ Free Language Skills: Read/Write and Speak Basic and Gunganese.

Gungan Commoner: Init +0; Defense 10; Spd 10 m, swim 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 melee (1d6, club) or +0 ranged; SQ Species traits; SV Fort +1, Ref +1, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 10. Challenge Code A.



Equipment: Club, variety of personal belongings.
Skills: Craft (any one) +1, Listen +2, Profession (any one) +1, Read/Write Basic, Read/Write Gunganese, Speak Basic, Speak Gunganese, Swim +5.
Feats: None.

Herglic

Herglics are massive humanoids believed to have evolved from water-dwelling mammals. Most evidence of an aquatic origin has long since been eliminated by evolution—fins, for example, have been replaced by arms.

Herglics were among the founding species of the Old Republic. They developed space travel without contact with other species and were masters of an interstellar trade empire even as Corellians and Duros were taking their first steps to explore the galaxy around them. The Herglic empire collapsed for reasons that remain lost to history. In fact, they only inhabited a few systems along the Rimma Trade Route when the Duros first encountered them. Contact with other species reenergized their inquisitive natures, and until the rise of the Empire, blocky Herglic freighters were common sights along the trade routes.

Unfortunately for the Herglics, their homeworld was one of the first planets to suffer under the Emperor's New Order. When the Empire took over all spaceports and manufacturing centers on the planet, the other-

wise peaceful Herglics launched an armed resistance, but the slaughter that followed convinced them to submit completely to the Empire's will.

Herglics are common sights on most technologically advanced worlds, primarily in spaceports and recreation centers and entertainment resorts. They are particularly common sights in casinos and at race-tracks, placing bets and losing credits with wild abandon. Herglic settlements exist near virtually every spaceport throughout the Colonies and Expansion Region, and these communities frequently mirror the dominant cultures around them. Herglics tend to cluster in their own communities because they need to build everything slightly larger in scale to accommodate their large bodies.

Personality: Peaceful and easygoing, Herglics enjoy meeting new people and visiting exotic locales. They also love of all sorts of games of chance, and a Herglic who can pass by an opportunity to gamble is a strong-willed Herglic indeed.

Many Herglics are somewhat sensitive about their size. They feel awkward when they must take up two seats in restaurants and on transports, and they feel embarrassed by the way they have to negotiate their way through doorways while others can simply walk through.

Physical Description: Herglic adults stand between 1.7 and 2.2 meters tall. They have extremely wide, muscular bodies, with smooth, hairless skin that



ranges in color from pale blue to black. A few Herglics also display white stripes that run down the sides of their head and arms. They breathe through a blowhole at the top of their heads.

Homeworld: Giju, a world of islands, oceans, marshes, and glaciers located in the Colonies region.

Language: Herglics speak and read Herglese. Most Herglics also learn to speak Basic.

Example Names: Johzan B'oh, Udo Broxin, Doune, Elbor Cruhn, Fahjani Tohvar, Kaylo Nakuda, Kehlor M'ah, Lucrosh P'ohmahc, Raazor S'ovah, Sehvorah.

Age in Years: Child 1–15; young adult 16–19; adult 20–55; middle age 56–79; old 80–95; venerable 96+.

Adventurers: Adventuring Herglics are typically nobles, scoundrels, scouts, and tech specialists. Before the rise of the Empire, a few Herglics also became Jedi.

Herglic Species Traits

- ⊕ Ability Modifiers: +4 Strength, –2 Dexterity, +2 Constitution, –2 Intelligence, –4 Wisdom.
- ⊕ Large: As Large creatures, Herglics suffer a –1 size penalty on Defense, a –1 size penalty on attack rolls, and a –4 penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m. Their lifting and carrying limits are double those of Medium-size characters.
- ⊕ Speed: Herglic base speed is 8 meters.
- ⊕ Natural Armor: A Herglic's tough hide provides a +2 natural armor bonus to Defense.
- ⊕ Gambling Addiction: When exposed to a game of chance, a Herglic must succeed at a Will save (DC 15) to resist the urge to play. GMs can apply a circumstance modifier to the save, as appropriate. For example, a Herglic who blunders into a casino while fleeing a bounty hunter might receive a +2 circumstance bonus on his save. A Herglic vacationing on Cloud City with nothing more important to do than to meet other characters for lunch might suffer a –2 circumstance penalty.
- ⊕ Free Language Skills: Read/Write and Speak Herglese.

Herglic Commoner: Init –1; Defense 10 (–1 Dex, –1 size, +2 natural); Spd 8 m; VP/WP 0/12; Atk +1 melee (1d4+2, unarmed strike) or –2 ranged; SQ Species traits; SV Fort +1, Ref –1, Will –2; SZ L: Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 14, Dex 8, Con 12, Int 8, Wis 6, Cha 10, Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +0 or Knowledge (any one) +0, Gamble –1, Hide –5, Read/Write Herglese, Speak Basic, Speak Herglese.

Feats: None.

H'nemthe

H'nemthe are a deeply passionate and spiritual people. Male H'nemthe comprise 95% of the species' population; whether this is due to a species-wide genetic defect is unknown. After a H'nemthe couple conceive, the female eviscerates the male with her razor-sharp tongue.

Because their head cones can be used to detect heat differences in their environment and emotional differences in other creatures, H'nemthe are efficient hunters.

Personality: H'nemthe males are timid beings who spend most of their adult lives searching for true love. They also believe that death is an important part of life, and that one's own death paves the way for future generations. H'nemthe females lead a sheltered life until they begin to mate, and consequently they tend to be naive about matters outside the home.

Physical Description: A H'nemthe has blue-gray skin, a double set of cheekbones, a gently curved nose, three fingers on each hand, and a head crowned with four short cones. The average adult stands about 1.7 meters tall. The majority of H'nemthe encountered are male.

Homeworld: H'nemthe, an Outer Rim world with three moons. The moons' collective gravitational force creates unsettled weather conditions across the entire planet. Scientists believe that the H'nemthe evolved their heat-sensing cones to help them forage for food in the inclement weather.

Language: H'nemthe speak a language comprised primarily of squeaks, squeals, and other noises that other sentients find irritating. The written form of H'nemthe uses a wispy, contiguous line to make letters that string together to form words.

Example Names: Garriel, H'rassh, Liakkor, S'basso, Vir'roc, Vishki.

Age in Years: Child 1–6; young adult 7–10; adult 11–44; middle age 45–59; old 60–84; venerable 85+.

Adventurers: H'nemthe males seldom seek glory or adventure, but if they are repeatedly rejected as mates, they may roam the galaxy instead of taking their own lives. H'nemthe heroes are typically male and can belong to any class, although fringers and tech specialists are the most common.

H'nemthe Species Traits

- ⊕ Ability Modifiers: +2 Dexterity, –2 Wisdom, –2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, H'nemthe have no special modifiers due to their size.
- ⊕ Speed: H'nemthe base speed is 10 meters.
- ⊕ Natural Weapon (females only): H'nemthe females have razor-edged tongues. The tongue deals 1d6 points of slashing damage (plus Strength modifier) and threatens a critical hit on

a 19–20. The female H'nemthe's tongue attack does not provoke attacks of opportunity.

- ⊕ **Skill Bonuses:** H'nemthe have keen senses and gain a +2 species bonus on Search and Spot checks. They also receive a +2 species bonus on Diplomacy and Sense Motive checks made against warm-blooded sentient within 20 meters.
- ⊕ **Free Language Skills:** Read/Write and Speak H'nemthe.

H'nemthe Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 melee (1d6/19–20, tongue) or +1 ranged; SQ Species traits; SV Fort +0, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Knowledge (any one) +1, Read/Write H'nemthe, Search +2, Speak Basic, Speak H'nemthe, Spot +1.

Feats: None.

Ho'Din

Ho'Din means “walking flower” in the native language of this gentle species. Although Ho'Din religion claims that the species descended from plant life, the Ho'Din actually evolved from reptiles. Nevertheless, Ho'Din are taught to believe that those who strive to preserve nature in life will be reborn as plants after death.

Three hundred years before the Battle of Yavin, the Ho'Din entered an industrial age, clearing entire forests to make room for factories and cities. The damage to their homeworld's ecosystem unleashed a deadly parasite that nearly wiped out the species. The Ho'Din have since returned to their roots, as it were, having learned to live in harmony with their forests and draw sustenance and shelter from nature itself. The old factories and cities now stand as crumbling testaments to their early folly.

The Ho'Din show little interest in galactic affairs and for the most part keep to themselves. The Ho'Din use their botanical skills to concoct natural medicines, some of which have cured plagues on distant worlds.

Personality: Ho'Din are self-conscious and vain. Their concern with beauty is usually centered either on their personal appearance or that of their floral and arboreal creations. They do not take insults or criticism well and use modern technological devices only when necessary.

Physical Description: Ho'Din are slender humanoids with brightly colored scales, a crown of snakelike stalks for hair, large black eyes, and naturally webbed fingers and toes with suction cups. Their anemone hair can sense even the slightest variation or change in temperature. The average Ho'Din stands about 2.75 meters tall.

Homeworld: Moltok, a world of rain forests and volcanoes, is located in the Outer Rim. Technology is closely monitored and restricted on Moltok, for fear that it might somehow be used to harm the planet's delicate ecosystem.

Language: Ho'Din speak a language of the same name that has many hisses and croaks. The written language uses characters derived from the shapes of different plants native to Moltok. The Ho'Din vocabulary includes thousands of plant-based metaphors and idioms.

Example Names: Baji, Ism Oolos, Kutu, Par'tah, Plett, Spero, Usta.

Age in Years: Child 1–11; young adult 12–17; adult 18–49; middle age 50–74; old 75–89; venerable 90+.

Adventurers: Ho'Din who leave Moltok are usually botanists whose skills are in demand, self-absorbed prima donnas, or radical dissidents. Ho'Din heroes are usually nobles, scouts, or Force adepts. Jedi consulars are also possible. Ho'Din tech specialists are unheard of.

Ho'Din Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, –2 Dexterity.
- ⊕ **Large:** As Large creatures, Ho'Din suffer a –1 size penalty to Defense, a –1 size penalty on attack rolls, and a –4 size penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m. Their lifting and carrying limits are double those of Medium-size characters.
- ⊕ **Speed:** Ho'Din base speed is 12 meters.
- ⊕ **Cold-Blooded:** Ho'Din cannot abide cold temperatures. They suffer a –4 penalty on Fortitude saves to resist the adverse effects of extreme cold (see Heat and Cold in Chapter Twelve of the *Star Wars Roleplaying Game*).
- ⊕ **Skill Bonuses:** Ho'Din gain a +2 species bonus on Climb checks and a +4 species bonus on Knowledge (wilderness lore) checks. They gain a +4 species bonus on Survival checks made in forests.
- ⊕ **Free Language Skills:** Read/Write and Speak Ho'Din.

Ho'Din Commoner: Init –1; Defense 8 (–1 size, –1 Dex); Spd 12 m; VP/WP 0/10; Atk +0 melee (1d4+1, unarmed strike) or –2 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +0; SZ L; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +3, Craft (any one) +1 or Profession (any one) +1, Hide –5, Knowledge (any one) +1, Knowledge (wilderness lore) +5, Read/Write Basic, Read/Write Ho'Din, Speak Basic, Speak Ho'Din, Survival +4 (in forests only).

Feats: None.

Houk

Houk have well-earned reputations as bullies, cheaters, and backstabbers. They are often compared to Wookiees because of their great strength and violent disposition, although Wookiees are usually more agreeable and trustworthy.

The Houk acquired hyperdrive technology several thousand years before the Battle of Yavin and spread across the galaxy, seeding many planets with small colonies. During the Rebellion era, Imperial agents captured and experimented on hundreds of Houk colonists, hoping to create strong yet obedient slaves. The Houk did not submit easily, and most of them were never seen again. At least one Houk survived the ordeal, only to betray his Imperial overlords by joining the Rebel Alliance. Such treachery gave rise to the proverb, "Once a Houk, always as Houk."

Personality: Houk are humorless, short-tempered beings who use their strength to antagonize weaker beings. Their propensity for deceit and skulduggery is matched only by the Hutts. These qualities are reflected both in their combat techniques and their political dealings. Although Houk descend from a culture where violence, corruption, and treachery are rampant, a few are actually hard workers who have learned to get along with others.

Physical Description: Houk are hulking bipeds with thick skin (usually dark blue or violet), hairless heads marked with bony ridges and a pronounced brow, flabby jowls, beady yellow eyes, and no visible ears or nose. The average Houk stands about 2.2 meters tall.

Homeworld: Lijuter, an arid and inhospitable planet in the Reibrin system, located in the Outer Rim. A number of space stations orbit Lijuter and its two moons, many of them serving as offworld settlements for Houk and various unscrupulous traders and sordid passers-by.

Language: Houk speak Houkese, a language of grunts marked with subtle tonal inflections that differentiate words that otherwise sound the same. Written Houkese uses a simple primitive alphabet in which each letter represents a simple verb and intricate pictograms represent nouns.

Example Names: Gorb Drig, Egome Fass, Agamor Krin, Morg Nar, Roath Vogog, Krelba Voss.

Age in Years: Child 1–12; young adult 13–15; adult 16–44; middle age 45–59; old 60–79; venerable 80+.

Adventurers: Houk who travel the galaxy take full advantage of the reputation that precedes them. They often work for crime syndicates and pirates. The select few who rise above the vile corruption that passes for Houk society occasionally join independent bands of adventurers for profit or glory. Houk heroes tend to be soldiers, but fringers, scoundrels, and bounty hunters are possible as well. Force-using Houk are unheard of.

Houk Species Traits

- ⊕ **Ability Modifiers:** +4 Strength, –2 Dexterity, +2 Constitution, –2 Intelligence, –2 Wisdom, –4 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Houk have no special modifiers due to their size.
- ⊕ **Speed:** Houk base speed is 10 meters.
- ⊕ **Natural Armor:** Houk are thick-boned and thick-skinned. They get a +2 natural armor bonus to Defense.
- ⊕ **Physical Intimidation:** Houk use their Strength modifier instead of their Charisma modifier for Intimidate checks.
- ⊕ **Free Language Skills:** Read/Write and Speak Houk, Speak Basic.

Houk Commoner: Init –1; Defense 11 (–1 Dex, +2 natural); Spd 10 m; VP/WP 0/12; Atk +2 melee (1d3+2, punch) or –1 ranged; SQ Species traits; SV Fort +1, Ref –1, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 14, Dex 8, Con 12, Int 8, Wis 8, Cha 6. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +0 or Knowledge (any one) +0, Intimidate +3, Profession (any one) +0, Read/Write Houk, Speak Basic, Speak Houk.

Feats: None.

Hutt

Hutts are long-lived gastropods who occupy a region known as Hutt Space. They are powerful, ruthless beings who continually seek to expand the boundaries of their dominion and the holdings of their individual clans, or *kajidics*. Their appetite for power is as insatiable as their appetite for food.

Hutts are often found at the center of business and criminal enterprises. Legality (or lack thereof) does not affect whether a Hutt will pursue a venture. All that matters is how much of a benefit—and a profit—one can get from it.

Like worms, Hutts are hermaphroditic, with both male and female reproductive organs. Hutts bear their young one at a time and nourish them for a time in a brood pouch. Their large lungs enable them to stay underwater for hours at a time. Xenobiologists often classify Hutts as gastropods because of their sluglike appearance and movements.

A council of elders oversees Hutt Space. Comprised of Hutts representing the oldest and most influential kajidics, they decide the fate of everyone who lives in Hutt Space, and all other Hutts are answerable to them.

Personality: Most Hutts are vicious megalomaniacs who consider their kind to be beyond morality as perceived by lesser beings. They have a talent for manipulating other beings and enjoy accumulating and exerting power over others. A Hutt's strongest loyalty is always to his kajidic, without which a Hutt is nothing but a lowly commoner.

Physical Description: A Hutt is an immense, slug-like creature with a thick body, muscular tail, and small arms protruding from its upper body. A Hutt's bulbous head features catlike eyes, wide nostrils, and a broad lipless mouth. An adult Hutt averages 4 meters long and weighs 1,500 kilograms.

Homeworld: Hutts evolved on the temperate forest world of Varl. When a natural calamity left Varl a blasted wasteland, the Hutts fled and adopted a new homeworld: Nal Hutta, in the YToub system on the border of the Mid Rim and Outer Rim. The Hutts have spent centuries polluting and ruining Nal Hutta's ecosystem, as well as that of Nar Shaddaa, a heavily industrialized moon orbiting Nal Hutta.

Language: Hutts speak and read Huttese and Basic. They consider their own language superior to Basic and usually demand that lesser beings address them in their native tongue.

Example Names: Borga, Churabba, Dalla, Durga, Gardulla, Greb, Grondo, Issulla, Jabba, Krova, Mardoc, Mika, Nullada, Popara, Shala, Yarella, Zonnos, Zordo.

Age in Years: Child 1-70; young adult 71-90; adult 91-650; middle age 651-844; old 845-925; venerable 926+.

Adventurers: Very few Hutts manifest any desire to explore space or place themselves in harm's way. They prefer to travel the stars on space yachts or command their mini-empires from heavily fortified estates. Hutt crime lords are common, while exiled or disgraced Hutts sometimes become scoundrels or bounty hunters. At least one Hutt of repute has trained as a Jedi, although Hutt Force-users are exceedingly rare.

Hutt Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, -4 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma.
- ⊕ **Large:** As Large creatures, Hutts suffer a -1 size penalty on Defense, a -1 size penalty on attack rolls, and a -4 penalty on Hide checks. They have a Face/Reach of 2 m by 4 m/2 m. Their lifting and carrying limits are double those of Medium-size characters.
- ⊕ **Speed:** Hutt base speed is 2 meters.
- ⊕ **Force Resistance:** Hutts receive a +6 species bonus on against mind-influencing effects that allow a Will save, including the Force skills Affect Mind, Empathy, and Illusion.
- ⊕ **Stable:** Hutts cannot be knocked prone.
- ⊕ **Bonus Feat:** Hutts receive the bonus feat Infamy.
- ⊕ **Free Language Skills:** Read/Write and Speak Huttese.



HO'DIN

HOUK

HUTT

IKTOTCHI

Hutt Commoner: Init -2; Defense 7 (-1 size, -2 Dex); Spd 2 m; VP/WP 0/12; Atk +0 melee (1d4+1, unarmed strike) or -3 ranged; SQ Species traits; SV Fort +1, Ref -2, Will +1 (+7 against all mind-influencing effects); SZ L; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +3; Str 12, Dex 6, Con 12, Int 12, Wis 12, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Bluff +3, Diplomacy +2 or Intimidate +2, Hide -6, Knowledge (any one) +3, Read/Write Basic, Read/Write Hutttese, Speak Basic, Speak Hutttese.

Feats: Infamy.

Hutt Battle Armor

Armor Type: Powered armor	Proficiency: Powered
Cost: Not available for sale	Maximum Dex Bonus: +0
Damage Reduction: 10	Armor Check Penalty: -4
Weight: 100 kg	Speed: 12 m

Hutt battle armor is a relic from an age long gone, before Hutts were the undisputed lords of the underworld. A few powerful Hutts keep a suit of this exquisite armor in their private armories. The armor dates back thousands of years to the wars fought among the Hutts of Varl.

The battle armor is designed specifically for Hutts and consists of a woven undersuit that covers the wearer completely except for the eyes. A series of ornate overlapping plates are connected to the undersuit. The plates have numerous micro-repulsors that allow the wearer to move quietly (+4 equipment bonus on Move Silently checks) at an enhanced speed (12 meters). Servos increase the wearer's effective Strength by +4 and Dexterity by +2. The plates are capable of changing color to match the armor's surroundings, giving a +4 equipment bonus on Hide checks. The helmet's enhanced sensors provide the equivalent of darkvision (50 meters), a +4 equipment bonus on Spot and Listen checks, and a +4 equipment bonus on Survival checks made in conjunction with the Track feat.

The onboard computer in the armor includes a datapad and comlink, and it is capable of acting as a translator (identical to a droid with 10 Intelligence and a DC 5 translator unit).

The battle armor has a backpack power generator that powers its micro-repulsors and any weapons the wearer might choose to attach to it. It features two built-in hold-out blasters in the arms and an E-web repeating blaster built onto the right shoulder.

Iktotchi

Iktotch, a remote star system in the Expansion Region, has a single planetary body capable of supporting life—a moon orbiting a lifeless mass of rock on the system's edge. Here, the Iktotchi arose as the sole intelligent life in a desolate system, yet from their earliest civilization they had legends of some day being part of a great galactic civilization that spanned the stars.

Iktotchi are renowned across the galaxy as excellent

pilots, with a reputation as mechanics and engineers not far behind. This was not the only thing the Iktotchi are known for, however. When Republic scouts first discovered their civilization roughly 3,500 years ago, they were both surprised and unnerved that the entire population of Iktotchon had been prepared for their arrival for several weeks. In fact, when the scout ship first entered orbit around the moon, they thought they had found an unreported Republic settlement—a giant version of the Old Republic seal, visible from space to the naked eye, had been carved into a high plateau on the world's largest continent. Iktotchi leaders were assembled there, eager to make contact with the great civilization of the stars.

Old Republic xenobiologists soon learned that the Iktotchi possessed limited natural precognition, manifested through dreams or visions. This inborn talent particularly fascinated the Jedi, and a Jedi Temple was one of the first permanent offworld settlements to be established on Iktotchon. They discovered that Iktotchi trained as Jedi were particularly adept with Sense powers, and Iktotchi precognitive abilities could actually be enhanced with Force training.

As the Iktotchi became integrated into the galactic society around them, it became clear that their affinity for flight extended into space vehicles. Despite this, they didn't fit comfortably into the vast cultural tapestry they had dreamt of for so long. They found that they were distrusted by many, as Iktotchi were rumored to be everything from telepaths to dangerous doombringers that foresaw evil and then worked to bring it about. Iktotchi soon began to deny any extrasensory abilities—mostly true, since their precognitive powers are severely limited when away from Iktotchon—and they gradually gained acceptance as the bizarre circumstances surrounding the initial contact with the Iktotchi faded with the passage of time. Iktotchi skill with spacecraft became so well known that everyone from pirates to system defense forces were willing to pay top credits for even green Iktotchi pilots and engineers.

As the Emperor rose to power, Iktotchi diplomats worked feverishly to prevent the galaxy from embarking on the dark path that would lead it to the Clone Wars; they had seen the carnage in their dreams. Iktotchi Jedi posed a threat to the Emperor's plans, and they were among the first targets during the Jedi Purge.

Shortly before the Emperor's New Order seized power, most Iktotchi withdrew from all but the most distant Outer Rim worlds, retreating to their home star system and constructing orbital colonies to handle the influx of people. Their precognitive abilities had warned them that dire fates awaited them if they attempted to live under the Emperor's regime. The Emperor seemed content to allow the Iktotchi to withdraw and ordered a blockade of their system. He didn't even bother to appoint a planetary governor, and the Iktotchi knew that isolation would be the only way their people would survive. Nonetheless, several of them did steal past the blockade to join the Rebel Alliance.



When the Empire fell, the Iktotchi became eager participants in the founding of the New Republic. Curiously, the Yuuzhan Vong invasion took the Iktotchi by as much surprise as the rest of the galaxy's population. Not only were these extra-galactic invaders invisible to the Jedi, but also they were shielded from the visions of the Iktotchi.

Personality: Iktotchi are sensitive beings who hide their deep emotions behind a façade of quiet stoicism. They respect diversity and adapt quickly to other cultures, but they don't form friendships with other species easily.

Iktotchi can be somewhat impatient with species that aren't precognitive. Culturally, they are also concerned about frightening other beings—they have no desire to be reviled by galactic society or abused by those who might use their precognitive abilities for ill—so their natural gifts sometimes seem more like a curse.

Physical Description: The Iktotchi have tough, hairless skin that protects them from the fierce winds of their homeworld. Adults average 1.8 meters tall and possess sturdy builds. Both males and females have downward-curving horns, although the horns of the males are somewhat larger. Their hands are broad, and their thick fingers give them a limited manual dexterity.

Homeworld: Iktotch, a moon orbiting the planet Iktotchon in the Expansion Region.

Language: Iktotchi speak and read Iktotchese. They can also speak Basic with ease.

Example Names: Arctan Meeso, Daedar Xiese, Liiren Baelar, Niira Korl, Saessee Tiin, Seer Varree.

Age in Years: Child 1–13; young adult 14–18; adult 19–44; middle age 45–70; old 71–89; venerable 90+.

Adventurers: Iktotchi adventurers are typically nobles, scouts, soldiers, tech specialists, and starship aces. Iktotchi Jedi consulars and Jedi guardians are most common during the Rise of the Empire era, although a few of them are believed to have survived the Jedi Purge as well.

Iktotchi Species Traits

- ⊕ Ability Modifiers: –2 Dexterity, +2 Constitution, –2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Iktotchi have no special modifiers due to their size.
- ⊕ Speed: Iktotchi base speed is 10 meters.
- ⊕ Natural Armor: An Iktotchi's tough skin provides a +1 natural armor bonus to Defense.
- ⊕ Precognition: All Iktotchi possess limited precognition. For most of them, it manifests in prophetic dreams that predict events that will shape the lives of millions. Most Iktotchi are unable to control when they have precognitive visions, but instead receive them as particularly vivid dreams or daydreams. Iktotchi who possess the Force-Sensitive feat and at least one rank in the Farseeing force skill can purposefully see into the future with a successful Farseeing check (DC 20, instead of the normal DC 25).

⊕ Skill Bonus: Iktotchi receive a +2 species bonus on Pilot checks.

⊕ Bonus Feat: Iktotchi receive the bonus feat Starship Operation (any one).

⊕ Free Language Skills: Read/Write and Speak Iktotchese.

Iktotchi Commoner: Init –1; Defense 10 (–1 Dex, +1 natural); Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +1, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 12, Int 10, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +1, Knowledge (any one) +1, Pilot +2, Read/Write Iktotchese, Speak Basic, Speak Iktotchese.

Feats: Starship Operation (any one).

Iotran

Iotrans are atheistic sentient beings who live and thrive within a strict military hierarchy. The Iotran people follow clear, codified laws that set the boundaries for conduct within their society. Iotrans strive for order and civility and believe in the maxim "might makes right." They abhor dissidence and lost considerable respect among non-Iotran cultures by showing open contempt for the Rebel Alliance and refusing to stand with the Alliance against the Empire.

Since the early days of the Old Republic, Iotrans have maintained an immense standing army bolstered by hyperdrive-capable starships and blaster weapons. The army patrols the Iotran Expanse and has proven an effective deterrent against invasion, as Iotrans have never been involved in any military engagement larger than a border skirmish.

From youth, Iotrans are trained to prepare for conflict. By law, they must serve six standard years in the military, and of course, most of them consider it a privilege and honor to do so.

Personality: Iotrans respect military might and little else. They fervently believe that order and stability are the building blocks of a thriving society. Iotrans have little to no respect for other cultures and their laws. They also have no sense of fair play, seeking victory in every conflict by the most expedient means.

Iotrans are not technically minded, but they make good use of technology acquired from other species.

Physical Description: An Iotran has smooth, dark skin and a broad, flat nose. Distinctive spots adorn the top of an Iotran's distinctive skull, which features a pair of knobby protrusions that jut out between the eyes and ears. An Iotran has birdlike feet and hands with three fingers and a thumb. An Iotran adult stands about 1.75 meters tall and typically wears militaristic or utilitarian clothing.

Homeworld: Iotra is an industrial planet in the Outer Rim system of the same name. The Iotran

Peacekeeping Force (IPF) rules Iotra through a Joint Council of eight top-ranking military leaders.

Language: Iotrans speak Tranese, a rich language that has simple, precise sentence constructions and words. Most Iotrans learn to speak Basic, although they find it inelegant and convoluted.

Example Names: Terika Etan, Mirip Pag, Dira Shal, Rodick Tag, Anvon Trig, Rova Zad.

Age in Years: Child 1–10; young adult 11–16; adult 17–44; middle age 45–65; old 66–84; venerable 85+.

Adventurers: Due to the lack of respect Iotrans tend to have for alien cultures, they rarely venture far from Iotra. The two exceptions are fugitives who flee Iotran space and the Iotran Bracemen (highly skilled bounty hunters) sent to retrieve them. Iotran Force-users are uncommon, but no more so than rumors of secret Iotran cabals trained in the ways of the Jedi. Regardless of background, all Iotran heroes born in the Iotran Expanse or in an Iotran colony must take their first level in the soldier class.

Iotran Species Traits

- ⊕ Ability Modifiers: +2 Constitution, –2 Intelligence, –2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Iotrans have no special modifiers due to their size.
- ⊕ Speed: Iotran base speed is 10 meters.
- ⊕ Martial Prowess: Iotrans gain a +1 species bonus on melee attack rolls.
- ⊕ Skill Bonus: Iotrans gain a +4 species bonus on Knowledge (tactics) checks.
- ⊕ Bonus Feats: Iotran commoners gain the bonus feat Weapon Proficiency (simple weapons). Iotran heroes and professionals also gain the bonus feat Weapon Proficiency (slugthrowers).
- ⊕ Free Language Skills: Read/Write and Speak Tranese, Speak Basic.

Iotran Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +1 melee (1d4, knife) or +1 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Knife, variety of personal belongings.

Skills: Knowledge (tactics) +4, Read/Write Tranese, Speak Basic, Speak Tranese, Survival +2.

Feats: Weapon Proficiency (simple weapons).

Iotran Braceman Armor

Armor Type: Heavy armor	Proficiency: Heavy
Cost: 8,000*	Maximum Dex Bonus: +1
Damage Reduction: 5	Armor Check Penalty: –5
Weight: 20 kg	Speed Reduction: 2 m

*includes the cost of the built-in weapons.

Originally designed for Iotran Bracemen, this suit has since gained respect in the bounty hunter community because of its versatility. Three configurations

are available: one tailored to fit Iotrans, another designed for other Medium-size humanoids, and a third designed for Small humanoids.

A suit of braceman armor covers the head, torso, arms, and legs. Mounted on the right arm are two ranged weapons: a tangler gun and a mini flechette gun (see below for descriptions of these weapons). Concealed in the right gauntlet is a retractable blade that has statistics similar to a knife. The blade can be extended or retracted as a free action.

A sensor system built into the helmet provides a +1 equipment bonus on all attack rolls made with the armor's built-in ranged weapons.

Braceman Armor Tangler Gun

Cost: 750	Stun/Fort DC: –
Damage: Special (see text)	Type: Special (see text)
Critical: –	Multifire/Autofire: –
Range Increment: 6 m	Size: Tiny
Weight: 0.5 kg	Group: Exotic

This weapon shoots a triple strand of durawire weighted at each of the three ends. The spinning wires can ensnare any being or creature that occupies a single 2-meter square; larger creatures cannot be ensnared.

A successful ranged touch attack deals no damage but forces the target to succeed at a Reflex save (DC 14) or be entangled. The target can take a move action to remove the adhesive durawire with a successful Strength check (DC 20). The gun can shoot 5 times before it needs to be reloaded. A replacement cartridge costs 50 credits.

Braceman Armor Mini Flechette Gun

Cost: 500	Stun/Fort DC: –
Damage: 1d8	Type: Piercing
Critical: 20	Multifire/Autofire: M
Range Increment: 10 m	Size: Small
Weight: 0.5 kg	Group: Slugthrowers

This weapon releases a spray of needles that deals 1d8 points of damage. The needles are coated with paralytic toxin that takes effect only if the target takes wound damage from a successful hit (Injury DC 15; initial 1d6 Dex, secondary paralysis for 1d3 hours).

The gun holds enough ammunition for 10 shots; each replacement cartridge costs 50 credits.

Ishi Tib

Ishi Tib are amphibian humanoids who live in large communal families called schools. Each school ranges in size from a few hundred members to more than ten thousand individuals. Ishi Tib mate only to reproduce, and the entire school assumes responsibility for the welfare of Ishi Tib hatchlings, which never learn the identities of their parents. The needs of the school always come before the needs of an individual.



Ishi Tib live in ornate cities built upon carefully cultivated coral reefs. They are fervent eco-preservationists, unwilling to compromise when ecological balance is at stake. Although Ishi Tib have little desire to leave their homeworld, they are sometimes lured offworld by corporations in need of highly organized managers and environmentally sensitive urban planners. The Rebel Alliance also put their keen minds to use planning raids against the Empire, and several Ishi Tib tactical experts were present during the critical briefing before the Battle of Endor.

Ishi Tib must routinely immerse themselves in a brine solution similar to the oceans of Tibrin, or they will die of dehydration.

Personality: Ishi Tib are patient, meticulous, highly organized perfectionists. They are quick to correct the errors of other school members, and most are strident defenders of the natural environment.

Physical Description: Ishi Tib stand about 1.8 meters tall and have green skin. Their four-pointed, star-shaped face features a pair of lidless yellow eyes on short stalks and a sharp, hooked beak. Their lungs can breathe air or water.

Homeworld: Tibrin, located in the Mid Rim, is a world of shallow oceans dotted with developed coral reefs and sandbars that serve as Ishi Tib centers of commerce. Technology is carefully tested before it can be implemented on Tibrin to prevent pollution. Structures are often made of coral and other organic materials, and beasts perform many tasks usually performed by machines.

Language: Tibranese is a language of squeals, honks, and beak-clacks. Written Tibranese uses hieroglyphs, a throwback to ancient times when only simple pictures could be carved into soft objects in Tibrin's watery environment.

Example Names: Jund Voon, Koth-Morr, Kenjil Mang, Sciltra Rega, Harc Seff, Thilis-Brin, Shasa Tiel, Troc Slatter.

Age in Years: Child 1–6; young adult 7–11; adult 12–39; middle age 40–59; old 60–79; venerable 80+.

Adventurers: Ishi Tib encountered away from Tibrin are usually biologists, ecologists, and oceanographers. In spite of their organizational skills and high intelligence, many corporate sponsors find the species difficult to work with. These Ishi Tib usually fall in love with space travel before they can make their way back to Tibrin. Ishi Tib heroes are usually fringers, nobles, and tech specialists.

Ishi Tib Species Traits

- ⊕ Ability Modifiers: –2 Dexterity, +4 Intelligence.
- ⊕ Medium-size: As Medium-size creatures, Ishi Tib have no special modifiers due to their size.
- ⊕ Speed: Ishi Tib base speed is 10 meters.
- ⊕ Breathe Underwater: As amphibious creatures, Ishi Tib can't drown in water. They also gain a +4 species bonus on Swim checks.
- ⊕ Natural Weapon: An Ishi Tib can make an unarmed melee attack with its hooked beak,

dealing 1d4 points of piercing damage (plus Strength modifier). The beak attack does not provoke attacks of opportunity.

- ⊕ Rage: When an Ishi Tib takes damage from an attack, it can choose to rage. In this state, the Ishi Tib gains +4 Strength, +2 vitality points per level (+0 for commoners), and a +2 rage bonus on Fortitude and Will saves, but suffers a –2 penalty to Defense. While raging, the Ishi Tib cannot use skills that require patience and concentration, such as Move Silently, Combat Expertise, or Force-based abilities. The rage can last for a number of rounds equal to 5 + the Ishi Tib's Constitution modifier (but see below). At the end of the rage, the Ishi Tib loses the bonus to Strength and the bonus vitality points. Furthermore, the Ishi Tib is fatigued (–2 penalty to Strength and Dexterity, can't run or charge) for a number of rounds equal to the rage's duration.

At the start of the rage, the Ishi Tib must choose one opponent and continue attacking that opponent until the rage ends or until the opponent drops to 0 wound points (at which point the rage ends). The Ishi Tib can only use melee weapons (including its beak) while raging.

- ⊕ Hydration: Ishi Tib must immerse themselves in brine (saltwater solution) for at least 1 minute every day or dehydrate. For each standard day that passes without immersion, the Ishi Tib takes 1d4 points of temporary Constitution damage. An Ishi Tib cannot regain lost Constitution points by resting while dehydrated, and an Ishi Tib reduced to 0 Constitution dies.
- ⊕ Free Language Skills: Read/Write and Speak Tibranese.

Ishi Tib Commoner: Init –1; Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 melee (1d4, beak) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 14, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3, Knowledge (biology) +4, Knowledge (any one) +3, Profession (any one) +2, Read/Write Basic, Read/Write Language (any one), Read/Write Tibranese, Speak Basic, Speak Language (any one), Speak Tibranese, Swim +4.

Feats: None.

Tibrin Kish'hol Coral Scepter

Cost: 1,200	Stun/Fort DC: –
Damage: 1d4 (also see text)	Type: Piercing
Critical: 20	Multifire/Autofire: M
Range Increment: 6 m	Size: Medium-size
Weight: 1.5 kg	Group: Exotic

A favorite personal defense weapon among the Ishi Tib, the coral scepter is a stafflike weapon that uses spherical, razor-sharp coral pellets (each 6

millimeters in diameter) propelled by highly compressed, oxygenated water (essentially a high-powered water jet).

Each pellet is coated with an abrasive chemical adhesive. The target takes 1d4 points of piercing damage from the pellet. If the pellet deals any wound damage, it embeds itself in the target's flesh and deals an additional 1 point of wound damage each round until the target dies or benefits from a successful Treat Injury check (DC 15).

A coral scepter holds 12 pellets upon purchase. Since the weapon is self-contained, no reloads are available. Once a coral scepter is depleted, it must be replaced.

Ithorian

Ithorians are tall humanoids whose distinctive appearance leads many other species to refer to them colloquially as "Hammerheads." Peaceful and gentle, Ithorians are widely recognized as talented artists, brilliant agricultural engineers, and skilled diplomats.

Ithorians are perhaps the greatest ecologists in the galaxy. They have a technologically advanced society but have devoted much of their efforts to preserving the natural beauty of their homeworld's tropical jungles. They live in what they refer to as "herds,"

dwelling in floating cities that hover above the surface of their planet, where they continually strive to maintain the ecological balance in what they reverently refer to as "Mother Jungle."

Ithorians developed space travel early in their civilization. They travel through hyperspace in massive "herd ships," which are masterpieces of environmental engineering. Each ship carries within it a perfect replica of their native jungle. Ithorian herd ships are familiar sights from one end of the galaxy to the other. Many planetary populations look forward to trading for whatever exotic wares the Ithorians bring from distant planets.

Personality: Ithorians tend to be calm, peaceful, tranquil, and gentle.

Physical Description: Ithorians are humanoid, ranging in height from 1.8 to 2.3 meters tall, with long necks that curl forward and end in dome-shaped heads. They have two mouths, one on each side of their neck, producing a stereo effect when they talk.

Homeworld: Ithor, a jungle planet located in the Mid Rim, or a specific herd ship. The Yuuzhan Vong ravage Ithor during The New Jedi Order era and render it uninhabitable.

Language: Ithorians speak stereophonic Ithorese. Ithorians who explore the galaxy typically learn to speak Basic as well.



Example Names: Chandra Hobat, Deneb Both, Erd Lumas, Fandomar, Momaw Nadon, Oraltor, Phontos, Tendau Bendon, Thulls, Tol Ado, Tomla El, Whuvumm, Worlohp, Umwaw Moolis.

Age in Years: Child 1–13; young adult 14–17; adult 18–44; middle age 45–69; old 70–84; venerable 85+.

Adventurers: Ithorians tend to concentrate on peaceful professions. They love to meet new beings and see new places. They enjoy negotiating deals and finding peaceful solutions to conflict. They have a spiritual nature tied to their devotion to the Mother Jungle of their homeworld. Often, wanderlust leads them to explore the greater galaxy for a time before they eventually return to Ithor or the herd ship that spawned them.

Ithorians are typically nobles, scouts, Force adepts, or Jedi consulars.

Ithorian Species Traits

- ⊗ **Ability Modifiers:** –2 Dexterity, +2 Wisdom, +2 Charisma.
- ⊗ **Medium-size:** As Medium-size creatures, Ithorians have no special modifiers due to their size.
- ⊗ **Speed:** Ithorian base speed is 10 meters.
- ⊗ **Strong-Willed:** Ithorians receive a +1 species bonus on Will saves.
- ⊗ **Skill Bonuses:** Ithorians are attuned with nature. They receive a +4 species bonus on Knowledge (wilderness lore) checks and a +2 species bonus on Survival checks.
- ⊗ **Free Language Skills:** Read/Write and Speak Basic and Ithorese.

Ithorian Commoner: Init –1; Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +2; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 10, Wis 12, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Knowledge (wilderness lore) +5, Profession (engineer) +3, Read/Write Basic, Read/Write Ithorese, Speak Basic, Speak Ithorese, Survival +4.

Feats: None.

Jawa

Jawas are intelligent scavengers of short stature. Found in seemingly every dark nook and cranny of Tatooine, Jawas survive by scrounging for scrap, which forms the basis of their economy, and hiding from the planet's terrible predators.

Although not advanced technologically, Jawas have a gift for discovering unusual ways to make things work—at least for a little while. Through most people despise Jawas for their underhanded practices (and unpleasant odor), they also realize that Jawas occasionally lay their hands on priceless treasures.

Jawas prowl the deserts and rocky basins of their homeworld in enormous tracked vehicles called sand-crawlers. These vehicles also contain workshops and storage chambers cluttered with treasure or junk, depending on how one views scrap.

Personality: Jawas are opportunistic and cowardly. They have a well-deserved reputation as thieves and swindlers, although they would hardly consider these words insults. Jawas are proud of their ability to acquire what others obviously no longer need and sell things that require frequent maintenance and costly replacement parts.

Physical Description: Jawas stand 1 meter tall, on average. They wear dark-hooded robes that cover all but their glowing eyes. Xenobiologists speculate that Jawas evolved from cave-dwelling rodents, and few other species that have dealt with Jawas would disagree.

Homeworld: Tatooine, located in the Outer Rim.

Language: Jawas have a complex language incomprehensible and unteachable to non-Jawas. It consists of almost meaningless syllables that only make sense when combined with pheromonally produced emphasis. (Even when a Jawa isn't actively conversing, his scent can tell others his mood.) When bargaining with non-Jawas, they use a simplified form of their native tongue known as Jawa Trade Language.

Although they can learn to understand other languages, Jawas lack the vocal capability to speak any language but their own.

Example Names: Aved Luun, Dathcha, Eet Ptaa, Jek Nkik, Jik'tal, Het Nkik, Hrar Kkak, Rkik Dneec, Tteel Kkak.

Age in Years: Child 1–10; young adult 11–15; adult 16–36; middle age 37–52; old 53–64; venerable 65+.

Adventurers: Jawas have little understanding of the galaxy at large. Their fear of the unknown keeps them firmly grounded on Tatooine. A Jawa removed from his homeworld might assume the life of a scout, scoundrel, or tech specialist.

Jawa Species Traits

- ⊗ **Ability Modifiers:** –4 Strength, +2 Dexterity, –2 Charisma.
- ⊗ **Small:** As Small creatures, Jawas gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊗ **Speed:** Jawa base speed is 6 meters.
- ⊗ **Primitive:** Jawas with heroic or professional classes receive the bonus feats Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) instead of the usual Weapon Group Proficiency bonus feats.

- ⊗ **Darkvision:** Jawas possess darkvision (20 meters). Darkvision is black and white only but otherwise functions as normal sight.
- ⊗ **Skill Bonus:** Jawas receive a +2 species bonus on Survival checks.
- ⊗ **Free Language Skills:** Read/Write and Speak Jawa and Speak Jawa Trade Language.

Jawa Commoner: Init +1; Defense 12 (+1 size, +1 Dex); Spd 6 m; VP/WP 0/10; Atk -1 melee (1d2-2, unarmed strike) or +2 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 6, Dex 12, Con 10, Int 10, Wis 10, Cha 8. Challenge Code A.

Equipment: Desert robes, variety of personal belongings.

Skills: Craft (any one) +1, Hide +5, Profession (scrap dealer) +2, Read/Write Jawa, Speak Jawa, Speak Jawa Trade Language, Survival +3.

Feats: None.

Ion Grenade

Cost: 250	Stun/Fort DC: -
Damage: 6d6	Type: Energy
Critical: 20	Multifire/Autofire: -
Range Increment: 4 m	Size: Tiny
Weight: 0.5 kg	Group: Simple

An ion grenade unleashes a crackling wave of ion energy that fries electrical circuits, robotics, and cybernetics in a 6-meter radius. The ion blast has no effect on organic creatures unless they have some amount of cybernetic equipment, such as a cybernetic eye or prosthetic limb. A successful Reflex save (DC 15) halves the damage. Unlike ion guns, the ion grenade does not have a stun setting.

Jawas, in particular, fancy these items as a means of stopping droid insurrections aboard their crowded sandcrawlers.

Jenet

Jenets are quarrelsome scavengers who evolved from rodents. Thousands of years before the Battle of Yavin, Jenets eradicated all of their natural predators and quickly overpopulated their homeworld. They used their own hyperdrives to colonize the six other worlds in the Tau Sakar system and have since spread throughout the galaxy, building colonies on far-flung worlds whose isolation coupled with the species' alarming rate of reproduction has created vast, inbred populations. As Jenets prefer to dwell among their own kind, they have never fully integrated into the greater galactic society or sought to join the Republic.

During the Rebellion era, the Empire enslaved the Jenets and took advantage of the species' high reproduction rate, assigning them to dangerous tasks. The Empire went as far as to selectively breed the Jenets in an attempt to make them less intelligent and more compliant and pacifistic. The effects of Imperial

experimentation continue to haunt the Jenets for generations afterward.

Jenet society is run like a corporation and has a hopelessly tangled and complex bureaucracy. The Jenets rely on their incredible memories to avoid the common bureaucratic pitfalls, which explains the society's lack of written records. They prefer to live in underground warrens and aren't fond of tall buildings.

A Jenet's name is more than a simple moniker. The name is an official recounting of everything the Jenet has ever achieved, and two witnesses are required whenever it is used or "amended."

Personality: Many species find Jenets petulant and insufferable. They are tactless, barely able to contain themselves when faced with ignorance or lies, and obsessed with trivial details. Jenet think nothing of berating someone they've never met for a distant acquaintance's transgression.

Physical Description: Jenets are 1.5-meter-tall humanoids with pale pink skin, beady red eyes, tufts of white fur, and stiff whiskers.

Homeworld: Garban is a temperate world in the Outer Rim's Tau Sakar system. The Jenets primarily live in vast subterranean warrens deep below the planet's surface.

Language: Jenets communicate using squeaks, squeals, chatters, and high-pitched barks. They have no written language, instead relying completely on an oral history even for mundane details.

Example Names: Channik Who Built a Starfighter and Flew to Ryloth, Lezarn Who Deals in Spice, Rish Who Slew Vahgar the Drunken Houk.

Age in Years: Child 1-4; young adult 5-8; adult 9-29; middle age 30-54; old 55-69; venerable 70+.

Adventurers: Jenets rarely travel alone and prefer the company of other Jenets. Jenets who leave their homeworld or colonies typically find jobs with less discriminating employers who take advantage of their incredible memories. Jenet heroes are usually fringers or scoundrels, although they can belong to any class.

Jenet Species Traits

- ⊗ **Ability Modifiers:** -2 Strength, +2 Dexterity, +2 Intelligence, -4 Charisma.
- ⊗ **Medium-size:** As Medium-size creatures, Jenets have no special modifiers due to their size.
- ⊗ **Speed:** Jenet base speed is 12 meters.
- ⊗ **Photographic Memory:** Jenets remember everything they experience. The GM can allow a Jenet to make a Wisdom check to determine whether he's heard of or seen (as appropriate) someone or something before. The DC depends on how likely it is that the Jenet was paying attention and how noticeable the detail might have seemed at the time. If there's no chance of the Jenet remembering, the check fails automatically.
- ⊗ **Low-light Vision:** Jenets can see twice as far as normal in dim light. They retain the ability to see colors under these conditions.

☉ **Skill Bonuses:** Nimble and swift, Jenets are capable climbers and swimmers. They gain a +2 species bonus on Climb, Escape Artist, Jump, and Swim checks.

☉ **Bonus Feats:** Jenets gain the bonus feats Alertness and Run.

☉ **Free Language Skill:** Speak Jenet.

Jenet Commoner: Init +1; Defense 11 (+1 Dex); Spd 12 m; VP/WP 0/10; Atk -1 melee (1d3-1, unarmed strike) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 10, Int 12, Wis 10, Cha 6. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +1, Craft (any one) +4, Escape Artist +3, Jump +1, Knowledge (any one) +2, Listen +2, Profession (any one) +1, Read/Write Basic, Read/Write Languages (any one), Speak Basic, Speak Jenet, Speak Language (any one), Spot +2, Swim +1.

Feats: Alertness, Run.

Kaminoan

Not all Kaminoans are clone technicians, but Kaminoans are known—among those who still remember them—as cloners. Long ago, to better survive rising sea levels at the end of a planetary ice age, the Kaminoans used cloning technology to ensure the continuance of their species, weeding out physical weaknesses and enabling them to survive with less. Consequently, Kaminoans are somewhat hardier, but even genetic engineering has only taken them so far.

Kaminoans have no respect for weakness and tend to think of identifiably weak persons as beneath their notice. They do not bear such individuals any animosity; to the Kaminoans, such people should simply be culled from the “herd”—and they find it vaguely disturbing that others cannot seem to grasp this fact.

Although Kaminoans are all created from nearly identical genetic stock, there is still considerable variation. The cloning process does not create perfect adult duplicates, but rather children who fall into a given set of genetic parameters. These Kaminoan children then grow and develop along defined guidelines, but are still free to pursue any career that interests them—provided the Kaminoan community approves.

Personality: Kaminoans are outwardly polite, yet behind this lurks an intolerance of physical imperfection. They present an aspect of quiet curiosity and aloofness, but are generally pleasant and approachable. Their voices are as soft and soothing as their manner.

Physical Description: Kaminoans are slim, bipedal beings with pale skin and dark eyes. They stand 2.1 to 2.7 meters tall and are thin to the point of being gaunt. They have long, graceful necks and slender fingers. Their mouths are somewhat smaller than those of Humans, but seem smaller yet because of

their large eyes. Female Kaminoans are bald, while most males possess a small headerest.

Homeworld: The stormy ocean world of Kamino, located on the edge of Wild Space.

Language: Kaminoans speak and read Kaminoan and Basic.

Example Names: Aya Lim, Lama Su, Maru Lan, Tau Shel, Taga Sai, Seva Ke, Taun We.

Age in Years: Child 1–6; young adult 7–10; adult 11–39; middle age 40–59; old 60–79; venerable 80+.

Adventurers: Kaminoans are genetically bred to fill various niches. A Kaminoan might become a noble just as easily as a tech specialist or a soldier. Scouts are rare, scoundrels even more so, and Force-using Kaminoans are all but unheard of.

Kaminoan Species Traits

☉ **Ability Modifiers:** +2 Constitution, -2 Wisdom.

☉ **Medium-size:** As Medium-size creatures.

Kaminoans have no special modifiers due to their size.

☉ **Speed:** Kaminoan base speed is 10 meters.

☉ **Adaptable:** Kaminoans receive a +2 species bonus on Survival checks.

☉ **Free Language Skills:** Read/Write and Speak Basic and Kaminoan.

Kaminoan Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Profession (any one) +1, Read/Write Basic, Read/Write Kaminoan, Speak Basic, Speak Kaminoan, Survival +1, Swim +1.

Feats: None.

Kel Dor

The Kel Dor evolved on Dorin, a world with an atmosphere consisting mostly of helium and a gas that is unique to that world. Common atmospheres, such as those consisting mostly of oxygen, nitrogen, or carbon dioxide, are often deadly to Kel Dor; at their mildest, they cause severe irritation of the Kel Dor's eyes and air passages. Conversely, Dorin's atmosphere is toxic to most beings and plant life that isn't native to the planet.

Kel Dor who live under alien skies refurbish their dwellings with materials adapted from the species' spacefaring technology, outfitting the structures with airlocks and large canisters of atmosphere from their homeworld that last anywhere from three months to a year.

When outside their dwellings on an alien world, Kel Dor must wear breath masks and protective eyewear.

They can neither see nor breathe without these devices. Most Kel Dor breath masks include vocoders that amplify the wearer's speech; while their vocal cords function normally in their native atmosphere, Kel Dor must shout to produce sound in more typical environments. Their eyesight, however, is enhanced when they are away from Dorin.

Personality: The Kel Dor are kind-hearted and even-tempered, and the average Kel Dor never ignores or refuses another being in need. At the same time, Kel Dor believe in quick, simple justice and aren't averse to taking the law into their own hands.

Physical Description: The average Kel Dor stands between 1.4 and 2 meters tall, with males being taller and somewhat more sturdy of build than the females. Their skin ranges in color from peach to deep red. Most have black eyes, though a few are born with silver irises that some believe mark them as strong in the Force.

Homeworld: Dorin, an Outer Rim world with an atmosphere toxic to non-natives.

Language: Kel Dor speak and read Kel Dor and Basic.

Example Names: Dorn Tlo, Eorin Zal, Plo Koon, Roor Trevol, Torin Dol, Xol Kenyak, Yem Nemnin.

Age in Years: Child 1–11; young adult 12–15; adult 16–44; middle age 45–59; old 60–69; venerable 70+.

Adventurers: Kel Dor who decide to brave the dangers of living outside their homeworld tend to be nobles, diplomats, traders, bounty hunters, and Jedi. Their willingness to help others often mixes with their innate sense of justice, leading many into some form of law enforcement.

Kel Dor Species Traits

- ☉ Ability Modifiers: +2 Dexterity, –2 Constitution, +2 Wisdom.
- ☉ Medium-size: As Medium-size creatures, Kel Dor have no special modifiers due to their size.
- ☉ Speed: Kel Dor base speed is 10 meters.
- ☉ Gas Breather: Kel Dor cannot survive without their native atmosphere, specifically a gas unique to their homeworld. Without protective goggles, a Kel Dor is considered blinded (see the Character Condition Summary in Chapter Twelve of the *Star Wars Roleplaying Game*). A Kel Dor without a suitable breath mask can hold his breath for a number of rounds equal to his Constitution score before he needs to make Constitution checks to avoid suffocation (see *Suffocation and Drowning* in Chapter Twelve of the *Star Wars Roleplaying Game*).
- ☉ Low-Light Vision: Away from their homeworld, Kel Dor gain low-light vision. They can see twice as far as normal in dim light, and they retain the ability to distinguish color and detail under these conditions.
- ☉ Free Language Skills: Read/Write and Speak Basic and Kel Dor.

Kel Dor Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort –1, Ref +1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 12, Cha 10. Challenge Code A.

Equipment: Breath mask, protective goggles, variety of personal belongings.

Skills: Knowledge (any one) +2, Profession (any one) +3, Read/Write Basic, Read/Write Kel Dor, Speak Basic, Speak Kel Dor.

Feats: None.

Kel Dor Antiox Breath Mask

Cost: 2,000 (500 on Dorin)

Weight: 2 kg

Made to fit Kel Dor respiratory organs and fitted with filters composed of Dorin isotopes, Kel Dor antiox breath masks cost hundreds of credits more than similar devices (except on Dorin itself). The unit fits snugly onto a Kel Dor's face, and non-Kel Dor occasionally mistake the antiox breath mask for insectoid mandibles or even gills.

The antiox breath mask's unusual attachments and isotopes can kill a non-Kel Dor foolish enough to try one on. Any non-Kel Dor who attempts to breathe through the mask takes 3d6 points of wound damage, with a successful Fortitude save (DC 20) reducing the damage by half. The mysterious Kel Dor assassin Yem Nemnin is rumored to use his own breath mask to kill his victims—not the recommended use, but effective nonetheless.

A one-year supply of filters for the antiox breath mask costs 50 credits on Dorin and 200 credits elsewhere.

Kerestian

Kerestians have a reputation across the galaxy as relentless hunters. The species developed atomic power and sublight drives but never perfected hyperdrive technology.

More than a millennium before the Battle of Yavin, the Kerestian sun entered an unusual cycle of activity that caused temperatures on Kerest, the Kerestian homeworld, to plummet. Only a thin ribbon of land near the planet's equator remained untouched by glaciers. Several groups of Kerestians evacuated the system in sublight vessels, searching for a new home. Those who remained reverted to barbarism and began hunting one another for food and sport. A few escaped the frigid wastelands of Kerest aboard the vessels of visiting explorers. During the Rebellion era, a few Kerestian hunters even found their way into the service of the Empire and the Rebel Alliance.

The Kerestians who fled their homeworld aboard sublight vessels entered suspended animation. Unable to enter hyperspace, many of these ships fell prey to shipwide malfunctions and deep-space collisions, but

at least one of these "lost" colonies of Kerestians has been found adrift and revived. Unlike their barbaric descendants, these Kerestians are civilized, highly disciplined, and articulate.

Personality: Kerestians from present-day Kerest are brutal, uncivilized beings who do whatever is required to survive. They live for the hunt and slay anyone who stands in their way. In sharp contrast, "lost" Kerestians are civilized and compassionate beings who are saddened by the near-destruction and regression of their society.

Physical Description: Kerestians are tall, broad-shouldered humanoids with pale skin, slit-pupilled eyes (usually emerald-green), and twin manes of long, thick hair. Other notable facial features include a series of air holes running along each cheekbone, a single nostril that joins with the mouth, and low, featureless ear holes. Kerestians stand about 2.15 meters tall.

Homeworld: Kerest, located in the Outer Rim. A thick sheet of glacial ice covers all but a strip of land near the planet's equator.

Language: Kerestese is an intricate language, having many unique rules and exceptions. The written form uses an equally complex alphabet.

Example Names: Anzella, Galasett, Meergolo, Milacass, Ossune, Sallabas, Andov Syn.

Age in Years: Child 1–11; young adult 12–17; adult 18–44; middle age 45–57; old 58–79; venerable 80+.

Adventurers: Kerestians who tire of languishing in the frigid wastelands of Kerest usually find work offworld as soldiers-of-fortune, mercenaries, and bounty hunters. "Lost" Kerestians are more interested in art, diplomacy, and exploration. Kerestian heroes can be either and may belong to any heroic class.

Kerestian Species Traits

- ⊕ Ability Modifiers: +2 Strength, –2 Intelligence, –2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Kerestians have no special modifiers due to their size.
- ⊕ Speed: Kerestian base speed is 10 meters.
- ⊕ Resilient: Kerestians receive a +1 species bonus on Fortitude saving throws.
- ⊕ Skill Bonus: Kerestians gain a +2 species bonus on Survival checks.
- ⊕ Bonus Feats: Kerestians gain the bonus feat Toughness.
- ⊕ Free Language Skills: Read/Write and Speak Kerestese.

Kerestian Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/13; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +2, Jump +2, Read/Write Kerestese, Speak Basic, Speak Kerestese, Survival +2.

Feats: Toughness.

Kerestian Darkstick

Cost: 3,000	Stun/Fort DC: –
Damage: 2d6	Type: Energy
Critical: 19–20	Multifire/Autofire: –
Range Increment: 6 m	Size: Small
Weight: 1 kg	Group: Exotic

This exotic weapon, favored by many Kerestian bounty hunters, is thrown like a boomerang. When deactivated, a darkstick looks like a flat, surprisingly weighty piece of silver metal about 2 centimeters thick, 7 centimeters wide, and 15 centimeters long, with one rounded end and one square end.

When a button near the square end is pushed, the weapon emits a beam of black light that warps at the midpoint, giving the darkstick its distinctive "V" shape. The black light cuts through any known material and, like lightsabers, ignores armor's damage reduction.

The darkstick is a one-handed throwing weapon that returns to its thrower whether it hits or misses the intended target. To successfully catch the returning darkstick, the thrower must succeed at a Dexterity check (DC 5). On a failed roll, the weapon lands at the thrower's feet, in an adjacent 2-meter-by-2-meter square; on a natural result of 1, the darkstick deals normal damage to the thrower before landing in an adjacent square. The darkstick returns to its thrower at the start of the thrower's next turn and cannot be hurled more than once in a round.

Khil

Members of the Old Republic for as long as anyone cares to remember, the Khil consider themselves true citizens of the galaxy. This technologically advanced species inhabits countless worlds, and their metropolitan cities attest to their willingness to live in harmony with other peaceful sentients.

Formerly staunch supporters of Palpatine's New Order, the Khil quickly changed their tune when the true nature and purpose of his regime became obvious. The Khil were subtle in their opposition, careful not to draw attention to their behind-the-scenes support of Rebel operations. The Khil hid Rebel operatives in their cities, smuggled supplies and weapons to Rebel troops aboard their ships, and planted false information about Rebel activities to misdirect Imperial investigators.

After the fall of the Empire, the Khil reasserted their interest in galactic peace by being among the first species to join the New Republic. Their willingness to make sacrifices and take risks will undoubtedly be put to the test once more as the Yuuzhan Vong conquer more of the galaxy.

Personality: Khil are bright, dedicated workers who loathe unfinished tasks. They become quite frustrated when others impede their progress or waste their time. They respect the rights of other peace-loving species but can be devious and vindictive when crossed. They view music as one of the highest art forms, and many Khil achieve fame as musicians.

Physical Description: Hairless humanoids with ghastly-colored skin and a mass of fleshy strands instead of a mouth, Khil vary in height from 1.2 to 2 meters tall. They filter air through their facial strands (called hullepi).

Homeworld: The Khil evolved on the Colonies world of Belnar, but they have spread throughout the galaxy. They prefer worlds with a mixture of dank, marshy climates and wide open spaces.

Language: Khilese is a melodious language that other species find pleasing to the ear. Khil produce the language by breathing through hullepi of different lengths, and so far no other species has been able to reproduce it. Written Khilese is ornate and resembles poetic verse.

Example Names: Geld Bernar, Grelde Farnor, Tarlo Ganar, Revel Mallinor.

Age in Years: Child 1–10; young adult 11–15; adult 16–49; middle age 50–74; old 75–89; venerable 90+.

Adventurers: Khil are not generally adventurous, though their compulsive nature can lead some individuals down bizarre paths. Khil heroes can belong to any class.

Khil Species Traits

- ⊕ Ability Modifiers: –2 Constitution, +2 Intelligence, +2 Wisdom.
- ⊕ Medium-size: Khil have no special modifiers due to their size.
- ⊕ Speed: Khil base speed is 10 meters.
- ⊕ Hullepi: Khil generally do not suffer the effects of starvation. In sterile environments, such as aboard a well-maintained space station or starship, Khil suffer the effects of starvation as normal.
- ⊕ Skill Bonus: Khil receive a +4 species bonus on Entertain (sing) checks.
- ⊕ Free Language Skills: Read/Write and Speak Khilese.

Khil Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort –1, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 8, Int 12, Wis 12, Cha 10. Challenge Code A.
Equipment: Variety of personal belongings.



Skills: Craft (any one) +3, Entertain (sing) +4, Knowledge (any one) +3, Profession (any one) +2, Read/Write Basic, Read/Write Khilese, Speak Basic, Speak Khilese.

Feats: None.

Khommite

Khommites are a species of clones created from a race that stopped developing over a thousand years ago. At that time, the Khommities believed that their civilization had reached its apex, and no further improvement was possible. Rather than risk the degeneration of their supposedly perfect culture, they decided to ensure nothing ever changed. Cloning eventually replaced live births entirely. Since the existing balance of professions was considered ideal, each clone would take over the duties of its predecessor.

Absolute conformity resulted. Cities were laid out on grids, and buildings were built in boxlike shapes. If something began to suffer the ravages of wear and tear, it was replaced with a perfect replica. Creativity and free thought became undesirable, and eventually foreign.

The highly organized way of life on Khomm changed when a Khommite named Dorsk 81 discovered he was capable of sensing the Force. When he left his world to study at Master Skywalker's academy, other Khommities considered him a borderline lunatic. They fully expected him to eventually return to his old duties, but Dorsk 81 had other plans. The Khommite homeworld was later attacked by a fleet of powerful Imperial ships and suffered massive destruction. After such a powerful blow to their carefully ordered society, many Khommities reconsidered the benefits of pure conformity without innovation. Since then, a few have left Khomm to follow the example of Dorsk 81.

Personality: Among Khommities, conformity is more important than creativity. Consequently, Khommities are usually intelligent yet narrow-minded; most of them are set in their ways and not very innovative or imaginative.

Physical Description: Khommities are a hairless species of near-Humans that stand between 1.2 meters and 2 meters tall. Small ridges run across the top of a Khommite's head.

Homeworld: Khomm, a pale green planet in the Deep Core.

Language: Khommities speak and read Basic.

Example Names: Brell 142, Dorsk 81, Edor 76, Kaell 116, Kiros 65, Rosk 102, Sestra 49, Telsa 89.

Age in Years: Child 1–10; young adult 11–15; adult 16–40; middle age 41–64; old 65–79; venerable 80+.

Adventurers: Few Khommities manifest a desire to leave their structured, orderly society. Those who heed the call of adventure begin as nobles, scouts, or soldiers.

Khommite Species Traits

⊕ **Ability Modifiers:** +2 Constitution, +2 Intelligence, –2 Wisdom.

⊕ **Medium-size:** Khommities have no special modifiers due to their size.

Khommities who stand 1.2 to 1.4 meters tall are considered Small and should have their game statistics adjusted accordingly.

⊕ **Speed:** Khommite base speed is 10 meters.

⊕ **Clone:** Each Khommite represents generations of perfection in one particular field. Each one is the end of a long chain of identical Khommite clones that share the same character class. A Khommite may choose from the following list of heroic and professional classes: noble, scout, soldier, commoner, diplomat, expert, or thug. Using the multiclass rules, a Khommite can take levels of Force adept, Jedi consular, or Jedi guardian; however, Force-using Khommities are exceedingly rare (and the GM may disallow them as heroic characters). If the Khommite takes any class other than his chosen class, he loses 10% of all experience gained from that point on.

⊕ **Free Language Skills:** Read/Write and Speak Basic.

Khommite Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 12, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft +2 (any one), Knowledge +2 (any one), Profession +2 (any one), Read/Write Basic, Read/Write Language (any one), Speak Basic, Speak Language (any one).

Feats: None.

Kian'thar

The Kian'thar are reptilian humanoids who evolved in the dark swamps of Shaum Hii. At some point in their evolution, they moved out of the swamps and onto the shores. Kian'thar use beasts for transportation and labor, commonly riding large flying creatures known as bentails. Most make their living breeding large aquatic herd animals called derlac.

Kian'thar congregate in small villages built over shallow water. Shistavanen explorers made first contact with the species three centuries before the Battle of Yavin. This encounter with offworlders split the Kian'thar into two factions: the lith'lon (or Preservers) and the Lllun (or Progressives). The lith'lon prefer not to deal with offworlders, while the Lllun seek to join the greater galactic community. Although they have different opinions concerning the future of the Kian'thar species, the two factions do not feud.

More than two million Kian'thar have left their homeworld since the species' first contact with the Shistavanens, seeking fortune among the stars.

Personality: Kian'thar are natural empathaths who are prone to wanderlust and flights of fancy—the same qualities that spurred their ancestors to leave the marshes and assume a more nomadic lifestyle. Kian'thar are also hard workers, accustomed to few technological advances. Although they have mood swings, most Kian'thar prefer to resolve disputes peacefully rather than settle them through violence.

Physical Description: Kian'thar have large heads, deep-set glassy eyes, olfactory organs consisting of two dangling tendrils, and shifting keratin plates protecting their necks. Their bodies are covered with fine scales. The average Kian'thar adult stands 1.9 meters tall.

Homeworld: Shaum Hii, located in the Outer Rim's Tragan Cluster, has vast bodies of water dotted with marshy swamplands. The Kian'thar live in small villages of modest buildings lashed together and suspended over the marshy shores.

Language: Kian'thar is a language of croaks, honks, and watery bubbling sounds. Written Kian'thar uses a simple alphabet and short phrases.

Example Names: Khral'Nas, Kreef'ah, Lileag'Mak, Liegis'Nevz, Ttul'Thar.

Age in Years: Child 1–11; young adult 12–6; adult 17–49; middle age 50–69; old 70–84; venerable 85+.

Adventurers: Kian'thar interested in becoming part of galactic society enjoy the challenges that come with being away from Shaum Hii. Scrupulous Kian'thar put their empathic talent to work as mediators and counselors, while more dubious representatives of the species make their way as con artists and criminals. Kian'thar heroes can belong to any heroic class.

Kian'thar Species Traits

- ⊖ Ability Modifiers: –2 Dexterity, +2 Constitution, –2 Intelligence, +2 Wisdom.
- ⊖ Medium-size: As Medium-size creatures. Kian'thar have no special modifiers due to their size.
- ⊖ Speed: Kian'thar base speed is 10 meters (on land or in water).
- ⊖ Natural Armor: Kian'thar have scaly hides that grant a +1 natural armor bonus to Defense.
- ⊖ Empath: Kian'thar have the ability to sense other creatures' emotions. They gain a +4 species bonus on Bluff and Sense Motive checks targeting living beings within 10 meters. Force-using Kian'thar also gain a +4 species bonus on Friendship and Empathy checks against living beings within 10 meters.
- ⊖ Skill Bonus: Kian'thar gain a +4 species bonus on Swim checks.



⊕ **Bonus Feat:** Kian'thar rely on beasts of burden to perform everyday tasks. They gain the bonus feat Animal Affinity.

⊕ **Free Language Skills:** Read/Write and Speak Kian'thar, and Speak Basic.

Kian'thar Commoner: Init -1; Defense 10 (-1 Dex, +1 natural); Spd 10 m, swim 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or -1 ranged; SQ Species traits; SV Fort +1, Ref -1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 12, Int 8, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +0 or Knowledge (any one) +0, Handle Animal +3, Read/Write Kian'thar, Ride +2, Speak Basic, Speak Kian'thar, Swim +4.

Feats: Animal Affinity.

Kitonak

The Kitonak are simple, primitive beings who have developed no technology beyond the most basic tools and have no written language. On their homeworld, they are organized into small tribes that survive by hunting migrating herds of chooba.

The Kitonak society's most advanced achievement is music, which plays a central role in their culture. Young Kitonak are educated through epic songs that pass knowledge from generation to generation.

Kitonak who are encountered off their homeworld are usually freed slaves. When the species' homeworld was first discovered by scouts a few decades prior to the rise of the Empire, a number of enterprising slave traders thought the Kitonak's unique musical performances would make them interesting additions to the households of wealthy crime lords and shady senators. However, the unwillingness of the Kitonak to adhere to anyone's pace but their own (even in the face of threats of violence or death) led to their execution, abandonment, or release. Some masters attempted to recoup the purchase price of their useless slaves by making the Kitonak pay for their freedom. Most of these Kitonak found work as musicians, and the merging of galactic popular music and the music of Kitonak society led to the rise of several innovative music styles during the turbulent Rebellion era.

A number of Kitonak were recruited as spies for the Rebel Alliance during the Galactic Civil War. Their species are almost tailor-made for the job; they come from a tradition of oral histories, so they have sharp memories, they do not get bored just observing and waiting for something to happen, and most non-Kitonak have a hard time telling whether a Kitonak is awake or sleeping.

Personality: Kitonak are beings of exceptional patience. They do everything with slow deliberation, including breathing and eating. Every decision is weighed with great care, even if it's something as triv-

ial as which one of two seemingly identical packages of dried rations to purchase. They are so methodical and slow moving that many other species become annoyed with them and attempt to rush them. When others try to rush them, Kitonak slow down even more out of protest.

Kitonak have a well-deserved reputation for being insanely brave, once they get around to confronting danger. They are very steadfast in the face of any opposition. The only things they are truly afraid of are quicksand and caves—quicksand because it represents a slow and painful death for a Kitonak who only has to breathe every few hours, and caves because Kitonak legends claim they are gateways to the Realm of the Dead.

Physical Description: Kitonak are humanoids with sturdy legs and thick arms that end in pudgy fingers. Their eyes, ears, mouth, and other bodily orifices are all nearly invisible within the folds of their tough, leathery hides. Kitonak possess an extra set of lungs that enables them to store oxygen for up to 4 hours.

Adult Kitonak stand 1 to 1.5 meters tall.

Homeworld: Kirdo III, an arid planet in the Outer Rim. Winds whip sand clouds across the planet's surface at speeds that often exceed 400 kilometers per hour.

Language: Kitonak speak Kitonese and can learn to speak Basic with ease, albeit slowly. They know that other beings become irritated when they speak with them, so most Kitonak only speak to non-Kitonak when addressed directly or when they feel they have something important to say.

Example Names: Anarin, Enkor, Gorlak, Nert, Norzek, Rufar, Runk, Snit, Terno, Werg.

Age in Years: Child 1-5; young adult 6-10; adult 11-60; middle age 61-100; old 101-120; venerable 121+.

Adventurers: Kitonak adventurers are usually fringers or scouts. Before the Jedi Purge, more than one Jedi Master wondered whether members of the Kitonak species would be suitable for training as Jedi; however, no record of any Jedi Master training one exists. Kitonak Force-users are usually Force adepts who spend most of their time in deep meditation.

Kitonak Species Traits

⊕ **Ability Modifiers:** -2 Dexterity, +2 Constitution, +2 Wisdom, -2 Charisma.

⊕ **Small:** As Small creatures, Kitonak gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.

⊕ **Speed:** Kitonak base speed is 6 meters.

⊕ **Natural Armor:** A Kitonak's thick leathery skin provides a +2 natural armor bonus to Defense.

⊗ **Slow Reaction:** Kitonak react slowly, even in combat. They suffer a -2 penalty on initiative checks.

⊗ **Resistant to Persuasion:** Other species take a -4 penalty on Bluff, Diplomacy, and Intimidate checks when dealing with a Kitonak.

⊗ **Free Language Skills:** Speak Kitonese.

Kitonak Commoner: Init -3 (-1 Dex, -2 species); Defense 12 (-1 Dex, +1 size, +2 natural); Spd 6 m; VP/WP 0/12; Atk +1 melee (1d2, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref -1, Will +1; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 12, Int 10, Wis 12, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Entertain (any one) +0, Hide +3, Speak Basic, Speak Kitonese, Survival +2.

Feats: None.

Chidinkalu

Cost: 2,500

Weight: 3.5 kg

The chidinkalu is a large musical instrument almost exclusively played by the Kitonak, although a few Bith musicians also practice the instrument. It has a low register and is used as the rhythm section by many jatz bands. It stands nearly as tall as the average Kitonak, with the base tilted back so that the musician can reach the mouthpiece.

Air is blown into the mouthpiece, where it travels down the neck and into the body before angling up and pouring out of the amplifying cone that faces the audience. Due to its size, it remains an uncommon instrument used only by wealthier merchants and studios.

Klatooinian

Klatooinians are tall humanoids who hail from a harsh desert world in an isolated corner of Hutt Space.

Traditionally, Klatooinians value stability and respect the wishes of those generations that went before them. This attitude has resulted in the Klatooinians serving the Hutts as willing slaves since before the rise of the Old Republic, due to an agreement made by their ancient forebears. However, as the New Order replaced the Republic and civil war broke out across the galaxy, the desire for change seized many young Klatooinians. More of them refused enslavement by the Hutts, and these malcontents eventually found their way into the ranks of either criminal organizations or the Rebel Alliance. Klatooinian revolutionaries also began to secretly study the ancient, forgotten Klatooinian language with the help of a few weathered, fragile texts that had escaped destruction.

While the Klatooinians are aware of advanced technology and most are trained in the use of blaster

weapons so they can effectively serve their Hutt masters as guards or combat troops, many of them prefer the simpler, low-tech lifestyle that is prevalent on their homeworld. It is far more common for a Klatooinian to wield a sword and slugthrower than with a vibroblade and blaster.

Personality: Klatooinians are best known for their fierce determination and loyalty. Although not terribly bright, they make stalwart companions and are not easily offended or discouraged.

Physical Description: Klatooinians have coarse skin that ranges from olive green to dark brown. They have flat, vaguely canine muzzles and dark eyes set beneath pronounced brows. As adults, they stand between 1.6 and 2 meters tall with no difference in height between males and females, although males are usually slightly heavier in build.

Homeworld: Klatooine, a desert world located in the Outer Rim.

Language: Most Klatooinians speak Huttese and are illiterate. The original Klatooinian language exists only in ancient texts and is known to but a few Klatooinians.

Example Names: Barada, Bekure, Chokk, Drekk, Jarakar, Kuvvat, Massa, Rokar, Sovara.

Age in Years: Child 1-9; young adult 10-14; adult 15-49; middle age 50-69; old 70-89; venerable 90+.

Adventurers: Klatooinian adventurers are typically fringers, scouts, or soldiers. Klatooinian Force-users are extremely rare.

Klatooinian Species Traits

⊗ **Ability Modifiers:** +2 Constitution, -2 Intelligence.

⊗ **Medium-size:** As Medium-size creatures, Klatooinians have no special modifiers due to their size.

⊗ **Speed:** Klatooinian base speed is 10 meters.

⊗ **Strong-Willed:** Klatooinians receive a +2 species bonus on Will saves.

⊗ **Free Language Skills:** Speak Huttese.

Klatooinian Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +2; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 8, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Knowledge (any one) +1, Profession (any one) +1, Speak Huttese.

Feats: None.

Koorivar

Thousands of years before the Battle of Naboo, the Koorivar (who were at that time known by another name) migrated from their home system, with its unstable star, to the more habitable Kooriva system. After "leasing" the fifth planet in the system from the



Republic for centuries, the species adopted the planet's name (Kooriva) and petitioned the Galactic Senate for sole proprietorship of the Kooriva system. The Senate rejected the proposition. The Koorivar became wandering merchants and eventually gained enough influence to reverse the Senate's decision.

Armed with keen minds for business, Koorivar merchants wandered from planet to planet, buying low in one system and selling high in another. Unlike many other species, they boldly traveled to the farthest corners of the galaxy in pursuit of lucrative business opportunities. Many influential Koorivar became notorious arms dealers, selling weapons to opposing sides of various planetary conflicts. Despite efforts to conceal their involvement, the Koorivar's willingness to sell weapons to anyone stained their reputation as legitimate merchants. When the Koorivar government stepped in to protect their more unscrupulous merchants from Republic investigators, the Senate enforced economic sanctions against the Kooriva system. Republic ships blockaded the Kooriva system, and the local government was forced to pay a hefty tax for every transport approaching or leaving Kooriva.

The Koorivar government eventually conceded to the Republic's trade laws and bureaucracy, allowing the Senate to lift the blockade and sanctions against Kooriva. The experience has taught gunshy Koorivar merchants to either legitimize their business dealings or use extreme measures to hide their illegal trade enterprises.

Personality: Koorivar are astute, opportunistic, and cautious beings. They prefer not to put themselves in harm's way and always try to bargain or trick their way out of a tough predicament before resorting to violence.

Physical Description: Koorivar adults stand approximately 1.9 meters tall. Their skin varies in hue from rich magenta and mauve to dark green and black, and their eyes are a sickly shade of yellow. Banded ridges cover a Koorivar's forehead and extend down the bridge of the nose. A brightly colored, almost leaflike spiraling horn rises from the top of a Koorivar's head.

Homeworld: Kooriva, a tropical Inner Rim world with vast oceans and sprawling rain forests.

Language: Koorivar speak their own language, which combines whispers and soft sibilants with subtle hand gestures. They also speak Basic with ease.

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CHAPTER



KLATODINIAN

KOORIVAR

KREVAAKI

KRISH

Example Names: Passel Argente, Shand Essil, Terrem Jesond, Denaria Kee, Menas Neyrr, Leosa Vantare.

Age in Years: Child 1–12; young adult 13–17; adult 18–59; middle age 60–89; old 90–124; venerable 125+.

Adventurers: Koorivar adventurers explore the galaxy in search of glory and profit. Many spacefaring Koorivar are nobles with their own space transports who like to employ crews of mixed species, calling upon the various talents that each species has to offer. Koorivar merchants will often work together in small fleets, pooling their efforts and resources.

Koorivar heroes can belong to any class, although most are nobles or scoundrels.

Koorivar Species Traits

- ⊖ Ability Modifiers: –2 Constitution, +2 Intelligence, +2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Koorivar have no special modifiers due to their size.
- ⊕ Speed: Koorivar base speed is 10 meters.
- ⊕ Wealthy: Koorivar characters roll an extra die when determining starting credits. For example, a 1st-level Koorivar noble starts play with $2d4 \times 1,000$ credits instead of the standard $1d4 \times 1,000$.
- ⊕ Strong-Willed: Koorivar have focused minds, giving them a +1 species bonus on Will saves.
- ⊕ Skill Bonus: Koorivar are keen observers of behavior and body language. They gain a +2 species bonus on Sense Motive checks.
- ⊕ Free Language Skills: Read/Write and Speak Koorivar.

Koorivar Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort –1, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 8, Int 12, Wis 10, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Bluff +2, Diplomacy +2, Knowledge (any one) +2, Profession (any one) +2, Read/Write Basic, Read/Write Koorivar, Sense Motive +2, Speak Basic, Speak Koorivar.

Feats: None.

Krevaaki

Krevaaki are an ancient spacefaring species that evolved from shallow-water crustaceans. In infancy and early childhood, they use all their tentacles for a multitude of tasks, such as crawling, climbing, and manipulating objects. By young adulthood, Krevaaki stand upright on six of their tentacles and use the other two as hands. Older Krevaaki learn to favor certain tentacles for certain tasks. An adult Krevaaki is unable to use its lower tentacles for little more than moving or grasping large objects.

Other species' xenophobia has taken its toll on Krevaaki society, which prompts many spacefaring Krevaaki to cloak their tentacled lower bodies.

Personality: Krevaaki are wise, spiritual beings with a deep understanding of the Force. Through meditation, they learn to refocus their negative emotions and are rarely moved to anger or violence. They prefer to resolve conflicts peacefully—and without drawing too much attention to themselves. They seek wisdom through exploration and show little interest in money, glory, or personal power.

Physical Description: An adult Krevaaki stands 2 meters tall and has eight segmented tentacles, some with protrusions that work like opposable thumbs.

The red protective shell that encases a Krevaaki's soft, supple body is segmented to permit maximum flexibility. Sprouting from the underside of the Krevaaki's head, below its glistening black eyes, are six green-black feelers with olfactory nodes. Krevaaki don't have noses, so they rely on their feelers to detect scents.

Homeworld: Krevas, a swampy world located in the Outer Rim.

Language: Krevaaki speak and read Kreva.

Example Names: Chal-Vosa, Craasadi, Jol Kion-Tas, Visto Skaasad, Vodo-Siosk Baas.

Age in Years: Child 1–12; young adult 13–17; adult 18–62; middle age 63–94; old 95–129; venerable 130+.

Adventurers: Krevaaki travel the galaxy for many reasons. Some seek greater understanding of the Force. Others seek peaceful coexistence with other species. A few are drawn to the stars for reasons beyond their grasp—they leave the homeworld knowing only that their destinies lie elsewhere.

Krevaaki adventurers tend to be fringers, nobles, scouts, Force adepts, Jedi consulars, or Jedi guardians.

Krevaaki Species Traits

- ⊕ Ability Modifiers: +2 Wisdom, –2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Krevaaki have no special modifiers due to their size.
- ⊕ Speed: Krevaaki base speed is 10 meters.
- ⊕ Natural Armor: A Krevaaki's shell provides a +2 natural armor bonus to Defense.
- ⊕ Tentacles: Krevaaki use their tentacles as bipeds use arms and legs. Krevaaki receive a +2 species bonus on Climb checks. In addition, Krevaaki who select the Martial Arts feat gain a +2 species bonus on grapple checks. The Krevaaki's tentacles are less dexterous than a humanoid hand, making some tasks difficult to perform. At the GM's discretion, Krevaaki take a –4 penalty on checks to manipulate small items such as coins or pebbles. Affected skills include Craft, Disable Device, and Repair. An appropriate set of tools for performing affected skills negates this penalty (in addition to providing its normal bonus).

- ⊕ **Stoic:** A Krevaaiki's face is a series of shifting, chitinous plates with a limited range of expression. The sliding of these plates is noticeable but meaningless to non-Krevaaiki. Other species take a -4 penalty on Sense Motive checks against Krevaaiki during face-to-face communication.
- ⊕ **Resilient:** Krevaaiki receive a +1 species bonus on Fortitude saves.
- ⊕ **Free Language Skills:** Read/Write and Speak Kreva.

Krevaaiki Commoner: Init +0; Defense 12 (+2 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.
Skills: Climb +3, Knowledge (any one) +1, Profession (any one) +2, Read/Write Kreva, Speak Basic, Speak Kreva.
Feats: None.

Krish

Krish love games. Their economy and culture are based on gaming, gambling, and rigorous sports. The higher the stakes, the more intriguing the game.

Krish unabashedly scour the galaxy in search of danger, excitement, and new distractions. They like to incite conflict, take risks, and gamble with the lives of others. Such pursuits have led many Krish to become pirates, gamblers, mercenaries, and bounty hunters.

The Krish evolved from mammalian jungle predators. Although they enjoy being part of the galactic community, the species has contributed precious little to its advancement. The Krish allow their preoccupation with various cultural pastimes to interfere with their work, and they allow self-interest to rule their lives. Krish officials are often corrupt, treating politics as any other game and a means to gain personal prestige and power.

Personality: Krish look for ways to focus their natural aggression. They love to play games and solve convoluted puzzles, and they watch just about every sport in the galaxy. Highly competitive, they prefer a challenge to "an easy kill" (a common Krish metaphor for any sort of mismatch). For instance, a Krish bounty hunter will give weak quarry every conceivable advantage to keep the hunt challenging.

Krish are cunning, fearless, unscrupulous, and easily goaded. They smile in the face of adversity and look down on weaker beings with dull amusement. Altruists, they are not.

Physical Description: Krish have muscular bodies, flat noses, stringy black hair, and wide mouths filled with rows of small, pointy teeth. The average Krish stands about 1.75 meters tall.

Krish grin widely even when only mildly amused.

Homeworld: Sanza, a temperate Mid Rim world. Any habitable land that is not needed to grow food, manufacture necessary goods, or otherwise support the indigenous population plays host to arenas, race tracks, casinos, and other entertainment-driven enterprises.

Language: The Krish language consists of grunts, bellows, and gruff vocalizations. Written Krish is a puzzling hodge-podge of alphabets combined into words with as few syllables as possible.

Example Names: Endelor Darvat, Gamgalon, Tyro Viveca, Ligg Panat.

Age in Years: Child 1-11; young adult 12-15; adult 16-45; middle age 46-65; old 66-84; venerable 85+.

Adventurers: Krish adore new challenges, and their short attention spans make them notoriously unreliable as cohorts and business partners. Krish heroes usually begin as soldiers and scouts. Bounty hunters, crime lords, and starship aces are also common. Force-users among the Krish are exceedingly rare, and even fewer have the disposition to become Jedi.

Krish Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, -2 Intelligence, -2 Wisdom.
- ⊕ **Medium-size:** As Medium-size creatures, Krish have no special modifiers due to their size.
- ⊕ **Speed:** Krish base speed is 10 meters.
- ⊕ **Easily Distracted:** Krish must succeed at a Will save (DC 10) to stay focused on the task at hand when the opportunity to solve a puzzle, play a game, or observe a contest presents itself. The GM can modify the DC depending on the urgency of the Krish's current business and the allure of the new prospect or distraction. If the Krish fails the save, he is dazed for 1 round (can't take actions but can defend normally). After that, the Krish can act normally but only participates in combat if threatened or attacked.
- ⊕ **Skill Bonus:** Krish gain a +2 species bonus on Gamble checks.
- ⊕ **Bonus Feat:** Krish gain one of the following feats as a bonus feat: Athletic, Gearhead, Headstrong, Stealthy, Toughness, Track, Weapon Group Proficiency (any one).
- ⊕ **Free Language Skills:** Read/Write and Speak Krish.

Krish Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/13; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.
Skills: Craft (any one) +0 or Profession (any one) +0, Gamble +1, Knowledge (any one) +0, Read/Write Krish, Speak Basic, Speak Krish.
Feats: Toughness.

Kubaz

The Kubaz are an intellectual species that places great importance on tact and decorum. Kubaz value art, music, and other forms of sophisticated entertainment, and they place great emphasis on traditions and the safekeeping of family. Off their homeworld, their love of decorum is often frustrated by the fact that they feed almost exclusively on insects. They do not recognize insectoid beings—including sentient insectoids—as anything but food sources.

Kubaz are rarely encountered away from their homeworld, since they have not developed interstellar travel and must rely other species to transport them. The Republic discouraged the Kubaz from developing hyperdrive technology until they learned to recognize the rights of sentient insectoids. The Empire maintained this policy, but the Kubaz grew increasingly eager to extend their knowledge of the galaxy during the Rebellion era and committed greater resources toward developing or acquiring hyperdrive technology. Meanwhile, the Empire used its vast intelligence resources to thwart the Kubaz society's development efforts as part of its strategy to isolate alien species from Humans. Through propaganda, the Empire convinced the Kubaz that the Rebels were sabotaging their scientific efforts, leading many Kubaz to regard the Empire as their friend and ally.

Personality: Kubaz are social beings who like to know everything that's happening around them. They are honest, forthright, persistent, and tenacious in their dealings with other species, sometimes to a fault. Due to their interest in art and information gathering, Kubaz occasionally become embroiled in shady operations such as art smuggling and spying. Like their mistreatment of insectoid beings, the Kubaz do not view such pursuits as unlawful or immoral.

Physical Description: The Kubaz have rough-textured green-black skin and bristly hair that grows from the top of their heads. Their eyes are very sensitive to red wavelengths of light; when away from their homeworld, they must wear protective lenses. The most striking feature of a Kubaz's face is its short prehensile trunk. Adult Kubaz stand between 1.7 and 2 meters tall.

Homeworld: Kubindi, a planet in the Ku'Bakai system, located in the Outer Rim.

Language: Kubaz speak and read Kubazi, but they learn other languages quickly. When they speak Basic, they do so with a curious nasal sound.

Example Names: Garindan, Lorindan, Shuzz, Tavvar Va'ran, Thwim, Totolaya, Zubindi Ebsuk.

Age in Years: Child 1–9; young adult 10–13; adult 14–50; middle age 51–80; old 81–99; venerable 100+.

Adventurers: Kubaz adventurers are usually fingers, nobles, scoundrels, and scouts. Kubaz Force-users are exceedingly rare.

Kubaz Species Traits

- ⊕ **Ability Modifiers:** –2 Strength, +2 Dexterity.
- ⊕ **Medium-size:** As Medium-size creatures, Kubaz have no special modifiers due to their size.
- ⊕ **Speed:** Kubaz base speed is 10 meters.
- ⊕ **Light Sensitivity:** Kubaz suffer a penalty on attack rolls, skill checks, and ability checks made when not wearing protective eye goggles. The penalty is –4 in normal light (such as daylight) and –2 in dim light (such as candlelight).
A Kubaz exposed to intense light without protective eye goggles is blinded for 2d6 hours (see the Character Condition Summary in Chapter Twelve of the *Star Wars Roleplaying Game*).
- ⊕ **Skill Bonus:** Kubaz build elaborate networks of contacts to help them gather intelligence and acquire other useful information. They gain a +2 species bonus on Gather Information checks.
- ⊕ **Free Language Skills:** Read/Write and Speak Kubazi.

Kubaz Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk –1 melee (1d3–1, unarmed strike) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Protective eye goggles, variety of personal belongings.

Skills: Gather Information +2, Knowledge (any one) +2, Profession (any one) +1, Read/Write Kubazi, Speak Basic, Speak Kubazi.

Feats: None.

Kushiban

Kushibans are often mistaken for pets or vermin, when in fact they are an intelligent race with a complex, peaceful society.

Kushibans have little need for tools or technology on their homeworld, where they manage to live in almost complete harmony with their natural environment. Although preyed upon by large predators, Kushibans typically use fire to keep them at bay. As herbivores, they do not need tools for hunting or preparing food. As they eat most of their food uncooked, they have little use for cooking utensils or similar items. When Kushibans need shelter from the elements, simple caves or tree hollows suffice. Consequently, Kushibans have little value to a spacefaring economy and little desire to leave their homeworld.

Kushibans have a unique method of expressing their feelings: Their normally white fur changes color with their emotional state. This “mood fur” can go completely black when the creature is in deep despair.

Personality: Kushibans are generous, gentle beings with a playful (usually wry) sense of humor. However, they can be vindictive and downright vicious when

angered or betrayed. They have a low tolerance for bullies, simpletons, and misanthropes.

Physical Description: Kushibans are 0.5-meter-long lagomorphic creatures with soft white fur, floppy ears, front paws that can be used as hands, small keen noses, and large, innocent-looking eyes. They can move as either quadrupeds or bipeds, though they must drop to all fours to charge or run.

Homeworld: Kushibah, a lush and unindustrialized planet in the Outer Rim.

Language: Kushibans speak and read Kushiban.

Example Names: Asani, Cerlyk, Etyk, Ikrit, Mabbik, Mirax, Pritsi, Sibble, Tieko, Widdimur.

Age in Years: Child 1–5; young adult 6–12; adult 13–59; middle age 60–84; old 85–109; venerable 110+.

Adventurers: Most Kushibans are content to remain on their homeworld. Only a few Kushiban scholars, explorers, and Jedi make prolonged trips across the galaxy.

Kushiban Species Traits

- ⊗ **Ability Modifiers:** –4 Strength, +4 Dexterity.
- ⊗ **Small:** As Small creatures, Kushibans gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊗ **Speed:** Kushiban base speed is 6 meters.
- ⊗ **Mood Fur:** A Kushiban's fur changes color to suit its mood. Any creature familiar with Kushibans gains a +2 circumstance bonus on Sense Motive checks made against a Kushiban when able to see its fur.
- ⊗ **Skill Bonuses:** Kushibans gain a +4 species bonus on Escape Artist and Jump checks.
- ⊗ **Bonus Feat:** Kushibans receive the bonus feat Improved Initiative.
- ⊗ **Free Language Skills:** Read/Write and Speak Kushiban.

Kushiban Commoner: Init +6 (+2 Dex, +4 Improved Initiative); Defense 13 (+2 Dex, +1 size); Spd 6 m; VP/WP 0/10; Atk –1 melee (1d2–2, bite) or +3 ranged; SQ Species traits; SV Fort +0, Ref +2, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 6, Dex 14, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: None.

Skills: Escape Artist +6, Hide +7, Jump +3, Move Silently +3, Read/Write Kushiban, Speak Kushiban, Survival +1.

Feats: Improved Initiative.

Lannik

The Lannik are a race of short humanoids native to the planet Lannik. Despite their size, Lannik are fierce warriors with skills honed from a dangerous world full of natural predators and a long history of warfare. They are stronger and quicker than their size would suggest, making them dangerous combatants.

Lannik were just taking their first small steps into space when Duros and Human explorers discovered them. The Republic soon accepted the Lannik as members, resulting in a massive influx of new trade and technology into the Lannik culture. Various political factions on Lannik had different ideas about what comprised a reasonable trade for the new technologies and often argued bitterly over deals made by other groups of Lannik. This caused a serious social upheaval from which the Lannik never quite recovered. After several pirate organizations saw the divisive political situation as an ideal opportunity for making contacts, the Lannik homeworld harbored safe havens and black markets through which illegal goods could be sold. In an effort to counteract this social upheaval, many Core World governments tried to limit the amount of technology sold to the less advanced Lannik. Of course, this strengthened the impact of black market technology used by criminals and pirates to buy influence there.

Eventually, Corellian diplomats offered to draw up agreements with the Lannik planetary government to strengthen legitimate technological ties to the Core Worlds. Various pirate-supported Lannik terrorist factions did their best to prevent the agreement from going into effect. The most powerful of these organizations, the Red Iaro, caused problems for the Lannik High Court for years. After the Empire's anti-alien policies came into play, both legitimate and criminal organizations reduced the flow of technology to Lannik, relegating it to the position of a galactic backwater. Having never colonized other planets, the Lannik remained isolated. Since then, they have rarely been seen off their homeworld.

Personality: Though often hotheaded and temperamental, Lannik tend toward a fearlessness that enables them to think clearly at all times, even when faced with extremely dangerous situations.

Physical Description: Adult Lannik stand 1.1 to 1.3 meters tall and weigh between 35 and 45 kilograms. Females tend to be as tall as their male counterparts, but slightly thinner. Lannik coloration ranges from dark red and orange to purple and dark blue, with hair, eyes, and skin of similar hue. They have large, pointed ears capable of rotating to pick up distant or faint sounds. Because they have few facial expressions, Lannik often seem grim or angry to those unfamiliar with them.

Homeworld: Lannik, located in the Mid Rim.

Language: Lannik speak and read Lannik and Basic.

Example Names: D'lassik Ellipor, Even Piell, Finux Zug, Meeda Odd, R'cardo Sooffic, Tivec Nuin.

Age in Years: Child 1–10; young adult 11–17; adult 18–54; middle age 55–79; old 80–99; venerable 100+.

Adventurers: Lannik heroes often become scouts, using their small size to get into places larger races cannot. On their own world, Lannik run the full range of professions, though they tend to be extremely loyal to whatever career they first chose, rarely changing to a different way of life.

Lannik Species Traits

- ⊕ **Ability Modifiers:** +2 Dexterity, -2 Wisdom, -2 Charisma.
- ⊕ **Small:** As Small creatures, Lannik gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ **Speed:** Lannik base speed is 6 meters.
- ⊕ **Fearless:** Intimidate checks made against a Lannik suffer a -4 penalty. Lannik also receive a +2 species bonus on Will saves against fear-based effects (such as the Frightful Presence feat).

⊕ **Bonus Feat:** Lannik receive the bonus feat Iron Will.

⊕ **Free Language Skills:** Read/Write and Speak Basic and Lannik.

Lannik Commoner: Init +1; Defense 12 (+1 Dex, +1 size); Spd 6 m; VP/WP 0/10; Atk +1 melee (1d2, unarmed strike) or +2 ranged; SO Species traits; SV Fort +0, Ref +1, Will +1; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2 or Knowledge (any one) +2, Hide +5, Profession (any one) +1, Read/Write Basic, Read/Write Lannik, Speak Basic, Speak Lannik.

Feats: Iron Will.

Lepi

The Lepi are an omnivorous humanoid species resembling anthropomorphic rabbits. They possess a heightened metabolism such that they are always in motion, giving some an air of fidgetiness.

Lepi developed and pursued stellar travel in response to overcrowding on their homeworld of Coachelle Prime, though the Coachelle system seems to have provided enough space for the species. They



live in vast warrens beneath the surface of their homeworld and have colonized all the planets of their system, including much of the asteroid belt.

The Lepi enjoy a high reproductive rate. A mother Lepi will have up to three dozen offspring in her life span, and the Lepi mature sexually at the age of 10 standard years.

Personality: Lepi are proud and closely tied to their large families. They are quick-witted, gregarious, and often quite humorous, but they anger easily and do not abide insults to their families or to their species.

Physical Description: Lepi are bipedal lagomorphs with large incisors, long ears, lanky frames, and big feet. Lepi are covered in short fur that varies in color from green to dark blue. Adult males average 1.9 meters tall, while adult females average 1.6 meters tall.

Homeworld: Coachelle Prime, located in the Mid Rim system of Coachelle.

Language: Lepi speak and read Lepese.

Example Names: Augdon, Gagen, Javilla, Jaxxon, Lupher, Maximort, Nevlín, Roonis, Saper, Zyló.

Age in Years: Child 1–9; young adult 10–14; adult 15–44; middle age 45–59; old 60–74; venerable 75+.

Adventurers: Lepi adventurers tend to be fringers, scouts, and tech specialists. More aggressive and dominant Lepi can be soldiers, and a few even have the wherewithal to become Jedi.

Lepi Species Traits

- ⊗ Ability Modifiers: -2 Strength, +2 Dexterity.
- ⊗ Medium-size: As Medium-size creatures, Lepi have no special modifiers due to their size.
- ⊗ Speed: Lepi base speed is 10 meters.
- ⊗ Natural Weapon: A Lepi can kick as many times in a round as he has attacks. The kick deals 1d4 points of bludgeoning damage plus the Lepi's Strength modifier. The Lepi's kick attack does not provoke attacks of opportunity.
- ⊗ Skill Bonuses: Lepi gain a +8 species bonus on Jump checks and a +2 species bonus on Listen checks.
- ⊗ Bonus Feat: Lepi receive the bonus feat Weapon Finesse (kick).
- ⊗ Free Language Skills: Read/Write and Speak Lepi.

Lepi Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk -1 melee (1d3-1, unarmed strike) or +1 melee (1d4-1, kick) or +1 ranged; SQ Species traits; Fort +0, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +1, Jump +8, Knowledge (any one) +1, Listen +2, Read/Write Lepese, Speak Basic, Speak Lepese.

Feats: Weapon Finesse (kick).

Menahuun

Long thought extinct by Republic xenoscientists, the native sentient species on Lamaredd (which they call "Great Menahua") is very much alive. After five centuries in exile, these once-peaceful beings have evolved into a competitive tribal society.

The Menahuun sense of smell is poor, so vision is important to survival. Their physical morphology is most accurately described as "lemuroid," with long arms that nearly reach the ground when they stand upright. Males and females show typical mammalian sexual dimorphism, although both genders rarely wear more than a simple loincloth. Most also carry leather pouches filled with rations, tools, and a simple knife.

The Menahuun were discovered when a rough settlement was created from the hold of a crashed starship on the planet Lamaredd. This settlement, called Bartyn's Landing, grew and prospered, but it came into conflict with the Menahuun due to the colony's brutal suppression of the natives. Menahuun who were not hunted and killed for sport retreated into the wilderness. The Menahuun hid for several decades, stealing weapons and other bits of technology, waiting for their chance to take back their ancestral home.

Personality: Menahuun are brave and cunning, capable of setting complex traps. They regard other sentient species visiting Lamaredd as unwanted trespassers and have taken a liking to resolving conflicts by force—either through duels or all-out war.

Physical Description: The typical Menahuun stands 1.2 meters tall on wiry legs made for running and climbing. Like many arboreal mammals, the Menahuun have feet with opposable digits. Large black eyes give the Menahuun keen vision. Menahuun are covered with short, wiry fur ranging in color from rust to olive green.

Homeworld: Lamaredd, a largely untamed world in the Lamaro system in the Outer Rim.

Language: Menahuun speak and read Menahu.

Example Names: Chylla, Eeytech, Henecho, Keychu, Suka, Teetch, T'kol, Uucheyek.

Age in Years: Child 1–5; young adult 6–9; adult 10–29; middle age 30–45; old 46–54; venerable 55+.

Adventurers: Some Menahuun express the desire to explore the stars. Menahuun adventurers are typically fringers, nobles, scouts, soldiers, or Force adepts. Few Menahuun have the technical expertise to be tech specialists. There are no examples of Menahuun becoming Jedi.

Menahuun Species Traits

- ⊗ Ability Modifiers: -2 Strength, +2 Dexterity, -2 Constitution, +2 Wisdom, -2 Charisma.
- ⊗ Small: As Small creatures, Menahuun gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying

limits are three-quarters those of Medium-size characters.

- ⊕ **Speed:** Menahuun base speed is 6 meters.
- ⊕ **Primitive:** Menahuun with heroic or professional classes receive the bonus feat Weapon Group Proficiency (primitive weapons) instead of the usual Weapon Group Proficiency bonus feats.
- ⊕ **Skill Bonuses:** Menahuun gain a +4 species bonus on Climb checks and a +2 species bonus on Survival checks.
- ⊕ **Bonus Feat:** Menahuun receive the bonus feat Alertness.
- ⊕ **Free Language Skills:** Read/Write and Speak Menahu.

Menahuun Commoner: Init +1; Defense 12 (+1 size, +1 Dex); Spd 6 m; VP/WP 0/8; Atk +0 melee (1d2-1, unarmed strike) or +2 ranged; SQ Species traits; Fort -1, Ref +1, Will +1; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 8, Int 10, Wis 12, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +5, Craft (any one) +1 or Knowledge (any one) +1, Hide +5, Listen +3, Read/Write Menahu, Speak Menahu, Spot +3, Survival +4.

Feats: Alertness.

Miraluka

To all outward appearances, Miraluka appear Human. Their speech could be of any region from Coruscant to the Outer Rim. Only one aspect distinguishes them from Humans: All Miraluka are born without eyes. Although they are not entirely concerned with appearing Human, they prefer not to draw attention to themselves when traveling.

Millennia of evolution robbed the Miraluka of sight but granted them the ability to "see" through the Force. Rarely is an entire species sensitive to the ebb and flow of the Force, but Miraluka are clearly an exception.

The Miraluka species epitomizes the pure power of the Force. Not surprisingly, many Miraluka have been drawn to the teachings and traditions of the Jedi Order. Miraluka Jedi fought during the Sith War and helped to shape the Jedi Order in the years and centuries to follow. In the dying days of the Old Republic, the Jedi Order included not only Miraluka Jedi but also scores of Miraluka commoners with little or no formal training, most of them in administrative or teaching positions.

When the Empire arose from the ashes of the Old Republic, the Miraluka suffered tremendously. The Jedi Purge wiped out thousands of Miraluka and forced countless others into hiding. Some Miraluka were inspired to join the Rebel Alliance. A troubled few were pressed into service as pawns and spies for the Empire and either fell to the dark side or destroyed themselves.

By the time of The New Jedi Order, the Miraluka have only begun to rejoin galactic society, although the threat of the Yuuzhan Vong forces many to travel incognito.

Personality: Miraluka have no interest in personal gain or glory. They are thoughtful, pensive, and deliberate. Once they commit to a plan or course of action, they are rarely moved to change their mind.

Physical Description: Miraluka average 1.8 meters tall. In almost every respect, they look like Humans except they have nearly featureless eye sockets. They tend to cover their eyeless visages with decorative cloth.

Homeworld: Alpheridies, a planet in the Abron system, which lies on the spinward edge of the Expansion Region.

Language: Miraluka speak and read Miralukese and Basic.

Example Names: Damaya Guru, Eloun Kooladi, Embrul Joff, Shoaneb Culu, Zebron Tadro.

Age in Years: Child 1-11; young adult 12-15; adult 16-44; middle age 45-69; old 70-84; venerable 85+.

Adventurers: Miraluka adventurers suffer no class restrictions but are usually nobles, Force adepts, Jedi consulars, and Jedi guardians.

Miraluka Species Traits

- ⊕ **Ability Modifiers:** -2 Dexterity, +2 Intelligence.
- ⊕ **Medium-size:** As Medium-size creatures, Miraluka have no special modifiers due to their size.
- ⊕ **Speed:** Miraluka base speed is 10 meters.
- ⊕ **Quick Reaction:** Despite their general lack of coordination, a Miraluka's reaction speed is superior to that of most other species. Miraluka gain a +2 species bonus on initiative checks.
- ⊕ **Force Sight:** Miraluka are blind to all wavelengths of light. However, their ability to see through the Force allows them to sense their surroundings as though they could see normally, allowing them to attack and make skill checks without suffering penalties for blindness.

Using Force sight is a free action and costs a Miraluka no vitality points.

- ⊕ **Bonus Feats:** Miraluka gain the bonus feat Force-Sensitive. A Miraluka who takes his or her first level in a Force-using class (Force adept, Jedi consular, or Jedi guardian) also gains the bonus feat Sense.
- ⊕ **Free Language Skills:** Read/Write and Speak Miralukese.

Miraluka Commoner: Init +1 (-1 Dex, +2 species); Defense 9 (-1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or -1 ranged; SQ Species traits; SV Fort +0, Ref -1, Will +0; SZ M; FP 1; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 12, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Empathy +2, Friendship +1, Knowledge (any one) +2, Read/Write Basic, Read/Write Miralukese, Speak Basic, Speak Miralukese.
Feats: Force-Sensitive.

Mon Calamari

The Mon Calamari are land-dwellers who share their Outer Rim homeworld with the Quarren. They tend to be soft-spoken but vigorously defend causes that inspire them. Mon Calamari believe sentient beings should struggle to make order out of chaos, while attending to the greater good whenever possible. Their ancestors have been explorers from the species' earliest recorded history. They always dreamed of traveling to the stars. When they finally achieved their dream, they were delighted to find they weren't alone in the galaxy. Delight turned to disappointment when the corrupt forces that gripped the Galactic Republic in its later years devastated their homeworld. Mon Calamari suffered under great oppression when the Empire was formed; thus, it was one of the first alien civilizations to declare support for the Rebel Alliance.

Mon Calamari are widely recognized for their keen analytical and organizational abilities. The Mon Calamari have developed a reputation as being among the foremost ship designers in the galaxy.

Personality: The Mon Calamari embody idealism and daring, often attaching themselves to causes that

seem hopeless or lost right from the start. They are creative and inquisitive, concealing great spirit and enthusiasm behind a quiet, orderly exterior.

Physical Description: Adult Mon Calamari stand between 1.3 and 1.8 meters tall. They smell of salt and the sea, with high-domed heads, large eyes, and smooth, mottled skin.

Homeworld: The watery, technological planet of Mon Calamari in the Outer Rim.

Language: Mon Calamari speak and read Mon Calamarian and Basic. They tend to learn Quarrenese.

Example Names: Ackbar, Bant, Basz Maliyu, Cilghal, Ibtisam, Jesmin, Jhemiti, Odanni, Oro, Perit, Ragab, Reکارا, Shenir Rix, Tekba.

Age in Years: Child 1–11; young adult 12–16; adult 17–40; middle age 41–57; old 58–79; venerable 80+.

Adventurers: Mon Calamari seek their dreams among the stars. They strive to prove that even thinkers and dreamers can be brave and daring when the need arises. They can belong to any heroic class.

Mon Calamari Species Traits

⊕ **Ability Modifiers:** –2 Constitution, +2 Intelligence.

⊕ **Medium-size:** As Medium-size creatures, Mon Calamari have no special modifiers due to their size.



- ⊕ **Speed:** Mon Calamari base speed is 10 meters on land and 6 meters in the water.
- ⊕ **Breathe Underwater:** As amphibious creatures, Mon Calamari can't drown in water. They receive a +4 species bonus on Swim checks.
- ⊕ **Low-Light Vision:** Mon Calamari can see twice as far as normal in dim light (such as moonlight or underwater), and they retain the ability to distinguish color and detail under these conditions.
- ⊕ **Environmental Adaptation:** Mon Calamari gain a +1 species bonus on Will saving throws when in moist or watery environments, but they take a -1 penalty on Will saving throws in dry or arid environments.
- ⊕ **Skill Bonus:** Mon Calamari gain a +4 species bonus on Craft checks relating to one chosen subgroup (such as droids, electronic devices, or medpacs).
- ⊕ **Free Language Skills:** Read/Write and Speak Basic and Mon Calamarian.

Mon Calamari Commoner: Init +0; Defense 10; Spd 10 m, swim 6 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits: SV Fort -1, Ref +0, Will -1 (dry environments) or +1 (moist or watery environments); SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 8, Int 12, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +5, Knowledge +3 (any one), Profession (any one) +3, Read/Write Basic, Read/Write Mon Calamarian, Read/Write Quarrenese, Speak Basic, Speak Mon Calamarian, Speak Quarrenese, Swim +4.

Feats: None.

Subaqua Blaster

Cost: 2,300	Stun/Fort DC: —
Damage: 3d10 (submerged) or 3d4 (not submerged)	Type: Energy
Critical: 20	Multifire/Autofire: M
Range Increment: See text	Size: Medium-size
Weight: 3 kg	Group: Blaster pistols

One of the few energy weapons produced on Mon Calamari, the forearm-mounted Subaqua blaster takes a full-round action to strap on or remove. It holds fewer shots than a standard blaster pistol but is designed to function best underwater—an environment that renders lightsabers inoperable and conventional blaster weapons unreliable. By taking advantage of the cooling effects of oceanic water pressure, the designers realized they could increase the weapon's power without causing the weapon to overheat.

Underwater, the Subaqua blaster has a range increment of 8 meters and deals 3d10 points of damage. In an oxygen atmosphere, the weapon's range increment drops to 4 meters (with a maximum range of 20 meters) and deals only 3d4 points of damage. Also, the weapon will overheat and explode if fired 2

rounds in a row outside of an underwater environment, dealing damage as a frag grenade (see Chapter Seven of the *Star Wars Roleplaying Game*). Any character wearing the Subaqua blaster when it explodes is not allowed a Reflex save to avoid or reduce damage.

Subaqua blasters use normal power packs that are good for 12 shots.

Morseerian

A four-armed, two-legged species that can survive only in methane-rich atmospheres, the Morseerians are among the most secretive beings in the galaxy. Few non-Morseerians have seen one without an environmental suit.

Despite having lived on the fringes of galactic civilization for nearly twelve thousand years, the Morseerians have kept hidden the whereabouts and name of their homeworld, guarding this information with their lives. In fact, "Morseerian" might not be the true name of their species. The name is derived from one of their few known colonies.

Morseerians are a rare sight, as they seldom travel farther Coreward than the Expansion Region. Those who do ply the space lanes do so in oval starships of their own design (ranging in size from shuttlecraft to bulk freighters) or in modified, outdated freighters manufactured by other species. Their craft do not support anything but methane atmospheres.

Morseerians pursue trade and tend to deal only with merchants they have had luck with in the past. Despite their retiring nature, Morseerians maintain excellent relations with Squib merchants and prefer dealing with them above all other species.

Personality: Morseerians are quiet and secretive, communicating only with those who have something useful to offer them. Though peaceful, they respond swiftly to any threat—real or perceived.

Physical Description: Morseerians are four-armed humanoids with elongated, pickle-shaped heads. Their environmental suits conceal their translucent skin, through which one can vaguely discern pulsing veins and internal organs.

Morseerians have large, black, pupilless eyes, a tiny nose, and a narrow triangular mouth. Males and females stand between 1.5 and 1.7 meters tall, and both genders have builds reminiscent of baseline Human teenagers.

Homeworld: Unknown. The planet is purported to lie somewhere in the Outer Rim.

Language: Morseerians speak and read their own language.

Example Names: Bargeth Relb, Flyrl Sacorbel, Myor Devker, Nabrun Leids, Nilek Rillion, Shalthan Leeru.

Age in Years: Child 1–12; young adult 13–17; adult 18–43; middle age 44–68; old 69–79; venerable 80+.



Adventurers: Aside from their trading expeditions, the Morseerians rarely interact with the galaxy at large. Although they supplied information on Imperial fleet movements and troop deployments to Rebel spies during the Galactic Civil War, it is acknowledged by all that they did so only because the Emperor's operatives had taken strides toward locating their home system. Rumors persist that Morseerian Force adepts exist, but there are no documented clashes or exchanges between Jedi and Morseerians, nor are there any records of Morseerians among the ranks of the Jedi.

Morseerian Species Traits

- ⊕ Ability Modifiers: None.
- ⊕ Medium-size: As Medium-size creatures, Morseerians have no special modifiers due to their size.
- ⊕ Speed: Morseerian base speed is 10 meters.
- ⊕ Methane-breather: A Morseerian in a non-methane-rich atmosphere without a protective environmental suit can breathe for a number of rounds equal to his Constitution score before he needs to make Constitution checks to avoid suffocation (see *Suffocation and Drowning* in Chapter Twelve of the *Star Wars Roleplaying Game*).
- ⊕ Extra Limbs: Morseerians have four arms. The extra limbs give them a +4 species bonus on Climb checks and grapple checks. They can hold items in each of their four hands.
A Morseerian has one primary hand and three off hands. A Morseerian can wield up to four weapons, but the normal penalties for fighting with multiple weapons apply (see the *Multiweapon Fighting* feat description in the *New Feats* appendix).
- ⊕ Bonus Feat: Morseerians receive the bonus feat *Multidexterity*, which reduces the penalties they suffer when wielding weapons in both their primary and off hands (see the *Multidexterity* feat description in the *New Feats* appendix). They ignore the 15 *Dexterity* prerequisite for this feat.
- ⊕ Free Language Skills: Read/Write and Speak Morseerian.

Morseerian Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or -4 melee (1d3, 4 unarmed strikes) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Environmental suit (see below), variety of personal belongings.

Skills: Climb +4, Craft (any one) +1 or Profession (any one) +1, Knowledge (any one) +1, Read/Write Morseerian, Sense Motive +1, Speak Basic, Speak Morseerian.

Feats: *Multidexterity*.

Morseerian Environmental Suit

Cost: 1,500

Weight: 10 kg (includes breath mask)

Away from their homeworld, Morseerians wear tight-fitting environmental suits with breath masks. The suit provides a personal methane atmosphere similar to that found on the Morseerian homeworld. The breath masks come equipped with protective goggles and straps designed to fit around a Morseerian's elongated head. In addition to creating an artificial atmosphere capable of sustaining its wearer indefinitely, the suit and mask protect the wearer against harmful gases. A Morseerian wearing the suit and mask is immune to inhaled poisons.

The environmental suit has hundreds of independent methane pockets as well as redundant filtration systems to insure that it continues to function even when punctured by weapons and blaster fire.

Mrlssi

When Old Republic scouts first surveyed the planet Mrlsst and established a peaceful contact with the Mrlssi over seven millennia ago, the species had not developed space travel. They took quickly to the advanced technology, however. Using ships and computers given to them by the Old Republic, they developed their own starship designs and computer technology. By the time the Old Republic gave way to the Empire, Mrlssi were widely regarded as some of the best starship designers and computer software engineers in the galaxy. They proved particularly adept at reverse-engineering the products of other companies, finding flaws, and producing their own superior versions.

Knowledge is very important to the Mrlssi. They view physical possessions as transitory and fleeting, while knowledge is both permanent and empowering. Education is the hub of Mrlssi culture, and Mrlsst is home to some of the galaxy's most renowned universities and technical schools. Students of many different species attend the expensive universities, taught by brilliant Mrlssi scholars.

Personality: Mrlssi are thoughtful, curious beings who enjoy friendly debates and fidgeting with gadgets. While Mrlssi consider themselves great humorists, their humor is very dry to other species. In fact, many non-Mrlssi have a difficult time telling whether a Mrlssi is joking or not.

Physical Description: Mrlssi are short, flightless, avian humanoids with blue skin, vestigial wings, and feathers. Young Mrlssi have brown or gray feathers, but as they age the plumage brightens and becomes more colorful. Large eyes give the Mrlssi extremely sharp vision, and their three-fingered hands have sharp claws. Adult Mrlssi stand between 0.5 and 1.3 meters tall.

Homeworld: The beautiful world of Mrlsst, located in the Colonies region.



Language: Mrissi read and speak Mrlsstese, and many of them learn to speak Basic as well. Their high piping voices grate on some species, while others find them charming.

Example Names: Crisst Herssek, Kepor Dagwa, Krssibel Waray, Pagda Luwa, Virssi Jasst.

Age in Years: Child 1–4; young adult 5–8; adult 9–35; middle age 36–69; old 70–89; venerable 90+.

Adventurers: Mrissi adventurers tend to be nobles and tech specialists. Before the Jedi Purge, a number of Mrissi Jedi consulars also existed.

Mrissi Species Traits

- ⊕ Ability Modifiers: –4 Strength, –2 Constitution, +4 Intelligence, +2 Wisdom, +2 Charisma.
- ⊕ Small: As Small creatures, Mrissi gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ Speed: Mrissi base speed is 6 meters.
- ⊕ Natural Weapons: A Mrissi has sharp claws and can make a claw attack in place of a normal unarmed strike. The claw attack deals 1d4 points of slashing damage plus the Mrissi's Strength modifier. A Mrissi's claw attack does not provoke attacks of opportunity.
- ⊕ Skill Bonus: Mrissi have excellent eyesight and gain a +8 species bonus on Spot checks.
- ⊕ Free Language Skills: Read/Write and Speak Mrlsstese.

Mrissi Commoner: Init +0; Defense 11 (+1 size); Spd 6 m; VP/WP 0/8; Atk –1 melee (1d3–2, unarmed strike) or –1 melee (1d4–2, claw) or +1 ranged; SQ Species traits; SV Fort –1, Ref +0, Will +1; SZ S; FP 0; DSP 0; Rep +0; Str 6, Dex 10, Con 8, Int 14, Wis 12, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Computer Use +3, Craft (any one) +3, Hide +4, Knowledge (any two) +3, Listen +2, Profession (any one) +2, Read/Write Basic, Read/Write Language (any one), Read/Write Mrlsstese, Speak Basic, Speak Language (any one), Speak Mrlsstese, Spot +9.

Feats: None.

Muun

Muunilinst, the Muun homeworld, has been the financial center of the galaxy for millennia. When the Republic realized a need for a standard currency, the Muuns were a natural choice to spearhead its distribution and handling. Muunilinst is well defended and easily reached by Republic warships. The Muuns, for the most part, take their responsibility in stride.

When the Old Republic gave way to the Emperor's New Order, the Muuns were among the few non-

Human species left untouched. The Imperials conceded that no species was better equipped to oversee the galactic economy, and they were unwilling to risk a financial reprisal. Imperial administrators were tasked with monitoring the Muuns to ensure that Imperial credits would not find their way into Rebel Alliance coffers, but the New Order had little to fear from the Muuns, whose unwavering integrity prohibited such devious conduct.

Personality: Muuns are generally greedy both in business and personal life. They rarely overextend themselves, preferring calculated risks over rash actions. They are extraordinarily adept at mathematics, able to calculate statistics, odds, and intricate formulas quickly and with little effort.

Physical Description: The average Muun stands about 1.9 meters tall and has an elongated, almost featureless head and rail-thin body.

Homeworld: Muunilinst is a temperate Outer Rim planet. A series of orbital defense platforms protect the planet from attack. Muunilinst guards an undisclosed cache of precious metals (contained within secretly located vaults) used to back the Republic, Imperial, and New Republic credit.

Language: Muuns speak a language of the same name. It consists of two sounds—“eh” and “um”—combined at varying pitches, frequencies, and orders to create a language similar to the Binary droid language. Written Muun is a mathematical language and simple shorthand for spoken Muun.

Example Names: Ta'hat Gar, San Hill, Marhu Koss, Emont O'ock, Vedo Sillib.

Age in Years: Child 1–10; young adult 11–15; adult 16–50; middle age 51–79; old 80–94; venerable 95+.

Adventurers: Muuns rarely roam the galaxy in search of trouble. When encountered away from Muunilinst, they are often on business of one kind or another and usually eager to return home. Young, adventurous Muuns (by Muun standards, at least) generally regret their decision to leave home immediately after their first failure. They quickly become homesick and put all their energy into finding a way back to Muunilinst.

Muun Species Traits

- ⊕ Ability Modifiers: –2 Strength, +4 Intelligence.
- ⊕ Medium-size: As Medium-size creatures, Muuns have no special modifiers due to their size.
- ⊕ Speed: Muun base speed is 10 meters.
- ⊕ Skill Bonuses: Muuns gain a +2 species bonus on Appraise, Knowledge (business), and Profession (merchant) checks, but only if they have 1 or more ranks in the appropriate skill. When haggling over price, Muuns gain a +4 species bonus on Diplomacy checks.
- ⊕ Free Language Skills: Read/Write and Speak Muun.



Muun Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk -1 melee (1d3-1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 10. Challenge Code A.

Equipment: Datapad, variety of personal belongings.

Skills: Appraise +5, Craft (any one) +3 or Knowledge (any one) +3, Diplomacy +4 (when haggling only), Knowledge (business) +6, Profession (any one) +2 (+4 for merchant), Read/Write Basic, Read/Write Muun, Speak Basic, Speak Binary, Speak Muun.

Feats: None.

Myneyrsh

The Myneyrshi are four-armed natives of Wayland. Before the Empire conquered their world and turned it into a secret storehouse for the Emperor, the Myneyrshi were constantly at war with another of Wayland's sentient species, the Psadans. The Myneyrshi and Psadans joined forces to drive the Imperials from their world, but they failed. The Empire conquered the planet, enslaved its indigenous population, and put the Myneyrshi and their allies to work building an immense complex beneath Mount Tantiss. The Imperial occupation of Wayland ended soon after the Battle of Endor.

Most Myneyrshi view technology as an unwelcome reminder of their Imperial conquerors and prefer the use of simple weapons and tools. Although peace treaties with other indigenous species of Wayland persist for years after the Empire's departure, Myneyrshi remain wary of their alien neighbors.

The Yuuzhan Vong conquer Wayland during The New Jedi Order era, and although thousands flee and escape with their lives, the primitive Myneyrshi refuse to leave and are either exterminated or driven deep into the jungles. With so few tribes remaining, the future of the species is uncertain.

Personality: Myneyrshi are obstinate beings, especially when dealing with Humans and other offworlders. Their experience with the Imperial occupation of Wayland and their enslavement has soured them toward Humans and technology. Myneyrshi consider anything technological in nature an "item of shame" and avoid even being near it when possible.

Physical Description: Thin of build, Myneyrshi have two upper torsos (one atop the other), four arms, long pointy ears, and a short trunk instead of a nose. Their entire bodies are covered in a smooth layer of blue crystalline flesh. The average Myneyrsh stands 1.9 meters tall.

Homeworld: Wayland, a remote and unremarkable jungle world in the Outer Rim.

Language: Myneyrshi speak a primitive language of snorts, honks, and deep vocalizations called Myneyrsh. No written form of their language exists. Myneyrshi pass on knowledge through an oral history.

Example Names: Chyresh, Eychari, Orychee, Panaysha.

Age in Years: Child 1-12; young adult 13-17; adult 18-49; middle age 50-69; old 70-84; venerable 85+.

Adventurers: Myneyrshi have expressed no desire to leave their homeworld. Their isolation, their dislike for technology, and their unpleasant encounters with the Empire and Yuuzhan Vong discourage them from roaming the galaxy. Although the odds are remote, a Myneyrsh forcibly displaced from Wayland might find a life of adventure among the stars and learn to overcome his natural distrust of technology and more technologically advanced species. A Myneyrsh hero would most likely be a fringer, scout, or Force adept.

Myneyrsh Species Traits

⊕ **Ability Modifiers:** -2 Intelligence, +2 Wisdom.

⊕ **Medium-size:** As Medium-size creatures.

Myneyrshi have no special modifiers due to their size.

⊕ **Speed:** Myneyrsh base speed is 10 meters.

⊕ **Natural Armor:** A Myneyrsh's crystalline flesh provides a +2 natural armor bonus to Defense.

⊕ **Extra Limbs:** Myneyrshi have four arms. The extra limbs give them a +4 species bonus on Climb checks and grapple checks. They can hold items in each of their four hands.

A Myneyrsh has one primary hand and three off hands. A Myneyrsh can wield up to four weapons, but the normal penalties for fighting with multiple weapons apply (see the Multiweapon Fighting feat description in the New Feats appendix).

⊕ **Technophobia:** Myneyrshi suffer a -4 penalty on skill checks requiring or involving technological devices such as computers, blasters, vehicles, and starships.

⊕ **Primitive:** Myneyrshi with heroic or professional classes receive the bonus feat Weapon Group Proficiency (primitive weapons) instead of the usual Weapon Group Proficiency bonus feats.

⊕ **Bonus Feats:** Myneyrshi gain the bonus feats Alertness and Stealthy.

⊕ **Free Language Skills:** Speak Myneyrsh and Psadan.

Myneyrsh Commoner: Init +0; Defense 12 (+2 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or -4 melee (1d3, primary unarmed strike), -8 melee (1d3, 3 off-hand unarmed strikes) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 8, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +4, Hide +2, Knowledge (wilderness lore) +0, Listen +3, Move Silently +2, Speak Basic, Speak Myneyrsh, Speak Psadan, Spot +3, Survival +2.

Feats: Alertness, Stealthy.

Nagai

The Nagai are mysterious, knife-wielding warriors with *unstakable* charisma and a strict code of honor. Early encounters with the Nagai prompted other species to mistake them for galactic invaders. In time, it was revealed that the Nagai were not on a mission of conquest, but rather escape. They had declared war on the Tofs, a high-indomitable extragalactic species that had oppressed them. After centuries of bloodshed, it took an alliance with the New Republic and the Empire for the Nagai to defeat the Tofs and bring peace to the galaxy.

Two overriding factors determine the temperament of the Nagai: the demands of honor and fear of their "Old Enemy," the Tofs. The Nagai have few sympathies aside from familial ties. They have already braved the worst hardships under the Tofs, so they fear little else, nor do they let concern for others take precedence over their drive for personal freedom.

Personality: Nagai are intense, focused, and disciplined warriors. They are known to kill without hesitation if it suits them, particularly if honor demands it. If there is no honor in killing, or if their foe is weak, they take no pleasure from the victory.

Some Nagai display a *bizarre*—some would say *cruel*—sense of humor borne from years of adversity. Even this is sometimes used as a weapon to throw an enemy off-balance long enough for the Nagai to strike.

Physical Description: Nagai are gaunt humanoids that average 1.8 meters tall. Their straight black hair and pale white skin reinforce the image of the Nagai as handsome but emaciated

specters. The Nagai are aware of the effect their appearance has on other humanoids and exploit it, letting others see them as weak until the time is right to reveal their true skills. Nagai clothing and hairstyles are diverse, revealing the species' penchant for individualistic expression.

Homeworld: Nagi, a world located in the Unknown Regions on the fringe of the galaxy. Few non-Nagai know its exact location.

Language: The Nagai speak and read Nagaian.

Example Names: Den Siva, Harmon Sho, Hol B'shaki, Krai H'voc, Lusubrin T'shkali, Mendo, Nir Kento, Ozrei, Rei, Sin Shai, Tai, Taru.

Age in Years: Child 1–11; young adult 12–18; adult 19–44; middle age 45–60; old 61–74; venerable 75+.

Adventurers: The first Nagai to visit the galaxy were scouts and soldiers sent from their homeworld, but Nagai adventurers are free to pursue any heroic class.

Nagai Species Traits

- ⊕ **Ability Modifiers:** +2 Dexterity, –2 Constitution.
- ⊕ **Medium-size:** As Medium-size creatures, Nagai have no special modifiers due to their size.
- ⊕ **Speed:** Nagai base speed is 10 meters.
- ⊕ **Soothing Voice:** At will, a Nagai can use his or her voice to influence other sentient aliens. A Nagai gains a +2 species bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks provided the target can hear and understand the Nagai's words.



- ⊕ **Bonus Feat:** Nagai receive the bonus feat Lightning Reflexes.
- ⊕ **Free Language Skills:** Read/Write and Speak Nagaian.

Nagai Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk +0 melee (2d4/19–20, Tehk'la blade) or +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort –1, Ref +3, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Tehk'la blade (see below), variety of personal belongings.

Skills: Bluff +1*, Intimidate +1*, Knowledge (any one) +1, Read/Write Nagaian, Speak Basic, Speak Nagaian.

*This bonus does not include the +2 modifier for using soothing voice (see Nagai Species Traits, above).

Feats: Lightning Reflexes.

Electromesh Armor

Armor Type: Powered armor **Proficiency:** Powered

Cost: 12,000* **Maximum Dex Bonus:** +4

Damage Reduction: 5† **Armor Check Penalty:** –4

Weight: 8 kg **Speed Reduction:** 2 m

*Available for sale only on Nagi.

†Applies to energy weapons other than lightsabers.

Nagai soldiers commonly wear electromesh armor in battle. The lightweight, glossy-black, form-fitting suit incorporates small power cells that generate an electrical field designed to absorb damage from energy weapons other than lightsabers. The armor also allows for maximum flexibility, enabling the Nagai to retain the advantage their superior Dexterity provides.

Tehk'la Blade

Cost: 250* **Stun/Fort DC:** –

Damage: 2d4 **Type:** Piercing

Critical: 19–20 **Multifire/Autofire:** –

Range Increment: – **Size:** Small

Weight: 1 kg **Group:** Vibro weapons

*Available for sale only on Nagi.

Most Nagai favor the Tehk'la blade in melee combat. This wicked variant of the common vibrodagger has serrated edges that tear an enemy's flesh as the blade is drawn from its wound.

Nautolan

Although amphibious, Nautolans feel more at home in the water than on land. Their head tendrils, which serve as major sensory organs, barely function out of water. In water, Nautolans can sense odors through their tendrils. The average Nautolan can tell the emotional state of another being based entirely on the changes in pheromones. This acuity lends to the complexity of their language. Their ability to communicate is keyed to the perception of pheromonal

signatures; without it, their spoken words lose a great deal of meaning.

Nautolans have coexisted relatively peacefully with their land-dwelling neighbors, the Anselmi, for several millennia. Conflicts between the species have usually been brief, though sometimes quite bloody. The Nautolans and the Anselmi fought brief wars over fishing rights, subaquatic development, and even waste disposal. Whenever space seems at a premium, Anselmi tend to encroach upon Nautolan territories. Being physically superior, Nautolans push back most incursions long enough for attrition to render the problem moot. The Republic has stepped in multiple times to settle disputes, but it might be only a matter of time before the two native species of Glee Anselm conclude that they have irreconcilable differences.

Personality: Nautolans reflect the moods of those around them. When confronted by anger and violence, they respond in kind. When approached in a calm, civilized manner, they seem helpful and polite.

Physical Description: Nautolans are amphibious humanoids with mottled green skin and sharklike eyes. Instead of hair, a Nautolan sports a crown of long green tendrils. The Nautolan skeletal structure is reinforced with extra cartilage that makes the species exceptionally resilient. Adult Nautolans average 1.8 meters tall.

Homeworld: Glee Anselm, a planet of vast swamps, lakes, and seas located in the Mid Rim.

Language: Nautolans speak and read Nautila, but their language is pronounceable only underwater. On land, Nautila loses a great deal of detail, which most Nautolans find annoying. When out of water, Nautolans tend to speak Anselmian—learned from their nonamphibious neighbors, the Anselmi—or Basic, which serves them well enough when they travel throughout the galaxy.

Example Names: Garn, Hiskar Dorset, Kit Fisto, Ploss Niklos, Renko Losa, Setel Yast.

Age in Years: Child 1–9; young adult 10–14; adult 15–40; middle age 41–54; old 55–69; venerable 70+.

Adventurers: Nautolans crave adventure. Nobles, scouts, scoundrels, and soldiers are common. Nautolans can also be Force adepts, Jedi consulars, and Jedi guardians.

Nautolan Species Traits

- ⊕ **Ability Modifiers:** +2 Constitution, –2 Intelligence.
- ⊕ **Medium-size:** As Medium-size creatures, Nautolans have no special modifiers due to their size.
- ⊕ **Speed:** Nautolan base speed is 10 meters on land and 6 meters in water.
- ⊕ **Natural Armor:** Nautolans have rubbery hides and gain a +1 natural armor bonus to Defense.

- ⊗ **Breathe Underwater:** As amphibious creatures, Nautolans can't drown in water. They receive a +4 species bonus on Swim checks.
- ⊗ **Pheromonal Sensor:** Nautolans use their tendrils to sense others' moods. They gain a +4 species bonus on Sense Motive checks while in water; the bonus drops to +1 out of the water.
- ⊗ **Low-Light Vision:** Nautolans can see twice as far as normal in dim light (such as moonlight or underwater), and they retain the ability to distinguish color and detail under these conditions.
- ⊗ **Free Language Skills:** Read/Write and Speak Nautila.

Nautolan Commoner: Init +0; Defense 11 (+1 natural); Spd 10 m, swim 6 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 8, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +0 or Knowledge (any one) +0, Profession (any one) +1, Read/Write Nautila, Sense Motive +4 (+1 out of water), Speak Anselmian or Speak Basic, Speak Nautila, Swim +4.

Feats: None.

Nazzar

The Nazzar are a bipedal species native to the planet Nazzri. Although Nazzar tend to be physically agile and powerful, the species has a long history of contemplation and philosophy. They also tend to be xenophobic, making them uncommon off their homeworld.

The Nazzri system was accepted into the Old Republic early in galactic history but had very little contact beyond maintaining a senatorial presence and sending official communications. The Nazzar government spread to cover three nearby systems, then gradually shifted from a pure monarchy to a religious oligarchy. Throughout the three main eras of play, the Nazzar government supports strict adherence to the tenets of the fourteen sects of Ulizra, their state religion. These tenets include the concepts that outsiders are likely to taint Nazzar culture, that all philosophic systems in disagreement with Ulizra must be destroyed, and that a group is always of greater importance than an individual. These beliefs make it difficult for other species to open trade relations with the Nazzar, or even for the Nazzar to retain cordial relations with most other species. Although it is legal for outsiders to stay in the Nazzar systems, they generally find their welcome less than friendly.

Nazzar encountered off their homeworld generally fall into one of two categories: outcasts who have rejected the teachings of Ulizra and preachers who seek to bring their philosophical truths to new people. Nazzar outcasts find new organizations to follow, and many have become fanatical followers of

fringe groups. Nazzar preachers find little acceptance for Ulizra outside their home systems and soon give up their missions. Very rarely, a citizen in good standing with the Nazzar religion might leave the planet on a *boqeri*, a kind of self-imposed exile taken to seek spiritual truth. The length of a boqeri depends on how long it takes the seeker to find the truth he lacked at home. Many Nazzar on these journeys discover the galaxy far too interesting a place to ever return home.

When the Emperor came to power, most Nazzar simply returned to their home systems and ignored the galaxy at large. This attitude persists into The New Jedi Order era. Nazzri has yet to accept invitations to become part of the New Republic. If the Yuuzhan Vong threat passes Nazzri, the Nazzar may well continue to ignore the events of the universe around them.

Personality: Nazzar are noble but distant beings. They are deeply spiritual and intolerant of beliefs that don't mesh with their own. Some Nazzar who leave their homeworld can overcome their natural prejudice and mild xenophobia by forming friendships with other species of the galaxy. These Nazzar make trusty and stalwart companions.

Physical Description: Nazzar stand 2 meters tall, on average. Their dark skin is covered with thin fur ranging from light gray to dark blue. Their elongated heads have distinctly equine facial features.

Homeworld: Nazzri, a temperate and verdant world in the Mid Rim.

Language: Nazzar speak and read Nazzar.

Example Names: Bryyg Tallak, Drrm Roqar, Orrl Toq, Srrm Kanas, Vrrk Jikat.

Age in Years: Child 1–11; young adult 12–17; adult 18–55; middle age 56–89; old 90–124; venerable 125+.

Adventurers: Nazzar who leave their homeworld on a search for spiritual truth often find themselves drawn to adventure. They tend to be nobles, scouts, soldiers, Force adepts, Jedi consulars, and Jedi guardians.

Nazzar Species Traits

⊗ **Ability Modifiers:** +2 Strength, +2 Dexterity, –2 Wisdom, –4 Charisma.

⊗ **Medium-size:** As Medium-size creatures, Nazzar have no special modifiers due to their size.

⊗ **Speed:** Nazzar base speed is 10 meters.

⊗ **Free Language Skills:** Read/Write and Speak Nazzar.

Nazzar Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 12, Con 10, Int 10, Wis 8, Cha 6. Challenge Code A.

Equipment: Variety of personal belongings.



Skill: Knowledge (any one) +2, Profession (any one) +1, Read/Write Nazzar, Speak Nazzar.
Feats: None.

Neimoidian

The Neimoidians are the dominant sapient species in a handful of planetary systems within the same sector as their homeworld, Neimoidia. The Neimoidia system itself is scarcely populated, since Neimoidians in general prefer to live offworld. Clothing represents status in Neimoidian society, which is why most Neimoidians traveling abroad favor long robes of rich fabrics with elaborate collars, hats, and cloaks.

Neimoidians have two primary motivations: to control their surroundings at all times and to acquire as much wealth and power as they can. The latter goal might seem a logical means of attaining the former, but to a Neimoidian, the pursuit of wealth and power is an end unto itself. Such traits gave rise to the Trade Federation, one of the most powerful and influential economic forces in the Galactic Republic. Not all Neimoidians serve the Trade Federation, but few independent Neimoidians get by without maintaining strong ties to the Trade Federation and its members.

Neimoidians constantly exploit weaknesses in others—friends and enemies alike. Extortion and

manipulation are perfectly acceptable practices, particularly when directed at other species. Most Neimoidians take strides to hide their actions behind veils of legality or other “good faith efforts,” if only to minimize personal liability and avoid embarrassment. Neimoidians loathe to be held accountable for the results of a failed scheme.

Personality: Neimoidians are greedy, crafty, and cowardly. They detest combat and prefer to let others fight for them. A Neimoidian’s first recourse when cornered by danger is to bargain for his life. If that fails, the Neimoidian will usually plead for it.

Physical Description: Neimoidians stand between 1.6 and 2 meters tall and are slight of build. Their skin ranges from mottled green to gray, and their vaguely reptilian faces are flat and elongated. They have red eyes, thick lips, and no noses.

Homeworld: Neimoidia, a small and humid world located in the Colonies region.

Language: Neimoidians speak and read their own language and Basic. In private, Neimoidians sometimes use a gestural, nonverbal method of communication called Pak Pak.

Example Names: Daultay Dofine, Hath Monchar, Jumel Arrant, Kund Ekorr, Lott Dod, Lufa Danak, Nute Gunray, Rune Haako, Tey How.

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CHAPTER



NAUTOLAN

NEIMOIDIAN

NAZZAR

NETI

Age in Years: Child 1–11; young adult 12–16; adult 17–40; middle age 41–57; old 58–79; venerable 80+.

Adventurers: Neimoidian heroes are usually nobles or scoundrels, but given the species' penchant for cowardice, Neimoidian adventurers are quite rare.

Neimoidian Species Traits

- ⊖ Ability Modifiers: –2 Strength, +2 Intelligence, +2 Wisdom, –2 Charisma.
- ⊖ Medium-size: As Medium-size creatures, Neimoidians have no special modifiers due to their size.
- ⊖ Speed: Neimoidian base speed is 10 meters.
- ⊖ Skill Bonuses: Shrewd and deceitful, Neimoidians gain a +2 species bonus on Appraise and Bluff checks.
- ⊖ Free Language Skills: Read/Write and Speak Neimoidian and Pak Pak (nonverbal language).

Neimoidian Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk –1 melee (1d3–1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 10, Int 12, Wis 12, Cha 8. Challenge Code A.

Equipment: Fine robes, variety of personal belongings.

Skills: Appraise +3, Bluff +2, Knowledge (any one) +3, Profession (any one) +3, Read/Write Basic, Read/Write Neimoidian, Read/Write Pak Pak, Speak Basic, Speak Neimoidian, Speak Pak Pak.

Feats: None.

Neti

The Neti are a species of sentient plants first encountered on the planet Ryyk. (Some call them Ryyk because of this planet's name.) Roughly four thousand years before the Battle of Yavin, a supernova destroyed the planet. Neti are known to have survived the destruction of their homeworld and now await discovery in remote locations.

As plants, Neti survive through photosynthesis, though they also need some water. Neti are extremely long lived, with an average life span of several thousand years. A Neti reproduces by creating a few seeds, but this occurs only once every few centuries. Seeds often sit for over a thousand years before germinating.

Neti are also capable of changing their size and shape at will. A skilled Neti can morph its shape to a roughly humanoid form, a squat quadrupedal shape, or a solid treelike mass anywhere from 2 to 9.5 meters tall. They are capable of maintaining these forms even when asleep or knocked unconscious.

Some scientists suggest that the planet Myrkr is the true homeworld of the Neti. Although Master Ood Bnar himself was native to Ryyk, it is also possible that the Neti moved from Myrkr to Ryyk at some point in the ancient past. Despite the best efforts of

Jedi scholars, the galaxy at large might never determine the true origins of the Neti species.

Personality: Neti are deep thinkers and natural explorers, eager to unravel the secrets of the Force and the galaxy around them. They bond quickly with those who share similar interests.

Physical Description: Neti are sentient plants with tough gray skin similar to plant bark, thin branching arms, and thick body trunks. Neti foliage tends to be brown or black and grows on the upper parts of a Neti's body. Neti also sport a crown of black-green vegetable "fur" resembling hair. Rootlike appendages serve as feet. When resting, an adult Neti generally appears as a 5-meter-tall tree.

Homeworld: Ryyk, a planet in the Mid Rim. A supernova destroyed the world not long before the Sith War. Most Neti encountered since then hail from the planet Myrkr in the Inner Rim.

Language: Neti speak and read their own language. The Neti language uses a combination of verbal and gestural elements, making it difficult to learn. Other species must spend 2 skill points to gain the Speak Neti skill. Most Neti also learn to speak Basic.

Example Names: Frond Dra-loor, Ood Bnar, Shal Koom, Tuwan Urlu.

Age in Years: Child 1–11; young adult 12–59; adult 60–1,999; middle age 2,000–2,499; old 2,500–3,999; venerable 4,000+.

Adventurers: All Neti are Force-sensitive. Those who live in seclusion tend to be Force adepts, while those who join the galaxy at large can be Jedi consulars and Jedi guardians. Neti scouts are also possible.

Neti Species Traits

- ⊖ Ability Modifiers: –4 Dexterity, +2 Constitution, +2 Intelligence, +2 Wisdom.
- ⊖ Variable Size: As Medium-size creatures, Neti have no special modifiers due to their size.

As Large creatures, Neti suffer a –1 size penalty on Defense, a –1 size penalty on attack rolls, and a –4 penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m in humanoid or treelike form, 2 m by 4 m/ 2 m in quadrupedal form. Their lifting and carrying limits are double those of Medium-size characters.

As Huge creatures, Neti suffer a –2 size penalty on Defense, a –2 size penalty on attack rolls, and a –8 penalty on Hide checks. They have a Face/Reach of 4 m by 4 m/6 m. Their lifting and carrying limits are quadruple those of Medium-size characters.

- ⊖ Speed: Neti base speed is 10 meters.
- ⊖ Metamorph: A Neti has the innate ability to alter its shape and size at will. A Neti can vary its size anywhere from Medium-size to Huge. A Neti can also alter its form to be roughly humanoid, squat and quadrupedal, or solid and treelike. Changing size and shape is a full-round action.

Even in quadrupedal or treelike form, a Neti has manipulative tendrils to operate tools and make attacks. A Neti in quadrupedal form is more difficult to trip or move with a bantha rush (receiving a +4 stability bonus on rolls to resist these effects), but it cannot run or charge. A Neti in its stationary tree form is extremely resistant to these attacks (+12 stability bonus on all rolls to oppose bantha rushes and trips), but it is immobile.

The extra wound points a Neti gains for being Huge disappear if it assumes a smaller form. A Neti that takes 12 or more points of wound damage in Huge form cannot reduce its size until healed.

- ⊕ **Photosynthesis:** As plants, Neti have no need for food. They have a greatly reduced need for water as long as they have regular access to broad-spectrum light. A Neti needs only one-tenth the water of most races, but if deprived of sunlight, it starves, much as other races do when lacking food. A Neti with the Control feat that enters a Force trance can survive almost indefinitely in an area with natural sunlight and rain.
- ⊕ **Camouflage:** In its treelike form, a Neti gains a +8 circumstance bonus on Hide checks when concealed among trees and similar foliage.
- ⊕ **Bonus Feat:** Neti receive the bonus feat Force Sensitive.
- ⊕ **Free Language Skills:** Read/Write and Speak Neti.

Neti Commoner (Medium-size): Init -2; Defense 8 (-2 Dex); Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or -2 ranged; SQ Species traits; SV Fort +1, Ref -2, Will +1; SZ M; FP 1; DSP 0; Rep +0; Str 10, Dex 6, Con 12, Int 12, Wis 12, Cha 10. Challenge Code B.

Equipment: Variety of personal belongings.

Skills: Empathy +3, Enhance Ability +3, Knowledge (any one) +2, Read/Write Basic, Read/Write Neti, Speak Basic, Speak Neti.

Feats: Force-Sensitive.

Neti Commoner (Large): Init -2; Defense 7 (-2 Dex, -1 size); Spd 10 m; VP/WP 0/12; Atk -1 melee (1d4, unarmed strike) or -3 ranged; SQ Species traits; SV Fort +1, Ref -2, Will +1; SZ L; Face/Reach 2 m by 2 m/4 m (humanoid or treelike form), 2 m by 4 m/2 m (quadrupedal form); FP 1; DSP 0; Rep +0; Str 10, Dex 6, Con 12, Int 12, Wis 12, Cha 10. Challenge Code B.

Equipment: See above.

Skills: As above except: Hide -6.

Feats: See above.

Neti Commoner (Huge): Init -2; Defense 6 (-2 Dex, -2 size); Spd 10 m; VP/WP 0/24; Atk -2 melee (1d6, unarmed strike) or -4 ranged; SQ Species traits; SV Fort +1, Ref -2, Will +1; SZ H; Face/Reach 4 m by 4 m/6 m; FP 1; DSP 0; Rep +0; Str 10, Dex 6, Con 12, Int 12, Wis 12, Cha 10. Challenge Code B.

Equipment: See above.

Skills: As above except: Hide -10.

Feats: See above.

Nikto

The Nikto evolved on Kintan, a harsh planet located deep within Hutt Space. Mutations triggered by the planet's radioactive atmosphere have bred five different (but genetically compatible) Nikto subspecies, each one adapted to a specific environmental niche.

Nikto have a limited range of facial expressions simply because they lack the musculature. Their "staring" eyes and seemingly blank expression often lead others to underestimate Nikto intelligence. Life on Kintan and the casual brutality of their Hutt overlords have made the Nikto cunning combatants.

The Nikto have never developed hyperdrive technology but are found throughout the galaxy as slaves of the Hutts. For the most part, Nikto are content with a life of servitude, preferring slavery to a life of toil and hardship on their homeworld. When two Nikto of different subspecies interbreed (a frequent occurrence since the Hutts enslaved the species), the children adopt the species traits of either parent.

Personality: Nikto lack charisma and would rather follow orders than give them. What they lack in free will they make up for in single-mindedness and tenacity. They also adapt quickly to their environment.

Physical Description: All Nikto are reptilian humanoids with leathery skin, sometimes covered in spikes or horns. All five subspecies have deep black eyes, sometimes covered with protective membranes. Nikto adults stand 1.8 meters tall, on average.

Homeworld: Kintan, a radioactive planet located in the Outer Rim.

Language: Nikto speak and read Nikto. Most Nikto who leave their homeworld also learn to speak Basic.

Example Names: Calliose, D'we'mouk, Ga'p'tashi, Giran, Ma'w'shiye, Nour'we'sha, Nysad, Po'me'nuk, Tu'rc'yulir, Vedain, Vizam, Way'w'nok, Wumdi.

Age in Years: Child 1-10; young adult 11-15; adult 16-35; middle age 36-54; old 55-64; venerable 65+.

Adventurers: Nikto adventurers can be of any class, with certain subspecies gravitating toward certain classes. The fringer class is the most common among the Nikto. Green, Southern, and Pale Nikto are often scouts, while Red and Mountain Nikto are commonly soldiers.

Esral'sa'Nikto (Mountain Nikto)

The blue-gray mountain Nikto have nose flaps through which they filter grit, dust, or dangerous fumes. Fins protrude from their cheeks and serve as their primary hearing organs. These fins also aid in temperature control, cooling the Nikto in

summer and flattening against the head to warm the Nikto in winter. Symmetrical neck cavities serve a similar purpose. The claws of a mountain Nikto are short and blunt, more suited to climbing rocks than trees.

Esral'sa'Nikto Subspecies Traits

- ⊗ Ability Modifiers: +2 Strength, -2 Wisdom, -2 Charisma.
- ⊗ Medium-size: As Medium-size creatures, mountain Nikto have no special modifiers due to their size.
- ⊗ Speed: Mountain Nikto base speed is 10 meters.
- ⊗ Natural Armor: A mountain Nikto's tough hide provides a +2 natural armor bonus to Defense.
- ⊗ Skill Bonuses: Mountain Nikto gain a +2 species bonus on Climb checks when scaling rocky surfaces and a +4 species bonus on Survival (mountains) checks.
- ⊗ Free Language Skills: Read/Write and Speak Nikto.

Esral'sa'Nikto Commoner: Init +0; Defense 12 (+2 natural); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Subspecies traits; SV Fort +0, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.
Skills: Climb +2 (+4 when climbing rocky surfaces), Craft (any one) +1 or Knowledge (any one) +1, Read/Write Nikto, Speak Basic, Speak Nikto, Survival (mountains) +4.
Feats: None.

Gluss'sa'Nikto (Pale Nikto)

The pale Nikto range in color from white to gray, which helps them survive on the bleached, rocky shores of the Gluss'elta Archipelago on Kintan. The pale Nikto have a ridge of small horns surrounding the eyes, as well as small fins similar to the large fins of the mountain Nikto. Pale Nikto make excellent sailors.

Gluss'sa'Nikto Subspecies Traits

- ⊗ Ability Modifiers: +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma.
- ⊗ Medium-size: As Medium-size creatures, pale Nikto have no special modifiers due to their size.
- ⊗ Speed: Pale Nikto base speed is 10 meters on land and 6 meter in the water.
- ⊗ Natural Armor: A pale Nikto's tough hide provides a +2 natural armor bonus to Defense.
- ⊗ Hold Breath: A pale Nikto can hold his breath for a number of rounds equal to 25 times his Constitution score before he needs to make



ESRAL'SA'NIKTO

GLUSS'SA'NIKTO

KADAS'SA'NIKTO

KAJAIN'SA'NIKTO

M'SHENTO'SU'NIKTO

checks against drowning (see Suffocation and Drowning in Chapter Twelve of the *Star Wars Roleplaying Game*). Pale Nikto also gain a +4 species bonus on Swim checks.

⊕ Free Language Skills: Read/Write and Speak Nikto.

Gloss'sa'Nikto Commoner: Init +0; Defense 12 (+2 natural); Spd 10 m, swim 6 m; VP/WP 0/12; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Subspecies traits; SV Fort +1, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 8, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Read/Write Nikto, Speak Basic, Speak Nikto, Swim +5.

Feats: None.

Kadas'sa'Nikto (Green Nikto)

The Kadas'sa'Nikto are more commonly called green Nikto. They have scaly green hides, prominent brow ridges, and small horns surrounding the eyes. They lack the nose flap present in other races—evolving in the trees of Kintan's dangerous forests alleviated the need to filter dust, while increasing the importance of the olfactory sense for hunting and survival. The green Nikto have visible, sensitive noses and claws suited for tree climbing.

Kadas'sa'Nikto Subspecies Traits

- ⊕ Ability Modifiers: +2 Strength, -2 Intelligence, -2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, green Nikto have no special modifiers due to their size.
- ⊕ Speed: Green Nikto base speed is 10 meters.
- ⊕ Natural Armor: A green Nikto's thick, scaly hide provides a +2 natural armor bonus to Defense.
- ⊕ Scent: Green Nikto can detect approaching enemies, sniff out hidden foes, and track by sense of smell. They can identify familiar odors just as Humans recognize familiar sights and detect opponents within 10 meters by sense of smell. If the opponent is upwind, the range increases to 20 meters; if downwind, it drops to 6 meters. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents can be detected at triple ranges.

When a green Nikto detects a scent, the exact location is not revealed. Instead, the Nikto knows only that its quarry is present somewhere within range. It must spend a full-round action to note the direction of the scent. At a range of 2 meters, a green Nikto can pinpoint the exact location of the scent. Green Nikto do not need to guess the location of a fully concealed opponent detected this way.

Green Nikto can also follow tracks by smell, making a Survival check to find or follow a track.

The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This increases or decreases depending on the strength of the quarry's odor, the number of creatures, and the age of the trail. For each hour that has passed, the DC increases by 2. This ability otherwise follows the rules for the Track feat. Nikto tracking by scent ignore the effects of surface conditions and poor visibility.

⊕ Skill Bonuses: Green Nikto receive a +2 species bonus on Listen checks, a +2 species bonus on Climb checks when climbing trees, and a +2 species bonus on Survival (forest) checks.

⊕ Free Language Skills: Read/Write and Speak Nikto.

Kadas'sa'Nikto Commoner: Init +0; Defense 12 (+2 natural); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Subspecies traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +2 (+4 when climbing trees), Craft (any one) +0 or Knowledge (any one) +0, Listen +2, Read/Write Nikto, Speak Basic, Speak Nikto, Survival (forest) +2.

Feats: None.

Das'skar Hunting Mask

Cost: 3,000 (1,500 for a half-mask)

Weight: 0.5 kg (0.25 kg for a half-mask)

This mask, specifically created by the Hutts for their loyal Kadas'sa'Nikto hunters and bounty hunters, comes in two parts: an upper half that covers the eyes, nose, and temples, and a lower half that covers the wearer's jaw and cheekbones. The two halves of the mask fit together perfectly, and either or both can be worn. The mask's design usually incorporates aspects of some predatory beast like horny ridges and teeth, adding to the wearer's fierce appearance.

Although the das'skar mask was designed for Kadas'sa'Nikto hunters, with a shape that conforms to the facial structure of this particular Nikto subspecies, any Medium-size humanoid can don the mask.

The upper half of a das'skar mask incorporates special light-enhancing lenses that give the wearer low-light vision. The lower half of the mask includes sensors that enhance the wearer's ability to locate creatures by scent, providing a +2 equipment bonus on Survival checks when tracking prey. Only wearers who have the scent ability gain this bonus.

Kajain'sa'Nikto (Red Nikto)

The Red Nikto are the most common Nikto subspecies. They have crimson skin and are at home in scorching deserts. Small horns jut from their brow and chin, while their nasal passages are protected by a

thin permeable "nose flap" that keeps out dust and desert grit. They gain extra oxygen and conserve moisture with the breathing tubes on their necks. Red Nikto can survive for up to a week without water.

Kajain'sa'Nikto Subspecies Traits

- ⊗ Ability Modifiers: +2 Constitution, -2 Intelligence, -2 Charisma.
- ⊗ Medium-size: As Medium-size creatures, red Nikto have no special modifiers due to their size.
- ⊗ Speed: Red Nikto base speed is 10 meters.
- ⊗ Natural Armor: A red Nikto's thick hide provides a +2 natural armor bonus to Defense.
- ⊗ Desert Dweller: Red Nikto receive a +4 species bonus on Survival (desert) checks and can survive for up to 1 week before needing to make Constitution checks against thirst (see *Starvation and Thirst* in Chapter Twelve of the *Star Wars Roleplaying Game*).
- ⊗ Free Language Skills: Read/Write and Speak Nikto.

Kajain'sa'Nikto Commoner: Init +0; Defense 12 (+2 natural); Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Subspecies traits: SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.
Skills: Craft (any one) +1 or Knowledge (any one) +1, Read/Write Nikto, Speak Basic, Speak Nikto, Survival (desert) +4.
Feats: None.

M'shento'su'Nikto (Southern Nikto)

The southern Nikto have white, yellow, or orange skin. They lack the facial horns, ridges, and fins common to other Nikto subspecies. Instead, southern Nikto have evolved long, prominent breathing tubes on the backs of their heads. These tubes allow them to sense ultrasonic vibrations.

Force adepts are more common among the southern Nikto than any other Nikto subspecies.

M'shento'su'Nikto Subspecies Traits

- ⊗ Ability Modifiers: +2 Dexterity, -2 Intelligence, -2 Charisma.
- ⊗ Medium-size: As Medium-size creatures, southern Nikto have no special modifiers due to their size.
- ⊗ Speed: Southern Nikto base speed is 10 meters.
- ⊗ Natural Armor: A southern Nikto's tough hide provides a +2 natural armor bonus to Defense.
- ⊗ Skill Bonuses: The Southern Nikto evolved delicate ultrasonic sensory tubes along the backs of their skulls, granting them a +4 species bonus on Listen checks and a +2 species bonus on Search and Spot checks.
- ⊗ Free Language Skills: Read/Write and Speak Nikto.

M'shento'su'Nikto Commoner: Init +1; Defense 13 (+1 Dex, +2 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Subspecies traits: SV Fort +0, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.
Skills: Craft (any one) +0 or Knowledge (any one) +0, Listen +4, Read/Write Nikto, Ride +2, Search +1, Speak Basic, Speak Nikto, Spot +2.
Feats: None.

Nimbanel

Nimbanels (or Nimbanese) are a species of warm-blooded humanoid reptiles known for their adoration of complex mathematics and intricate bureaucracies. They use figures to willfully convolute and obscure meaning. They prefer to resolve conflict by befuddling their opponents with official procedures, puzzling rules, and administrative blockades.

Nimbanels put their organizational talents to work serving major business concerns like the Hutt clans, Corporate Sector executives, and the Bureau of Ships and Services. Through the Hutts, many Nimbanels have secured prominent administrative positions in the galaxy and preserved their way of life.

Although most Nimbanels serve the Hutts as willing slaves, a few Nimbanels are free to make their own way in the galaxy, often after years of dedicated service to their masters. They build large networks of business contacts and quickly earn reputations as fussy entrepreneurs obsessed with form and procedure—but they invariably get the job done in an efficient manner, even if they inconvenience others along the way.

Personality: Nimbanels take great pride in their intelligence, efficiency, and work ethics. Nimbanels naturally follow procedure and are not intimidated or discouraged by complex bureaucracies. They can be heartless, implacable, and mischievous, turning down even the most basic request if bureaucratic procedure isn't followed to the letter.

Physical Description: Nimbanels are reptilian humanoids with bald heads, pale skin, round dark eyes, and snouts framed by tufts of cheek hair. Adult Nimbanels are typically 1.6 to 1.9 meters tall.

Homeworld: Nimban, a planet in the Outer Rim.
Language: All Nimbanels speak Nimbanese, Basic, and Huttese, as their snout structure allows them to articulate a wide range of languages easily.

Example Names: Alee Aroval, Beels Lebeleb, Gallo Memm, Lhojugg, Mosep Binneed, Nirbella Tanless, Pok Nar-Ten, Prenlarr Brelm, Sarab Mullo.

Age in Years: Child 1-12; young adult 13-16; adult 17-45; middle age 46-64; old 65-79; venerable 80+.

Adventurers: Nimbanels who become adventurers are usually nobles, scoundrels, or tech specialists. They use their skills to run errands for the Hutts or serve the business interests of various galactic corporations.



Nimbanel Species Traits

- ⊕ Ability Modifiers: +2 Intelligence, -2 Wisdom.
- ⊕ Medium-size: As Medium-size creatures, Nimbanels have no special modifiers due to their size.
- ⊕ Speed: Nimbanel base speed is 10 meters.
- ⊕ Skill Bonuses: Nimbanels gain a +2 species bonus on Computer Use checks and a +4 species bonus on Knowledge (bureaucracy) checks.
- ⊕ Free Language Skills: Read/Write and Speak Nimbanese, and Speak Hutttese.

Nimbanel Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 12, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Computer Use +4, Craft (any one) +2, Knowledge (any one) +2, Knowledge (bureaucracy) +5, Profession (any one) +1, Read/Write Basic, Read/Write Nimbanese, Speak Basic, Speak Hutttese, Speak Nimbanese.

Feats: None.

Noehon

Noehons are diminutive arboreal insectoids prone to infighting. Instead of a unified government, they live in isolated communities called *welds*. A Noehon weld can have anywhere from a few hundred to up to 10,000 members. A dominant male Noehon rules the weld by driving off adolescent male Noehons when they "come of age" and trading superfluous adolescent females to other welds for valued goods, technology, or precious baubles. A few welds will steal another's adolescent females instead of trading for them, particularly if the weld is small, poorly defended, or otherwise vulnerable.

Visiting spacefaring merchants introduced blasters and vibro weapons to the industrialized Noehon culture, turning tribal rivalries into all-out "weld wars" that continue until one side is annihilated. Although the Noehons never developed space flight, their planet receives plenty of visitors who are more than happy to transport Noehons offworld for a "fair price," which has enabled the highly adaptive species to colonize other worlds across the galaxy.

When the dominant male of a weld grows too feeble to rule by force, a younger male rival kills him and usurps control of the weld. Most visitors know better than to stand between an ambitious Noehon and his "destiny."



Personality: Male and female Noehons raised in a weld are usually abusive and combative. They sheepishly placate their superiors and are unnecessarily cruel to their inferiors and underlings. Noehon raised outside a weld are more even-tempered and better equipped to function socially within the greater galactic community.

Noehons are fastidious and orderly beings. They use every resource at their disposal and never discard something that might be useful later.

Physical Description: Noehons resemble bipedal insects with enormous multifaceted eyes, large mandibles, four arms, and a soft carapace covered in short bristles. The average Noehon stands about 1.1 meters tall. Glands on either side of their mouths produce a musky secretion used to mark territory, possessions, and even subordinates. Every Noehon exudes a distinctive musk.

Homeworld: Noe'ha'on, a jungle world located in the Expansion Region.

Language: Spoken Noehonese incorporates scent with mandible clicks and shrill sounds. The Noehon have no written language. Noehons have trouble speaking other languages but deal with enough offworlders to make learning Basic worthwhile.

Example Names: Gi'kha, Hark'r, Ki'nakra, Ri'zat, Tir'uh, Zak'r.

Age in Years: Child 1–2; young adult 3–4; adult 5–24; middle age 25–37; old 38–44; venerable 45+.

Adventurers: Most Noehons encountered in galactic society are slaves, descendants of slaves, or slavers. They gravitate toward practices that reinforce a strict hierarchy, such as law, accounting, and organized crime. Noehon heroes can belong to any class, although no Noehon to date has opted to learn (or possessed the aptitude to learn) the ways of the Jedi.

Noehon Species Traits

- ⊕ **Ability Modifiers:** +2 Dexterity, –2 Intelligence, –2 Charisma.
- ⊕ **Small:** As Small creatures, Noehons gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ **Speed:** Noehon base speed is 6 meters. They have a climb speed of 6 meters as well.
- ⊕ **Extra Limbs:** Noehons have four arms and can hold an item in each hand. For combat purposes, a Noehon has one primary hand and three off hands. A Noehon can wield up to four weapons, but the normal penalties for fighting with multiple weapons apply (see the Multiweapon Fighting feat description in the New Feats appendix).
- ⊕ **Musk:** Noehon musk is an overpowering scent that lingers indefinitely. Removing the scent from oneself or an item requires 3d10 days of regular washing.

⊕ **Skill Bonus:** Noehons gain a +8 species bonus on Climb checks and can always choose to take 10 on such checks, even when distracted or faced with adverse conditions.

⊕ **Bonus Feat:** Noehons receive the bonus feat Multidexterity, which reduces the penalties they suffer when wielding weapons in both their primary and off hands (see the Multidexterity feat description in the New Feats appendix). They ignore the 15 Dexterity prerequisite for this feat.

⊕ **Limited Linguist:** Noehons who wish to speak a language other than their own must spend 2 skill points (instead of the usual 1 skill point) to acquire the applicable Speak Language skill.

⊕ **Free Language Skills:** Speak Noehonese.

Noehon Commoner: Init +1; Defense 12 (+1 Dex, +1 size); Spd 6 m, climb 6 m; VP/WP 0/10; Atk +1 melee (1d2, unarmed strike) or –3 melee (1d2, 4 unarmed strikes) or +2 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +8, Knowledge (any one) +1 or Profession (any one) +2, Speak Basic, Speak Noehonese.

Feats: Multidexterity.

Noghri

The Noghri are a small, compact humanoid species native to the isolated Outer Rim planet of Honoghri. Natural-born hunters, they prefer to use primitive weapons, usually killing their victims up close.

The Noghri culture is built around clans (among them Kihm'bar, Bakh'tor, Eikh'mir, and Hakh'khar) with a long history of bloody rivalry. By the time of the Clone Wars, the clans had put aside their differences and learned to coexist, unaware of other intelligent species in the galaxy. A space battle in orbit over their world led to a starship crash that contaminated the planet with toxic chemicals. The Noghri faced famine and extinction when a black-garbed visitor from the stars arrived: Darth Vader. He promised to save their dying homeworld; in return, the Noghri pledged to serve him and the Empire.

The Noghri served Vader as his secret assassins for decades. Five years after Vader's death, one of them recognized Leia Organa-Solo as Darth Vader's daughter. They turned from serving the Empire to serving "Lady Vader." Several clans of Noghri remain dedicated to the protection of Leia and her family well into The New Jedi Order era.

The Noghri rarely travel the galaxy alone. During the Galactic Civil War, they are always found in the company of Darth Vader's agents or (briefly) with the forces of Grand Admiral Thrawn. Later, they can be found in the company of New Republic agents, as

well as the allies, friends, and relatives of Leia Organa-Solo.

Personality: Noghri are fierce, dedicated warriors who place the honor of their clans and the safety of their charges above all. For a relatively primitive species, they are shrewd, quick to adapt, and mindful of customs and rituals. They do not grasp the concept of humor well and are not particularly sociable.

Physical Description: Noghri are small, compact humanoids. A typical Noghri has gray skin, beady black eyes set deep within bony sockets, claws, and fangs. Adult Noghri average 1.3 meters tall.

Homeworld: The devastated world of Honoghr, located in the Outer Rim.

Language: Noghri speak and read Honoghran (sometimes called Noghrese by galactic linguists). They speak Basic with ease, albeit with soft, whispered, chilling voices.

Example Names: Cakhmaim clan Eikh'mir, Ekhrikhor clan Bakh'tor, Khabarakh clan Kim'bar, Ovkhevam clan Bakh'tor, Ruhk clan Baikh'vair, Sakhisakh clan Tlakh'sar.

Age in Years: Child 1–8; young adult 9–12; adult 13–44; middle age 45–59; old 60–74; venerable 75+.

Adventurers: Noghri adventurers are typically fringers, scouts, or soldiers. Noghri Force-users are rare. Many who leave their homeworld become bodyguards in the employ of Darth Vader, Grand Admiral Thrawn, or Leia Organa-Solo (depending on the era).

Noghri Species Traits

- ⊕ Ability Modifiers: +2 Dexterity, +2 Wisdom, –4 Charisma.
- ⊕ Small: As Small creatures, Noghri gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ Speed: Noghri base speed is 6 meters.
- ⊕ Keen Smell: A Noghri can identify an individual by smell at a range of 10 meters with a successful Wisdom check (DC 10). The range increases to 20 meters if the individual is upwind and drops to 6 meters if the individual is downwind. If the Noghri has never encountered the individual before, a successful Wisdom check reveals only the individual's species or some scent unique to that individual (which will allow the Noghri to recognize the individual in the future).
- ⊕ Primitive: Noghri with heroic or professional classes receive the bonus feat Weapon Group Proficiency (primitive weapons) instead of the usual Weapon Group Proficiency bonus feats.
- ⊕ Free Language Skills: Read/Write and Speak Honoghran (Noghrese).

Noghri Commoner: Init +1; Defense 11 (+1 Dex); Spd 6 m; VP/WP 0/10; Atk +1 melee (1d2, unarmed strike) or +2 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +1; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 12, Cha 6.

Equipment: Variety of personal belongings.

Skills: Hide +5, Listen +2, Move Silently +2, Read/Write Honoghran, Speak Basic, Speak Honoghran, Survival +2.

Feats: None.

Nosaurian

Nosaurians are a bipedal reptilian species known for their animosity toward Humans. The Empire's subjugation and repression of the Nosaurians contributed greatly to this hatred.

Although they've endured their share of hardship, Nosaurians are mindful and proud of their ancient customs; for example, when the sun dips below the horizon on New Plympto, they bray at the top of their lungs to "sing it down." Nosaurians who are indoors can sense when the sun is setting, and some Nosaurians even perform this strange ritual on other worlds, braying at inopportune times for reasons most other species cannot fathom.

Nosaurians have black-and-white vision—a trait that is rarely debilitating. They also have the curious ability to phosphorize the lining of their mouths—a trait that supports one theory that Nosaurians evolved from insect-eating reptiles that used such traits to attract small insects and other prey.

The New Republic helped New Plympto recover from the hard years under Imperial occupation, but it could not right the wrongs inflicted upon the Nosaurians by their Imperial overlords, nor could the New Republic defend the Nosaurians against Yuuzhan Vong invaders during The New Jedi Order era. When the Yuuzhan Vong assaulted New Plympto, they dealt horrible losses to the Nosaurians. Frustrated by Nosaurian reprisals, the Yuuzhan Vong later unleashed a life-consuming virus upon the world, rendering it uninhabitable and forcing the New Republic to impose a strict quarantine. Luckily, most Nosaurians managed to flee their homeworld before its destruction.

Personality: Nosaurians are gregarious and even-tempered by nature. However, the perceived injustices inflicted upon the species by Humans in power have left most Nosaurians embittered and angry. The Yuuzhan Vong's merciless assault of New Plympto has only increased the Nosaurians' descent into a kind of disgusted fatalism.

Physical Description: Nosaurians stand between 1.2 and 1.5 meters tall. They have four nimble fingers on each hand and possess three-toed, birdlike feet. They have thick skin ranging from light green to black. Their most striking feature is the ridge of horns sprouting from their foreheads like a savage head-dress. The horns are sharp enough to gore opponents,

though most Nosaurians protect their horns to avoid accidental breaks. Particularly old or quarrelsome Nosaurians are recognized by the jagged stubs on their heads.

Homeworld: New Plympto, a temperate planet in the Core Worlds region.

Language: Nosaurians speak their own language, which consists of barks, warbles, and hissing sibilants. Their written language combines two ancient alphabets and includes plenty of metaphors associated with nature, weather, and the seasonal cycle.

Example Names: Fefar Blackeye, Clegg Holdfast, Churra Leafhorn, Moco Minkfruit.

Age in Years: Child 1–10; young adult 11–15; adult 16–45; middle age 46–79; old 80–99; venerable 100+.

Adventurers: Nosaurian adventurers can be of any class, though fringers and soldiers have become more common in The New Jedi Order era.

Nosaurian Species Traits

⊕ Ability Modifiers: +2 Dexterity, -2 Charisma.

⊕ Medium-size: As Medium-size creatures, Nosaurians have no special modifiers due to their size.

⊕ Speed: Nosaurian base speed is 10 meters.

⊕ Natural Weapon: A Nosaurian can gore with its horns instead of making an unarmed strike. The gore attack deals 1d6 points of piercing damage (plus Strength modifier) and does not provoke attacks of opportunity. A Nosaurian who charges and hits his opponent with a gore attack deals double damage.

⊕ Skill Bonuses: Nosaurians gain a +2 species bonus on Climb and Survival checks.

⊕ Free Language Skills: Read/Write and Speak Nosaurian.

Nosaurian Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 melee (1d6, gore) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 8.

Equipment: Variety of personal belongings.

Skills: Climb +2, Craft (any one) +1, Knowledge (any one) +1, Profession (any one) +1, Read/Write Nosaurian, Speak Basic, Speak Nosaurian, Survival +2.

Feats: None.

Nuknog

Nuknog are diminutive humanoids with small brains and short tempers. Nearly 1,000 years before the Battle of Yavin, Nuknog leaders "sold" their homeworld to a consortium of unscrupulous mining corporations in exchange for jobs, food, and modest accommodations.

The Nuknog worked in mines and processing factories, performing tasks deemed too dangerous for

offworld personnel. They received no money for their work, ate leftovers, and slept in tight, prefabricated military barracks. Shoddy equipment and mining accidents claimed countless Nuknog lives, and all that time the Nuknog had no sense that the corporations were exploiting and mistreating them.

The Nuknog remained the unknowing slaves of one corporation or another for centuries as mining contracts changed hands. It wasn't until a pair of Jedi came to the planet in search of a wanted criminal that the mistreatment of the Nuknog caught the attention of the greater galactic community. The Republic Senate ordered the mining corporations to terminate all operations on the Nuknog homeworld and repay several centuries' worth of lost wages. The corporations dissolved amid the controversy, leaving the Nuknog with empty mines, empty factories, and empty stomachs. Sympathy for the Nuknog ran high. Republic relief workers delivered emergency food supplies to the starving Nuknog and offered to help rebuild the planet's devastated agricultural industry. Thinking that the Republic, like the mining corporations, might be manipulating them in some fashion, the Nuknog took the free food but blamed the Republic for depriving them of the only life they knew. Their leaders demanded that the Republic provide the Nuknog with food and supplies in perpetuity. When it became clear that the Nuknog were unwilling to help themselves, all sympathy for the species evaporated.

With the rise of the Separatists and the events leading up to the Clone Wars, the Republic faced political turmoil on many fronts. The plight of the Nuknog no longer captured the interest of the Senate or the galaxy at large. The Nuknog now had another reason to resent the Republic.

The Nuknog change very little after the Clone Wars and the fall of the Old Republic. The average life expectancy of a Nuknog is nearly doubled if it makes its home offworld—a luxury few Nuknog can afford. That said, a few Nuknog have successfully bought passage on passing ships, usually by selling themselves into slavery.

Personality: Nuknog are short-tempered, petty, easily manipulated beings who rarely see the big picture. They resent most other beings in the galaxy and blame the most convenient scapegoats for their problems. The bravest Nuknog actually have the will and drive to rise above their meager lives, and they are rare indeed.

Physical Description: A Nuknog is a bipedal, reptilian humanoid with a long, skinny neck, bulbous snout, stocky legs, and a bumpy ridge along the centerline of the skull. The average Nuknog stands approximately 1.2 meters tall.

Homeworld: Sump is a humid, dilapidated Outer Rim world few care to visit. Pollution from offworld mining interests has contaminated the ecosystem, creating vast, toxic marshes incapable of sustaining

life. Somehow, the Nuknog manage to survive, though barely.

Language: Nuknog speak a language of the same name. It consists of squeaks, barks, and gruff vocalizations. Written Nuknog uses a simple alphabet.

Example Names: Vek Bolko, Buhar Lod, Po Nulmik, Skoo Runkin, Ark Roose, Noop Warko.

Age in Years: Child 1–11; young adult 12–16; adult 17–35; middle age 36–49; old 50–64; venerable 65+.

Adventurers: Most Nuknog jump at the chance to leave Sump and never return. They are easily manipulated with promises of safe passage offworld, but they have few skills to offer. Some Nuknog will volunteer to become slaves just to get away from their homeworld, although not all Nuknog are willing to take such extreme measures, given how most slaves are treated. Nuknog heroes are usually fringers.

Nuknog Species Traits

- ⊕ **Ability Modifiers:** +2 Dexterity, –2 Intelligence, –2 Wisdom.
- ⊕ **Small:** As Small creatures, Nuknog gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ **Speed:** Nuknog base speed is 6 meters.
- ⊕ **Rush:** Nuknog can temporarily improve their agility, reflexes, and speed. A rushing Nuknog gains a temporary +4 Dexterity (which improves his Defense, ranged attacks, Reflex saves, and Dexterity-based skills) and moves at twice the normal speed (12 meters). While using this ability, the Nuknog cannot use skills that require patience and concentration, such as Move Silently, Combat Expertise, or any Force-based skill. A rush lasts for a number of rounds equal to 5 + the Nuknog's Constitution modifier. At the end of this duration, the Nuknog loses the benefits of the rush and is fatigued (–2 Strength and Dexterity; can't run or charge) for a number of rounds equal to the rush's duration.

A Nuknog can use the rush ability a number of times per day equal to 3 + the Nuknog's Constitution modifier.

- ⊕ **Skill Bonuses:** Nuknog have acute senses. They gain a +2 species bonus on Listen, Search, and Spot checks.
- ⊕ **Free Language Skills:** Read/Write and Speak Nuknog.

Nuknog Commoner: Init +1; Defense 12 (+1 Dex, +1 size); Spd 6 m; VP/WP 0/10; Atk +1 melee (1d2, unarmed strike) or +2 ranged; SQ Species traits; SV Fort +0, Ref +1, Will –1; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 8, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Listen +1, Read/Write Nuknog, Search +1, Speak Basic, Speak Nuknog, Spot +1.

Feats: None.

Omwati

The Omwati are a willowy humanoid species from the Outer Rim world of Omwat. They developed their own culture and technology, believing they were the only sentient beings in the galaxy. They unified early in their history under a single world government, thus managing to avoid the devastating wars that plague many worlds on the verge of becoming spacefaring societies. They enjoyed a nearly uninterrupted development of philosophy, arts, medicine, and mathematical theories. Their manufacturing, irrigation, mining, and construction methods are quite advanced, although their overall technology level lags far behind what's considered the galactic standard. Their unique honeycomblike cities are spread across the planet, yet their environment remains almost as clean as that found on unsettled worlds. The Omwati managed to do what few species have accomplished—a balance between the production needs of a technologically advanced society and sound stewardship of their world's resources.

The first Old Republic ship to visit Omwat was a *Victory*-class Star Destroyer commanded by future Grand Moff Wilhuff Tarkin. Omwati society—after some initial shock—welcomed the visitors. Tarkin and his team left technological, cultural, and historical data behind for the Omwati to study and departed with a promise of other ships to come. Tarkin did not inform the Omwati that their world must have been visited by ancient ships of the early Republic, since their kind did indeed exist elsewhere in the universe—in fact, a small community thrived on Coruscant.

More than a decade passed before Tarkin would return to Omwat. Always a forward-looking man, he had decided to keep the native society on Omwat a secret among himself and his fellow mission commanders, hoping some day that they would be able to profit from a world that could be his personal think tank. When The Emperor gave Tarkin dominion over the Outer Rim Territories, the Grand Moff felt the time had come to exploit the Omwati.

While Imperial diplomats kept the people of Omwat enthralled with tales of galactic society (never mentioning their cousins elsewhere in the galaxy), Tarkin supervised the construction of an orbital education facility. Once it was complete, the Imperials revealed their true nature. The Omwati would conduct planetwide intelligence and aptitude tests and surrender those children who score the highest, they were told; resistance would result in the destruction of their cities from orbit. The Omwati reluctantly agreed. They surrendered hundreds of Omwati children, never hearing from them again.

When Tarkin and many of his closest associates were killed in the destruction of the Death Star, the orbital facility at Omwat was abandoned. In the meantime, the Omwati had been secretly developing craft capable of breaking free from the gravitational pull of their world and managed to reach the satellite. They did not recover the lost children, but they found technology that helped them greatly advance their own fledgling space program. The Omwati developed their first hyperdrive-capable vessel roughly ten years after the Battle of Endor. This development was spurred by the desire to find the children who had become lost among the stars. The Omwati did not want to believe the satellite's data that implied all but ten were dead.

Omwati explorers were eventually contacted by New Republic diplomats—but only after these Omwati terrorized a number of small Outer Rim colonies and refueling posts—and another of the Empire's atrocities became fully documented. The offworld Omwati welcomed their "primitive" cousins with open arms.

Personality: Omwati are gracious, intelligent, and wise. They mind the lessons of the past when looking toward the future, and they demonstrate keen problem-solving skills. Omwati value family above friendship, and friendship above everything else.

Physical Description: Omwati skin features a bluish tint, and the most common eye colors are

shades of blue. The colors of their gossamer hair range from copper to pearly white. Omwati have willowy, almost frail-looking physiques. Adult Omwati stand between 1.6 meters and 2.1 meters tall.

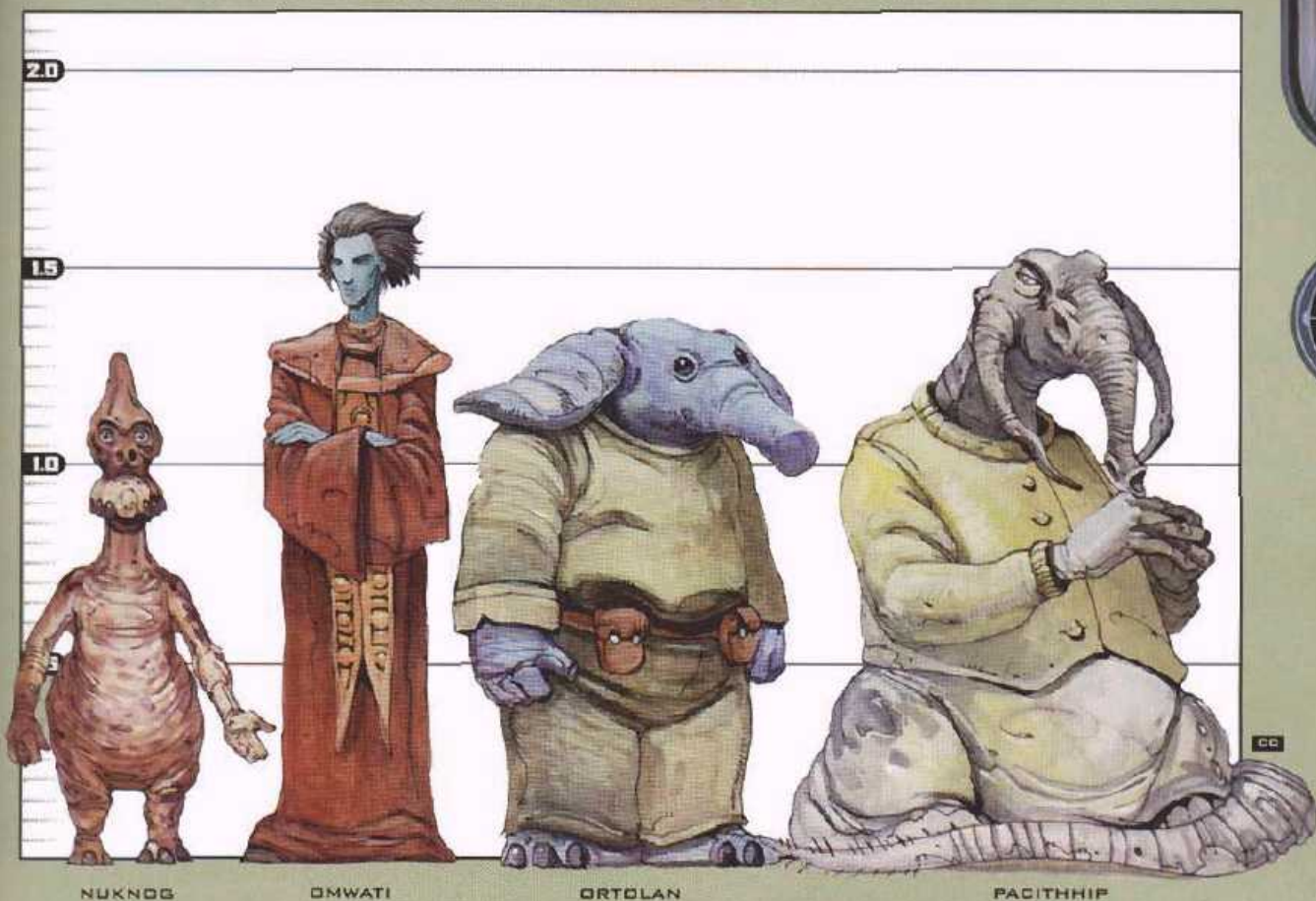
Homeworld: Omwat, an orange-green planet of savannas and mountains located in the Outer Rim.

Language: Omwati speak Omwatese, an elegant language with a number of odd tonal inflections. Written Omwatese uses a flowing script and letters that fit together like pieces of a jigsaw puzzle to form words.

Example Names: Girral, Helix-Lur, Orthan, Pillik, Xel Tanni, Owi Xux, Zallir.

Age in Years: Child 1–12; young adult 13–17; adult 18–40; middle age 41–65; old 66–84; venerable 85+.

Adventurers: Adventuring Omwati are usually fringers, nobles, or scouts traveling the galaxy in search of the Omwati abducted by Tarkin. The most dedicated of these may conform to the bounty hunter template provided in Chapter Fourteen of the *Star Wars Roleplaying Game*. By the time of the Yuuzhan Vong invasion during The New Jedi Order era, a native Force tradition has formed on Omwat, based on the documents provided by Tarkin's first-contact team.



Omwati Species Traits

- ⊕ Ability Modifiers: -2 Strength, +2 Intelligence, +2 Wisdom.
- ⊕ Medium-size: As Medium-size creatures, Omwati have no special modifiers due to their size.
- ⊕ Speed: Omwati base speed is 10 meters.
- ⊕ Bonus Feat: Omwati gain the bonus feat Gearhead.
- ⊕ Free Language Skills: Read/Write and Speak Omwatese.

Omwati Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk -1 melee (1d3-1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 10, Int 12, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Computer Use +3, Craft (any one) +3, Knowledge (any two) +2, Profession (any one) +2, Read/Write Basic, Read/Write Omwatese, Repair +3, Speak Basic, Speak Omwatese.

Feats: Gearhead (bonus feat).

Ortolan

Ortolans are solidly built, squat humanoids from the frigid world of Orto. Food is the most important part of an Ortolan's life because it is so scarce on their world. To survive the harsh conditions of their homeworld, Ortolans rely on a heavy layer of blubber (insulation from the cold and an energy supply in times when food becomes scarce) and highly developed senses of smell and hearing that allow them to find food or track prey over large distances. They are almost manic about always having food in their stomach and gorge themselves at every opportunity.

Orto is a world rich in minerals and the Ortolans, while not technologically advanced by galactic standards, are very efficient miners. The Ortolan economy is barter-based, so manufacturing companies that can bring the most food or highly exotic imported foods to Orto can receive low-cost raw materials. During the Rebellion era, the Ortolans were more or less left alone by the Empire, although the Empire did impose regulations limiting their ability to travel from their homeworld. As long as the Ortolans traded their ore to the "right" manufacturers (like TaggeCo and SoroSuub), the Empire remained indifferent to the little humanoids. The Ortolans traded with both the Alliance and the Empire during that time, and the Galactic Civil War filled many bellies on Orto.

Personality: Ortolans are generally happy if they are well fed. They also take great joy in music of all sorts, as their highly developed sense of hearing can pick up sounds that few other beings can hear, making every live performance or different recording of even the most familiar tunes a new experience for an Ortolan.

Many beings consider Ortolans dimwitted because they are often willing to work for nothing more than

a meal. However, more than one high-ranking Imperial officer or snobbish noble have found valuable military secrets or art objects missing after a "stupid" Ortolan musician and his band played for nothing but a meal at his ball.

Physical Description: Ortolans have floppy ears, beady black eyes, long trunklike noses, and small mouths. Each hand ends in four stubby fingers tipped with suction pads, and their short legs have poorly articulated joints that cause them to waddle when they walk. A thick, baggy hide covered with short, velvetlike blue fur hangs off their chubby bodies. Ortolan adults stand between 1.1 and 1.7 meters tall.

Homeworld: Orto, a frozen wasteland located in the Outer Rim. The planet has a short and unpredictable growing season, and famines are common.

Language: Ortolans speak their own language, the spoken form of which consists of grunts, hoots, and words comprised of one hard and one soft syllable. Ortolans also speak Basic with ease.

Example Names: Bedo, Eembek, Miebar, Nabkess, Ooben, Rebo, Ruznee, Ydde.

Age in Years: Child 1-5; young adult 6-11; adult 12-39; middle age 40-54; old 55-70; venerable 71+.

Adventurers: Ortolans are quite happy to leave their homeworld when the opportunity presents itself. Ortolan adventurers gravitate toward the fringer and scoundrel classes, although they are not restricted from any class.

Ortolan Species Traits

- ⊕ Ability Modifiers: -2 Dexterity, +2 Constitution.
- ⊕ Small: As Small creatures, Ortolans gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ Speed: Ortolan base speed is 6 meters.
- ⊕ Keen Smell: Ortolans have a keen sense of smell. An Ortolan with the Track feat receives a +4 species bonus on Survival checks when tracking a subject within 2 kilometers of his current location.
- ⊕ Intestinal Fortitude: Ortolans gain a +2 bonus on Fortitude saves against ingested poisons.
- ⊕ Skill Bonus: Ortolans receive a +4 species bonus on Survival checks when foraging for food.
- ⊕ Free Language Skills: Read/Write and Speak Ortolan.

Ortolan Commoner: Init -1; Defense 10 (-1 Dex, +1 size); Spd 6 m; VP/WP 0/12; Atk +1 melee (1d2, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref -1, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 12, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Entertain (any one) +2 or Profession (any one) +2.

Hide +3, Read/Write Ortolan, Speak Basic, Speak Ortolan, Survival +4 (when foraging for food).
Feats: None.

Pacithhip

Pacithhips are humanoid pachyderms whose society is split into three castes: the scholar caste, the warrior caste, and the farmer caste. The shape of a Pacithhip's tusks determines which caste it belongs to. The tusks do not achieve their final size and shape until adulthood, and which point there's no disputing whether the Pacithhip will be a scholar, warrior, or farmer. Scholars interpret the law and educate the young. Warriors enforce the law and defend Pacithhip communities. Farmers traditionally provided food and clothing, but their role has expanded to include the manufacture of vehicles, droids, and weapons.

When Imperial scouts first arrived on the Pacithhip homeworld, the Pacithhips hadn't yet developed hyperdrive technology, fusion power, or repulsorlift technology. Pacithhips had just mastered fossil fuels and precision machinery on their own and were easily subjugated by the Empire. After the Battle of Endor, Pacithhips took over the deserted Imperial facilities on their homeworld and began to import standard technology. Shortly after the formation of the New Republic, Pacithhips were common sights throughout the galaxy.

Personality: Rational and tolerant beings by nature, Pacithhips tend to accept the way things are and rarely question authority. The average Pacithhip heeds the teachings of the scholar caste, which emphasizes fairness and equality. Pacithhips enjoy dealing with members of other species and quickly adapt to varying climates and customs.

Physical Description: Pacithhips possess elephantine features, including a long trunk and thin, elegant tusks. Wrinkled gray skin covers the Pacithhip's plump humanoid frame, and a bony ridge protects the back of the skull. A Pacithhip's eyes are situated on the sides of the head, granting 360-degree vision. The average Pacithhip stands 1.5 meters tall.

Homeworld: Shimia, a temperate Outer Rim world located near the Corellian Run. The world has grass-covered plains bordered by mountain ranges that plunge into the sea.

Language: Pacithhips speak Shimiese, a language of snorts, trumpets, and intricate vocalizations. Written Shimiese employs pictograms that represent various nouns, verbs, and figures of speech. Pacithhips speak Basic with ease.

Example Names: Aruka, Gepto Hukudi, Ketwol, Ossom Okwar, Runkara, Sossil Wekwa.

Age in Years: Child 1–12; young adult 13–17; adult 18–44; middle age 45–69; old 70–84; venerable 85+.

Adventurers: Pacithhips who don't fancy their society's caste system are apt to leave Shimia and settle elsewhere. Their willingness to explore the

galaxy does not brand them as malcontents—for the most part, modern Pacithhip society encourages individuals to “find their own paths.” Pacithhip traders are common along the Corellian Run.

Pacithhip heroes can belong to any class, although most Pacithhips encountered away from Shimia are fringers, scoundrels, and scouts.

Pacithhip Species Traits

- ⊕ Ability Modifiers: +2 Strength, –2 Dexterity.
- ⊕ Medium-size: As Medium-size creatures, Pacithhips have no special modifiers due to their size.
- ⊕ Speed: Pacithhip base speed is 8 meters.
- ⊕ Natural Armor: A Pacithhip's thick hide provides a +2 natural armor bonus to Defense.
- ⊕ Natural Weapon: A Pacithhip can gore opponents with his two sharp tusks, dealing 1d6 points of piercing damage (plus Strength modifier). Attacking with the tusks does not provoke attacks of opportunity.
- ⊕ Stable: Pacithhips have a low center of gravity and use their tails to provide extra stability. They gain a +4 stability bonus on checks to resist bantha rushes and trip attacks.
- ⊕ Skill Bonus: A Pacithhip can see in all directions at once. It gains a +2 species bonus on Spot checks.
- ⊕ Free Language Skills: Read/Write and Speak Shimiese.

Pacithhip Commoner: Init –1; Defense 11 (–1 Dex, +2 natural); Spd 8 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +1 melee (1d6+1, gore) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2 or Knowledge (any one) +2, Profession (any one) +1, Read/Write Shimiese, Speak Basic, Speak Shimiese, Spot +2.

Feats: None.

Pa'lowick

A mining expedition discovered the Pa'lowick homeworld about ten years before the Battle of Endor, making Pa'lowicks one of the newer species to join galactic society. Though technologically primitive, Pa'lowicks have a sophisticated and highly adaptive feudal society (ruled by noble families). They welcome contact with other species and enjoy trading foodstuffs and primitive wares for useful technological devices they cannot build themselves.

Regular trade with other species has done little to change the way Pa'lowicks live. Although they like to collect high-tech items, most are content to “nest” on their homeworld, enjoying the simple life of farming, fishing, hunting, and storytelling. Aside from their rich culture, Pa'lowicks have little to offer the galaxy

at large—a trait that most likely spared them from Imperial enslavement.

Pa'lowick nobles periodically entertain the notion of joining the New Republic, but the New Republic has done little to entice them. The New Republic's disinterest has had little impact on Pa'lowick society, as most Pa'lowicks could care less about events shaping the galactic community.

Personality: Pa'lowicks are natural scavengers who exhibit incredible patience. They display ritualistic tendencies, rarely changing the way they do things. Pa'lowicks strive to preserve the traditions of the past while embracing technology that is useful. Singing and storytelling are among a Pa'lowick's favorite pastimes.

Physical Description: A Pa'lowick has a round torso, long spindly arms and legs, mottled skin (usually yellow, green, and brown), and two mouths: one at the end of a long snout, the other located below the base of the snout. Two sharp tusks jut upward from the Pa'lowick's lower mouth, which completely grows over at middle age. The average Pa'lowick stands about 1.6 meters tall.

Homeworld: Lowick, a swampy planet in the Outer Rim.

Language: Pa'lowick speak Lowickese. With the recent introduction of technology to their world, they've adapted the Basic alphabet to create written Lowickese. To the uneducated, it looks like gibberish written in Basic.

Example Names: Larisselle Chatrunis, Aneeda Desha, Meep Erdles, Sal Orbego, Sy Snootles, Roopak Weelak.

Age in Years: Child 1–11; young adult 12–16; adult 17–44; middle age 45–59; old 60–74; venerable 75+.

Adventurers: Pa'lowicks rarely leave Lowick. Those who do are dazzled by traders' tales about the rest of the galaxy. Once they're offworld for a few weeks, they often run out of credits and end up as vagabonds, criminals, or slaves. Heroes can belong to any class, although most Pa'lowicks encountered away from their homeworld are either fringers or nobles.

Pa'lowick Species Traits

- ☉ Ability Modifiers: –2 Strength, +2 Dexterity, +2 Wisdom.
- ☉ Medium-size: As Medium-size creatures, Pa'lowicks have no special modifiers due to their size.
- ☉ Speed: Pa'lowick base speed is 10 meters.
- ☉ Primitive: Pa'lowicks with heroic or professional classes receive the bonus feat Weapon Group Proficiency (primitive weapons) instead of the usual Weapon Group Proficiency bonus feats.
- ☉ Breathe Underwater: Pa'lowicks are amphibious and can't drown in water. They also gain a +4 species bonus on Swim checks.
- ☉ Natural Weapon: A Pa'lowick young adult or adult has two long, sharp tusks that protrude

from the lower jaw of her second mouth. These tusks deal 1d4 points of piercing damage (plus Strength modifier), and an attack made with the tusks does not provoke attacks of opportunity. When a Pa'lowick reaches middle age, her tusks fall off and her lower mouth completely grows over.

- ☉ Skill Bonuses: Pa'lowicks gain a +4 species bonus on Hide and Survival checks in swamp environments.
- ☉ Free Language Skills: Read/Write and Speak Lowickese.

Pa'lowick Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk –1 melee (1d3–1, unarmed strike) or –1 melee (1d4–1, gore) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 10, Int 10, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3 or Entertain (any one) +3 or Knowledge (any one) +3, Hide +5 (swamp environments only), Read/Write Lowickese, Speak Basic, Speak Lowickese, Survival +5 (swamp environments only), Swim +3.

Feats: None.

Phindian

Phindians are technologically advanced sentients known for creating a variety of technical wonders, including devices capable of erasing one's memory.

Before the rise of the Empire, a criminal organization called the Syndicat ruled the Phindian homeworld. The Phindian leaders of the Syndicat used their control over the distribution of food and other provisions to keep the general population in line. Any who resisted the Syndicat had their memories erased and were exiled to other worlds. The Jedi helped the Phindian population overthrow the Syndicat and install a democratic government, which remained in place until the formation of the Emperor's New Order. Despite a handful of Phindian uprisings (all of which the Imperials easily quelled), the Phindian homeworld remained under Imperial rule until shortly after the Battle of Endor. Within a year of their liberation, the Phindian people joined the New Republic and have remained members ever since.

Personality: Phindians show great affection for family and friends, but strangers find them aloof and contrary. Though perceptive and astute, they can be cantankerous and somewhat sarcastic beings prone to melancholy and exaggeration. Dealing with them can be exasperating. For their part, Phindians like to tinker with technological devices, often preferring the company of such things above the company of other sentients.

Physical Description: The average Phindian stands about 1.7 meters tall. Phindians are thin, mournful-looking beings with dark skin that some-

times exhibits white splotches. White circles surround their yellow or gold eyes. Phindians have long, flexible arms that hang below their knees. They prefer to wear simple, practical outfits with little adornment.

Homeworld: Phindar, a temperate Outer Rim planet.

Language: Phindians speak Phindian and Basic. Their native language consists of soft sibilants and particularly long vowel sounds.

Example Names: Banikou, Guerra Derida, Paxxi Derida, Gerpha, Hem, Karke, Meerka, Teeyr Verke.

Age in Years: Child 1–12; young adult 13–16; adult 17–39; middle age 40–54; old 55–74; venerable 75+.

Adventurers: Phindian heroes are usually nobles, scoundrels, scouts, and tech specialists. Phindian Force-users are possible, but rare.

Phindian Species Traits

- ⊕ Ability Modifiers: +2 Intelligence, –2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Phindians have no special modifiers due to their size.
- ⊕ Speed: Phindian base speed is 10 meters.
- ⊕ Bonus Feat: Phindians gain the bonus feat Gearhead.
- ⊕ Free Language Skills: Read/Write and Speak Phindian.

Phindian Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Computer Use +3, Craft (any one) +3, Knowledge (any one) +2, Profession (any one) +2, Read/Write Basic, Read/Write Phindian, Repair +3, Speak Basic, Speak Phindian.

Feats: Gearhead.

Pho Ph'eahian

Pho Ph'eahians are rarely seen away from their homeworld, Pho Ph'eah. They bear a passing resemblance to Chadra-Fan, although their greater size, blue fur, and extra set of limbs quickly set them apart. Pho Ph'eahians inhabit the mountainous regions of their homeworld. Their four arms are ideal for scaling rocky crags, and their thick fur enables them to withstand cool temperatures.

When the Old Republic first made contact with the Pho Ph'eahians more than a thousand years before the Battle of Yavin, the species had already developed nuclear fusion, repulsorlift technology, and spaceships with sublight drives. By dismantling and rebuilding hyperdrive-capable starships given to them by the



Republic, the technically minded Pho Ph'eahians were able to build their own hyperdrive technology, making a few refinements along the way. Since harnessing the means to leave their home star system, Pho Ph'eahians have been encountered in every corner of the civilized galaxy. Corporations and spaceports, particularly in the Corporate Sector, frequently employ Pho Ph'eahians as engineers.

Personality: Most Pho Ph'eahians are outgoing and cheerful. They enjoy being the center of attention. They view their bodies as "sacred manifestations of the spirit" and clean themselves religiously to ensure that stains on their bodies do not become stains on their souls. Aside from their cheery dispositions and obsession with cleanliness, Pho Ph'eahians are best known for their technical skills.

Physical Description: Pho Ph'eahians are a bipedal, four-armed humanoid species with bright blue fur and large fanlike ears. The average Pho Ph'eahian stands about 1.7 meters tall.

Homeworld: Pho Ph'eah, an Outer Rim world near the Corporate Sector. The planet's distant elliptical orbit keeps it far from its native sun most of the time. During these "dark" periods, the sun appears as a distant speck in Pho Ph'eah's sky, and the Pho Ph'eahians must rely on their thermal layer of fur to keep them warm.

Language: Pho Ph'eahese is a sophisticated language of squeaks, squeals, and high-pitched barks. Written Pho Ph'eahese uses an intricate set of characters that represent single spoken syllables.

Example Names: Cho'ree, Darshve, Fe'heon, Garv, Le'shar, Lo'pho'r, Rova, Shev, Veerzan, Vo'ray.

Age in Years: Child 1-11; young adult 12-16; adult 17-45; middle age 46-65; old 66-84; venerable 85+.

Adventurers: Pho Ph'eahians prefer to remain on their homeworld, though they have been attracted by lucrative jobs as engineers and mechanics, especially throughout the Corporate Sector. Pho Ph'eahian heroes are usually fringers or tech specialists, although they can belong to any class.

Pho Ph'eahian Species Traits

- ⊗ Ability Modifiers: +2 Intelligence, -2 Wisdom.
- ⊗ Medium-size: As Medium-size creatures, Pho Ph'eahians have no special modifiers due to their size.
- ⊗ Speed: Pho Ph'eahian base speed is 10 meters.
- ⊗ Extra Limbs: Pho Ph'eahians have four arms. The extra limbs give them a +4 species bonus on Climb checks and grapple checks. They can hold items in each of their four hands.

A Pho Ph'eahian has one primary hand and three off hands. A Pho Ph'eahian can wield up to four weapons, but the normal penalties for fighting with multiple weapons apply (see the Multiweapon Fighting feat description in the New Feats appendix).

⊗ Thermal Fur: Pho Ph'eahians gain a +4 species bonus on Fortitude saves to resist the effects of extreme cold (see Heat and Cold in Chapter Twelve of the *Star Wars Roleplaying Game*).

⊗ Skill Bonus: Pho Ph'eahians gain a +4 species bonus on Survival checks in mountainous environments.

⊗ Free Language Skills: Read/Write and Speak Pho Ph'eahese.

Pho Ph'eahian Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or -4 melee (1d3, primary unarmed strike), -8 melee (1d3, 3 off-hand unarmed strikes) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 12, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +4, Craft (any one) +3, Knowledge (any one) +2, Profession (any one) +1, Read/Write Basic, Read/Write Pho Ph'eahese, Speak Basic, Speak Pho Ph'eahese, Survival +3 (in mountainous environments only).

Feats: None.

Psadan

The Psadans are natives of Wayland, an unremarkable Outer Rim world that achieved some infamy when Emperor Palpatine selected it as the location for his secret base and depository.

Before the Empire's arrival, the Psadans were constantly at war with Wayland's other indigenous sentient species, the Myneyrshi. In an effort to resist Imperial enslavement, the Psadans and Myneyrshi joined forces to repel the Empire. Unfortunately, they were unsuccessful and ultimately subjugated. Captured Psadans were put to work, carving out the Emperor's secret base under Mount Tantiss. Few Psadans possessed the brains or will to resist their Imperial oppressors. A few Psadans eluded capture and enslavement by retreating into the depths of Wayland's jungles, but they were ill equipped to mount any further resistance.

After the fall of the Empire and the destruction of the Emperor's base beneath Mount Tantiss, the Psadans and Myneyrshi enjoyed a short period of peace. When the Yuuzhan Vong arrived and constructed a base on Wayland, the Psadans and Myneyrshi attempted to drive off the extragalactic invaders; again, their efforts met with failure. The Yuuzhan Vong set about ridding the planet of the Psadan and Myneyrshi "vermin." Although a few Psadans were evacuated aboard Republic ships, most of the species refused to leave. Like the Myneyrshi, the future of the Psadan species remains uncertain.

Personality: Psadans are nature worshipers who enjoy hunting. Their religion dictates that no part of a slaughtered creature can go to waste. Their low

intelligence makes them obstinate and often eager to fight. Despite being somewhat feeble-minded, Psadans have a high resistance to telepathic manipulation.

Physical Description: Psadans have large flat faces, short stocky legs, and rock-hard scales. Their backs are covered with a shell of thick armored plates, and they frequently adorn their bodies with skins and bones from creatures they've hunted. The average Psadan stands about 1.5 meters tall.

Homeworld: Wayland, a remote jungle world in the Outer Rim.

Language: Psadan is a guttural language of grunts, throaty groans, and deep vocalizations. There is no written form of the language. Psadans pass on knowledge through an oral history.

Example Names: Ba'han, Da'yid, Lupec, Parla, Rhev, Rsidd, Sinni, Sy'nir, Yaodi.

Age in Years: Child 1-8; young adult 9-13; adult 14-54; middle age 55-74; old 75-89; venerable 90+.

Adventurers: Psadans have little or no interest in exploring the galaxy. Very few Psadans seek to leave Wayland. Given their belligerent attitude, Wayland's remote location, and the presence of first the Empire then later the Yuuzhan Vong, it's unlikely that Psadans will enjoy many opportunities to roam the galaxy. Psadan heroes are usually displaced or exiled members of the species; they are most commonly soldiers, scouts, and Force adepts. Psadans can also become beastwardens (see Chapter Two: Prestige Classes).

Psadan Species Traits

- ⊕ Ability Modifiers: +2 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, -4 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Psadans have no special modifiers due to their size.
- ⊕ Speed: Psadan base speed is 8 meters.
- ⊕ Natural Armor: Psadans gain a +2 natural armor bonus to Defense.
- ⊕ Damage Reduction: Psadans have thick, lumpy, shell-like plates covering their bodies. A Psadan's armored shell provides DR 3, which stacks with damage reduction provided by manufactured armor.
- ⊕ Obstinate: Psadans receive a +1 species bonus on Will saving throws.
- ⊕ Primitive: Psadans with heroic or professional classes receive the bonus feat Weapon Group Proficiency (primitive weapons) instead of the usual Weapon Group Proficiency bonus feats.
- ⊕ Free Language Skills: Speak Myncyrsn and Psadan.

Psadan Commoner: Init -1; Defense 11 (-1 Dex, +2 natural); DR 3; Spd 8 m; VP/WP 0/14; Atk +1 melee (1d3+1, unarmed strike) or -1 ranged; SQ Species traits; SV Fort +2, Ref -1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 14, Int 6, Wis 10, Cha 6. Challenge Code A.

Equipment: Variety of personal belongings.
Skills: Speak Myncyrsn, Speak Psadan, Survival +2.
Feats: None.

Quarren

The Quarren are highly resilient, adaptive humanoids who hail from the distant Outer Rim world of Mon Calamari, sharing the world with the sentient humanoid species of the same name. The Mon Calamari live on the surface of the world, while the Quarren dwell in oxygen-filled cities in the deep recesses of the oceans.

The Quarren were bemused by the Mon Calamari desire to explore, deeming them foolish for engaging in such behavior. Very few Quarren journeyed off Mon Calamari during the waning years of the Old Republic. The Quarren attitude toward exploration was confirmed when the Mon Calamari's venture ultimately resulted in Imperial forces invading Mon Calamari and enslaving both populations. Early attempts to resist domination resulted in the Empire destroying entire cities, causing many Quarren to flee their homeworld and others to flee even deeper into the oceans.

Offworld, Quarren generally stay clear of becoming entangled with the Empire or the Rebellion. They instead become involved with shadowy occupations, working with pirates, smugglers, slavers, and independent spy networks. Many of these Quarren blame both the Empire and the Rebels (even more than the Mon Calamari, whom they just see as foolish) for the devastation visited upon their homeworld. They try to get some measure of revenge without bringing further harm to their world or themselves.

Personality: Practical and conservative, Quarren tend to hate change and distrust anyone who displays overt optimism and idealism.

Physical Description: The average Quarren stands between 1.4 and 1.9 meters tall. They have heads that resemble four-tentacled squids, hence the name "squid-head" that has followed them to other worlds. They have leathery skin and suction-cupped fingers. Their eyes are typically bright blue or turquoise.

Homeworld: The watery, technological planet of Mon Calamari (located in the Outer Rim).

Language: Quarren speak Quarrenese and Basic. They tend to learn Mon Calamarian.

Example Names: Kelmur Woig, Kruluk, Lyyr Zartog, Moren Chonk, Nollo Kanx, Notha Dab, Nrin Vakil, Salin Glek, Seggor Tels, Tessek, Thulwuk Thur, Triogor Sllus, Tsillin Wel, Vekker, Vuhlg Worrik, Walif Merv, Wheade Daud, Borun Call.

Age in Years: Child 1-11; young adult 12-16; adult 17-40; middle age 41-57; old 58-79; venerable 80+.

Adventurers: Quarren leave their homeworld to escape their dependency on the Mon Calamari. They tend to seek out the fringes of society, operating as

scoundrels or nobles in criminal organizations or with mercenary groups, pirates, outlaw bands, or smugglers.

Quarren Species Traits

- ⊕ Ability Modifiers: +2 Constitution, -2 Wisdom, -2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Quarren have no special modifiers due to their size.
- ⊕ Speed: Quarren base speed is 10 meters. They have a swim speed of 6 meters.
- ⊕ Breathe Underwater: As amphibious creatures, Quarren can't drown in water. They receive a +4 species bonus on Swim checks.
- ⊕ Low-Light Vision: Quarren can see twice as far as normal in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- ⊕ Free Language Skills: Read/Write and Speak Basic and Quarrenese.

Quarren Commoner: Init +0; Defense 10; Spd 10 m, swim 6 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Knowledge (any one) +1, Profession (any one) +0, Read/Write Basic, Read/Write Quarrenese, Speak Basic, Speak Mon Calamarian, Speak Quarrenese, Swim +4.

Feats: None.

Quermian

The Quermians are an offshoot of the Xexto species from Troiken. Almost seventeen thousand years ago, rogue Arkanian scientists moved their primitive forebears to the Quermia system. Arkanians terraformed the new Quermian homeworld into a bucolic splendor. The Arkanians then conducted a variety of genetic manipulations upon the transplanted Xexto and watched how they evolved. Within a few generations, the Arkanians moved on to other experiments, leaving the Quermians to their own evolution.

Over the following ten thousand years, the Quermians developed a highly advanced society on their garden world. With no dangerous predators, plenty of rich soil, and warm seas providing potable water full of vital minerals and nutrients, the gangly invertebrates nearly achieved paradise. By the time Old Republic scouts arrived in the star system, the Quermians had settled other nearby worlds and were on the verge of exploring the galaxy at large. They welcomed the strange visitors from the stars. Within a



few decades, they were active participants in the galactic community.

Quermians are famous for their apparent telepathic ability. Quermians can communicate nonverbally by locking eyes with one another. Quermians deny they have telepathy, claiming that they are merely highly attuned to each other's body language.

Xenobiologists doubt this claim, pointing to highly unusual activity in parts of Quermian brains, but so far no hard scientific evidence has been provided to confirm or deny psychic powers on the part of all Quermians. (For purposes of game mechanics, however, this ability functions like the Telepathy skill.)

Quermian society encourages advanced and complicated philosophical contemplation. Their species includes some of the galaxy's greatest thinkers. During the Rebellion era, however, the Emperor's New Order forced Quermian teachers and philosophers from their positions at universities across the galaxy. During the Jedi Purge, most withdrew to their home system. Many of their number were prominent Jedi, but even non-Jedi Quermians fell victim to mob violence. New Order fanatics claimed that all Quermians were Jedi, and that they beamed evil thoughts into other beings' minds using their telepathic powers. Shortly before the Yuuzhan Vong invasion, the Quermian planetary government began taking steps to rejoin the galactic community.

Personality: Quermians are a gentle, unassuming people. They embrace reason, shun violence, and enjoy interacting with members of other species and cultures.

Physical Description: Quermians have four arms, two clawed feet, and small bodies. The hands of one set of arms contain their olfactory glands. Their heads sway almost hypnotically at the end of a long neck. Deeply set small eyes rest above a lipless mouth that seems permanently set in a bemused smile. The Quermian brain is split between the head and chest cavity. Skin color ranges from ashen white to dark gray. Adults of the species stand between 1.6 and 2.3 meters tall, with no difference in size between males and females.

Homeworld: The beautiful Outer Rim planet of Quermia.

Language: Quermians have the own spoken and written language. Spoken Quermian is often described as melodious, and the Quermian alphabet contains as many vowels as consonants. Quermians also speak Basic with ease.

Example Names: Yrrani Basa, Ayra Foon, Naaz Hola, Yarael Poof, Tyan Maereth.

Age in Years: Child 1–11; young adult 12–16; adult 17–42; middle age 43–65; old 66–85; venerable 86+.

Adventurers: Quermian adventurers often become nobles or scoundrels or pursue one of the Force-using classes. Few, if any, belong to more combat oriented classes, since Quermians typically rely on reason rather than violence.

Quermian Species Traits

- ⊗ Ability Modifiers: -2 Strength, +2 Dexterity, -2 Constitution, +2 Intelligence, +2 Wisdom.
- ⊗ Medium-size: As Medium-size creatures, Quermians have no special modifiers due to their size.
- ⊗ Speed: Quermian base speed is 10 meters.
- ⊗ Short-Range Telepathy: Quermians can communicate telepathically with other Quermians as well as Force-users who possess the Sense feat. Using this ability is a full-round action. A Quermian must make eye contact with the person it wishes to contact telepathically and succeed at a Wisdom check (DC 10). A failed check indicates that the attempt has failed, although the Quermian may try again.

The Quermian must physically see the target; for instance, eye contact through a HoloNet communication would not suffice. If the target wishes to resist the telepathic contact, he must succeed at a Will save (DC 20) to block the thought transmission. Quermians can only transmit simple phrases and emotional impressions, and they must renew the telepathic contact every round with a new Will save. This ability does not enable non-Quermians to send telepathic messages, only receive them.
- ⊗ Free Language Skills: Read/Write and Speak Quermian.

Quermian Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk -1 melee (1d3-1, unarmed strike) or +1 ranged; SQ Species traits; SV Fort -1, Ref +1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 8, Int 12, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3, Knowledge (any one) +3, Profession (any one) +2, Read/Write Basic, Read/Write Quermian, Speak Basic, Speak Quermian.

Feats: None.

Qwohog

Qwohog, or "Wavedancers," are small, lithe, amphibian humanoids who normally dwell in freshwater streams, rivers, and lakes, although they are equally comfortable on land. Rebel Alliance scouts discovered these graceful swimmers while exploring the Qwohog homeworld for valuable crystal deposits, and in short order the Qwohog communities opened trade negotiations with the offworld visitors. Imperial spies learned of the Rebels' discovery and seized control of the planet's crystal-mining operations. The Qwohog offered no resistance, glumly allowing the Empire to plunder and ravage their world.

When the Imperials finally withdrew after the Battle of Endor, Rebel scouts returned to assess the damage, protect the Qwohog homeworld from further aggression, and determine the fate of several Rebel agents

stranded on the planet during the Imperial occupation. The Rebel Alliance established a permanent base on the planet, and since then thousands of Qwohog have found their way offworld aboard Alliance ships. Qwohog leaders orchestrated the colonization of other inhabitable worlds to insure the continuation of the species. During The New Jedi Order era, thriving Qwohog colonies exist throughout the galaxy.

Although technologically primitive, the Qwohog quickly assimilated galactic technology into their society and are quite comfortable trading with peaceful yet technologically advanced offworlders. The Qwohog offer food, durable plant-based textiles, shells, natural healing balms, and other medicinal products. On their homeworld, the Qwohog wear light garments made from native plants. Offworld Wavedancers substitute garb made from other plants or manufactured by local companies.

Qwohog physiology is attuned to fresh water, and Wavedancers cannot exist in salt water for long before the water's salinity burns their gill slits and damages their lungs.

They converse by sending sound waves through the water, but on land they rely on a unique sign language or vocalizer masks (similar to those used by the Anomid) that transform sound waves and subtle jaw movements into words.

Personality: Qwohog work and play hard, dividing their energies equally between survival and pleasure. Although Wavedancers draw strength and inspiration from their communities, many are lured from their homeworld by a sense of wanderlust and a desire to explore the unknown. Although very trusting and eager to make friends, a Qwohog can display startling ferocity when wronged.

Physical Description: Qwohog have smooth skin, scales instead of hair, black eyes, and a slim yet muscular frame. Raised silvery scales grow atop their heads and ring their wrists, waists, and ankles. Rows of gill slits under their arms circulate water through their lung cavities; out of water, the gill slits are nearly undetectable.

Qwohog do not have noses and detect scents with a ridge of sensitive skin above their mouths. Their ears are long and pointed, and leaders often decorate their ears with shell fragments to show their station within the Wavedancer community.

The average Qwohog adult stands 1.2 meters tall.

Homeworld: Hirsi, an Outer Rim planet covered mostly by freshwater lakes. What little land there is on Hirsi has small deposits of rare rudic crystals, which are prized for their use in sensor devices.

Language: Qwohog use sound waves to communicate underwater. In air, these sound waves can only be heard out to a range of 4 meters, and various devices are needed to translate the sound waves to words. The Qwohog also use sign language to communicate out of the water over a distance. This native sign language has been replaced by Basic but is still part of the Qwohog's heritage.

Example Names: Ceyluun, Eelid, Falor, Indeeri, Jebel, Kei No Kay, K'zk, Melleod, Nemedor, Pol, Saryana, Zaami.

Age in Years: Child 1–11; young adult 12–16; adult 17–40; middle age 41–59; old 60–74; venerable 75+.

Adventurers: Qwohog remain unknown to the galaxy at large until Rebel and Imperial agents discover their homeworld during the Rebellion era. Many Qwohog serve the Rebel Alliance during the Galactic Civil War and are rewarded with postings in the New Republic. Independent Qwohog are usually hired as surveyors and medics, although a few have found work as pilots. Qwohog heroes can belong to any class, although fringers and scouts are the most common.

Qwohog Species Traits

- ⊕ Ability Modifiers: +2 Dexterity, –2 Wisdom.
- ⊕ Small: As Small creatures, Qwohog gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ Speed: Qwohog base speed is 6 meters on land and 12 meters in water.
- ⊕ Breathe Underwater: As amphibious creatures, Qwohog can't drown in water. Qwohog receive a +8 species bonus on Swim checks and can always choose to take 10 on such checks, even under adverse conditions.
- ⊕ Saltwater Aversion: A Qwohog immersed in salt water for more than 10 minutes begins taking damage (1 point per minute) as the salt burns his gill slits and lungs.
- ⊕ Free Language Skills: Read/Write and Speak Qwohog, Speak Basic or Qwohog Sign Language

Qwohog Commoner: Init +1; Defense 12 (+1 Dex, +1 size); Spd 6 m, swim 12 m; VP/WP 0/10; Atk +1 melee (1d2, unarmed strike) or +2 ranged; SQ Species traits; SV Fort +0, Ref +1, Will –1; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 10; Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Hide +5, Knowledge (any one) +2, Read/Write Qwohog, Speak Basic or Qwohog Sign Language, Speak Qwohog, Swim +8.

Feats: None.

Qwohog Vocalizer Mask

Cost: 100

Weight: 0.25 kg

This device, created by Anomid technicians, enables Qwohog to converse on land over normal distances. The mask converts sound waves and subtle movements of the wearer's jaw into synthesized words and phrases. It is programmed for one language only.

(usually Basic or Qwohog) but can be reprogrammed to synthesize words in a different language, with a successful *Repair* check (DC 30).

A non-Qwohog attempting to use the *vocalizer* mask can do so only with a successful *Dexterity* check (DC 25). A failed roll causes the mask to generate inarticulate and indecipherable sounds, nothing more.

Ranat

Ranats, or Con Queecon in their own language, were long regarded as mindless animals. The discovery that they have a language forced New Republic xenobiologists to concede their semisentient status. However, due to the Ranats' taste for the flesh of Human infants, most other species still regard them as vile, savage creatures. It does not help that Ranats are bellicose and arrogant—in their language, “con queecon” translates to “the conquerors.”

Human settlers nearly exterminated the Ranats on their homeworld, slaughtering them in retaliation for the deaths of so many Human children. Three Ranats escaped aboard a merchant ship by killing its crew. The ship didn't get far, crash-landing on the nearby planet of Aralia, which the Ranats adopted as their new homeworld. Despite their limited gene pool, the Ranats procreated at a phenomenal rate, giving rise to a new colony. Ranats born with pronounced genetic defects provided nourishment for healthier specimens. Within decades of arriving on Aralia, the Ranats reasserted themselves as an enduring species (to many Humans' chagrin).

Ranats dwell in sprawling subterranean warrens, using their incisors and claws to carve tunnels and dens. Because their incisors grow as much as one centimeter per hour, Ranats gnaw constantly to wear them down.

Personality: Ranats are selfish, aggressive, foul-tempered, obstinate, and treacherous beings who take whatever measures they feel are necessary to insure their own survival. They are ferocious when cornered and threatened. Although primitive and crude by galactic standards, they like to hoard technological items and various trinkets of personal value.

Physical Description: A Ranat is a 1-meter-tall, thin, dirty, rodentlike creature with sharp, protruding incisors and a long, whiplike tail. A Ranat's short, durable claws, while not terribly effective in combat, allow it to burrow easily through soft dirt and clay. Its fur-covered body is flexible, enabling it to slip through narrow openings.

A Ranat's claws are prehensile, with opposable digits that allow it to grasp items with ease.

Homeworld: The Outer Rim planet of Rydar II (until *The Rise of the Empire* era). After Human colonists exterminate the Ranats on Rydar II, Ranat survivors adopt the Outer Rim jungle world of Aralia as their new homeworld.

Language: Ranats have their own spoken and written language. Ranats are capable of learning other languages, including Basic.

Example Names: Engal Jeers, Kleef, Marbor, Nestra Palfik, Reegesek, Targan, Veerz, Nevar Yalnal.

Age in Years: Child 1–4; young adult 5–8; adult 9–26; middle age 27–40; old 41–54; venerable 55+.

Adventurers: Ranat adventurers are usually motivated by self-interest, rarely finding allies among Humans and other sentient species. Relationships involving a Ranat usually end in betrayal, as only the most extraordinary Ranat can resist the hunger for soft Human flesh or overcome the species' misanthropic nature. Ranat “heroes” tend to be fringers and scoundrels, and Ranat Force-users are unheard of.

Ranat Species Traits

- ⊕ **Ability Modifiers:** +2 *Dexterity*, –2 *Intelligence*, –2 *Charisma*.
- ⊕ **Small:** As Small creatures, Ranats gain a +1 size bonus to their *Defense*, a +1 size bonus on attack rolls, and a +4 size bonus on *Hide* checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ **Speed:** Ranat base speed is 10 meters, or 2 meters when burrowing through soft earth or clay.
- ⊕ **Natural Weapon:** A Ranat can bite opponents with its powerful jaws and sharp teeth, dealing 1d4 points of piercing damage (plus *Strength* modifier). The bite attack does not provoke attacks of opportunity.
- ⊕ **Flexible Body:** Ranats have somewhat flat, semi-flexible bodies. They gain a +4 species bonus on *Escape Artist* checks and can move through openings too tight for Small creatures but large enough to accommodate Tiny creatures.
- ⊕ **Darkvision:** Ranats can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.
- ⊕ **Primitive:** Ranats with *heroic* or professional classes receive the bonus feat *Weapon Group Proficiency* (primitive weapons) instead of the usual *Weapon Group Proficiency* bonus feats.
- ⊕ **Human Enmity:** Ranats take a –2 penalty on *Bluff*, *Diplomacy*, *Entertain*, *Gather Information*, and *Intimidate* checks when dealing with Humans.
- ⊕ **Free Language Skills:** *Read/Write* and *Speak* Ranat.

Ranat Commoner: Init +1; *Defense* 12 (+1 *Dex*, +1 size); *Spd* 10 m, burrow 2 m; *VP/WP* 0/10; *Atk* +1 melee (1d3, unarmed strike) or +1 melee (1d4, bite) or +2 ranged; *SQ* Species traits; *SV* Fort +0, Ref +1, Will +0; *SZ* S; *FP* 0; *DSP* 0; *Rep* +0; *Str* 10, *Dex* 12, *Con* 10, *Int* 8, *Wis* 10, *Cha* 8. Challenge Code A.

Equipment: Variety of personal belongings.
Skills: Climb +1, Craft (any one) +0, Escape Artist +5, Hide +5, Jump +1, Read/Write Ranat, Speak Ranat.
Feats: None.

Ranth

The Ranth are predatory hunters who dwell on the frigid dark side of a tidally locked world, where the planet's two large moons provide the only natural illumination. The Ranth have learned to track time by studying the paths of these two satellites.

Sometime in their distant past, the primitive Ranth split into two distinct societies. The first group formed permanent communities atop the planet's great drifting glaciers, slowly advancing toward a sophisticated industrial civilization with a formal government, an interest in galactic affairs, and cavernous ice cities displaying wondrous architecture. The second group remained nomadic and savage by comparison. Roaming in small tribes, these Ranth lack the technology of their more settled counterparts, relying on tireless beasts of burden and their keen predatory instincts to survive. For the most part, the civilized Ranth and nomadic Ranth avoid one another, as almost every encounter between the two ends in violence and bloodshed.

Both civilized and nomadic Ranth maintain strong family ties, as each family carries forward its own traditions, history, and set of values (often dictated by the family's elder). Civilized Ranth have extensive contact with the rest of the galaxy, adapting to the latest trends. Savage Ranth wear fur and leather garments made from the hides of slain beasts, tend to fear offworlders, and work to undermine the civilized Ranth society.

The Empire occupied the Ranth homeworld for a time. Imperial agents searching for secret Rebel bases encountered the Ranth instead. The civilized Ranth accepted Imperial rule without a struggle, benefiting from the introduction of new technology and regarding the Empire as a symbol of great achievement and promise. The nomadic Ranth were far less enamored with the Empire. They attacked Imperial patrols and mining stations before vanishing into the icy wastelands. Unable to track the savage Ranth, the Imperials turned to the civilized Ranth for assistance. The city-dwellers followed the directive without question, leading to many open conflicts among the civilized and primitive Ranth.

Imperial engineers changed the face of the Ranth homeworld with strip-mining, construction, and pollution. With the Empire's defeat, the civilized Ranth took control of the abandoned Imperial mining installations and processing facilities. Since then, conditions on the planet have deteriorated. Mining facilities have become makeshift cities overpopulated with Ranth that had enjoyed unfettered protection from predators under Imperial rule. The

resulting population explosion has left these Ranth impoverished.

The nomadic Ranth continue to mount attacks against civilized Ranth communities. Meanwhile, the civilized Ranth strive to push their primitive brethren deeper into the icy wastelands, where they can pose no threat. Neither society shows any signs of changing its ways.

Personality: Ranth have short tempers but rarely hold grudges. Civilized Ranth vent their anger in harmless yet flamboyant displays before putting the incident behind them. Savage Ranth unleash their anger in wild fits, demonstrations of physical prowess, and momentary acts of violence. Civilized Ranth are more perceptive, introspective, and apathetic than their nomadic cousins. Nomadic Ranth are resolute, passionate, and calculating.

Physical Description: A Ranth has shimmering pale blue fur, sharp claws and fangs, dark eyes, and a bushy tail. A typical Ranth adult stands about 1.65 meters tall.

Homeworld: Caaraz, located in the Outer Rim Territories, is a tide-locked planet that always has one side facing the sun and the other trapped in perpetual night. The sunlit side is blazingly hot and incapable of supporting life.

Language: Ranth speak their own language, which consists of purrs, growls, and throaty vocalizations. Written Ranth uses an alphabet consisting of short, clawlike marks that combine to form distinct characters.

Example Names: Foreez Ch'zori, Eshee Dersat, Evasta Foosher, Feychar Paska, Jaastal Rasheer, Tir'arr Zur.

Age in Years: Child 1-11; young adult 12-15; adult 16-45; middle age 46-65; old 66-84; venerable 85+.

Adventurers: Since the Empire's defeat, many civilized Ranth have left their homeworld and joined the greater galactic community. They usually find work as wilderness guides on other arctic planets as well as mercenaries, bodyguards, and bounty hunters. The few nomadic Ranth encountered away from Caaraz are slaves relocated by Imperial forces during the Rebellion era.

Ranth heroes can belong to any class, although fringers, scoundrels, and scouts are the most common.

Ranth Species Traits

⊕ Ability Modifiers: +2 Dexterity, -2 Intelligence, -2 Wisdom.

⊕ Medium-size: As Medium-size creatures, Ranth have no special modifiers due to their size.

⊕ Speed: Ranth base speed is 10 meters.

⊕ Natural Weapon: A Ranth can swipe opponents with a sharp clawed hand, dealing 1d3 points of slashing damage (plus Strength modifier). The claw attack does not provoke attacks of opportunity.

⊕ **Insulating Fur:** Ranth gain a +4 species bonus on Fortitude saves to resist the effects of extreme cold (see Heat and Cold in Chapter Twelve of the *Star Wars Roleplaying Game*).

⊕ **Skill Bonus:** Nomadic Ranth gain a +2 species bonus on Survival checks in arctic climates. Civilized Ranth do not receive this bonus.

⊕ **Bonus Feat:** Ranth have keen senses and gain the bonus feat Alertness.

⊕ **Free Language Skills:** Read/Write and Speak Ranth, and Speak Basic (civilized Ranth only).

Ranth Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, claw) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 8, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2 or Knowledge (any one) +2 or Profession (any one) +2, Listen +1, Read/Write Ranth, Speak Basic (civilized Ranth only), Speak Ranth, Spot +1, Survival +1 (nomadic Ranth in arctic climates only).

Feats: Alertness.

Rodian

Rodians hail from the Tyrius star system in the Mid Rim, and their culture places great emphasis on hunting and tracking.

The Rodian homeworld is humid and choked with heavy rain forests teeming with dangerous lifeforms. The Rodians evolved into brutal hunters and killers to survive. As their technology became more advanced, they started exterminating other lifeforms on their world at an increasing pace. If a Republic scout vessel hadn't reached Rodia when it did, the world's ecosystem might well have been damaged beyond repair, and the Rodians would have died out. Instead, they joined the Galactic Republic, fascinated by the powerful ships that let them travel to the stars and the mighty energy weapons used by the aliens they found there.

Rodian culture is built almost entirely around the concept of "the hunt." Their art glorifies violence and the act of stalking prey. The more intelligent and dangerous a hunter's prey, the more honorable the hunt. Rodians have numerous annual festivals that exist solely to honor such activities. Since joining the rest of the galaxy's spacefaring species, the Rodians have come to view bounty hunting as the most honorable profession in existence. Many of them have found great success in this field.

Personality: Rodians tend to be violent, tenacious, and dedicated.

Physical Description: Rodians have multifaceted eyes that range in color from light blue to pitch black, a tapered snout, and skin that is universally deep green. A typical Rodian has a prominent ridge of spines running along the back of his skull. His fingers

are long and flexible, and end in suction cups. The average Rodian stands 1.5 to 1.7 meters tall.

Homeworld: Rodia, an industrial Mid Rim planet choked with heavy rain forests.

Language: Rodians speak Rodese and Basic, but many learn to speak Huttese as well.

Example Names: Andoorni Hui, Avaro Sookcool, Beedo, Chido, Clezo, Drooto Sploonore, Doda, Gorak Khzam, Greedo, Greeata, Griv, Gulek Lohm, Keerik, Kelko, Koobis Nu, Loa Tibeenne, Malo, Meris Gen, Navik, Ne'chak, Neela, Neesh, Pqweeduk, Revidjasa, Skee, Slerog Fem, Teeko, Treetor, Tulagn, Wald.

Age in Years: Child 1–12; young adult 13–15; adult 16–35; middle age 36–49; old 50–59; venerable 60+.

Adventurers: Rodian adventurers leave their homeworld to improve their skills, hoping to one day return and claim the title of Hunt Master. To this end, they take on roles that allow them to flex their hunting skills, increase their battle prowess, and ultimately gain experience to some day earn the prestigious profession of "bounty hunter." Few Rodians have anything to do with the Force, so Rodian Force-users are extremely rare.

Rodian Species Traits

⊕ **Ability Modifiers:** +2 Dexterity, -2 Wisdom, -2 Charisma.

⊕ **Medium-size:** As Medium-size creatures, Rodians have no special modifiers due to their size.

⊕ **Speed:** Rodian base speed is 10 meters.

⊕ **Skill Bonuses:** Despite their low Wisdom, Rodians are very perceptive and gain a +2 species bonus on Listen, Search, and Spot checks.

⊕ **Bonus Feat:** Rodians receive the bonus feat Track. All Rodians are taught how to track from a young age.

⊕ **Free Language Skills:** Read/Write and Speak Basic and Rodese.

Rodian Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +1 ranged (3d4, hold-out blaster); SQ Species traits; SV Fort +0, Ref +1, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Hold-out blaster, variety of personal belongings.

Skills: Climb +1, Craft (any one) +1 or Knowledge (any one) +1, Listen +1, Read/Write Basic, Read/Write Rodese, Search +2, Speak Basic, Speak Rodese, Spot +1, Survival +1.

Feats: Track.



Rodian Cryogen Whip

Cost: 750	Stun/Fort DC: 12
Damage: 2d4 (see text)	Type: Slashing/Energy
Critical: 20	Multifire/Autofire: —
Range Increment: —	Size: Small
Weight: 1 kg	Group: Exotic

This simple coiled whip has an outer coating of flexible metal panels. The core of the whip circulates super-cooled chemicals that chill the outer panels. As the tip of the lash strikes a creature or object, the extreme cold of the metal panels causes a near-explosive chemical reaction that generates a stunningly cold blast and a loud crack.

The cryogen whip deals 1d4 points of slashing damage and 1d4 points of cold damage. The target of a successful hit must also succeed at a Fortitude save (DC 12) or be stunned for 1 round by the numbing cold. This weapon cannot stun or deal cold damage to a creature wearing medium, heavy, or powered armor, or with a +3 or higher natural armor bonus to Defense.

The cryogen whip is treated as a melee weapon with a 4-meter reach, although the wielder does not threaten the area into which he or she can make an attack. Unlike other weapons with reach, the wielder can use it against foes anywhere within reach (including adjacent foes). However, using the whip provokes an attack of opportunity, just as if the wielder is using a ranged weapon.

Because the whip can wrap around an enemy's leg or other limb, it can be used to make trip attacks. The wielder can drop the whip to avoid being tripped during his or her own trip attempt.

When using the cryogen whip, the wielder gains a +2 equipment bonus on his or her opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the attempt fails).

Rodian Longrifle

Cost: 1,500*	Stun/Fort DC: —
Damage: 3d4+1	Type: Energy
Critical: 19–20	Multifire/Autofire: M
Range Increment: 50 m	Size: Medium-size
Weight: 3.5 kg	Group: Exotic

*Cost is doubled anywhere other than Rodia.

Native Rodians have built lightweight hunting rifles for thousands of years to aid them in the hunt. In ancient times, these "longrifles" were simple projectile weapons, slughtrowers crafted with extended rifle barrels that increased their range and accuracy. In modern times, Rodian weaponsmiths still make longrifles using time-honored techniques but power the weapons with more readily available blaster energy. A well-made longrifle is as much a piece of art as a deadly weapon. The long wooden stock bears abstract carvings meant to bring luck to the hunter, and the

metal barrel is often covered with etchings depicting legendary Rodian epics.

Rodian longrifles require special training to use properly. They use normal blaster power packs, but each power pack only provides 25 shots before burning out. Longrifles are designed to kill or injure prey, and have no stun setting.

Most Rodian longrifles are mastercraft (+1) items. A rare few are mastercraft (+2) weapons that deal 3d4+2 points of damage and cost 3,000 credits. Avid gun collectors search hungrily for a mastercraft (+3) version, which deals 3d4+3 points of damage and costs 6,000 credits (minimum).

Ruurian

Ruurians are a small caterpillarlike species known in the Corporate Sector for their scholarly achievements and their linguistic ability. They hatch from eggs as larvae and immediately enter the work force, caring for their elders, manufacturing goods, and running Ruuria's government. After years spent as a larva, a Ruurian enters the pupa stage, emerging from its chrysalis as a butterflylike chroma-wing. Chroma-wings are concerned only with mating, eating, and sleeping, leaving societal matters to the younger generation.

Due to their high intelligence and natural talent for learning languages, Ruurian larvae find work throughout the galaxy as diplomats and instructors. Many Ruurians demonstrate impressive artistic skills as well, becoming renowned musicians, architects, and designers.

Personality: Larval Ruurians are the most commonly encountered members of their species. They are sensitive, thoughtful, and responsible beings. Chroma-wings lose much of their intellectual acuity, are generally shy or aloof, and grow increasingly lazy over time, as all of their needs are seen to by their larval offspring.

Physical Description: Ruurians are arthropedal beings with long tubular bodies, red multifaceted eyes, feathery antennae, and fur marked with red-brown rings. The average Ruurian larva stands about 1.1 meters tall. Ruurian chroma-wings also have bright, colorful wings.

Homeworld: Ruuria is a warm, humid jungle world near the Corporate Sector. It boasts some of the finest institutes of higher learning, which specialize in intellectual sciences such as mathematics, physics, and philosophy.

Language: Ruurese is an elegant language with sounds typical of many other languages. Written Ruurese consists of a complicated swirl of lines, all drawn at varying angles. Ruurians are adept at learning new languages and capable of a wider range of vocalizations than most species.

Example Names: Amisus, Reeor Bufaali, Laalu Daorjay, Vobaa Eelunri, Bivikorn Phaanan, Skynx, Tuur Raarbossi.

Age in Years: Child 1–7; young adult 8–11; adult 12–34; middle age (chroma-wing) 35–42; old 43–49; venerable 50+.

Do not apply the usual ability modifiers (as listed on Table 6–1: Age Effects of the *Star Wars Roleplaying Game*) when a Ruurian ages from adult (larva) to middle age (chroma-wing). Instead, apply the following modifiers: –4 Intelligence, +4 Charisma.

Adventurers: Ruurians excel as ambassadors, scientists, and musicians. Ruurian heroes are typically nobles or tech specialists, although they can pursue any class. Force-using Ruurians are rare.

Ruurian Species Traits

- ⊗ **Larva Ability Modifiers:** –2 Strength, –2 Constitution, +4 Intelligence. Chroma-wing Ability Modifiers: –2 Strength, –2 Constitution, +4 Charisma.
- ⊗ **Small:** As Small creatures, Ruurians gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use (see Extra Limbs, below).

- ⊗ **Speed:** Ruurian base speed is 6 meters. Ruurian chroma-wings can also fly at a speed of 10 meters (average maneuverability).
- ⊗ **Hexapedal:** Ruurians have six stubby legs. They gain a +4 stability bonus to resist bantha rushes and trip attacks, and they can carry the same load as a Medium-sized creature (see Chapter Six of the *Star Wars Roleplaying Game* for carrying capacity).
- ⊗ **Extra Limbs:** Ruurians have ten spindly arms. The extra limbs give them a +5 species bonus on Climb checks and grapple checks (although they take a –4 penalty on grapple checks because of their size).

A Ruurian's ten hands are each capable of grasping and manipulating a Tiny weapon or similar object, such as a hold-out blaster. A Ruurian must use two hands to grasp and manipulate a Small object and four hands to grasp and manipulate a Medium-size object. Ruurians are too small to manipulate Large objects effectively.

Despite having ten arms, a Ruurian has only one primary hand and one off hand (like most two-armed species). A Ruurian can wield two



weapons, but the normal penalties for fighting with two weapons apply (see Table 8-3: Two-Weapon Fighting Penalties in the *Star Wars Roleplaying Game*).

- ⊕ **Expert Linguist:** Ruurian larvae with heroic or professional class levels gain a free Speak Language skill per character level. Ruurian chroma-wings lose the ability to speak and comprehend additional languages.
- ⊕ **Bonus Feat:** Ruurians gain the bonus feat Ambidexterity.
- ⊕ **Free Language Skills:** Read/Write and Speak Ruurese.

Ruurian Larva Commoner: Init +0; Defense 11 (+1 size); Spd 6 m; VP/WP 0/8; Atk +0 melee (1d2-1, unarmed strike) or -4 melee (1d2-1, 2 unarmed strikes) or +1 ranged; SQ Species traits; SV Fort -1, Ref +0, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 8, Int 14, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +4, Craft (any one) +4 or Entertain (any one) +2, Hide +4, Knowledge (any two) +3, Profession (any one) +2, Read/Write Basic, Read/Write Language (any one), Read/Write Ruurian, Speak Basic, Speak Language (any one), Speak Ruurian.

Feats: Ambidexterity.

Ruurian Chroma-Wing Commoner: Init +0; Defense 11 (+1 size); Spd 6 m, fly 10 m (average); VP/WP 0/8; Atk +0 melee (1d2-1, unarmed strike) or -4 melee (1d2-1, 2 unarmed strikes) or +1 ranged; SQ Species traits; SV Fort -1, Ref +0, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 8, Int 10, Wis 10, Cha 14. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Entertain (any one) +3, Hide +4, Knowledge (any two) +1, Read/Write Ruurese, Speak Basic, Speak Ruurese.

Feats: Ambidexterity.

Rybet

A species of galactic nomads who only interact with others of their kind to mate, Rybets claim to have evolved on Varl, the now devastated—some say legendary—homeworld of the Hutts. Despite this proclamation, the species' planet of origin remains uncertain. Much of the species' history was lost during the Clone Wars, but the Rybets claim that a war between their species and the Hutts nearly destroyed Varl and that, given time, the Rybets will rise again to destroy their old enemies (a threat that amuses the Hutts). The Hutts hold fast to their beliefs that they were the sole beings to survive the mysterious destruction that was visited upon the Ardos system long before the dawn of recorded history. Most scholars side with the Hutts, although no one can offer a better explanation for the origin of the

Rybets. Whatever the truth, strong hatred exists between Rybets and Hutts.

Rybets are encountered along heavily traveled space lanes in the Mid and Outer Rim Territories. They shun planet life, preferring to live aboard starships, orbital facilities, or starports. A few work as transport pilots, starship mechanics, and spaceport engineers; many earn a living by operating tramp freighters and hauling small cargoes and contraband. Rybets have a knack for ending up on the wrong side of the law, and experienced spacefarers who rely on privately owned ships for travel hesitate to travel on Rybet-operated freighters and transports, for the risk of never reaching their destination is too great.

Xenobiologists estimate that fewer than one billion Rybets live in the galaxy. Some attribute the species' relative scarcity on their solitary nature and the lack of any established Rybet settlement. Also to blame is the species' gender opposition: Rybet males inexplicably detest Rybet females. (The reverse is true of the female of the species.) Only an overwhelming compulsion to reproduce can overcome the males' fear and loathing of Rybet females. Rybets feel a drive to reproduce every 10 years of their adult lives.

Females lay a clutch of between three and eight eggs. A Rybet couple stays together for a year or two, typically slaving their ships together and each taking part in the early rearing of the children. Eventually, however, they start to grate on each other's nerves; if the male doesn't leave of his own accord, he often ends up dead or maimed. Rybet children mature swiftly. By the age of five, they are ready to attempt to make their way in the galaxy. A Rybet mother who slays the father typically sells his ship, giving her young the proceeds with which to start their lives. If not, they must figure out how to make it on their own after their mother tosses them off her ship.

Personality: Rybet are sly, astute, impertinent opportunists. They are well adapted for life in space, prefer a nomadic lifestyle, and would rather live in a starship's gloomy cargo hold than the most opulent palace on any world. They don't like to stay in one place for long, and their grasp of morals and ethics is questionable at best.

Physical Description: The Rybet are short, squat humanoids with rough-textured green skin and four long fingers and toes that end in vestigial suction cups. Skin colors range from bright green to deep olive, with faint ochre stripes along their cheeks. Their eyes are bulbous and lanternlike, with upper and lower eyelids that close across the center of the eye. Adult males stand between 1.2 and 1.5 meters tall, while females stand between 1.5 and 1.9 meters tall.

Homeworld: Rybets claim their species originated on the planet Varl, located in the Outer Rim. The Hutts contest this claim, as do many legitimate xenobiologists.

Language: Rybets speak and write their own language (Rybese), which is punctuated with grunts and croaks. Many learn to speak Basic as well.

Example Names: Rilba Bronk, Moruth Doole, Brilf Greepto, Gribbet, Brayg Krenimec.

Age in Years: Child 1–5; young adult 6–9; adult 10–40; middle age 41–60; old 61–70; venerable 71+.

Adventurers: Rybet adventurers are typically fringers, scouts, and scoundrels. Most other species find the notion of a Rybet Jedi laughable, and no Rybet has yet found the Jedi way of life alluring.

Rybet Species Traits

- ⊕ **Male Ability Modifiers:** –2 Strength, +2 Dexterity.
Female Ability Modifiers: +2 Strength, –2 Dexterity.
- ⊕ **Small (males only):** As Small creatures, male Rybets gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ **Medium-size (females only):** As Medium-size creatures, female Rybets have no special modifiers due to their size.
- ⊕ **Speed:** Male Rybets have a base speed of 6 meters on land and in water. Females have a base speed of 10 meters on land and in water.
- ⊕ **Breathe Underwater:** As amphibious creatures, Rybets can't drown in water. Rybets gain a +4 species bonus on Swim checks.
- ⊕ **Bonus Feat:** Rybets receive the bonus feat Spacer.
- ⊕ **Free Language Skills:** Read/Write and Speak Rybese.

Rybet Commoner (Male): Init +1; Defense 12 (+1 Dex, +1 size); Spd 6 m, swim 6 m; VP/WP 0/10; Atk +0 melee (1d2–1, unarmed strike) or +2 ranged; SQ Species traits: SV Fort +0, Ref +1, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Astrogate +2, Craft (any one) +2 or Knowledge (any one) +2, Hide +5, Pilot +3, Profession (any one) +1, Read/Write Rybese, Speak Basic, Speak Rybese, Swim +3.

Feats: Spacer.

Rybet Commoner (Female): Init –1; Defense 9 (–1 Dex); Spd 10 m, swim 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or –1 ranged; SQ Species traits: SV Fort +0, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Astrogate +2, Craft (any one) +2 or Knowledge (any one) +2, Pilot +1, Profession (any one) +1, Read/Write Rybese, Speak Basic, Speak Rybese, Swim +5.

Feats: Spacer.

Ryn

The Ryn are a species of interstellar vagabonds who wander the galaxy as spacehands, merchants, construction workers, pilots, and scouts. Known for their exhilarating music and transience, Ryn possess a certain gypsylike quality.

The Ryn have been spacefarers for so long that they have forgotten where they originated. Not even the great libraries of Obroa-skai or Woostri can confirm their distant origin. Theories about why the Ryn spread across the galaxy are abundant, and the Ryn themselves have two contradictory legends regarding their past. One says that the Ryn were once fierce warriors who were set against a long-forgotten Inner Rim threat. Another professes that the Ryn people volunteered ten thousand of their musicians and entertainers to a nearby world whose culture lacked poets and artists. The single largest concentration of Ryn during The New Jedi Order era lies in a remote corner of the Corporate Sector.

Universally reviled and distrusted, Ryn have a reputation as thieves and confidence tricksters, and their personal philosophy about doing whatever it takes to survive only strengthens that reputation. The Yuuzhan Vong invasion of the galaxy during The New Jedi Order era creates millions of refugees in the Tingel Arm of the galaxy. During this difficult time, the Ryn are ostracized and invariably relegated to the worst parts of the refugee camps. Because of their superstitions regarding personal hygiene, or more accurately lack thereof, the characteristic odor of the Ryn means that the “worst part” of a refugee camp is somewhere near the communal latrines.

Personality: Ryn are flamboyant, gregarious, self-sufficient, and driven. They work hard, often seeking employment as entertainers, tradesfolk, mechanics, and spacehands. They love secrets and have come to expect little from other species; hence, they are instinctively wary of any non-Ryn who offers them aid.

Physical Description: Ryn have sharp features, slender tails, and skin tones ranging from light purple to deep blue-black. Their bodies are covered with smoky-hued fuzz ranging in color from light brown to snow white. Ryn tend to have brown or blue eyes, although a few have green or amber eyes. Their chitinous beaks are perforated and extend down past their thin-lipped mouths. Male Ryn cultivate large, snow-white mustaches to match their unkempt, shock-white hair.

Ryn adults stand 1.4 to 1.8 meters tall.

Homeworld: Unknown, although research leads some to speculate that the Ryn homeworld lies somewhere in the Core Worlds region.

Language: Ryn have their own language. Spoken Ryn uses tones and inflections combined in a way that can be best described as melodious. Young Ryn also learn Basic so that they can more easily integrate into galactic society.



Example Names: Clarani, Doumar, Droma, Gaph, Kelzpol, Melisma, Mezza, Neldor, Ormarda, Reznim, Romany, R'anna, Sapha, Shimor.

Age in Years: Child 1–11; young adult 12–15; adult 16–48; middle age 49–65; old 66–79; venerable 80+.

Adventurers: Ryn heroes generally begin as fringers or scouts, sometimes taking levels in the noble or tech specialist class. Ryn Force adepts are known to exist, but Ryn have yet to embrace any Jedi tradition.

Ryn Species Traits

- ⊕ **Ability Modifiers:** None.
- ⊕ **Medium-size:** As Medium-size creatures, Ryn have no special modifiers due to their size.
- ⊕ **Speed:** Ryn base speed is 10 meters.
- ⊕ **Musical Beak:** A Ryn can play his or her perforated beak like a musical instrument. For the most part, Ryn only play their beaks to amuse children, but some Ryn become so good at it that they can imitate the Binary language spoken by many droids with a successful Entertain (flute) check (DC 20). Unless the Ryn has the Speak Binary skill, he cannot communicate with a droid in this fashion.
- ⊕ **Prehensile Tail:** A Ryn can use its prehensile tail to grasp items or creatures, although the tail by itself can only carry or support a light load. The tail cannot be used to make attacks, but when used to aid a grapple or disarm attempt, the tail provides a +2 bonus on the Ryn's check.
- ⊕ **Skill Bonus:** Ryn gain a +2 species bonus on Entertain checks.
- ⊕ **Bonus Feat:** Ryn receive the bonus feat Infamy.
- ⊕ **Free Language Skills:** Read/Write and Speak Basic and Ryn.

Ryn Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +3; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code: A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2 or Knowledge (any one) +2, Entertain (any one) +2, Gamble +1, Profession (any one) +1, Read/Write Basic, Read/Write Ryn, Speak Basic, Speak Ryn.

Feats: Infamy.

Sakiyan

Sakiyans rarely venture far from their home system, showing little interest in traveling or trading with the galaxy at large.

During the days of the Old Republic, there was some dispute among xenobiologists as to whether Sakiyans should be classified as a near-Human species. The unusual structure of their brain led

Imperial xenobiologists to conclude that they were a distinctly alien species.

The highly evolved Sakiyan brain is nearly twice the size of the average Human brain. While the Bith brain remains one of the most advanced among common alien species, the parts of the Sakiyan brain that process sensory input are superior even to the Bith. These keen senses helped primitive Sakiyans survive against the fierce predators of their homeworld, but even as the species developed the intellect to use tools and construct weapons and shelters, they retained their sharp senses. In fact, Sakiyans possess what other species consider high-supernatural perception.

A series of offworld invasions punctuate Sakiyan history, during which the culture survived by maintaining a constant state of vigilance. Evacuation plans are meticulously prepared and constantly revised. Most Sakiyan communities have multiple plans for evacuation in case of invasion and war. Further, every household and government agency relies on lightweight repulsorlift platforms to quickly transport people, resources, and supplies to safe havens. Once mobile, Sakiyan troops then conduct a constant series of hit-and-run attacks against enemies until their invaders withdraw from the conquered lands. Sakiyan colonies carry with them the tradition of defense and mobility, resisting domination by the Sith, the forces of the Tion Hegemony, and other oppression. In recent centuries, they have fallen under the economic control of the Hutts but have averted outright enslavement by keeping the "slugs" at arm's length in every place except Saki's major trade centers.

The ties between the Sakiyans and the Hutts are primarily forged around repulsorlift technology. Sakiyans quickly adopted and improved repulsorlift technology introduced to them by Old Republic scouts. Over the centuries, they have adapted the technology to their needs, focusing primarily on making the motivators smaller and more efficient. The Hutts are particularly fond of Sakiyan repulsorlift technology, as it allows them to construct smaller and more elegant repulsor sleds.

Thanks to its location near the heart of Hutt Space, the Sakiyan homeworld escaped the tyranny of the Empire, although many Sakiyan technicians were forced to relocate to Imperial research installations, where they contributed to the development of a new generation of Imperial repulsortanks. The Saki system also escaped the notice of the Yuuzhan Vong as they pressed into Hutt Space—at least during the first advance. The Sakiyan leadership remains concerned that their traditional method of dealing with alien invasions may not work if the war fleets of the Yuuzhan Vong strike against their home. While they generally ignored Hapan and New Republic political overtures before the appearance of the Yuuzhan Vong (directing them instead to the Hutts), the Sakiyans have shown an interest in helping the

Hapes Consortium and New Republic mount a counter-offensive.

Personality: Sakiyans are cautious in their dealings with other species and usually place the interests of themselves and their communities above others. They don't like to be proven wrong and have a poor sense of humor.

Physical Description: Sakiyans are hairless, and their skin color ranges from jet-black to deep purple and crimson. (A pale-skinned subspecies also exists, but Sakiyan society normally treats them as outcasts.) They have large craniums and pupils that contract into slits instead of points. Adults stand between 1.6 and 2.1 meters tall.

Homeworld: The tropical world of Saki, located near the astrophysical center of Hutt Space in the Outer Rim.

Language: Sakiyans possess their own language, and many learn to speak Basic or Huttese as well.

Example Names: Ejaf Ya-Drun, Johr Penyk, Djas Puhr, Kol Rzad, Tudan Sal, Moja Skunax, Vihn Thas.

Age in Years: Child 1–10; young adult 11–15; adult 16–48; middle age 49–74; old 75–84; venerable 85+.

Adventurers: The Sakiyans who dare to venture from their homeworld are usually nobles, scouts, and scoundrels. Some Sakiyans become bounty hunters and assassins, using their keen senses and

ability to track prey by scent. Sakiyan Force-users are rare.

Sakiyan Species Traits

- ⊕ Ability Modifiers: None.
- ⊕ Medium-size: As Medium-size creatures, Sakiyans have no special modifiers due to their size.
- ⊕ Speed: Sakiyan base speed is 10 meters.
- ⊕ Darkvision: Sakiyans can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.
- ⊕ Skill Bonuses: Sakiyans have keen senses and gain a +2 species bonus on Listen, Search, and Spot checks. A Sakiyan also receives a +2 species bonus on Survival checks when tracking by scent.
- ⊕ Bonus Feat: Sakiyans use their acute perception as a limited danger sense, improving their reflexes. Sakiyans gain the bonus feat Lightning Reflexes.
- ⊕ Free Language Skills: Read/Write and Speak Sakiyan.

Sakiyan Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +2, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.



RYN

SAKIYAN

BANYASSAN

SARKAN

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +1, Knowledge (any one) +2, Listen +2, Read/Write Sakiyan, Search +2, Speak Basic or Speak Huttese, Speak Sakiyan, Spot +2.

Feats: Lightning Reflexes.

Sanyassan

These barbaric space marauders have been pests in the outer part of the Moddell Sector for as long as anyone can remember. The homeworld is host to a billion surly Sanyassans, most of whom crave getting to the stars.

Most species know the Sanyassans as aggressive warriors and brawlers, famed for their strength and temper and lack of deep thought. Their history hints at eras in which Sanyassan society was much more advanced than the might-makes-right kleptocracy found on their homeworld during the time of the Old Republic, the Rebellion, and the New Republic. Although technologically primitive by galactic standards, the warlike species stole the secrets of space flight and are taking to the stars with expansionist zeal. Sanyassan hunting parties like to prey upon the peaceful inhabitants of Endor's forest moon, and Ewoks shudder at the horrible tales of the "demons from the dark star."

Sanyassans ruthlessly prowl the Moddell Sector in their scavenged ships, attacking anyone who crosses their path and stealing whatever new technology they can salvage from razed colonies and the wrecks of enemy ships. Other species take advantage of the Sanyassans' vicious nature, arming them with the latest weapons and employing them as thugs, bodyguards, and shock troops.

Personality: Brutal and unforgiving, Sanyassans are calculating predators and ruthless scavengers who respect only strength and steal what they can't make.

Physical Description: Sanyassans have leathery skin the color of clay. They stand between 1.6 and 2.5 meters tall with powerfully built frames. Their primate faces can best be described as "skull-like," with their skin pulled tautly over their bones. Sanyassans have deep set eyes, crowned with jutting eyebrows and a relatively small mouth with extremely thin lips. They have high foreheads, and straggly manes of black hair fall on their shoulders.

Homeworld: The gloomy, stormy world of Sanyassa IV, located in the Outer Rim.

Language: Sanyassans speak their own language, which is punctuated by guttural snarls, growls, and shrieks. Sanyassans can speak Basic with ease.

Example Names: Dranjat, Jorak, Krenna, Kresho, Luryk, Maygo, S'Zingo, Terak, Terakaya, Urkreg, Vortek, Zaykul.

Age in Years: Child 1–8; young adult 9–13; adult 14–39; middle age 40–52; old 53–69; venerable 70+.

Adventurers: Although Sanyassans can belong to any heroic class, they are typically soldiers and

scouts. Some particularly cunning Sanyassans become scoundrels.

Sanyassan Species Traits

⊕ **Ability Modifiers:** +2 Strength, –2 Dexterity, +2 Constitution, –2 Intelligence.

⊕ **Medium-size:** As Medium-size creatures, Sanyassans have no special modifiers due to their size.

⊕ **Speed:** Sanyassan base speed is 10 meters.

⊕ **Natural Armor:** A Sanyassan's tough hide provides a +1 natural armor bonus to Defense.

⊕ **Skill Bonuses:** Sanyassans gain a +2 species bonus on Intimidate and Survival checks.

⊕ **Free Language Skills:** Read/Write and Speak Sanyassan.

Sanyassan Commoner: Init –1; Defense 10 (–1 Dex, +1 natural); Spd 10 m; VP/WP 0/12; Atk +1 melee (1d3+1, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +1, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 12, Int 8, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +0 or Knowledge (any one) +0, Intimidate +2, Profession (any one) +1, Read/Write Sanyassan, Speak Basic, Speak Sanyassan, Survival +2.

Feats: None.

Sarkan

Sarkans do not typically leave their homeworld. When they must travel the galaxy, they usually do so in groups of at least three, a holdover from a time when their society was heavily dominated by a caste structure. Solitary Sarkans are usually outcasts who have committed a grave offense on their homeworld.

Sarkan technology is equal to the galactic norm, but the species never developed its own space travel. Outsiders find Sarkans difficult to interact with on a business or diplomatic level, as their intricate culture focuses on rigid, arcane codes of conduct that visiting aliens are expected to know. Those who violate Sarkan codes of conduct are dismissed as barbarians and removed from the presence of high-ranking Sarkans by efficient bodyguards. In addition to using their thick tails for added balance and stability, Sarkans trained in native martial arts traditions learn to use them as weapons.

During the reign of the Empire, the Sarkans begrudgingly allowed Humans and representatives from companies that were known to have the Emperor's favor to insult them by not adhering to the proper rituals. However, as soon as word of the Emperor's death reached their ears, they returned to their traditional ways—as one startled SoroSuub broker discovered when the Sarkans suddenly demanded a formal greeting in their native tongue. SoroSuub has been trying to reestablish trade relations with Sarka ever since.

Nova rubies are among the most common gemstones on Sarka, but they appear on no other world and remain a valuable commodity in most of the settled galaxy. Sarkans have used the nova rubies to become fabulously wealthy, and while some of the galaxy's most luxurious resorts and spaceports lie on Sarka, the natives find the "foolish aliens" who covet the useless glowing stones amusing.

Personality: Proud and aloof, Sarkans value ritual and protocol and have little patience for those who demonstrate an ignorance of Sarkan customs and culture. They consider even innocent comparisons to other cultures an insult. Most Sarkans are condescending, uptight, and difficult to please, but they can also be gracious and helpful to individuals who earn their respect or friendship.

Physical Description: Sarkans are tall reptiles with green scaly hides, yellow eyes with slit pupils, and thick tails. They have tapered snouts, and their mouths are filled with razor-sharp fangs. They often decorate their claws with multicolored varnish and clan symbols. They favor brightly colored, baggy clothing frequently decorated with gemstones. Males and females both stand between 1.9 and 2.2 meters tall as adults.

Homeworld: The gem-rich planet of Sarka, located in the Mid Rim.

Language: Sarkans speak Sarkese, a complex language that uses both words and subtle body gestures. Sarkan diplomats and explorers usually learn to speak Basic as well.

Example Names: B'neer, Demesk, Fisuran, Ganis, Jilieren, Melas, Siran, Sonus, Tybellor, U'vala.

Age in Years: Child 1–12; young adult 13–18; adult 19–50; middle age 51–79; old 80–95; venerable 96+.

Adventurers: Sarkan adventurers are usually nobles or scoundrels, although they suffer no class restrictions.

Sarkan Species Traits

- ⊕ Ability Modifiers: +2 Strength, –4 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Sarkans have no special modifiers due to their size.
- ⊕ Speed: Sarkan base speed is 10 meters.
- ⊕ Natural Weapons: A Sarkan can attack with one of its sharp claws. The claw attack deals 1d3 points of slashing damage (plus Strength modifier) and does not provoke attacks of opportunity. A Sarkan who takes the Martial Arts feat can strike an opponent with its tail instead of making a claw attack. The tail deals 1d6 points of bludgeoning damage plus 1.5 times the Sarkan's Strength modifier, threatens a critical hit on a natural 20, and does not provoke attacks of opportunity.
- ⊕ Free Language Skills: Read/Write and Speak Sarkese.

Sarkan Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, claw) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 6. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Knowledge (any one) +1, Profession (any one) +1, Read/Write Sarkese, Speak Basic, Speak Sarkese.

Feats: None.

Sauvax

The Sauvax are amphibious crustaceans who inhabit the coastal regions of Leritor, growing and hunting food and building villages along the crags, tidal pools, and beaches. On land, they propel themselves on six spindly, segmented legs; in water, they swim using their underbelly bristles and twin, rudderlike tails.

Sauvax fashion their own dwellings and tools for daily life, though their civilization is quite primitive. They most commonly carry a multipurpose spear (called a *gruush* in their own language). They use it to hunt fish in the waters of the continental shelf and cultivate various crops of seaweed and slime in tidal pools. Sauvax live in tribal villages called *kuuvan* (a term that also means "tribe"), consisting of structures made from stone and buttressed with sand and deadwood. Outsiders understand little of their society and culture since settlers rarely encounter them.

Personality: Most offworlders who encounter Sauvax view them as brusque, pushy, and intent on pursuing their business with minimal fuss. Sauvax generally keep to themselves but can be fierce when threatened.

Physical Description: A flexible, chitinous shell covers the bulk of a Sauvax's head and torso. Their extruding eyes allow for greater visibility, and two delicate antennae augment their senses. Their bulky arms seem awkward above ground and serve as formidable weapons—on each hand, two massive digits (one opposed) form an oversized pincer claw, while three smaller digits (one opposed) enable finer manipulation. Adult Sauvax stand 1.5 to 1.8 meters tall.

Homeworld: Leritor, a mineral-rich but otherwise unremarkable planet located near Bothan space in the Mid Rim.

Language: Sauvax mouths can formulate most sounds necessary for language. They speak their own tongue, but through infrequent contact with settlers have picked up a minimal understanding of Basic.

Example Names: Chuuvus, Gurrul, Juuesuur, Kruuvum, Muurbux, Tchaul, Uukk, Vrujuun.

Age in Years: Child 1–5; young adult 6–9; adult 10–44; middle age 45–69; old 70–89; venerable 90+.

Adventurers: Sauvax adventurers are usually fringers and scouts. Those who become skilled in the use of modern weapons can become formidable soldiers. No Sauvax Force-users have ever been encountered.

Sauvax Species Traits

- ⊕ Ability Modifiers: +2 Strength, -2 Dexterity, +2 Constitution, -2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Sauvax have no special modifiers due to their size.
- ⊕ Speed: Sauvax base speed is 10 meters on land and 6 meters in water.
- ⊕ Natural Armor: The Sauvax's thick shell grants a +4 natural armor bonus to Defense.
- ⊕ Natural Weapons: A Sauvax can make a claw attack each round, dealing 1d6 points of slashing damage (plus Strength modifier). The claw attack does not provoke attacks of opportunity.
- ⊕ Pincers: A Sauvax's pincers can grasp and manipulate primitive weapons and simple items, but not small, articulated objects such as blasters, lightsabers, datapads, medpacs, and other gear designed for species with hands.
- ⊕ Breathe Underwater: Sauvax cannot drown in water.
- ⊕ Skill Bonuses: Sauvax gain a +4 species bonus on Swim checks. They also possess acute senses and gain a +2 species bonus on Listen and Spot checks.
- ⊕ Bonus Feat: Sauvax gain the bonus feat Weapon Group Proficiency (primitive weapons).
- ⊕ Free Language Skills: Read/Write and Speak Sauvax.

Sauvax Commoner: Init -1; Defense 13 (-1 Dex, +4 natural); Spd 10 m, swim 6 m; VP/WP 0/12; Atk +1 melee (1d6+1, pincer claw) or +1 melee (1d8+1, *gruush*) or -1 ranged (1d8+1, *gruush*); SQ Species traits; SV Fort +1, Ref -1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 12, Int 10, Wis 10, Cha 8. Challenge Code A.

Equipment: *Gruush* (see below), variety of personal belongings in woven seaweed satchel.

Skills: Craft (any one) +2, Knowledge (any one) +1, Listen +2, Profession (any one) +1, Read/Write Sauvax, Speak Sauvax, Spot +2, Swim +5.

Feats: Weapon Group Proficiency (primitive weapons).

Gruush (Sauvax Fishing Spear)

Cost: 50	Stun/Fort DC: -
Damage: 1d8	Type: Piercing
Critical: 20	Multifire/Autofire: -
Range Increment: 4 m	Size: Large
Weight: 2 kg	Group: Primitive

The *gruush* is a long fishing spear with a wooden, sharpened bone, or metal shaft. One end of the spear ends in a straight, barbed point and a curved hook. A *gruush* can be wielded as a melee weapon or hurled.

Selonian

The Selonians are sentient mammals native to the Corellian system. Their society is organized around "dens." Each den lives in an underground commune that consists of one fertile female, called the Queen, a few fertile males, and a large number of sterile females. Within the den exist sub-groups called "septs"—offspring fathered by the same fertile male—and each sept is usually trained to perform specific tasks and jobs. A Queen can be pregnant up to five times each year, each time giving birth to five or more children. Sterile females fill most roles in Selonian society, while the Queens and males are kept safely in the dens. Selonian "cities" are actually collections of several dens, each of which primarily specializes in a skill or craft. These dens aid and support each other through a complicated system of bartering and favor exchanges.

Selonians are primarily concerned with the safety of their dens and their people as a whole. Almost without fail, they believe that the needs of the group are more important than the desires of an individual, and every action they take is intended to further the goals of their den or the welfare of their species in general.

Despite their seemingly primitive society, Selonian technology is on par with the galactic standard; their dens are linked through computer networks and rapid transit systems, and their industrial production capacity helps feed the ravenous Corellian Engineering Shipyards with high-tech components. Selonians have also long been masters of their own starship technology, building vessels that carry them throughout the Corellian star system. They do not build hyperdrive-equipped ships since they do not, as a people, have much interest in venturing beyond the Corellian system.

Their lack of interest in the galaxy at large and the policy of only sending carefully trained Selonians to interact with other species kept the Selonians mostly safe from Imperial domination. They were swept up in power struggles that followed the collapse of Imperial rule in the Corellian system and faced the very real possibility that their world would be destroyed. This has caused the Selonians to withdraw from most interactions with other cultures even within the Corellian system. However, the shock so unsettled Selonian society that some rare Selonians are trying to change their culture so they can deal more honestly with other species.

Personality: Most Selonians prefer to remain on their homeworld and don't care to interact with other species. Select sterile Selonian females are trained to interact with Humans and other aliens. They master mannerisms and attitudes that put the selected alien race at ease. While this causes many to view Selonians as friendly, outgoing, and charitable, the reality is that most of them have no interests beyond the good of their den. They have a deep psychological need to reach a consensus.

Physical Description: Comfortable walking on two legs or four, Selonians are slender beings with bodies longer than those of a baseline Human but with arms and legs that are shorter. They have retractable claws on their pawlike hands. Their thick tails improve their balance when walking upright, and their narrow faces that are tipped with bristly whiskers. They have sleek black or brown fur, and while they do not typically wear clothes on their homeworld, they wear appropriate uniforms or other outfits when working or visiting elsewhere. Adults stand between 1.8 meters and 2.2 meters tall, with females being larger.

Homeworld: Selonia, a temperate world located in the Core Worlds region. The planet's surface consists of thousands of islands separated by innumerable seas, inlets, and bays.

Language: Selonians speak, read, and write their own language. Selonians accustomed to dealing with offworlders learn to speak Basic as well.

Example Names: Cavisek, Chertyl Ruluwoor, Dracmus, Kleyvits, Maronea, Salculd, Vissica.

Age in Years: Child 1–8; young adult 9–14; adult 15–35; middle age 36–55; old 56–74; venerable 75+.

Adventurers: Selonian adventurers can be of any class but Jedi; the limited scope of most Selonian's vision and lack of real compassion for other beings make them poor candidates for Jedi training.

Selonian Species Traits

- ⊗ Sterile Female Ability Modifiers: +2 Dexterity, –2 Intelligence, –2 Wisdom. Male or Queen Ability Modifiers: +2 Dexterity, –2 Wisdom, –2 Charisma.
- ⊗ Medium-size: As Medium-size creatures, Selonians have no special modifiers due to their size.
- ⊗ Speed: Selonians have a base speed is 10 meters when walking on two legs or 12 meters when walking on all fours. They have a swim speed of 12 meters.
- ⊗ Natural Weapons: A Selonian can attack with one of its sharp claws. The claw attack deals 1d3 points of slashing damage (plus Strength modifier) and does not provoke attacks of opportunity.
- ⊗ Agoraphobic: Selonians spend most of their lives in underground dens and are uncomfortable in large, open spaces. Upon going outdoors or entering a spacious enclosure, a Selonian must succeed at a Will save (DC 12). If the saving throw fails, the Selonian suffers a –4 penalty on all skill checks and attack rolls until the Selonian returns to an enclosed space. Even if the first save succeeds, the Selonian must make another Will save every 4 rounds, each time increasing the DC by +2. Once the Selonian fails a save, no further Will saves are necessary. A Selonian may spend 4 skill points to eliminate the penalty.
- ⊗ Darkvision: Selonians can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.

⊗ Low-Light Vision: Selonians can see twice as far as normal in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.

⊗ Skill Bonus: Selonians gain a +4 species bonus on Swim checks.

⊗ Free Language Skills: Read/Write and Speak Selonian.

Selonian Commoner (Sterile Female): Init +1; Defense 11 (+1 Dex); Spd 10 m (upright), 12 m (all fours), swim 12 m; VP/WP 0/10; Atk +0 melee (1d3, claw) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 8, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Diplomacy +1, Knowledge (any one) +0 or Profession (any one) +0, Read/Write Selonian, Speak Basic, Speak Selonian, Swim +4.

Feats: None.

Selonian Commoner (Male): Init +1; Defense 11 (+1 Dex); Spd 10 m (upright), 12 m (all fours), swim 12 m; VP/WP 0/10; Atk +0 melee (1d3, claw) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Computer Use +1, Craft (any one) +1, Knowledge (any one) +1, Profession (any one) +0, Read/Write Selonian, Speak Selonian, Swim +4.

Feats: None.

Shi'ido

Despite their secretive nature, Shi'ido cannot resist the urge to travel the galaxy and learn about other species. Little is known about them except that they can take the form of virtually any other humanoid species they wish. They go to great lengths, short of violence, to guard their species' secrets.

The Shi'ido explore the galaxy with no agenda other than to learn about other cultures. Shi'ido travel from world to world aboard space transports, drawing as little attention to themselves as possible. Occasionally Shi'ido will stumble upon a planet they like and will spend the rest of their long lives there, mastering the local customs and insinuating themselves into the daily lives of the indigenous species.

Personality: Shi'ido are curious, shy, and secretive. They prefer to avoid confrontations, especially on their homeworld, where they'll pretend to be innocuous aliens, harmless creatures, boulders, or trees to avoid outlanders. They understand that some other species fear their shapeshifting abilities and are thus reticent to call attention to themselves.

Physical Description: In their natural form, Shi'ido are humanoids with pale, hairless skin. They stand about 1.8 meters tall. They have thin, dense

bones, double joints, and elasticized tendons, which helps them assume the appearance of virtually any other species.

Homeworld: Lao-mon (Sh'shuun in Shi'dese), a tropical world in the Colonies region populated by large predators. No expedition to Lao-mon has yielded evidence that the Shi'do—or any other sentient species—ever lived there. It's assumed that the species' ability to change shape has protected them from discovery and predators.

Language: Shi'dese is an ancient language that incorporates a wide range of vocalizations. Xenobiologists are uncertain whether a written form of Shi'dese exists. Shi'do can learn to speak and read other languages, and those who venture from their homeworld are quick to master Basic.

Example Names: Shi'do change their names as often as they change forms, although a Shi'do who settles on a world might keep the same name for hundreds of years. Sample names include Akarren Duufor, Borhorygmus Gog, Mammon Hoole, Isoh Rykken, Shall Screeel, and Xev Tallus.

Age in Years: Child 1–10; young adult 11–60; adult 61–210; middle age 211–360; old 361–500; venerable 501+.

Adventurers: Dozens of Shi'do roam the galaxy, disguised as any number of different beings. Many governments have tried to keep close tabs on suspected Shi'do, to no avail. Shi'do heroes can

belong to any non-Jedi class; the Shi'do fear the Jedi and their uncanny perceptiveness.

Shi'do Species Traits

- ⊕ **Ability Modifiers:** –2 Constitution.
- ⊕ **Medium-size:** As Medium-size creatures, Shi'do have no special modifiers due to their size.
- ⊕ **Speed:** Shi'do base speed is 10 meters.
- ⊕ **Telepathy:** As a move action, a Shi'do can broadcast a telepathic impression to any number of intelligent creatures up to 100 meters away each round. Each creature that fails a Will save (DC = 5 + one-half the Shi'do's character level + the Shi'do's Charisma modifier) suffers a –4 penalty on Spot checks to penetrate the Shi'do's disguise.
- ⊕ **Shapeshift:** Shi'do can change the shape, texture, and coloration of their bodies to mimic other Medium-sized humanoid species (and any clothing worn). A Shi'do gains none of the special qualities or species traits of the mimicked species, but the effect lasts as long as the Shi'do wishes. A Shi'do does not immediately revert to its natural form if stunned, fatigued, exhausted, unconscious, dying, or dead.

The "skinshifting" ability of a Shi'do improves with age. Middle-aged and older Shi'do can assume the form of any Small to Large alien species or creature. They can even make themselves look like Medium-size or Large inanimate objects.



SAUVAX

BELONIAN

SHI'DO

SHISTAVANEN

- Changing appearance is a full-round action and grants a +10 species bonus on Disguise checks.
- ⊕ **Skill Bonus:** A Shi'ido gains a +4 species bonus on Escape Artist checks.
 - ⊕ **Free Language Skills:** Read/Write and Speak Shi'idese.

Shi'ido Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort -1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 8, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Disguise +11, Escape Artist +4, Knowledge (alien species) +1, Read/Write Basic, Read/Write Shi'idese, Speak Basic, Speak Shi'idese.

Feats: None.

Shistavanen

The Shistavanens are xenophobic humanoid canines from the Uvena star system. They make excellent hunters and can track prey through crowded urban streets or desolate plains alike. They are agile and have highly developed senses, including the ability to see in near-total darkness.

As a species, Shistavanens are isolationists who do not want outsiders involved in their affairs. While they do not forbid aliens from coming to the Uvena system to set up trading ventures, they unapologetically favor their own kind in law and trade. While this caused some friction with the Empire while the Emperor's New Order was at its height, the Shistavanen talent for stalking prey was more valuable to the Intelligence branch than the desire of the Empire's political arm to make an example of a rather obscure world. Denying Shistavanens the opportunity to openly ply their trade was satisfaction enough for the Empire.

Personality: Shistavanens are aggressive and forthright. They prefer the company of their own kind to other species and are known (and often feared) for their surly demeanor, domineering behavior, and ill temperament. Some Shistavanens are more outgoing and sociable, although few are capable of shedding all of their cultural prejudices.

Physical Description: Adult Shistavanens stand between 1.3 and 1.9 meters tall, and males tend to be taller and more powerfully built than females. Their bodies are covered with thick brown or black fur, their ears are set high on their heads, and they have pronounced snouts with large fangs.

Homeworld: Uvena Prime, one of several habitable worlds in the Uvena system (located in the Outer Rim Territories).

Language: Shistavanens speak their own language, which consists mostly of loud barks and growls. Since the rise of the Empire, many Shistavanens have also learned to speak Basic.

Example Names: Mar Balayan, Mal Biron, Kal Lup, Tar Lup, Shaalir Resh, Sirul Rosk, Riv Shiel, Caet Shrovl, Lak Sivrak.

Age in Years: Child 1–9; young adult 10–13; adult 14–40; middle age 41–60; old 61–95; venerable 96+.

Adventurers: Some Shistavanens overcome their xenophobia and strike out into the galaxy at large to engage in a wide range of professions. Many take advantage of their superior speed and reflexes and become pilots, bodyguards, mercenaries, bounty hunters, crime lords, or even big-game hunters. While they favor the scoundrel, scout, and soldier classes, Shistavanens can belong to any non-Jedi heroic class.

Shistavanen Species Traits

- ⊕ **Ability Modifiers:** +2 Dexterity, -2 Intelligence, -2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Shistavanens have no special modifiers due to their size.
- ⊕ **Speed:** Shistavanen base speed is 10 meters.
- ⊕ **Xenophobic:** Shistavanens have trouble maintaining civil dealings with other species. They take a -4 penalty on Diplomacy or Charisma checks made to improve the attitudes of members of other species. Likewise, they impose a -4 penalty on other species' attempts to improve Shistavanen attitudes toward them.
- ⊕ **Low-Light Vision:** Shistavanens can see twice as far as normal in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- ⊕ **Bonus Feats:** Shistavanens gain the bonus feats Alertness and Improved Initiative.
- ⊕ **Free Language Skills:** Read/Write and Speak Shistavanen.

Shistavanen Commoner: Init +5 (+1 Dex, +4 Improved Initiative); Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1 or Profession (any one) +2, Listen +2, Read/Write Shistavanen, Speak Basic, Speak Shistavanen, Spot +2.

Feats: Alertness, Improved Initiative.

Skakoan

Skakoans are a technologically advanced species that specializes in microelectronics, starship engineering, and cutting-edge manufacturing techniques.

During the time of the Old Republic, Skakoans were among the most influential species in the Techno Union, a galaxy-spanning consortium of megacorporations with representation in the Galactic Senate. Despite the misgivings of other high-ranking members



of the Techno Union, Skakoan foreman Wat Tambor pledged to support the Separatists under Count Dooku. The Senate responded by expelling their Techno Union representatives. This contributed to the Skakoan homeworld breaking away from the Republic and joining the Separatist Movement.

The Skakoans were central to the Techno Union's success throughout the Clone Wars. However, the days of the Techno Union were numbered. From the ashes of the Old Republic emerged the Empire and with it, the Emperor's New Order. Gluttonous, self-serving bureaucracies like the Techno Union, the Commerce Guild, and the Trade Federation had outlived their usefulness, and their non-Human overseers were not to be trusted under the new regime. Humans forcibly displaced the Techno Union's Skakoan membership. The Skakoan people could do nothing except withdraw to their homeworld and watch helplessly as the Empire dismantled the Techno Union and placed its constituent companies (among them Baktoid Armor Workshop, Hoersch-Kessel Driveworks Inc., and Balmorran Arms) under Imperial supervision.

The fall of the Empire and the birth of the New Republic failed to overcome the Skakoans' growing sense of isolation. Their dislike for humanity clouded their infrequent dealings with the New Republic, and they are less inclined to share their technological advances. During The New Jedi Order era, the Skakoans are viewed by most other species as secretive, manipulative xenophobes best left to their own devices.

The Skakoan homeworld has a unique and highly pressurized atmosphere. For this reason, Skakoans can only survive in standard atmospheres with the aid of a special pressure suit. The Skakoan pressure suit completely hides the wearer's face and figure. If the suit is ruptured or destroyed, its Skakoan occupant cannot survive for long.

Personality: Skakoans are cool, calculating, and humorless beings with a strong sense of self-preservation. Few have the courage to leave their homeworld. They rely on logic to solve problems, regardless of whether they are plotting a galactic war or designing an efficient hyperdrive. Skakoans are usually encountered wearing their pressure suits, which they use to hide their emotions, leading many other species to presume that Skakoans are heartless automatons. In truth, they possess a full range of emotions.

Physical Description: Visitors are generally not welcome on the Skakoan homeworld; consequently, non-Skakoans have yet to learn what a Skakoan looks like beneath the full-body pressure suit. Without the pressure suit, a Skakoan resembles a gaunt Human with folds of sickly gray-white skin draped over a narrow, skeletal frame. A Skakoan's leering visage features dark, sunken eyes, a flat nose, and a toothless, slitlike mouth set in a perpetual frown.

Skakoan pressure suits come equipped with synthesized vocalizers that deliberately distort their wearers' speech patterns, adding to the species' mystique.

Skakoan adults stand 1.4 to 2.1 meters tall.

Homeworld: Located in the Core Worlds region, Skako is a planetwide metropolis comparable to Coruscant in scale and population, but without the charm or aesthetically pleasing architecture. Species accustomed to standard atmospheric pressure can only withstand the dense pressure of Skako's atmosphere for a short time before suffering permanent injury. The same holds true for Skakoans who find themselves on standard-pressure worlds without a special pressure suit to protect them.

Language: Skakoverbal is a complex machine language similar to Bocce, with traces of Binary. Skakoform, the written language of the Skakoan people, is often mistaken for technical schematics or circuit diagrams.

Example Names: Zona Dreon, Pel Karmek, Girt Marko, Orna Meng, Vol Meybor, Madeca Rex, Wat Tambor, Gegon Valt, Taron Von.

Age in Years: Child 1–11; young adult 12–15; adult 16–44; middle age 45–59; old 60–69; venerable 70+.

Adventurers: Skakoans are deathly afraid of suffering a horrible death by asphyxiation or explosive decompression. They rarely leave Skako for this reason. When they do, they always wear pressure suits that fully conceal their features and use vocalizers that distort their voices. Skakoans encountered away from their homeworld are usually nobles and tech specialists. No Skakoan Force-users are known to exist.

Skakoan Species Traits

- ⊖ Ability Modifiers: –2 Dexterity, +2 Intelligence.
- ⊖ Medium-size: As Medium-size creatures. Skakoans have no special modifiers due to their size.
- ⊖ Speed: Skakoan base speed is 10 meters, although Skakoan pressure suits (see below) can hinder mobility.
- ⊖ Unique Physiology: Standard oxygen atmospheres are poisonous to Skakoans, burning their lungs for 1d6 points of damage per round of exposure. Skakoans also require a high-pressure atmosphere and take 1d6 points of damage each round they're exposed to the "standard" air pressure preferred by most other species. A Skakoan exposed to both conditions simultaneously takes 2d6 points of damage per round. A successful Fortitude save (DC 20) reduces the damage by half, but a new save is required each round of exposure.

Skakoans rely on special pressure suits (see below) to negate the harmful effects of a hostile atmosphere.

- ⊖ Bonus Feats: Skakoans gain the bonus feats Armor Proficiency (light) and Gearhead.
- ⊖ Free Language Skills: Read/Write Skakoform and Speak Skakoverbal.

Skakoan Commoner: Init -1; Defense 9 (-1 Dex); DR 2 (light pressure suit); Spd 10 m (8 m with medium pressure suit, 6 m with heavy pressure suit); VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or -1 ranged; SQ Species traits; SV Fort +0, Ref -1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 12, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Computer Use +3, Craft (any one) +2, Knowledge (any two) +2, Profession (any one) +2, Read/Write Basic, Read/Write Skakoform, Repair +3, Speak Basic, Speak Skakoverbal.

Feats: Armor Proficiency (light), Gearhead.

Skakoan Pressure Suit

Light Pressure Suit

Armor Type: Light armor	Proficiency: Light
Cost: 1,000*	Maximum Dex Bonus: +4
Damage Reduction: 2	Armor Check Penalty: -2
Weight: 5 kg	Speed Reduction: None

Medium Pressure Suit

Armor Type: Medium armor	Proficiency: Medium
Cost: 4,500*	Maximum Dex Bonus: +3
Damage Reduction: 4	Armor Check Penalty: -4
Weight: 20 kg	Speed Reduction: 2 m

Heavy Pressure Suit

Armor Type: Heavy armor	Proficiency: Heavy
Cost: 11,000*	Maximum Dex Bonus: +1
Damage Reduction: 6	Armor Check Penalty: -6
Weight: 45 kg	Speed Reduction: 4 m

*Available for sale only on Skako or through the Techno Union.

The Skakoans designed three different types of pressure suits to protect them from the adverse effects of atmospheres other than the one found on their homeworld. Though composed of flexible materials, the medium and heavy pressure suits are somewhat cumbersome and reduce the wearer's speed (as noted above).

All Skakoan pressure suits incorporate a vocalizer that distorts the wearer's speech patterns, making it difficult to tell one suit-wearing Skakoan from another.

Skakoans equip their pressure suits with tiny self-repair units designed to keep a damaged suit from rupturing. However, the self-repair units are not perfect: Any single attack that deals damage equal to or greater than 10 + the suit's DR has a 50% chance of rupturing the suit beyond repair, potentially exposing its wearer to hostile atmospheric conditions.

Although not their intended purpose, Skakoan pressure suits can protect a non-Skakoan from the harmful effects of Skako's dense, oxygen-poor atmosphere.

Skrilling

The Skrillings are a species of galactic scavengers. When a species called the M'shinni colonized the Skrilling homeworld, the Skrillings were little more than primitive nomadic herders. The M'shinni fenced in the Skrilling herds, claimed their land, and left the primitive, peaceful aliens to figure out how to survive. Within a few generations, the Skrillings had integrated themselves into M'shinni colonies on the world as a permanent beggar class. From there, they expanded into the rest of the galaxy.

Many species view Skrillings as disgusting annoyances. They devour uncooked, spoiled meat that would make other beings deathly ill, and they have elevated whining to an art form. When a Skrilling sets his heart on something, he or she continually asks for it, continually rephrasing the question. Various strategies for sharing the object or achieving whatever goal the Skrilling has in mind are suggested, and small gifts or favors are offered as a form of exchange. If the possessor of an object relocates, the Skrilling sometimes even shows up again, even in a different star system. A Skrilling usually gets what he or she wants; they are experts at finding a person's "soft spot." Most Skrillings are bright enough, however, to know when someone they are pestering has been pushed to the point where he or she is about to get violent. In such cases, they give up their desire—at least temporarily.

The Skrillings can be found throughout the settled galaxy, traveling in spacecraft cobbled together from various derelicts. They have an innate ability to show up on planets where a battle has been fought and well-aged (and unclaimed) corpses can be found, along with equipment that can be repaired and resold. This tendency has given rise to the saying that an enemy will soon be "Skrilling fodder."

Skrillings often lurk on the fringes of violent criminal organizations or live near the torture chambers of unscrupulous despots—anywhere a steady supply of dead bodies and other carrion can be found. During the Galactic Civil War, however, many Skrillings also served as valuable spies for the Rebel Alliance, due to their ability to uncover information.

Personality: Slow-witted yet persistent, Skrillings are sulky, greedy scavengers with no grasp of cultural etiquette. They tend to be followers rather than leaders.

Physical Description: Skrillings are stocky humanoids with wrinkled gray skin, stubby fingers, and small deep-set eyes. Instead of a nose or nostrils, they sport a set of eight breathing tubes. Their mouths have multiple rows of needle-sharp teeth. A bony crest adorns the top of a Skrilling's bald head, extending from the forehead to the nape of the neck. Skrilling newborns use their head-crests to saw through the shell of the birth-eggs; the crest serves no other function.

Adult Skrillings stand 1.5 to 1.9 meters tall.



Homeworld: Agriworld-2079, located on the spinward edge of the Mid Rim.

Language: Skrillings speak their own language. They also speak Basic with ease, although their breathing tubes give their speech a nasal, whining quality.

Example Names: Vigik Orne, Doke Gerkin, Morgot, Peerce, Piret Mubikai, Threx Qaspi, Yettel Sam, Pote Snitkin.

Age in Years: Child 1–4; young adult 5–10; adult 11–55; middle age 56–84; old 85–102; venerable 103+.

Adventurers: Skrilling adventurers gravitate toward the scoundrel and soldier classes. No Skrilling Force-users are known to exist.

Skrilling Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, –2 Dexterity, –2 Intelligence, +2 Wisdom, –2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Skrillings have no special modifiers due to their size.
- ⊕ **Speed:** Skrilling base speed is 10 meters.
- ⊕ **Nauseating Vomit:** Once every 1d4 rounds, a Skrilling can vomit on an adjacent foe as a melee touch attack. The target of a successful attack must succeed at a Fortitude save (DC 15) or be nauseated for 2d6 rounds. A nauseated creature can take no actions other than a single move action per turn.
- ⊕ **Skill Bonuses:** As expert beggars, Skrillings gain a +2 species bonus on Bluff, Diplomacy, and Sense Motive checks.
- ⊕ **Free Language Skills:** Read/Write and Speak Skrilling.

Skrilling Commoner: Init –1; Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 10, Int 8, Wis 12, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings and scraps.

Skills: Bluff +1, Craft (any one) +1 or Knowledge (any one) +1, Diplomacy +1, Read/Write Skrilling, Sense Motive +3, Speak Basic, Speak Skrilling.

Feats: None.

S'kytri

The winged S'kytri hail from Skye, a planet the Empire designated as Marat V. In their native tongue, "S'kytri" means "the Windborn."

The enlightened beliefs of the Jedi appealed to Klarymère, the S'kytri Patriarch. His unswerving loyalty to the Jedi during the Clone Wars condemned the S'kytri to Imperial slavery following the Jedi Purge. The Empire conquered their world, and the S'kytri spent long years in unwilling servitude to Majestrix

Kharys, a sadistic S'kytri chosen by Darth Vader to enforce Imperial doctrine.

The fall of the Galactic Empire bought the restoration of S'kytri independence and the return of the patriarchy. Years of economic hardship spawned a growing counterculture of rebellious and wayward young S'kytri, despite clan elders espousing a return to tradition. Since the Battle of Endor and the formation of the New Republic, the S'kytri leaders have politely refused all overtures by offworlders to join the greater galactic community.

S'kytri seem more interested in protecting and nurturing their homeworld by treating it as a living, breathing entity. They are also afraid of losing their culture. Most S'kytri have little use for technology, although contact with the rest of the galaxy has prompted some S'kytri to reluctantly adopt technology designed to ease the quality of life.

Although a mammalian species, S'kytri hatch from eggs. Clothing is unimportant to S'kytri, for too much material creates unwanted wind resistance during flight. Males wear anklets bearing the insignia of their clans, and both genders wear slight, close-fitting coverings.

Personality: Proud, independent, and headstrong, S'kytri take great stock in tradition and "old world" values. They deplore violence but fight ably and courageously when threatened. They see themselves as inherently superior to species that are incapable of natural flight. Young adult S'kytri tend to be especially arrogant, defiant, and rebellious.

Physical Description: S'kytri have thin, muscular physiques and attractive, chiseled features. Feathered wings grow from their shoulder blades. Although physically strong, S'kytri have hollow bones and are much lighter than they seem at a glance. Adults average 2 to 2.2 meters tall, and S'kytri under 1.8 meters tall are considered "short" by the species' standards.

Male S'kytri typically have pale blue skin, while females usually have light green skin. Less than one percent of the population is born with reversed pigmentation; the S'kytri treat these hatchlings as abominations of nature and destroy them. Hair color ranges from deep maroon to dusty yellow to moon-white.

Homeworld: Skye, a mountainous and temperate world located in the Marat system (in the Outer Rim Territories).

Language: The S'kytri speak their own language (S'kytric) as well as Basic. Once considered a dead language, S'kytric has made a comeback among artists and musicians who use it as the root of a folk revival.

Example Names: Aragh, Daltrid, Deverén, Kailél, Kharys, Klarymère, Nebaél, Rordys, Shelyn, Thyswar.

Age in Years: Child 1–11; young adult 12–17; adult 18–39; middle age 40–54; old 55–74; venerable 75+.



Adventurers: S'kytri adventurers are typically scouts and nobles, although Force-users are also possible. S'kytri fringers, scoundrels, soldiers, and tech specialists are far less common, although new generations of S'kytri may choose these classes in defiance of their elders and their teachings.

S'kytri Species Traits

- ⊕ Ability Modifiers: +2 Strength, -2 Constitution, -2 Wisdom.
- ⊕ Medium-size: As Medium-size creatures, S'kytri have no special modifiers due to their size.
- ⊕ Speed: S'kytri base speed is 10 meters on land and 10 meters in the air (poor maneuverability).
- ⊕ Flight: S'kytri are capable of flight but cannot do so if they are carrying anything greater than a medium load.
- ⊕ Strong-Willed: S'kytri are resolute and gain a +1 species bonus on Will saves.
- ⊕ Free Language Skills: Read/Write and Speak S'kytric.

S'kytri Commoner: Init +0; Defense 10; Spd 10 m, fly 10 m (poor); VP/WP 0/8; Atk +1 melee (1d3+1, unarmed strike) or +1 melee (1d8+1, longsword) or +0 ranged; SQ Species traits; SV Fort -1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 8, Int 10, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Profession (any one) +1, Read/Write S'kytric, Speak Basic, Speak S'kytric.

Feats: None.

Sludir

The fierce Sludir evolved from a primitive tribal society to an intricate feudal caste society of rulers, warriors, artisans, and workers. In addition to learning the traditions and ways of their particular caste-clans, Sludir children were taught to respect the code of battle. Combat became the true test of a Sludir's character. Hiding and retreating were the tactics of a coward; a Sludir who resorted to such tactics would not only dishonor himself but his clan as well.

Sludir civilization remained unchallenged until a few years before the Galactic Civil War, when offworld slavers began capturing bands of Sludir warriors and selling them as gladiators. When Imperial scouts arrived on the Sludir homeworld, slavery had already weakened the Sludir caste structure. The Empire declared the Sludir a "legitimate slave species" and destroyed the remnants of their intricate feudal caste society by exporting Sludir warriors, artisans, and workers to Imperial work camps throughout the galaxy.

A handful of enslaved Sludir escaped their captors and joined the Rebel Alliance. Many more joined criminal organizations, where their physical prowess made them excellent enforcers, pirates, bodyguards, and (ironically) slavers. Regardless of allegiance, most Sludir resorted to violence and conflict to attain higher standing in whatever organization or society that would accept them.

The Sludir regained control of their homeworld after the Empire's fall. A new planetary government emerged, made up of a loose alliance of shady Sludir of varying dispositions, from genteel smugglers to



SKAKOON

SKRILLING

S'KYTRI

SLUDIR

vicious crime lords. Many liberated Sludir slaves returned to their homeworld, hoping to reunite with their clans or find others who respected their code of battle honor. Those appalled with the new state of the Sludir homeworld drifted to various corners of the galaxy in search of status, glory, or death by combat.

Although they are not technophobic, Sludir seldom embrace advanced technologies such as space travel and blasters, preferring hand-to-hand combat and intimidation to settle disputes.

Personality: Sludir are direct and blunt. To them, physical strength and combat prowess bring power and prestige. Other than their sense of battle honor, they have little regard for etiquette and protocol, and acts of subterfuge appall them. They believe they deserve anything they can take by force.

Physical Description: Sludir have six legs and a humanoid torso. Hard shell-like plates protect their back and flanks. A Sludir's head consists mostly of a thick snout with four nostrils and a large, toothy snout. Their thick manes are worn in different styles. A Sludir adult stands about 1.75 meters tall and measures about 2.3 meters long.

Homeworld: Sluudren, a rugged and isolated world in the Outer Rim Territories.

Language: Sludese is a harsh-sounding language of grunts, snorts, and whinnies. There's no written Sludese language other than base-six mathematics. Sludir artisans traditionally conveyed ideas through intricate images, a practice replaced by written Basic during the Rebellion era.

Example Names: Chyanlev, Dukarz, Jyzatch, Kaylorz, Omze, Opolzur, Quintik Kahr, Ryzrytch, Shume, Webyllus, Zanzast Rahm.

Age in Years: Child 1–7; young adult 8–12; adult 13–40; middle age 41–55; old 56–74; venerable 75+.

Adventurers: The first Sludir to leave Sluudren were slaves, but many of them escaped slavery and became criminals, mercenaries, and soldiers. Their violent nature has made them a rare sight on developed worlds, but common on worlds known for criminal activities.

Although Sludir can belong to any class, scouts and soldiers are the most common.

Sludir Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, +2 Constitution, –2 Intelligence, –2 Wisdom, –4 Charisma.
- ⊕ **Large:** As Large creatures, Sludir suffer a –1 size penalty to their Defense, a –1 size penalty on attack rolls, and a –4 size penalty on Hide checks. They have a Face/Reach of 2 m by 4 m/2 m. Their lifting and carrying limits are triple those of Medium-size characters (see *Carrying Capacity* in the *Star Wars Roleplaying Game*).
- ⊕ **Speed:** Sludir base speed is 10 meters.

⊕ **Natural Armor:** Sludir gain a +1 natural armor bonus to Defense.

⊕ **Damage Reduction:** Young adult and older Sludir have a thick, shell-like covering that provides DR 2, which stacks with DR values provided by manufactured armor.

⊕ **Battle Honor:** A Sludir must succeed at a Will save (DC = Sludir's current wound point total) to disengage from a melee battle in progress or to decline to engage in melee combat against an opponent who has clearly provoked, goaded, threatened, or challenged the Sludir.

⊕ **Hexapedal:** A Sludir's six legs grant it a +4 stability bonus against trip attacks and bantha rush attacks.

⊕ **Physical Intimidation:** Sludir use their Strength modifier instead of their Charisma modifier for Intimidate checks.

⊕ **Fearless:** Sludir gain a +2 species bonus on Will saves to resist fear effects (such as the Frightful Presence feat).

⊕ **Bonus Feat:** Sludir gain the bonus feat Run.

⊕ **Free Language Skills:** Read/Write and Speak Basic, and Speak Sludese.

Sludir Commoner: Init +0; Defense 10 (–1 size, +1 natural); DR 2; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d4+1, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +1, Ref +0, Will –1; SZ L; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 8, Wis 8, Cha 6. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1 or Profession (any one) +1, Hide –4, Intimidate +2, Read/Write Basic, Speak Basic, Speak Sludese.

Feats: Run.

Sluissi

The Sluissi have been active participants in galactic society since the early days of the Old Republic. When first encountered by Human and Duros explorers, the Sluissi were just starting to explore nearby star systems with their own faster-than-light technology, and they eagerly embraced the concept of a greater galactic union. They constructed large shipyards throughout the Sluis Van system and other nearby worlds where they had established colonies to spur further interaction with alien star travelers. The Sluissi quickly became known as the best starship maintenance people in the galaxy.

The Sluissi run efficient, respectable starship repair and construction yards, where ship captains and corporate interests can find the finest repairs, upgrades, and custom starship modifications that money can buy. However, the Sluissi are also extremely methodical and often painfully slow about their work. To them, starship construction is an art form. Most clients are willing to be patient, because

Sluissi technicians can make improvements upon or keep in operation vessels that most other mechanics have declared lost causes. Even the Empire recognized that it was in its best interest *not* to rush the Sluissi technical crews at Sluis Van.

Personality: Sluissi are patient, sociable, and easy-going beings. Industrious and calm under pressure, they love to tinker with gadgets whether or not their specialty is starship engineering and repair. This makes them popular crewmembers on virtually any spacefaring vessel.

Physical Description: A Sluissi's upper torso sports two arms and four-fingered hands. The bottom half of their bodies are serpentine, long and heavily muscled. Their bodies are covered in fine scales that range in color from light brown to deep green, although rare Sluissi may have scales of other colors. They have round black eyes and a swooping hoodlike fold of skin on the backs of their heads. They have forked tongues, which, as with many reptilian species, aid their sense of smell. Adults stand between 1.6 and 1.8 meters tall.

Homeworld: Sluis Van, located in the Outer Rim Territories.

Language: Sluissi speak Sluissese. They also speak Basic, although they tend to lisp and slur many words due to the snakelike structures of their tongues and mouth.

Example Names: Sirlahn Alsek, Ten Dome, Vsil Ejahsa, Usahn L'sehl, Sekae N'sehnor, Mektiss Risohr, Hass Sonax, Seedes Uslopos.

Age in Years: Child 1-8; young adult 9-14; adult 15-39; middle age 40-59; old 60-75; venerable 76+.

Adventurers: Sluissi adventurers tend to be tech specialists but can belong to any class.

Sluissi Species Traits

- ⊕ Ability Modifiers: -2 Dexterity, +2 Intelligence, +2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Sluissi have no special modifiers due to their size.
- ⊕ Speed: Sluissi base speed is 10 meters.
- ⊕ Bonus Feat: Sluissi gain the bonus feat Gearhead.
- ⊕ Free Language Skills: Read/Write and Speak Sluissese.

Sluissi Commoner: Init -1; Defense 9 (-1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or -1 ranged; SQ Species traits: SV Fort +0, Ref -1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 12, Wis 10, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Computer Use +4, Craft (any one) +2, Knowledge (any one) +2, Profession (any one) +1, Read/Write Basic, Read/Write Sluissese, Repair +4, Speak Basic, Speak Sluissese.

Feats: Gearhead.

Snivvian

Snivvians evolved on a chilly planet with long winters, causing them to evolve thick skin that provides resistance to extremely cold temperatures. However, the climate on their homeworld proved so harsh that Snivvians spent months at a time in their subterranean homes. They developed their fine artistic sensibilities as a way to pass the time, and although their advanced technology has long since liberated them from the need to hibernate during the harshest seasons, many Snivvians still feel a biological compulsion to remain in their homes for several months during the year. They spend this time creating their fine literature and other works of art. The species has produced many brilliant artists and writers whose work appeals to an amazingly broad range of species and cultures.

The Snivvians have undergone tremendous hardships. Early Snivvian civilizations were destroyed by brilliant psychotics and sociopaths who arose whenever a set of twin males was born. Invariably, one of the twins would grow to become a charismatic despot who inspired the worst in Snivvian society, building a decadent dynasty by breaking the backs of his followers, and ultimately destroying himself and much of Snivvian society in violent wars. It was never known which of the twins would turn out to be the "evil" one, and the gentle Snivvians could rarely bring themselves to eliminate an innocent child despite fears that one twin might bring doom to millions. Instead, Snivvian society attempted to incarcerate the twins until one demonstrated sociopathic tendencies, but a few managed to fool the system.

Eventually, the Snivvians used genetic engineering to prevent male twins from being born. Snivvian culture stabilized, but no sooner did they develop the capacity to travel interstellar distances before they fell victim to the brutal *Thalassians*, who sold them as slaves or skinned them to make clothing of their tough skins. The Old Republic discovered this barbaric practice and stepped in and to save the Snivvians before their culture was annihilated.

Since the days of the *Old Republic*, the Snivvians have established colonies throughout the galaxy. Their reputation as writers and artists continues to grow, and several of the most popular playwrights and holovid scripters are Snivvian. Snivvian artists have a knack for creating works that appeal on many different levels, something they achieve, in part, by attempting to live the lives of whatever character or species they are writing about. A number of brilliant Snivvian artists have been killed in the prime of their careers while working as bounty hunters—or in other dangerous professions—for the express purpose of gaining insight into a character for their masterwork.

While Snivvian society survived Imperial rule, the limitations that the Empire placed on the Snivvians' ability to travel freely and their genetic engineering

programs increased the likelihood that male twins would be born. Some fear that another Snivvian destroyer might “come of age” in the period of the New Jedi Order. In fact, at least one Snivvian literary work, written by an anonymous author, claims to be the chronicle of the rise to power of a murderous Snivvian who intends to “create a sculpture of burned bodies and twisted metal that reaches from one end of the galaxy to the other.” It was published shortly before the first Yuuzhan Vong invaders arrived in the galaxy. Many Snivvians accept the work’s claim of truth and believe that one of their number is allied with the extragalactic invaders.

Personality: As a species, Snivvians are gentle and insightful. They like to examine things others take for granted, searching for symbolic subtext in everyday things and occurrences. Snivvians have many “masterful” works of art in various states of completion, works they believe will be their legacy to the galaxy when they pass on. Naturally, the level of true artistic talent is as varied among Snivvians as it is among other species—Snivvians are fond of saying, “There is no greater love than a master’s for his masterpiece.”

Not all Snivvians are as dedicated to artistic pursuits. Such exceptions have actually brought down Snivvian civilizations over the millennia.

Physical Description: Snivvians are short, stocky humanoids, ranging from 1.2 to about 1.6 meters tall

as adults, with tough skin and sparse hair. Their faces are dominated by protruding snouts and pronounced canines.

Homeworld: Cadomai Prime, a cold world located in the Outer Rim Territories near the Corporate Sector.

Language: Snivvians have their own language. They speak Basic with ease, although the speech has a nasal quality.

Example Names: Bakken, Dezzen, Dezirdna, Elinzelor, Geezum, Nejet, Prinzan, Rachalt Hyst, Rincholar, Seerna, Snaggletooth, Takeel, Thasca Knar, Wiorckettle, Zereldspidar, Zutton.

Age in Years: Child 1–11; young adult 12–17; adult 18–49; middle age 50–79; old 80–105; venerable 106+.

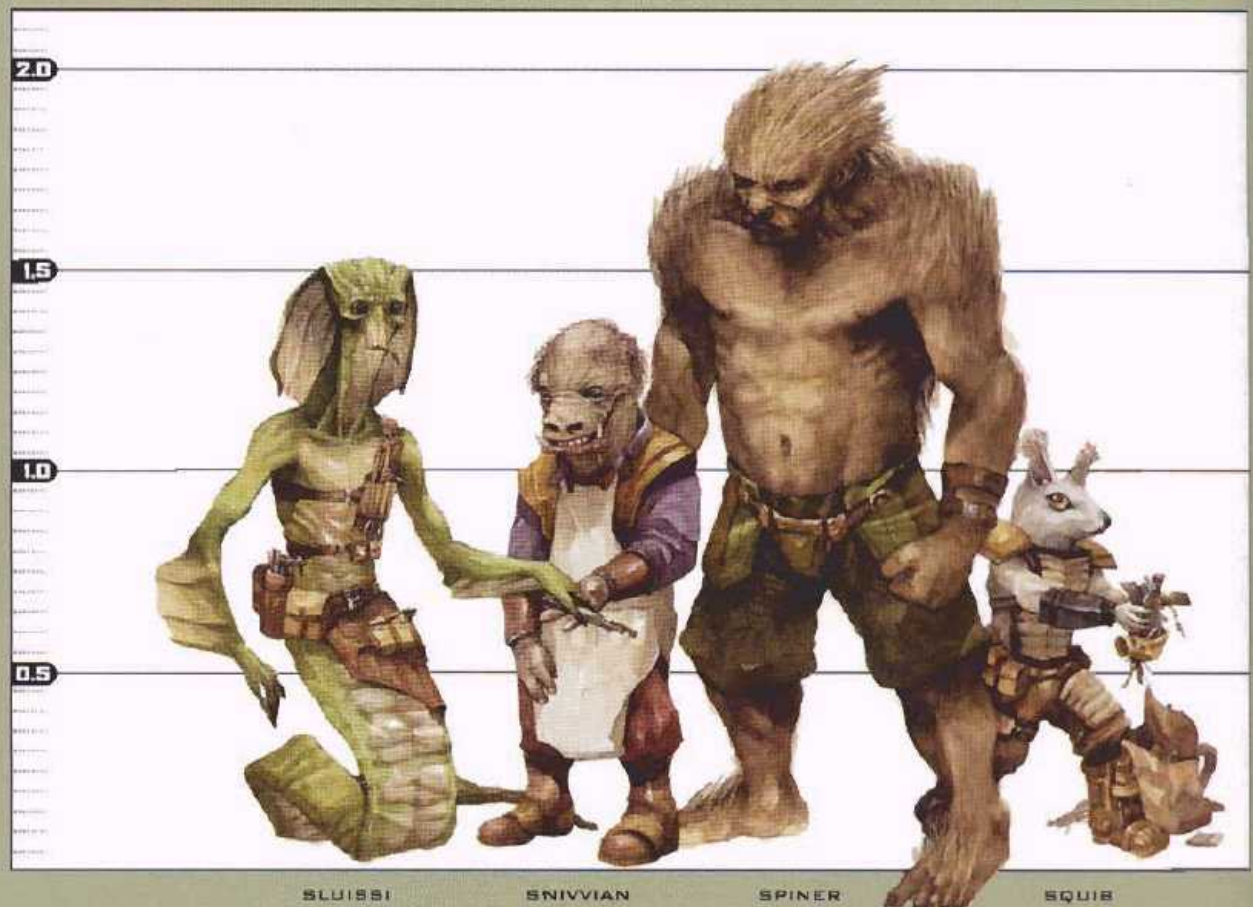
Adventurers: Snivvian adventurers can be of any class, but scoundrels are the most common. Snivvians often multiclass as a means to learn more about the universe around them.

Snivvian Species Traits

☉ Ability Modifiers: None.

☉ Small: As Small creatures, Snivvians gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.

☉ Speed: Snivvian base speed is 6 meters.



- ⊗ **Natural Armor:** A Snivvian's thick skin provides a +2 natural armor bonus to Defense.
- ⊗ **Cold Resistance 5:** A Snivvian's thick skin provides some protection against extreme cold (see Heat and Cold in Chapter Twelve of the *Star Wars Roleplaying Game*).
- ⊗ **Creative Pursuits:** A Snivvian must devote at least 2 skill points per level to Craft, Profession, or Knowledge skills relating to artistic or creative endeavors.
- ⊗ **Free Language Skills:** Read/Write and Speak Snivvian.

Snivvian Commoner: Init +0; Defense 13 (+1 size, +2 natural); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Hide +4, Knowledge (any one) +1, Profession (any one) +1, Read/Write Snivvian, Speak Basic, Speak Snivvian.

Feats: None.

Spinner

A humanoid species with the ability to shoot quills from their backs and arms at opponents, the Spinners have been driven into virtual extinction by natural disaster and their own violent tendencies.

Spinners evolved on a world hidden deep within the stellar cloud drifts of the Elrood sector. Their homeworld exploded when its star went supernova roughly 200 years before the rise of the Empire. Old Republic scientists discovered the imminent disaster in progress but could not rescue more than a few thousand individuals. These Spinners were quickly absorbed into galactic society. Little of their own culture survived, since their traditions were mostly incompatible with the alien societies they settled near or within, and Spinner technology (with the exception of certain geothermal energy management techniques) had been well below galactic standard.

It is widely believed that the surviving population of Spinners is too small for the species to avoid extinction. The future of the species is further endangered by the little-known fact that a genetic flaw prevents Spinners from reproducing anywhere other than in the Elrood sector. However, interested historians have pointed out that some "lost" Spinner colonies may exist within the Elrood sector. Records of their existence may have been lost with the destruction of their homeworld and the rise of the Empire.

Personality: Spinners are laconic beings who generally keep their thoughts to themselves. Although loyal to their friends and honorable in their dealings, they often come across to strangers as terse, reserved, and introverted.

Physical Description: Spinners are muscular beings covered in soft brown fur. Their faces feature a short snout and deep-set, small black eyes. Their backs are covered with rigid spines that they can raise or lower by tightening their upper body muscles. Further, Spinners with the appropriate martial training can fire their spines as ranged weapons in combat. Males and females are roughly identical in build, with both genders standing between 1.6 and 2.2 meters tall.

Homeworld: Worxer, located in the Outer Rim Territories. Worxer is destroyed 200 years before the rise of the Empire.

Language: The Spinners' ancient language, Worxi, became lost to them after the destruction of their homeworld, and they adopted Basic as their "native" tongue.

Example Names: Briss, Devik, Fifter, Firril, Hedji, Jerrid, Meejen, Prikler, Toira, Yaff.

Age in Years: Child 1–11; young adult 12–17; adult 18–55; middle age 56–74; old 75–85; venerable 86+.

Adventurers: Spinner adventurers can belong to any class and frequently multiclass. Fringers, scoundrels, and soldiers are the most common classes.

Spinner Species Traits

⊗ **Ability Modifiers:** +2 Dexterity, –2 Wisdom, –2 Charisma.

⊗ **Medium-size:** As Medium-size creatures, Spinners have no special modifiers due to their size.

⊗ **Speed:** Spinner base speed is 10 meters.

⊗ **Quills:** As an attack action, a young adult or older Spinner can fire a quill from his or her body as though using an exotic ranged weapon. Each quill deals 2d4 points of piercing damage, threatens a critical hit on a natural 20, and has a range increment of 6 meters. A Spinner without the Exotic Weapon Proficiency (quills) feat takes a –4 penalty on his or her attack roll when firing a quill. Quills grow back quickly, but a Spinner can only fire up to 8 quills per day.

⊗ **Feat Substitution:** Spinners with heroic or professional classes may substitute the Exotic Weapon Proficiency (quills) feat for the Weapon Group Proficiency (blaster pistols) or Weapon Group Proficiency (blaster rifles) feat. Spinners can also choose Weapon Focus (quills) as a feat.

⊗ **Free Language Skills:** Read/Write and Speak Basic.

Spinner Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Knowledge (any one) +2, Profession (any one) +1, Read/Write Basic, Speak Basic.

Feats: None.



Squib

Squibs are short, overcurious, and overconfident mammalian humanoids with an uncanny knack for popping up where least expected. They always stick their noses where they definitely do not belong, regardless of any danger involved. Anything portable that catches a Squib's eye is handled, examined, and rubbed against his or her fur. If he or she is fascinated enough by the item, a Squib attempts to bargain for possession of it. Few Squibs take "no" for an answer and always assume they just haven't hit on the right price.

Early Squibs were fearless nomads who wandered from one part of their homeworld to another in search of life's necessities, following their strong instincts of curiosity and acquisitiveness. Some Squibs eventually settled in small villages, substituting the excitement of nomadic life for the thrill of bartering for goods from far-off lands. Other Squibs continued to live as wandering merchants, constantly moving from village to village.

The first offworlder to visit the Squib homeworld was beset by eager, curious natives. In what might be the greatest piece of haggling in the last millennia, the Squibs traded mineral rights in the frozen wastelands of their world for the secret of starship technology. The Squibs now roam the galaxy in reclamation ships and small freighters, acting as galactic garbage collectors by using tractor beams to salvage treasures other species consider junk. They refurbish, repack, and resell the cast-offs, supplying cheap goods to distant settlements.

The history of Squib interaction with the general galactic community is a comedy of manners and errors. From the Old Republic, through the Empire, and into The New Jedi Order era, every corporation and government has viewed the Squibs as eager, obnoxious, and frustrating laborers. The Squibs, however, view themselves as spies and master merchants, continually informing the Squib Merchandising Consortium fleet of business opportunities. Hundreds of security reviews have been triggered over the ages when supposedly top-secret installations suddenly found themselves beset by Squib trading and reclamation vessels. Invariably, however, Squibs do not share any secret data they uncover with other groups—they are not interested in warfare or politics, only commerce. They are always careful about protecting their markets, as both Alliance and Imperial spies learned during the Galactic Civil War when they tried to trail Squib vessels to each other's secret bases; few such efforts were successful.

Despite security breaches that surround them, the Squibs are usually well received wherever they appear. Although their personalities are often abrasive, they are sincerely amicable. Further, Squibs are more interested in acquiring fancy baubles and curious technology they haven't seen before (working or not) than with monetary value, so those who do business

with Squibs often feel like they are getting the better part of the bargain. The Squibs, of course, believe they are suckering all comers. Nonetheless, they are typically honest in their business dealings, and Squibs hold liars and dishonest traders in low esteem.

Personality: Squibs are curious, fearless, and honest in their dealings with other species. They are not easily put off or discouraged and are quick to make amends when they have committed some real or perceived offense. They tend to babble, and the only time a Squib communicates with absolute clarity is when he or she is engaged in haggling. Therefore, the easiest way to get information from a Squib is to engage him or her in a round of negotiations.

Physical Description: Squibs are covered in fur that ranges in color from deep red to silvery blue. They have short muzzles that end in a black nose, and their tufted ears rise well above their heads. Their ears can adjust to point in different directions to help detect even the faintest sounds. Their overly large eyes, located on the sides of the heads, range in color from brilliant yellow to dark red. Squibs have, to a greater or lesser degree, adopted the humanoid habit of wearing clothes and are almost universally fond of footwear. Adult Squibs stand between 0.8 and 1.2 meters tall.

Homeworld: Skor II, a pleasant world in the Squab system (located in the Outer Rim Territories).

Language: Squibs speak their own language (Squibbian) and Basic. Their limited mastery of Basic makes them seem inarticulate. Even when the deeper meaning of a Squib's statement is understood, the surface meaning may be incomprehensible except to other Squibs.

Example Names: Eebareebaveebecdee ("Eebaree"), Galaneever-marmalios ("Galan"), Meelawindemort ("Meela"), Sleerinwilpher-remalior ("Wilpher"), Spilferithimus-narlamos ("Spilfer").

Age in Years: Child 1–8; young adult 9–12; adult 13–38; middle age 39–53; old 54–64; venerable 65+.

Adventurers: Squib adventurers are typically fringers, scouts, or scoundrels. Before the rise of the Empire, a popular series of children's stories featured a Squib Jedi who, according to rumor, was based on a real-life Jedi Knight with a strong roguish streak. (Squib Jedi did exist, but they were very rare. Force adepts are found on Skor II, however.)

Squib Species Traits

- ⊕ **Ability Modifiers:** –2 Strength, +2 Dexterity, –2 Wisdom, +2 Charisma.
- ⊕ **Small:** As Small creatures, Squibs gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ **Speed:** Squib base speed is 6 meters.
- ⊕ **Natural Diplomat:** All Squibs receive Diplomacy as a class skill.

⊕ **Skill Bonuses:** Squibs gain a +2 species bonus on Appraise and Diplomacy checks.

⊕ **Free Language Skills:** Read/Write and Speak Squibbian.

Squib Commoner: Init +1; Defense 12 (+1 Dex, +1 size); Spd 6 m; VP/WP 0/10; Atk +0 melee (1d2-1, unarmed strike) or +2 ranged; SQ Species traits: SV Fort +0, Ref +1, Will -1; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 10, Int 10, Wis 8, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Appraise +2, Craft (any one) +2, Diplomacy +3, Hide +5, Knowledge (any one) +1, Read/Write Squibbian, Speak Basic, Speak Squibbian.

Feats: None.

Squib Battering Ram

Cost: 3,500

Weight: 5 kg

This device looks like a shoulder-mounted weapon with a large, square plate at the muzzle end. This plate is clamped against the surface of a target obstruction, such as a wall, door, or hatchway. When activated, alternating pulses of energy batter away at the obstruction until, weakened at the molecular level, it eventually gives way.

In game terms, the battering ram reduces an object's hardness by 1d3 points each round. When an object's hardness drops to 0 or less, it is destroyed. In the case of large obstructions such as walls, the battering ram punches a 2-meter-diameter hole through the barrier.

Using the battering ram is a full-round action that provokes attacks of opportunity. The battering ram cannot be wielded effectively as a melee weapon.

Ssi-Ruuk

The Ssi-ruuk are warm-blooded reptilian humanoids who command a stellar empire in the Unknown Regions, well beyond the edges of explored space.

Before the Rebellion era, the existence of the Ssi-ruuk was unknown to the general galactic population. An escalating war with the competing empire of the Chiss forced the Ssi-ruuk to look toward the galactic Core for "recruits" for their space fleet. The Ssi-ruuvi forces consisted mostly of self-propelled battle droids powered by the life energies and enslaved consciousness of captured humanoids subjected to a process of "entechment."

The Ssi-ruuk attacked and subjected the citizens of a number of isolated Outer Rim settlements before clashing directly with the Empire's fleet. Rather than bringing the full might of the Imperial Navy to bear on the Ssi-ruuk invaders, the Emperor negotiated a secret treaty with them. Using prisoners and slaves as some of the raw materials for battle droids appealed to the Emperor; in exchange for data on the Ssi-ruuk

entechment process, Palpatine secretly ceded a number of Outer Rim systems to the Ssi-ruuk to do with as they pleased.

One of these star systems was Bakura, a small colony that had been settled by a Human religious fringe group centuries before. While the Emperor saw no value to it, its governor had at his disposal forces that were skilled enough to repel the initial Ssi-ruuvi strike. The governor sent a desperate message to Imperial Center, notifying them of the unidentified invading force and asking for reinforcements. The message went unanswered by the governor's Imperial masters—but the Alliance intercepted the message and dispatched a task force to help shortly after the Battle of Endor. This represented the first time the factions in the Galactic Civil War would have to declare a temporary truce to deal with an outside threat.

After successfully defeating the Ssi-ruuvi armada at Bakura, the Alliance mounted an offensive against the Ssi-ruuk Empire. This led to on-again, off-again diplomatic talks with the Ssi-ruuk, who lacked the resources to wage war on two fronts. Diplomatic talks with the Ssi-ruuk continue well into The New Jedi Order era, but they have not completely eliminated border skirmishes. Relations with the Ssi-ruuk remain tense.

Ssi-ruuk society is split into strict castes. The color of a Ssi-ruuk's scales usually dictates his or her caste; for example, russet-colored Ssi-ruuk represent the military caste, gold-scaled Ssi-ruuk form the religious caste, and sapphire-blue Ssi-ruuk represent the noble caste. Black-scaled Ssi-ruuk are usually trained as assassins, while brown-scaled Ssi-ruuk have no caste whatsoever and are treated as outcasts.

Like many reptilian beings, the Ssi-ruuk have poor vision but an excellent sense of smell. Their olfactory sense is so fine that they can even ascertain another being's emotional state with a flick of their black tongues.

Personality: The Ssi-ruuk consider themselves physically, mentally, and spiritually superior to all other species, which they regard as cattle. Most Ssi-ruuk dedicate their lives toward preserving and expanding their empire and subjugating lesser species.

The Ssi-ruuk avoid direct combat when away from their homeworld. An intensely spiritual people, they believe that if they die away from their home soil, their spirit becomes lost and forever wanders the darkness of space; few Ssi-ruuk can think of anything more horrifying.

Physical Description: Adult Ssi-ruuk stand about 2 meters tall. They walk on two powerful hind legs, with balance aided by a muscular tail, and have two upper limbs that each feature three prehensile claws. They have beaked muzzles with large teeth. Their eyes are large and solid black, with triple eyelids.

The bodies of adult Ssi-ruuk are covered in shining scales that range in color from dark brown to brilliant turquoise.



Homeworld: Lwhekk, a planet located in the Unknown Regions.

Language: Few Ssi-ruuk understand Basic, and even fewer are capable of speaking it. The Ssi-ruuvi language consists of melodic clicks and whistles (giving rise to their nickname, "Fluties"). Ssi-ruuk traveling outside their home space usually rely on droids, slaves, or hirelings to translate for them.

Example Names: Firwirrung, Ivpikkis, Kirrsiri, Shreeftut, Sh'tk'lth, Skwkrith.

Age in Years: Child 1-5; young adult 6-10; adult 11-55; middle age 56-90; old 91-115; venerable 116+.

Adventurers: Ssi-ruuk heroes are typically nobles, soldiers, or scouts. Ssi-ruuk with dark brown scales are particularly well-suited to becoming heroes, since their coloration means they are outcasts with no standing in the Ssi-ruuk Empire.

No Force users exist among the Ssi-ruuk, nor is it possible for them to be Force-sensitive. The Ssi-ruuk are a species blind to the Force.

Ssi-ruu Species Traits

- ⊕ Ability Modifiers: +2 Strength, -2 Wisdom.
- ⊕ Medium-size: As Medium-size creatures, Ssi-Ruuk have no special modifiers due to their size.
- ⊕ Speed: Ssi-ruuk base speed is 10 meters.

- ⊕ Natural Armor: Ssi-ruuk have scaly hides that grant a +2 natural armor bonus to Defense.
- ⊕ Force Blind: The Ssi-ruuk cannot take the Force-sensitive feat, and thus cannot adopt Force-using classes or prestige classes, acquire Force feats, or learn Force skills. Others can still sense them through the Force, however.
- ⊕ Keen Smell: Ssi-ruuk use their acute sense of smell to discern the emotional states and motivations of others. They gain a +2 species bonus on Sense Motive checks. In a situation when they cannot use their sense of smell, such as across the vacuum of space, this bonus does not apply.
- ⊕ Poor Eyesight: Ssi-ruuk take a -2 penalty on Spot checks.
- ⊕ Bonus Feat: Ssi-ruuk gain the bonus feat Persuasive.
- ⊕ Free Language Skills: Read/Write and Speak Ssi-ruuvi.

Ssi-ruu Commoner: Init +0; Defense 12 (+2 natural); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; Fort +0 Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 10, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.



Skills: Bluff +2, Craft (any one) +2 or Knowledge (any one) +2, Intimidate +2, Profession (any one) +1, Sense Motive +1, Read/Write Ssi-ruuvi, Speak Ssi-ruuvi, Spot -3.

Feats: Persuasive.

Sullustan

To survive the natural perils of their harsh, volcanic homeworld, the Sullustans evolved in the planet's numerous caves. They prefer to dwell underground, constructing highly advanced cities of such great beauty that wealthy sightseers come from all over the galaxy to visit them. They have natural inclinations toward *astrogation* and piloting. It is said that once a Sullustan has traveled a path, he or she never forgets it, even in hyperspace.

This friendly, gregarious species enjoys interacting with unique, *unusual*, and interesting beings. When Old Republic scouts first visited their homeworld, the Sullustans embraced the notions of space travel and a galaxywide civilization wholeheartedly. The Sullustan manufacturing company *SoroSuub* quickly became one of the first non-Human-owned interstellar corporations. It remains one of the largest manufacturing conglomerates in the galaxy, even in the time of the New Republic. The company is so powerful that it has become the official government of Sullust. More than half of the planet's population is on its payroll. *SoroSuub* retained its independence by walking a careful balancing act between the Empire and the Alliance during the Galactic Civil War.

Personality: Sullustans tend to be pragmatic, pleasant, and fond of practical jokes.

Physical Description: Humanoid with large round eyes, big ears, and jowls, the average Sullustan stands between 1.3 and 1.8 meters tall.

Homeworld: Sullust, a volcanic technological world located in the Outer Rim Territories.

Language: Sullustans speak Sullustese and Basic.

Example Names: Aril Nunb, Aubro Ahntanda, Babalabbet Swoont, Bolabo Hujaan, *Byun Tenab*, Dllr Nep, Hiem Bryl, Huego Eib, Jub Vengu, Kalian Kol, Kym Squnn, Lyat Tsayv, Lytos Urtell, Mian Hoob, Miim Te'Suub, Mowa Gundeeb, Nien Nunb, Noon Dalvo, Nuutu Plumb, Rani Quanic, Riin Raas, Sassan Sareeta, Sian Tevv, Syub Snunb, Voos.

Age in Years: Child 1–9; young adult 10–14; adult 15–39; middle age 40–55; old 56–69; venerable 70+.

Adventurers: Sullustan adventurers enjoy exploring the galaxy, conducting business, and pulling pranks to see how others react. They are inquisitive and love to discover things through personal experience. At times, they can even be a bit reckless. Sullustan heroes can belong to any class and are usually *fringers*, scoundrels, scouts, and tech specialists. Though some Sullustans hear the call of the Force, few attempt to follow its path.

Sullustan Species Traits

- ⊕ **Ability Modifiers:** +2 Dexterity, -2 Constitution.
- ⊕ **Medium-size:** As Medium-size creatures, Sullustans have no special modifiers due to their size.
- ⊕ **Speed:** Sullustan base speed is 10 meters.
- ⊕ **Darkvision:** Sullustans can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.
- ⊕ **Skill Bonuses:** Sullustans gain a +2 species bonus on Climb and Listen checks. As a subterranean species, Sullustans are adept at climbing around their underground homes. They also possess acute hearing.
- ⊕ **Free Language Skills:** Read/Write and Speak Basic and Sullustese.

Sullustan Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort -1, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +2, Craft (any one) +1 or Knowledge (any one) +1, Hide +2, Listen +2, Profession (any one) +2, Read/Write Basic, Read/Write Sullustese, Speak Basic, Speak Sullustese.

Feats: None.

SoroSuub Duo Blaster Carbine

Cost: 1,200	Stun/Fort DC: ~
Damage: 3d6 (single fire) or 6d6 (double fire)	Type: Energy
Critical: 19–20	Multifire/Autofire: M
Range Increment: 20 m	Size: Medium-size
Weight: 2.5 kg	Group: Blaster rifles

This dual-barreled blaster carbine has two barrels, upper and lower. The weapon has two modes of fire—single fire and double fire—but only one attack roll is made regardless of the firing mode. In double shot mode, the weapon spends 2 charges. After 50 shots, its power pack must be replaced (100 credits). The gun does not have a stun setting.

Talz

The Talz are a culturally and technologically primitive species, and most Talz are unaware that a vast galactic civilization exists beyond their world.

Imperial scouts discovered the Talz as the Emperor's New Order was putting an end to the Old Republic. The Empire recognized they had discovered a ready-made slave labor force to extract the mineral wealth of *Alzac III*. Talz recount the day when "rocks fell from the sky" and strange beings stepped out of them and forced them to give up their normal routines to "create caves." Throughout the Rebellion era, the Talz lived in the hope

that some day the strange beings would leave so life could return to normal.

The New Order didn't log the existence of the Talz, not wanting to be burdened by the Senate regulations regarding the treatment and handling of primitive sentients. Even after the Empire was firmly entrenched, they kept the mines on Alzoc III and the enslaved Talz a secret. During this period, the Talz were rarely encountered away from Alzoc III, and those who were tended to be in the service of Imperial officials. A few Talz left their homeworld and escaped Imperial custody through various means, but those who strayed too far from loosely controlled systems on the far fringes of the Outer Rim were usually captured and sent back to their homeworld.

The fall of the Empire spelled freedom for the Talz on Alzoc III. Mining on the planet continues under New Republic supervision, allowing the Talz to meet and trade with other species. Continued contact with the greater galactic community has allowed more Talz to find their way offworld and to other systems.

A Talz's four eyes are perhaps his or her most remarkable features. One pair of eyes is adapted to see clearly in light so intense it would burn the corneas of most other beings, while the other pair is adapted to see in near total darkness. Consequently, a Talz can see in virtually any lighting condition and cannot be blinded by bright flashes.

Personality: Talz are gentle, kind-hearted beings who are slow to anger.

Physical Description: Talz stand an average of 2 meters tall and are completely covered in thick, shaggy white fur, with oversized hands and sharp talons. Their furry faces are set with four black eyes and a proboscis through which they speak and feed.

Homeworld: The frigid world of Alzoc III, located in the Outer Rim system of Alzoc.

Language: Talz speak their own language, which consists of buzzes and chirps of varying pitch.

Few Talz encountered off Alzoc III understand Basic, and Talz lack the vocal apparatus to speak any language other than their own. Although protocol droids are not typically programmed to translate and speak Talz, a successful Computer Use check (DC 15) allows one to program a droid with the ability.

Example Names: Arvor, Bama Vook, Caldera Righim, Chup-Chup, Druffin, Forfur, Gar, Harra, Korl, Muftak, Reyf, Rugg, Toffik, Veefa, Voruf.

Age in Years: Child 1-3; young adult 4-8; adult 9-25; middle age 26-40; old 41-52; venerable 53+.

Adventurers: Talz heroes are almost exclusively fringers; once introduced to the concept of high technology, they often take to it well. No Talz Force-users are known to exist.

Talz Species Traits

- ⊕ Ability Modifiers: +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom.
- ⊕ Medium-size: As Medium-size creatures, Talz have no special modifiers due to their size.

⊕ Speed: Talz base speed is 10 meters.

⊕ Natural Weapons: A Talz can rake with one of its claws instead of making an unarmed strike. The claw attack deals 1d4 points of slashing damage (plus Strength modifier) and does not provoke attacks of opportunity.

⊕ Insulating Fur: Thick fur protects the Talz from the harsh climate of their homeworld. Talz gain a +4 species bonus on Fortitude saves to resist the effects of extreme cold (see Heat and Cold in Chapter Twelve of the *Star Wars Roleplaying Game*).

⊕ Light Protection: Intense illumination or bright flashes of light never blind a Talz.

⊕ Darkvision: Talz can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.

⊕ Primitive: Talz with heroic or professional classes receive the bonus feat Weapon Group Proficiency (primitive weapons) instead of the usual Weapon Group Proficiency bonus feats.

⊕ Free Language Skills: Read/Write and Speak Talz.

Talz Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +1 melee (1d4+1, claw) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 8, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +0, Read/Write Talz, Speak Talz, Survival (arctic) +1.

Feats: None.

Tarasin

The Tarasin are a tribal species of omnivorous reptilian humanoids native to Cularin, a predominantly tropical world. They inhabit the planet's sprawling jungles and rain forests.

Although the Tarasin enjoyed peaceful first contact with Human explorers during the time of the Old Republic, their dealings with offworlders soured when trading companies began plundering Cularin's natural resources, uprooting entire forests. The Tarasin, sensitive to the Force, believed in living harmoniously with the land, rather than exploiting its bounty as the newcomers did. They fought back with surprising ferocity. A treaty helped avert further bloodshed. A friendship, stained at first, grew as the Tarasin and the outsiders got to know each other and started to pursue their own agendas.

As more alien species arrived on Cularin, the Tarasin worried more about the future of their home. The offworlders built their cities on platforms that rose above the forest canopies, preserving the natural environment while giving the visitors a place to call home. However, the Tarasin denied certain companies access to the planet's resources and were particularly protective of the ch'hala trees that were sacred to their religion. Words escalated into violence. The

trading companies decided to send armed troops down with their workers and droids to avoid losing valuable equipment. Tarasin reprisals were swift and deadly. The Tarasin tribes demonstrated that they could use the technology of their alien adversaries, and their natural abilities with the Force made them devastating in combat.

The Jedi refused to intervene in the Tarasin Revolt. The Trade Federation, holding major interests on Cularin, sent war droids to secure their operations and protect their crews. The droids interpreted their orders loosely and decimated the nearby Tarasin tribes in a brutal raid. This outrage prompted a series of bloody counterattacks. Ultimately, the Jedi Order felt compelled to intervene and sent two Jedi consulars to negotiate a new treaty. The Tarasin refused to give in to outsider demands, and after six months of tense negotiations, all sides agreed to an accord called the Cularin Compact, sharply curtailing the outsiders' ability to harm the planet. For their part, the Tarasin struggled to work with the offworlders, allowing them to harvest limited resources while protecting the planet's ecological balance.

Later years saw many conflicts among the various trading companies and cartels for control of Cularin's resources, but few of these conflicts involved or affected the Tarasin directly.

During the Rebellion era, the Empire seized control of all mining operations on Cularin, but the Imperials did nothing to invite conflict with the Tarasin. The planet had little to offer, and the Imperials regarded the Tarasin as a primitive, backward species with little potential. The Tarasin hid their mastery of the Force, and unsubstantiated rumors persisted that at least a handful of Jedi took refuge among the Tarasin after escaping the Jedi Purge.

The fall of the Empire spelled the return of the trading cartels, but the New Republic was quick to reinstate the Cularin Compact, ensuring that these companies would not despoil the planet. The Tarasin enjoyed their diplomatic dealings with the New Republic, and a few Force-strong Tarasin have even expressed interest in joining the New Jedi Order to help repel the Yuuzhan Vong.

Most Tarasin dwell in tribal villages. Their tribes, called *irstats*, are small (between thirty and fifty members each) and led by a chieftain (called the Istat-Kes), usually the second oldest female in the tribe. They refer to the eldest female in the *irstat* simply as "Mother," holding her up as a model of perfection.

Personality: Tarasin are calm, communal, and curious. They fiercely protect their world and its resources, rarely getting violently angry unless their world or their tribes are threatened.

Physical Description: The average Tarasin stands 1.6 to 1.7 meters tall and has a body covered with translucent scales. The skin beneath the scales changes color, reflecting the Tarasin's emotional state and enabling it to better camouflage itself. A multi-

colored "fan" of thin, scaly flesh spreads out around the Tarasin's head when it is frightened or angered.

Homeworld: Cularin, a predominantly tropical world located in the Expansion Region.

Language: Tarasin have a rich oral tradition and speak their own language, Tarasinese. Their hunters also use a silent form of communication that relies on their color-changing scales.

Example Names: Cryalira, Dariana, Fissona, Meirana, Missira, Neliosa, Viransa, Zyalana.

Age in Years: Child 1–6; young adult 7–10; adult 11–45; middle age 46–62; old 63–74; venerable 75+.

Adventurers: Most Tarasin adventurers are curious about offworlders and new traditions. Fringers and scouts are common, and Force-using Tarasin prefer the Force adept class and often serve as religious leaders.

Tarasin Species Traits

- ⊗ Ability Modifiers: –2 Strength, +2 Intelligence.
- ⊗ Medium-size: As Medium-size creatures, Tarasin have no special modifiers due to their size.
- ⊗ Speed: Tarasin base speed is 10 meters.
- ⊗ Cold-Blooded: Tarasin gain a +4 species bonus on Fortitude saves against heat hazards (see Heat and Cold in Chapter Twelve of the *Star Wars Roleplaying Game*).
- ⊗ Skin Color Change: A Tarasin can use its color-changing skin to camouflage itself, granting a +4 species bonus to Hide checks. A Tarasin takes a –2 penalty on Bluff and Sense Motive checks, as its color-changing skin and multicolored fan make hiding emotions and sensing deceit difficult.
- ⊗ Force Perception: A Tarasin with the Force-Sensitive and Sense feats gains a +2 species bonus on See Force checks.
- ⊗ Silent Communication: A Tarasin's color-changing scales allow it to communicate silently with any other Tarasin within 10 meters, provided the two Tarasin can see one another. Members of other species who learn to interpret this language (by spending the requisite skill point) may understand it, but can never "speak" it.
- ⊗ Free Language Skills: Read/Write and Speak Tarasinese and Speak Tarasin Silent Color Language.

Tarasin Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk –1 melee (1d3–1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 10, Int 12, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.
Skills: Bluff –2, Craft (any one) +2, Hide +4, Knowledge (any one) +3, Read/Write Basic, Read/Write Tarasinese, Sense Motive –2, Speak Basic, Speak Tarasinese, Speak Tarasin Silent Color Language, Survival +2.

Feats: None.



Tarro

Tarro are a tall, technologically advanced humanoid species on the verge of extinction. Nearly a century before the Battle of Yavin, the Tarro homeworld was destroyed when its sun exploded with little warning. Tarro survivors living in other systems speculated that a Tarro-built superweapon may have caused the catastrophe, although the truth might never be known.

Only a few hundred Tarro survived the destruction of their home system, and they quickly scattered among the stars. A few joined the ranks of the Rebel Alliance; others sought out reported "lost colonies" of Tarro in the Unknown Regions.

Personality: The Tarro are a stubborn, independent species. They have little patience for others and are obstinate and abrupt even with others of their own species. Despite their self-centered attitude, they have a knack for making it clear that if you're not with them, you're in the way. Some Tarro have purportedly learned to overcome their "loner" attitude.

Physical Description: Humanoid, with a large forehead, a thick brow, flat nose, and a broad mouth filled with sharp teeth, the average Tarro stands about 2 meters tall. A Tarro has seven fingers on each hand that end in sharp claws.

Homeworld: Tililix was a technologically advanced world deep within the Unknown Regions. Fewer than five hundred Tarro reportedly escaped the destruction of Til, their sun, setting the species on the brink of extinction. No new Tarro homeworld has been adopted, as the remaining members of the species have no desire to get involved what would surely become a bureaucratic process.

Language: Tarrese is a harsh language similar to Basic, with a wide range of vocalizations. Written Tarrese is equally similar to written Basic, with a slightly larger alphabet that accounts for some sounds normally made by combining two or more Basic letters.

Example Names: Paraster Daskalion, Kassar Kosciusko, Masakayan, Qatak Qantaras, Terrant Skayanestro, Ruskor Votaran.

Age in Years: Child 1-11; young adult 12-16; adult 17-39; middle age 40-54; old 55-79; venerable 80+.

Adventurers: Tarro usually travel alone. They are most commonly encountered around the Outer Rim Territories, where one can stake a claim on a backwater world and need not be concerned with taxation and legal jurisdictions. Tarro encountered in populated regions are usually bounty hunters, mercenaries, or criminal enforcers, and rarely stay there long.



Although Tarro heroes are most commonly scoundrels, scouts, and soldiers, they suffer no class restrictions.

Tarro Species Traits

- ⊕ Ability Modifiers: +2 Strength, -2 Wisdom, -2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Tarro have no special modifiers due to their size.
- ⊕ Speed: Tarro base speed is 10 meters.
- ⊕ Natural Weapons: A Tarro can make an unarmed melee attack using either a clawed hand or teeth. Either attack form deals 1d4 points of slashing damage (plus Strength modifier) and does not provoke attacks of opportunity.
- ⊕ Fiercely Independent: A Tarro will only cooperate on skill checks if he or she leads the effort. Tarro never receive a bonus from the noble's inspire confidence and inspire greatness abilities, but may grant these bonuses to other characters. Diplomacy checks targeting a Tarro suffer a -4 penalty.
- ⊕ Tarro with 4 or more ranks in the Diplomacy skill ignore this ability.
- ⊕ Physical Intimidation: Tarro may use their Strength modifier instead of their Charisma modifier for Intimidate checks.
- ⊕ Free Language Skills: Read/Write and Speak Tarrese, and Speak Basic.

Tarro Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +1 melee (1d4+1, claw or bite) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Intimidate +2, Knowledge (any one) +2, Profession (any one) +1, Read/Write Tarrese, Speak Basic, Speak Tarrese.

Feats: None.

Temolak

Temolaks are brawny yet timid galactic scavengers who scour the galaxy in search of derelict vessels and other detritus that can be rebuilt or recast into useful gear and sold to underdeveloped worlds. Members of the species seldom interact with technologically advanced societies; Temolaks prefer to deal with primitives who value the relatively low-tech amenities they can provide.

Temolak salvagers patrol the galaxy in cramped transports built from scrap. A Temolak salvage crew considers a derelict starship a treasure trove, stripping the vessel of everything right down to the wires and deck plates. Although generally nonviolent, Temolaks fiercely defend their salvage rights and protect their own interests, and many space pirates know better than to challenge a Temolak salvage crew for ownership of a drifting space hulk of questionable worth.

Temolaks often "colonize" abandoned space stations, using these ramshackle facilities as trading outposts and warehouses. Spacefaring Temolaks rarely return to their backwater homeworld except to sell their wares.

In the days of the Old Republic, competition among Temolak salvage crews sometimes led to bloody conflict. These skirmishes were clearly counterproductive and heralded the formation of the Temolak Salvage Consortium. The TSC assigned a territory to each salvage crew, thereby eliminating competition. When the Empire took power, many Temolaks left the consortium and retreated to the farthest corners of the Outer Rim, hoping to sidestep strict Imperial salvage laws imposed on the TSC. Several of these crews did remarkably well for themselves, while others simply perished.

Over the millennia, Temolaks have evolved redundant internal organs (an extra heart, an extra liver, an extra set of lungs, and a third kidney) to help them survive the rigors of their homeworld and life among the stars. As they have evolved physically, so too have the Temolaks advanced technologically. Two thousand years before the Battle of Yavin, when their homeworld's water supply evaporated, the Temolaks built orbital ships capable of extracting water from the world's icy rings. Since then, they have built their own sublight drives and acquired hyperspace technology.

Personality: In spite of their brutish appearance, Temolaks are crafty, timid scavengers. Quiet and unassuming, they don't call too much attention to their activities. They like to collect things; discarded technological items are particularly valuable, even if the items aren't immediately useful or functional. Living among the stars has taught them how to subsist on the scraps left behind by other species, and they are known for turning bits of useless garbage into practical tools. Although resourceful, they are easily swayed and far too trusting of strangers.

Physical Description: Temolaks are muscular, heavy-set humanoid with clay-colored skin, scrunched faces, fanlike ridges along the chin, and small curved horns protruding from the cheekbones. Their teeth are long and crooked, and their large nostrils flare when they speak. An adult Temolak stands between 1.9 and 2.3 meters tall.

Homeworld: Zirulast, a dusty and dry world orbiting a white dwarf star of the same name in the Expansion Region. Rings of ice particles encircle the planet.

Language: Temolaks speak their own guttural language (Temolish), and spacefaring Temolaks typically learn to speak Basic as well.

Example Names: Chaiza, Durakas, Eskavon, Kurun, Luzura, Orborus, Shalunask, Unkave, Zanvost, Zardanka.

Age in Years: Child 1-12; young adult 13-17; adult 18-49; middle age 50-74; old 75-99; venerable 100+.

Adventurers: Temolak adventurers can belong to any heroic class but are typically fringers, scouts, or tech specialists.

Temolak Species Traits

- ⊕ Ability Modifiers: +2 Strength, +2 Intelligence, -4 Wisdom, -2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Temolaks have no special modifiers due to their size.
- ⊕ Speed: Temolak base speed is 10 meters.
- ⊕ Natural Armor: Temolaks have thick skin that grants a +1 natural armor bonus to Defense.
- ⊕ Resilient: Temolaks have dense bones and redundant internal organs, making them especially resilient. All Temolaks gain a +2 species bonus on Fortitude saves.
- ⊕ Free Language Skills: Read/Write and Speak Temolish.

Temolak Commoner: Init +0; Defense 11 (+1 natural); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +2, Ref +0, Will -2; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 12, Wis 6, Cha 8. Challenge Code A.

Skills: Craft (any one) +2 or Knowledge (any one) +2, Profession (any one) +0, Read/Write Basic, Read/Write Temolish, Repair +3, Speak Basic, Speak Temolish.
Feats: None.

Thakwaash

Thakwaash are large humanoids who possess great strength. The entire species suffers from (or perhaps benefits from) a multiple personality disorder. Thakwaash have several "minds," each one specializing in a different area of expertise. A fair amount of research has gone into understanding these personalities, but how many personalities one Thakwaash can manifest and how they develop remains a mystery.

Before the Battle of Endor, there are no known accounts of Thakwaash in the galaxy. Although the species may have found a way offworld before then, they hadn't acquired hyperdrive technology until after the Empire's defeat.

Personality: The Thakwaash mind contains many different personalities, and most Thakwaash tend to switch back and forth between them often. The average Thakwaash has relatively good control over most of its personalities. Other species find the Thakwaash hard to deal with at first, until they start treating the Thakwaash's minds almost as distinct individuals. Like most multiple personality disorders, one personality usually does not know what the Thakwaash's other personalities have done.

Physical Description: Thakwaash average 3 meters tall and possess long manes, large, dark eyes, flaring nostrils, and soft, felty ears. Their bodies are

covered in short fur, usually a shade lighter than their manes.

Homeworld: Thakwaash is a temperate Outer Rim planet dominated by grassy plains. Until the end of the Galactic Civil War, it was an isolated world that attracted little Imperial attention. One popular theory states the Empire gave up the thought of enslaving the Thakwaash because of their size, strength, and unpredictable attitudes—not because the planet was worthless.

Language: Thakwaash consists of grunts, whinnies, and snorts. Written Thakwaash uses a small alphabet that represents many of the sounds of its spoken counterpart.

Example Names: Aythar Desh, Hohass Ekweh, Shakwa Rehakas, Jiva Shelani, Wec Taskelor.

Age in Years: Child 1-9; young adult 10-14; adult 15-49; middle age 50-74; old 75-89; venerable 90+.

Adventurers: Thakwaash are unknown to the galaxy at large until after the Rebellion era. Thakwaash heroes can belong to any class, although fringers, scouts, scoundrels, and soldiers are the most common.

Thakwaash Species Traits

- ⊕ Ability Modifiers: +4 Strength, -2 Dexterity, -2 Wisdom, -2 Charisma.
- ⊕ Large: As Large creatures, Thakwaash take a -1 size penalty to their Defense, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m. Their lifting and carrying limits are triple those of Medium-size characters (see Carrying Capacity in the *Star Wars Roleplaying Game*).
- ⊕ Speed: Thakwaash base speed is 10 meters.
- ⊕ Natural Armor: Thakwaash gain a +1 natural armor bonus to Defense.
- ⊕ Multiple Personality Disorder: A Thakwaash has several different personalities, each with its own demeanor and special talent. Switching from one personality to another takes a move action and requires a successful Charisma check (DC 10).

Each manifested personality gives the Thakwaash a +4 species bonus on checks involving one skill of his or her choice. The Thakwaash must have at least one rank in the chosen skill and takes a -2 penalty on all other skill checks while manifesting the desired personality. These modifiers persist until the Thakwaash manifests another personality or is stunned, dazed, or knocked unconscious. A stunned, dazed, or unconscious Thakwaash adopts a "neutral" personality that applies no bonus or penalties to skills.

A Thakwaash who manifests the same personality for longer than 1 hour must make a Will save (DC 20 + the Thakwaash's Charisma modifier). A failed save means that a random personality takes hold (possibly a "neutral" one,

as described above). Even if the save succeeds, the Thakwaash must make a new save each hour.
⊕ Free Language Skills: Read/Write and Speak Thakwaese.

Thakwaash Commoner: Init -1; Defense 9 (-1 Dex, -1 size, +1 natural); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d4+2, unarmed strike) or -2 ranged; SQ Species traits; SV Fort +0, Ref -1, Will -1; SZ L; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 14, Dex 8, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Hide -5, Profession (any one) +1, Read/Write Thakwaese, Speak Basic, Speak Thakwaese.

Feats: None.

Thisspasian

An ancient warrior species, Thisspiasians resemble humanoids except for their serpentine lower bodies. The species eagerly joined the Old Republic, and Thisspasian warriors were instrumental in helping the fledgling Republic overcome many internal and external threats.

A single hereditary monarch rules the Thisspasian homeworld, although an elected parliament deals with most matters of state. Many Thisspiasians consider the monarchy decadent and bound by archaic customs, although the monarchy has taken periodic strides to catch up with the changing views and times.

A Thisspasian named Oppo Rancisis inherited the position of monarch but later relinquished the title in favor of staying with the Jedi Order. During the Clone Wars, Rancisis attempted to persuade the ruling monarch to take a stand against Count Dooku and the Separatists. After losing to Rancisis in a trial of unarmed combat, the Thisspasian monarch grudgingly allowed Thisspasian warriors to aid the Republic in several critical battles.

When the Republic gave way to the Empire, the Imperials bombarded the Thisspasian homeworld and enslaved the survivors. An over-zealous Imperial governor seeking to impress the Emperor executed the Thisspasian monarch and enslaved the crown prince. The Thisspiasians were furious and rebelled, but their initial counterattacks proved futile. It wasn't until Rebel spies infiltrated the governor's ranks and rescued the Thisspasian heir that his people regained hope. The humiliated governor threatened to annihilate the Thisspiasians; ironically, the Emperor sent one of his agents, an Emperor's Hand, to "deal with the embarrassment," eliminating the witless governor and enforcing a planetwide quarantine. Although several Thisspiasians joined the ranks of the Rebel Alliance, the Thisspasian homeworld remained under quarantine and Imperial rule until shortly after the death of the Emperor.

Following the Battle of Endor, the Thisspasian crown prince returned home only to discover his subjects engaged in heated debates about whether to restore or replace the monarchy. After a brief yet bloody civil war, the Thisspasian crown prince claimed his rightful title and took the first steps toward joining the New Republic. Despondent Thisspiasians who survived Imperial domination remark that the monarchy has changed precious little in the intervening years: It remains decadent and politically anachronistic.

Although they can function adequately with as few as 2 standard hour of sleep per day, Thisspiasians typically spend 5–6 standard hours per day in a trance-like state akin to sleep.

Personality: Thisspiasians strive to submerge their raging passions and emotions beneath a sea of calm using various meditative techniques. They typically meditate before or after a brief period of rest.

Other species frequently mistake the Thisspiasians' even-tempered façade for a species trait. In truth, Thisspiasians who do not meditate for 5 or 6 hours per standard day are moody and prone to express their emotions in jarring ways—for example, bursting into tears when distressed or flying into a rage when angered.

Physical Description: A Thisspasian's humanoid upper body is covered in long flowing hair. The scales that adorn a Thisspasian's serpentine lower body come in varied hues, often matching the hair of the upper body. Thisspiasians typically coil their tails beneath their torsos when resting or meditating. A coiled Thisspasian stands about 1.5 meters tall.

Homeworld: Thisspias, a temperate and rocky world located in the Expansion Region.

Language: Thisspiasians speak their own language, which consists of complex interlocking phrases and heavy use of sibilants.

Example Names: Dal Jassano, Oppo Rancisis, Kenko Sarapas, Tersis Shanhadi.

Age in Years: Child 1–11; young adult 12–17; adult 18–49; middle age 50–74; old 75–89; venerable 90+.

Adventurers: Thisspasian heroes can belong to any class, although nobles and soldiers are the most common.

Thisspasian Species Traits

- ⊕ Ability Modifiers: +2 Strength, -2 Wisdom, -2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Thisspiasians have no special modifiers due to their size.
- ⊕ Speed: Thisspasian base speed is 8 meters.
- ⊕ Prehensile Tail: A Thisspasian never provokes attacks of opportunity when making trip attacks with his tail. Further, a Thisspasian can use his tail to lift up to a medium load, leaving his hands free to do other things. This negates the check penalty associated with medium loads, but the



Thisspiasian's speed is reduced to 2 meters. A Thisspiasian's tail can also support up to twice the weight of a heavy load when firmly wrapped around an object that can support at least that much weight.

- ⊖ **Constrict:** On a successful grapple check, a Thisspiasian can constrict with its tail for 1d6 points of damage (1d8 if he also has the Martial Arts feat) plus his Strength bonus instead of his normal unarmed damage.
- ⊕ **Bonus Feat:** Thisspiasians gain the bonus feat Weapon Group Proficiency (simple weapons).
- ⊕ **Free Language Skills:** Read/Write and Speak Thisspiasian.

Thisspiasian Commoner: Init +0; Defense 10; Spd 8 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Knowledge (any one) +2, Read/Write Thisspiasian, Speak Basic, Speak Thisspiasian.

Feats: Weapon Group Proficiency (simple weapons).

Tiss'shar

Tiss'shar are bipedal reptilians who evolved from a predatory animal species native to their homeworld. At first glance, one would never suspect that the Tiss'shar were anything more than fierce beasts. Their appearance belies a keen intellect, but not all Tiss'shar have allowed modern civilization to dull their predatory instincts. While Tiss'shar are known across the galaxy as resourceful entrepreneurs, the species also leads the field in expert assassins.

Tiss'shar corporations are among the galaxy's leading developers of technology, producing hyperdrives, droids, and all types of modern weaponry. Tiss'shar traders ply all of the major space routes, and Tiss'shar corporations aggressively search for new business opportunities and contracts throughout the known galaxy.

Tiss'shar who do not share in the love of financial gain through legitimate and shady business enterprises seek their fortunes as corporate or freelance assassins. Even the most cold-blooded Tiss'shar assassin still treats his work as a business and understands the importance of honoring a contract.

Personality: Tiss'shar are efficient, shrewd beings who focus on success. Whether their goals lie in business, sports, recreation, or combat, they like getting their way and deal with obstacles in a detached, calculating manner. Tiss'shar do not always resort to overt physical actions to solve disputes. They prefer subterfuge.

Physical Description: Slender theropods, Tiss'shar are distinguished by their long necks, tooth-filled

maws, dark glassy eyes, colorful scales, and short tails. The average Tiss'shar adult stands 1.65 meters tall.

Six subspecies of Tiss'shar exist, differentiated by the colors and patterns adorning their scales. The *sil-ar* have diamond-shaped markings on the backs of their heads. The *kal-ar* have thin, concentric bands that begin at the base of the jaw and travel all the way to their toes. The *ask-ar* have red masklike markings on their faces. The *orl-ar* have deep green scales with jagged yellow-orange stripes. The black-scaled *nil-ar* have thin red bands encircling their eyes, wrists, ankles, and tails. The ghostly *isk-ar* are albinos with translucent white scales and no discernable markings.

Homeworld: Tiss'sharl is a temperate Outer Rim world dominated by humid jungles across its equatorial region. The Tiss'sharl League that governs Tiss'sharl is made up of the world's most profitable business leaders (both native and foreign). Each corporation sees to its own employees needs, providing food, shelter, health, education, and security.

Language: Tiss'shar speak a language of the same name, consisting of hisses, shrieks, and lispings vocalizations. Written Tiss'shar is a violent-looking series of sharp lines and curves.

Example Names: Abin-Ral-Xufush, Heth-Lis-Fel, Kal-Tan-Shi, Lur-Sha-Han, San-Kur-Lor, Uul-Rha-Shan.

Age in Years: Child 1-6; young adult 7-10; adult 11-34; middle age 35-49; old 50-64; venerable 65+.

Adventurers: Tiss'shar are common throughout the Corporate Sector, working as corporate or freelance assassins, mercenaries, bounty hunters, or smugglers. Most Tiss'shar heroes are scoundrels or tech specialists, although the species suffers no class restrictions.

Tiss'shar Species Traits

- ⊕ **Ability Modifiers:** +2 Intelligence, -2 Wisdom.
- ⊕ **Medium-size:** As Medium-size creatures, Tiss'shar have no special modifiers due to their size.
- ⊕ **Speed:** Tiss'shar base speed is 12 meters.
- ⊕ **Natural Armor:** A Tiss'shar's scales provide a +1 natural armor bonus to Defense.
- ⊕ **Natural Weapon:** A Tiss'shar can make an unarmed melee attack with its sharp teeth. Its bite attack deals 1d6 points of piercing damage (plus Strength modifier) and does not provoke attacks of opportunity.
- ⊕ **Darkvision:** Tiss'shar can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.
- ⊕ **Bonus Feat:** Tiss'shar gain a bonus feat that varies depending on their subspecies (indicated in parentheses): Acrobatic (*orl-ar*), Gearhead (*isk-ar*), Nimble (*ask-ar*), Persuasive (*kal-ar*), Stealthy (*nil-ar*), Trustworthy (*sil-ar*).
- ⊕ **Free Language Skills:** Read/Write and Speak Tiss'shar.



Tiss'shar Commoner: Init +0; Defense 11 (+1 natural); Spd 12 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 melee (1d6, bite) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 12, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Ask-ar Commoner

Skills: Craft (any one) +2 or Knowledge (any one) +2, Escape Artist +2, Profession (any one) +1, Read/Write Tiss'shar, Sleight of Hand +3, Speak Basic, Speak Tiss'shar.

Feats: Nimble.

Isk-ar Commoner

Skills: Computer Use +3, Craft (any one) +2 or Knowledge (any one) +2, Profession (any one) +1, Read/Write Tiss'shar, Repair +4, Speak Basic, Speak Tiss'shar.

Feats: Gearhead.

Kal-ar Commoner

Skills: Bluff +3, Craft (any one) +2 or Knowledge (any one) +2, Intimidate +2, Profession (any one) +1, Read/Write Tiss'shar, Speak Basic, Speak Tiss'shar.

Feats: Persuasive.

Nil-ar Commoner

Skills: Craft (any one) +2 or Knowledge (any one) +2, Hide +3, Move Silently +2, Profession (any one) +1, Read/Write Tiss'shar, Speak Basic, Speak Tiss'shar.

Feats: Stealthy.

Orl-ar Commoner

Skills: Craft (any one) +2 or Knowledge (any one) +2, Jump +2, Profession (any one) +1, Read/Write Tiss'shar, Tumble +3, Speak Basic, Speak Tiss'shar.

Feats: Acrobatic.

Sil-ar Commoner

Skills: Craft (any one) +2 or Knowledge (any one) +2, Diplomacy +3, Gather Information +2, Profession (any one) +1, Read/Write Tiss'shar, Speak Basic, Speak Tiss'shar.

Feats: Trustworthy.

Togorian

Enormous carnivores built for combat, Togorians are predatory, fearless warriors known to the galaxy at large as ruthless pirates. They prowl the shipping lanes and hyperspace routes in ragtag fleets, looking for easy plunder. They usually stick to the less-traveled routes, although a particularly successful pirate fleet will boldly attack major thoroughfares.

The Republic has launched major campaigns to eradicate the Togorian threat, with mixed success. More than once, the Republic believed it had eliminated a Togorian pirate fleet, only to see the pirates

resurface days or weeks later at full strength. Because they lack the necessary skills to maintain their own ships, Togorians will often keep slaves who possess such talents.

The leader of a Togorian warband is determined by "survival of the fittest." The captain of a ship must be the largest and most aggressive crewmember, willing to crush opposition without hesitation. While Togorians have little honor, they prefer to fight each other in face-to-face melee combat. This "courtesy" does not extend to non-Togorians, who face all manner of brutality and treachery when attacked by Togorian pirates.

Togorian males and females rarely interact with one another, with encounters between genders occurring only a few days each standard year. Males prefer a nomadic way of life, wandering the plains of Togoria on domesticated flying lizards called mosgoths. The females spend their time in the cities, tending domesticated animals and maintaining their society's solar-based technology.

Personality: Brutal, short-tempered, and treacherous, male Togorians respect only the strength of their betters. Like gladiators, they savor any chance to face a worthy foe in melee combat, especially members of other powerful species (like Wookiees). Female Togorians are no less vicious and domineering, but they are less inclined to wander the stars in active pursuit of conflict.

Physical Description: Muscular bipeds, Togorians stand 2.5 meters tall on average. Thick fur covers their bodies and is usually jet-black or striped black and orange. Their large hands have retractable razor-sharp claws, and their jade green eyes are capable of discerning prey even in poor light.

Homeworld: Togoria, a temperate Mid Rim world of sprawling savannas, great canyons (many containing isolated cities), and dense forests.

Language: Togorians speak their own harsh-sounding language and Basic.

Example Names: Dankin, Dh'rang, H'sishi, Keta, Luwurr, Mrov, Muuurrh, Qrrulla, Rrowv, Ruukas, Sarrah, Seendar.

Age in Years: Child 1-9; young adult 10-14; adult 15-44; middle age 45-64; old 65-79; venerable 80+.

Adventurers: A Togorian ousted from his warband or exiled from Togoria for some offense will sometimes wander the galaxy in search of adventure or infamy. Such Togorians typically find work as criminals, enforcers, or arena gladiators on backwater worlds. A solitary Togorian might grudgingly join a non-Togorian pirate band but won't be satisfied until he's killed the captain and taken charge of the operation.

Togorian heroes are usually scoundrels or soldiers. A very notion of a Togorian tech specialist is laughable. Togorian Force-users are rare and usually mistrusted and despised by other members of the species.



Togorian Species Traits

- ⊕ **Ability Modifiers:** +4 Strength, -2 Dexterity, +2 Constitution, -2 Intelligence, -2 Wisdom.
- ⊕ **Large:** As Large creatures, Togorians take a -1 size penalty to their Defense, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m. Their lifting and carrying limits are triple those of Medium-size characters (see Carrying Capacity in the *Star Wars Roleplaying Game*).
- ⊕ **Speed:** Togorian base speed is 10 meters.
- ⊕ **Physical Intimidation:** Togorians may use their Strength modifier instead of their Charisma modifier for Intimidate checks.
- ⊕ **Low-Light Vision:** Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.
- ⊕ **Bonus Feat:** Togorians gain the bonus feat Weapon Group Proficiency (simple weapons).
- ⊕ **Free Language Skills:** Read/Write and Speak Togorian.

Togorian Commoner: Init -1; Defense 8 (-1 Dex, -1 size); Spd 10 m; VP/WP 0/12; Atk +1 melee (2d6+3/19-20, Togorian scimitar) or +1 melee (1d4+2, unarmed strike) or -2 ranged; SQ Species traits; SV Fort +1, Ref -1, Will -1; SZ L; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +3; Str 14, Dex 8, Con 12, Int 8, Wis 8, Cha 10. Challenge Code A.

Equipment: Togorian scimitar (see below), variety of personal belongings.

Skills: Craft (any one) +0 or Knowledge (any one) +0, Hide -5, Intimidate +3, Read/Write Togorian, Speak Basic, Speak Togorian.

Feats: Weapon Group Proficiency (simple weapons).

Togorian Scimitar

Cost: 3,000	Stun/Fort DC: -
Damage: 2d6	Type: Slashing
Critical: 19-20	Multifire/Autofire: -
Range Increment: -	Size: Large
Weight: 6 kg	Group: Simple

Togorian scimitars fetch a substantial price on the galactic market. Each scimitar is a custom work of art, incorporating unique design elements that identify the tribe of its Togorian weaponsmith. Most Togorian scimitars are elegant, resilient blades designed to withstand the most forceful blows.

Togorian Vibro-Scimitar

Cost: 8,500	Stun/Fort DC: -
Damage: 2d8	Type: Slashing
Critical: 19-20	Multifire/Autofire: -
Range Increment: -	Size: Large
Weight: 5 kg	Group: Vibro

When Togorian weaponsmiths acquired vibro weapon technology, they incorporated it into later redesigns of the traditional Togorian scimitar, creating a version of the classic weapon prized by interstellar vibroblade collectors.

Togruta

Evolved from pack creatures, Togrutas are effective hunters and work well in large groups. Togruta society considers overt independence a sign of mild deviance and consequently discourages individuality. Paradoxically, Togrutas who rise to positions of prominence generally do so by judiciously exercising their individualism. Outsiders see this as a sign of the ongoing social evolution of the Togruta people.

All Togrutas are marked by colorful skin patterns, a holdover from their days as dangerous, stalking predators. The wild scrublands of their homeworld are covered with meter-high *turu-grass*, which is red on one side and white on the other. Primitive Togrutas would slink through the *turu-grass* using their highly developed sense of space and distance to encircle unsuspecting herbivores.

Togrutas are commonly (and mistakenly) believed to be venomous—another holdover from their primitive ancestors. In truth, Togrutas are not poisonous, and they have no idea how that rumor arose. Their eating habits might have something to do with it: Togrutas who enjoy devouring thimials—small rodents native to Shili—use their sharp incisors to quickly and painlessly kill their meals before partaking. To a non-Togruta, the little creature's death throes could appear as though it had been poisoned by the Togruta's bite. In reality, these are just postmortem muscle spasms.

Personality: As noted above, Togruta society discourages independence, and yet many Togrutas have gained power and prestige through individuality. Togrutas are social, forthright, perceptive, and attentive.

Physical Description: Striped, curved horns rise from the top of a Togruta's head. A pair of darker-striped head-tails (similar to Twi'lek *lekku*) frame an oval face set with black, penetrating eyes and grayish lips. A Togruta's face features elaborate red and white patterns. Vertical red and white stripes adorn the Togruta's chest, back, arms, and legs.

Togruta adults stand between 1.5 and 1.9 meters tall.

Homeworld: Shili, a temperate wilderness planet located in the Expansion Region. The Togrutas live in small communities hidden beneath forest canopies or tucked away in hidden valleys.

Language: Togrutas speak and read Togruti, an ornate language that incorporates trills, long vowel sounds, subtle head-tail tremors, and native idioms with elements of Basic.

Example Names: Ashla, Creev Zrgaat, Dyani Zaan, Jir Taalan, Qusak Laal, Shaak Ti, Vika Saaris.

Age in Years: Child 1–11; young adult 12–17; adult 18–54; middle age 55–74; old 75–94; venerable 95+.

Adventurers: Strong-willed Togrutas who exhibit too much independence find life on Shili constricting and leave their homeworld to “hunt among the stars.” Togruta adventurers can belong to any class, although nobles, scouts, soldiers, and Force adepts are the most common.

Togruta Species Traits

- ⊕ **Ability Modifiers:** +2 Dexterity, –2 Constitution, +2 Wisdom.
- ⊕ **Medium-size:** As Medium-size creatures, Togrutas have no special modifiers due to their size.
- ⊕ **Speed:** Togruta base speed is 10 meters.
- ⊕ **Spatial Awareness:** Togrutas can sense their surroundings using a kind of passive echolocation. A Togruta who is unable to see (such as when blinded) can attempt a Listen check (DC 13) to retain his or her full Dexterity. (In addition to other restrictions, a blinded character normally has an effective Dexterity of 3.) A blinded Togruta still cannot actually see and takes the normal –4 penalty on Strength-based and Dexterity-based checks from that condition, as well as the normal –4 penalty on Search checks.

Although spatial awareness does not allow a Togruta to unerringly locate foes while blinded or in total darkness, many Togrutas learn to obviate this disadvantage by taking the Blind-Fight feat.

- ⊕ **Skill Bonus:** Togrutas are naturally good at hiding and gain a +2 species bonus on Hide checks.
- ⊕ **Free Language Skills:** Read/Write and Speak Basic and Togruti.

Togruta Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort –1, Ref +1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3 or Knowledge (any one) +3, Hide +3, Profession (any one) +2, Read/Write Basic, Read/Write Togruti, Speak Basic, Speak Togruti.

Feats: None.

Toong

When Old Republic scouts first made contact with the Toong, the species was in the early stages of exploring their solar system. The appearance of alien beings in ships with technology beyond anything the Toong had imagined threw their planet into chaos. The reve-



lation triggered a war between many of their homeworld's nations. Covert observation of the species by first-contact specialists assigned to the scouting mission indicated that the Toong were a peaceful and outgoing species, so the panic and violence that followed first contact came as a complete shock to the scouts. It took weeks to reestablish contact with the Toong, and only then did Republic diplomats and scouts realize they had overlooked something: Although highly evolved mentally, the Toong species retains a keen fight-or-flight instinct that frequently manifests as acute social anxiety. The sudden appearance of strange beings from the stars caused mass panic. A tremendous effort on the part of the first-contact team and Jedi consulars hastily dispatched from Coruscant prevented massive warfare that would have destroyed Toong society.

Once the Toong became comfortable with the idea of being part of a great galactic community, they united under a single planetary government and joined the Old Republic. They took quickly to the more advanced technology; within a few centuries after contact, Toong bases and settlements could be found throughout the Toong'l system.

The Toong reluctantly expanded beyond their own star system, giving rise to scattered colonies throughout the galaxy. These colonies are typically organized around mining or farming efforts, and the Toong colonists enjoy minimal contact with other sentient species. A few rare Toong work outside the Toong'l system or its colonies as accountants, mechanics, or even scouts and bounty hunters, but more often than not, they gravitate to positions where they don't have to interact with others.

Visitors to Toong'l are often surprised to learn that rocket-jumping, Podracing, and aircar demolition derbies are favorite pastimes among the Toong. Further, many raiders who felt Toong ships or communities would be easy targets for piracy realized Toong fight back if forced into a corner by excessive demands or obvious threats to their livelihood.

Personality: Toong exhibit extreme nervousness in social situations. They invariably give in whenever challenged vocally or physically, particularly when facing non-Toong. A typical Toong feels safe only with his or her immediate family. This has caused most other species to view the Toong as cowards, but they do not fear combat and other dangerous situations. Rather, they dread face-to-face interaction with other beings.

Physical Description: The Toong have long thin legs, no neck, and bulbous bodies. Their eyes are set high on their slightly pointed heads, allowing for excellent peripheral vision, and their jowled cheeks can expand to store food (a legacy from the hairless rodents from which the species evolved). Adult Toong stand between 1.6 and 2.4 meters tall.

Homeworld: Toong'l, located in the Outer Rim Territories. Shortly before the Battle of Naboo, the

Toong are forced to the nearby world of Tund after Toong'l is devastated by comet impacts.

Language: Toong speak and read Toongese. When forced into a confrontation with unfamiliar beings, a Toong frequently stutters nervously.

Example Names: Ben Quadinaros, Derble Fonkin, Glef Wonkitz, Hyke Waulkon, Tigona Minamore.

Age in Years: Child 1–11; young adult 12–19; adult 20–48; middle age 49–72; old 73–97; venerable 98+.

Adventurers: Toong heroes can belong to any class, although their discomfort with social situations makes them poor nobles.

Toong Species Traits

- ⊕ **Ability Modifiers:** +4 Dexterity, –2 Constitution, –2 Wisdom, –2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Toong have no special modifiers due to their size.
- ⊕ **Speed:** Toong base speed is 10 meters.
- ⊕ **Social Anxiety:** Toong fear social interaction with beings other than small circles of friends and family. They take a –4 penalty on all checks involving social interaction, such as uses of the Bluff, Diplomacy, Intimidate, and Sense Motive skills, including those related to class abilities such as barter and inspire confidence. A Toong can spend 1 skill point to reduce the penalty by 1 upon gaining a new level. Additional skill points may be spent with each new level until the penalty is completely removed.
- ⊕ **Bonus Feat:** Toong gain the bonus feat Improved Initiative.
- ⊕ **Free Language Skills:** Read/Write and Speak Toongese.

Toong Commoner: Init +6 (+2 Dex, +4 Improved Initiative); Defense 12 (+2 Dex); Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +2 ranged; SQ Species traits; SV Fort –1, Ref +2, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 14, Con 8, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Profession (any one) +1. Read/Write Toongese, Speak Basic, Speak Toongese.

Feats: Improved Initiative.

Toydarian

The Toydarian homeworld is mostly covered with nutrient-rich muck lakes that support a number of dangerous predators. The Toydarians' ancestors survived by flying over the muck and living on relatively safe algae mats. While they appear pudgy, the Toydarians are actually some of the lightest sentient beings in the galaxy; their body tissues are spongy and filled with gas, making their pot bellies function like helium balloons.



Toydarian newborns emerge from their mothers' wombs fully developed, resembling miniature versions of their parents, and they are able to fly from birth. The species prefers to fly everywhere, something that requires a great deal of energy, so they are constantly eating. The skies of Toydaria are filled with buzzing Toydarians, so starship traffic to and from the world's single spaceport is strictly regulated to specific times of the day. Airspeeders are prohibited due to the world's heavy "air traffic." The Toydarian government built a light rail system to ferry offworlders from city to city.

While Toydarians have incorporated some galactic-level technology into their daily lives, they prefer to dwell in small villages that are far below the galactic standard technologically. Like many other worlds within Hutt Space, Toydaria remained nearly untouched by Imperial rule. Food shortages would frequently trigger skirmishes among rival communities, but overall, Toydarians lead a quiet, airborne existence, their daily routines broken only with the occasional visiting merchant. Toydaria remains a sleepy corner of the galaxy well into The New Jedi Order era.

The Toydarian brain, though no more complex than a Human or near-Human brain, possesses an unusual structure that resists mental domination through the Force.

Personality: Shrewd bargainers, Toydarians like to socialize and strike deals. The best of them is proud, loyal, and business-savvy; the worst of them is greedy, deceitful, and sycophantic. Toydarians like to gamble, and more daring Toydarian traders will make difficult business decisions based on the roll of a chance cube.

Physical Description: A Toydarian is a short, potbellied humanoid with large eyes, a broad mouth flanked by small tusks, thin arms, and spindly legs that end in webbed feet. Skin tones range from blue to green to pink. Small, rapidly fluttering wings sprout from the Toydarian's back. Toydarian males often grow sparse beards. Adults stand between 0.9 meters and 1.5 meters tall.

Homeworld: The murky Mid Rim world of Toydaria, located within the borders of Hutt Space.

Language: Toydarians speak Basic easily, although they're more likely to converse in Toydarian or Huttese. The latter is a bonus language for Toydarians, who have a long tradition of commerce with the Hutts.

Example Names: Creducio, Farex, Gelt, Jink, Kelgwa, Oparro, Pwigiri, Quant, Rovello, Ryikra, Tigbwi, Tyra, Watto, Zerpo.

Age in Years: Child 1–5; young adult 6–8; adult 9–39; middle age 40–61; old 62–74; venerable 75+.

Adventurers: Toydarian adventurers, rare as they are, tend to be fringers or scoundrels. No Toydarian Force-users are known or believed to exist.

Toydarian Species Traits

- ⊕ **Ability Modifiers:** -4 Strength, +4 Dexterity, -2 Constitution.
- ⊕ **Small:** As Small creatures, Toydarians gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ **Speed:** A Toydarian's base speed on land is 6 meters. They move 18 meters while flying and have poor maneuverability.
- ⊕ **Guarded Mind:** Toydarians gain a +8 species bonus on Will saves to resist the Force skills Affect Mind, Friendship, Illusion, Telepathy, and any other mind-influencing Force skill that allows the target a Will save.
- ⊕ **Bonus Feat:** Toydarians gain the bonus feat Trick.
- ⊕ **Free Language Skills:** Read/Write and Speak Toydarian, and Speak Huttese.

Toydarian Commoner: Init +2; Defense 13 (+2 Dex, +1 size); Spd 6 m, fly 18 m (poor); VP/WP 0/8; Atk -1 melee (1d2-2, unarmed strike) or +3 ranged; SQ Species traits; SV Fort -1, Ref +2, Will +0 (+8 against mind-affecting Force skills); SZ S; FP 0; DSP 0; Rep +0; Str 6, Dex 14, Con 8, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Bluff +2, Craft (any one) +1 or Knowledge (any one) +1, Gamble +2, Hide +6, Profession (any one) +2, Read/Write Toydarian, Speak Basic, Speak Huttese, Speak Toydarian.

Feats: Trick.

Trandoshan

Trandosrans are strong, reptilian, warlike humanoids from an arid world that orbits the same star as the lush Wookiee homeworld. Bad blood exists between the two species for many reasons. In the centuries before the foundation of the Galactic Empire, the Trandosrans tried to colonize regions of the Wookiee homeworld and were driven back following numerous bloody skirmishes. The influx of tourists from other systems also worried the Wookiees, who started realizing the negative impact on their planet's delicate ecosystem. They created laws restricting the number of tourists allowed to visit their homeworld, which greatly reduced the number of tourists to the system and infuriated Trandosrans eager to profit from the tourist trade.

Trandosrans raided the Wookiee homeworld, attempting to plunder its natural resources. The Wookiees brought the matter to the Senate, but that did not discourage the Trandosrans. Terrible battles raged on both worlds until, finally, the Senate ruled in favor of the Wookiees and put an end to the Trandosran raids.

When Emperor Palpatine came to power and began seeking inexpensive alternatives to more traditional workforces, the Trandoshans seized the opportunity to take their revenge on the Wookiees. They reached an agreement with the Emperor and began delivering regular shipments of Wookiee slaves in exchange for various concessions, including economic sanctions against the Wookiee homeworld.

After the fall of the Empire, the New Republic Senate demanded an immediate Trandoshan withdrawal from the Wookiee homeworld, upon threat of economic sanctions and military reprisals. The Trandoshans grudgingly complied, although their poor treatment of the Wookiees and their willingness to support the Empire casts a dark cloud over the species that persists well into The New Jedi Order era.

Trandoshans value hunting above all else and worship a female deity who rewards Trandoshans based on their success or failure in the hunt. Young Trandoshans hatch from eggs and have the ability to regenerate lost limbs. Trandoshans lose their regenerative ability once they become young adults.

Trandoshans have supersensitive eyes that can see into the infrared range. They also shed their skin several times in the span of their lives. They have a difficult time manipulating delicate objects with their relatively clumsy clawed hands.

Trandoshans refer to themselves as "T'doshok."

Personality: Trandoshans are aggressive, selfish, and vindictive beings. Violent, brutal, and driven, they love to compete, but can show compassion and mercy when the situation warrants. They like to collect trophies from various successful hunts, and they generally value credits more than friendship, although a Trandoshan will pledge his life to protect another being who has saved him from certain death.

Trandoshans despise Wookiees above all other species and will not work alongside them except under the most extraordinary circumstances.

Physical Description: Trandoshans range from 1.5 to 2.1 meters tall. Their scaly hides offer additional defense against attacks and range in color from sandy brown to glossy green.

Homeworld: Trandosha (also called Hsskor or Dosh), an arid planet located in the Mid Rim. The planet orbits the same sun as Kashyyyk, the Wookiee homeworld.

Language: Dosh, the Trandoshan language, consists mostly of harsh grunts and growls. The written language incorporates simple alphabetic glyphs. Most Trandoshans who travel the galaxy also learn to speak Basic.



Example Names: Bossk, Corrsk, Cradossk, Dussk, Fuset, Grulluss, Juuus, Kallukoras, Krussk, Nakaron, Portha, Reosss, Ssurrg, Traggissk, Tusserk, Yarroq, Yavassk.

Age in Years: Child 1–11; young adult 12–14; adult 15–34; middle age 35–49; old 50–59; venerable 60+.

Adventurers: A Trandoshan adventurer craves the thrill of battle. Some leave Trandosha to become bodyguards or mercenaries. Others set out to find new places to hunt and explore. A few use their warrior traditions to become soldiers, some even developing into bounty hunters. They may appear gruff and unpleasant at first, but if given the chance, they become valuable members of any mission team.

Trandoshan Species Traits

- ⊕ Ability Modifiers: +2 Strength, –2 Dexterity.
- ⊕ Medium-size: As Medium-size creatures, Trandoshans have no special modifiers due to their size.
- ⊕ Speed: Trandoshan base speed is 10 meters.
- ⊕ Natural Armor: A Trandoshan's scaly hide provides a +1 natural armor bonus to Defense.
- ⊕ Darkvision: Trandoshans can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.
- ⊕ Free Language Skills: Read/Write and Speak Basic and Dosh.

Trandoshan Commoner: Init –1; Defense 10 (–1 Dex, +1 natural armor); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Intimidate +1, Profession (any one) +1, Read/Write Basic, Read/Write Dosh, Speak Basic, Speak Dosh, Survival +1.

Feats: None.

Slavemaster Stun Carbine

Cost: 4,000	Stun/Fort DC: 21
Damage: –	Type: Energy
Critical: –	Multifire/Autofire: M
Range Increment: 10 m	Size: Medium-size
Weight: 5 kg	Group: Blaster rifles*

*Non-Trandoshans must take the Exotic Weapon Proficiency (Slavemaster Stun Carbine) feat to use this weapon proficiently.

Many Trandoshan bounty hunters favor this weapon, as it is configured for Trandoshan anatomy specifically. Though originally intended for controlling Wookiee prisoners and slaves during the Rebellion era, the stun carbine has proven useful as a capture weapon and spread throughout the galaxy, enjoying popularity well into The New Jedi Order era.

The weapon fires a pulse of energy that stuns its prey for 1d4+1 rounds, although a successful Fortitude save (DC 21) negates the stun effect. The pulse can be widened to affect up to two 2-meter squares that are adjacent to one another, and one attack roll is made for each target. Using the weapon against two targets applies a –2 penalty to both attack rolls.

The Slavemaster Stun Carbine uses a normal blaster power pack.

Trianii

A technologically advanced and intrepid species, the Trianii fiercely oppose any incursion into their territory. The Corporate Sector Authority once tried to occupy Trianii-controlled space and received a convincing show of Trianii determination and forbearance. The invaders were quickly driven back to Corporate Sector space. Unlike many other sophisticated species, the Trianii have no desire to join the New Republic. They simply prefer to be left alone.

Trianii females are larger and stronger than their male counterparts. Consequently, the Trianii have a matriarchal society ruled by tribunals of females called *yu'nar*. To avoid a bloody holy war, Trianii religious leaders created an official religion with a moral code deemed acceptable to all. Spirituality infuses every element of Trianii society, from art to industry to commerce.

Personality: Trianii are fiercely independent, adventurous, and deeply spiritual. Most members of the species adhere to the moral codes of Trianii's official religion, as well as their family's traditional religion.

Physical Description: Humanoid, slender, with short colorful fur, feline facial features, sharp claws, and a prehensile tail, the average Trianii stands about 2 meters tall. Trianii fur comes in a variety of colors and patterns.

Homeworld: Trianii lie on the outskirts of the Corporate Sector in the Outer Rim. It acts as a trading hub and central government for over a half dozen outlying Trianii colonies.

Language: Trianii speak a language of the same name, consisting of purrs, growls, and rolling vocalizations. Written Trianii is a series of characters that represent syllable sounds.

Example Names: Atuarre, Duarrid, Keeheen, Pakka, Reakhas, Shearran, Tuunac.

Age in Years: Child 1–11; young adult 12–17; adult 18–44; middle age 45–64; old 65–84; venerable 85+.

Adventurers: Trianii are curious by nature, preferring to explore uncharted regions of space instead of joining galactic society. When encountered away from Trianii space, they are often mistaken for Cathar and Togorians. Although they can belong to any heroic class, most Trianii begin their adventuring careers as nobles, scoundrels, or scouts.

Trianii Species Traits

- ⊕ Male Ability Modifiers: -2 Strength, +2 Intelligence, +2 Wisdom. Female Ability Modifiers: None.
- ⊕ Medium-size: As Medium-size creatures, Trianii have no special modifiers due to their size.
- ⊕ Speed: Trianii have a base speed of 10 meters.
- ⊕ Natural Weapons: A Trianii can make a single claw attack instead of an unarmed strike. The claw attack deals 1d3 points of slashing damage (plus Strength modifier) and does not provoke attacks of opportunity.
- ⊕ Prehensile Tail: Trianii can use their tails to carry and manipulate Medium-size or smaller weapons and similarly sized objects. A Trianii can grasp a melee weapon with its tail and make an off-hand attack with the weapon, suffering the normal penalties for wielding multiple weapons (see Table 8-3: Two-Weapon Fighting Penalties in the *Star Wars Roleplaying Game*).
Trianii gain a +2 species bonus to grapple checks if their tails are free and not carrying anything.
- ⊕ Skill Bonus: Trianii gain a +2 species bonus on Climb checks.
- ⊕ Bonus Feat: Trianii receive the bonus feat Acrobatic.
- ⊕ Free Language Skills: Read/Write and Speak Trianii.

Trianii Commoner (Male): Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk -1 melee (1d3-1, unarmed strike) or -1 melee (1d3-1, claw) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 10, Int 12, Wis 12, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +1, Craft (any one) +2, Jump +1, Knowledge (any one) +2, Profession (any one) +3, Read/Write Trianii, Speak Basic, Speak Trianii, Tumble +2.

Feats: Acrobatic.

Trianii Commoner (Female): Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 melee (1d3, claw) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +2, Jump +2, Knowledge (any one) +1, Profession (any one) +2, Read/Write Trianii, Speak Basic, Speak Trianii, Tumble +2.

Feats: Acrobatic.

T'surr

The galaxy has seen very little of the T'surr species, and thankfully so. Its most infamous representative is the notorious pirate and slave trader, Krayn, who not only plundered ships but also sold the captive crews into slavery. T'surr are among the galaxy's most dangerous predators, although their relative scarcity makes them seem less threatening. Although their level of technology does not meet the galactic standard, T'surr capably use technology scavenged from the ships of their victims.

T'surr are not represented on the Galactic Senate during the Old Republic or New Republic because they are widely regarded as nothing more than dangerous, marauding killers. The harsh living conditions on the T'surr homeworld have created a species of survivors who care little for others. The wealth of a T'surr is rated by the number and quality of slaves he owns. A T'surr without slaves is worth as much as a freighter captain without a starship.

Female T'surr are never seen—males indicate that they are small, feeble creatures that never leave the safety of the home.

Personality: T'surr male are violent, avaricious predators who treat weaker species as chattel. They use their brute strength and ruthless cunning to rule their T'surr and non-T'surr subordinates, eliminating potential rivals. They like to keep trophies as reminders of their conquests, often wearing these stolen trinkets on their belts.

Whereas T'surr males rule the stars, T'surr females rule the homes. For this reason, T'surr males anxiously leave their homeworld, leaving their mates to raise the children.

Physical Description: Hulking brutes, T'surr males stand between 2.3 and 2.6 meters tall. They are strong and solidly built, with blue skin that has the sheen of marble. Their huge heads sport numerous horns, large, sensitive ears, a mouth filled with razor sharp teeth, and four gleaming red eyes.

T'surr females are physically smaller and leaner than the males, standing about 2 meters tall. They also lack the mane of horns that contributes to the males' fierce appearance.

Homeworld: T'surr, a cold and windblown desert planet located in the Expansion Region. A distant and feeble sun provides little light, and other species find the planet's high gravity daunting and oppressive.

Language: T'surr speak and read T'surrese. They also speak Basic with ease.

Example Names: Datynask, Dyrago, Feyrr, Jeneyd, Krayn, Reythan, Shyntak, Treykon.

Age in Years: Child 1-10; young adult 11-15; adult 16-45; middle age 46-75; old 76-99; venerable 100+.

Adventurers: A solitary T'surr will often join forces with a powerful band of pirates, privateers, or smugglers. These rare T'surr don't automatically regard all other species as their lessers, but they are

still drawn to violent, predatory professions. T'surr scoundrels and soldiers are common, and the galaxy has yet to face a T'surr Force-user.

T'surr Species Traits

- ⊗ Ability Modifiers: +2 Strength, -2 Dexterity.
- ⊗ Large (males): As Large creatures, T'surr males take a -1 size penalty to their Defense, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m. Their lifting and carrying limits are triple those of Medium-size characters (see Carrying Capacity in the *Star Wars Roleplaying Game*).
- ⊗ Medium-size (females): As Medium-size creatures, T'surr females have no special modifiers due to their size.
- ⊗ Speed: T'surr base speed is 10 meters.
- ⊗ Natural Armor: A T'surr's tough hide provides a +1 natural armor bonus to Defense.
- ⊗ Superior Depth Perception: A T'surr's four eyes provide remarkable depth perception, granting a +1 bonus on ranged attack rolls.
- ⊗ Physical Intimidation (males): T'surr males may use their Strength modifier instead of their Charisma modifier for Intimidate checks.
- ⊗ Low-Light Vision: T'surr can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.
- ⊗ Skill Bonus (males): T'surr males gain a +2 species bonus on Intimidate checks.
- ⊗ Bonus Feat: T'surr have excellent vision and hearing. They gain the bonus feat Alertness.
- ⊗ Free Language Skills: Read/Write and Speak T'surrese.

T'surr Commoner (Male): Init -1; Defense 9 (-1 Dex, -1 size, +1 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d4+1, unarmed strike) or -1 ranged; SQ Species traits; SV Fort +0, Ref -1, Will +0; SZ L; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Hide -5, Intimidate +3, Knowledge (any one) +1, Listen +2, Profession (any one) +2, Read/Write T'surrese, Speak Basic, Speak T'surrese, Spot +2.

Feats: Alertness.

T'surr Commoner (Female): Init -1; Defense 10 (-1 Dex, +1 natural); Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref -1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 8, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Knowledge (any one) +1, Listen +2, Profession (any one) +2, Read/Write T'surrese, Speak T'surrese, Spot +2.

Feats: Alertness.

Tunroth

The Tunroth were simple hunters before Duros scouts discovered them during an exploration of the Jiroch system nearly 9,000 years before the Battle of Yavin. Although access to galactic-level technology allowed the Tunroth to colonize other planets in their home system, they continued to favor primitive weapons over modern blasters, preferring to hunt wild beasts armed only with the sacred *klirun*, the traditional Tunroth hunting bow.

Ten years before the Battle of Yavin, expansionist Lortan fanatics swept across a dozen systems and destroyed everything in their path. The Reslian Purge, as it became known, wiped out millions of Tunroth. The primitive hunters lacked the weaponry to repel the Lortian invaders. The intervention of the Imperial Navy ended the Reslian Purge, and although the Imperials interceded only to safeguard their own interests, the Tunroth still owed the Empire a debt of gratitude. The species reluctantly accepted Imperial rule, and many Tunroth became unlikely supporters of the Emperor's New Order. After the fall of the Empire, the Tunroth hesitated to join the New Republic for fear of being seen as Imperial sympathizers. However, their fears proved unfounded, as the New Republic welcomed Tunroth membership.

The Tunroth live in communes of 50 to 300 individuals, each commune governed by a great hunter. The Assemblage of Three—a body made up of the three highest-level hunters—governs Tunroth society. They assemble whenever an issue that concerns all Tunroth arises, such as the need to colonize more worlds, alleviate overcrowding, or deal with an external threat.

Tunroth leaders who forbade blasters in favor of traditional hunting weapons changed their view after the Reslian Purge, to the point where the Tunroth now stockpile blasters and other modern weapons for the express purpose of defending their communes. The species' adoption of modern weaponry has not diminished the Tunroth hunting tradition. Twenty-seven different levels of Tunroth hunter are known to exist, and each has its own strict guidelines for ascension. The highest of the 27 ranks is *stiilran*, though no hunters of this class are known to exist during the time of the Old Republic, the Empire, or the New Republic.

It has long been rumored that some Jedi artifact, such as a temple or hidden tomb, lies somewhere in the Jiroch system. However, the Tunroth fervently deny these tales.

Personality: Tunroth are hardworking, tenacious, and opportunistic. They adapt quickly to changing circumstances. Hunters are the most respected individuals in Tunroth society, and virtually all Tunroth aspire to become hunters of the highest level.

Physical Description: Muscular and hairless, the average Tunroth has an elongated skull set forward over the neck, large vertical nostrils, large wide-set

eyes, and a lower jaw studded with bony protrusions. Tunroth stand about 1.7 meters tall. Their hands feature two opposable thumbs and a single finlike finger.

Homeworld: Jiroch-Reslia, the third planet of the Jiroch system, located in the Mid Rim. After joining the Republic and developing hyperdrive technology, Tunroth colonized Jiroch-Kalok and Jiroch-Saloch, two other inhabitable planets in their home system.

Language: Tunrothese is a primitive-sounding language of grunts and snarls, with simple vocalizations. Written Tunrothese uses pictograms that represent physical objects.

Example Names: Kiran Tatch, Tonas Vucral, Rathe Palror, Xarce Huwla.

Age in Years: Child 1-11; young adult 12-17; adult 18-40; middle age 41-60; old 61-79; venerable 80+.

Adventurers: Tunroth adventurers are usually scouts or scoundrels. The galaxy's wealthy elite will frequently hire Tunroth hunters to lead safaris or capture elusive creatures for study. Many low-ranking Tunroth hunters and aspiring amateurs exploit their species' reputation, pretending to be more skilled than they actually are. Tunroth make excellent bounty hunters, beastwardens, and big-game hunters (see Chapter Two: Prestige Classes for descriptions of the beastwarden and big-game hunter prestige classes).

Tunroth strong in the Force either become Force adepts (turning their traditional *klirun* bows into Force weapons) or join the Jedi Order.

Tunroth Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, -2 Intelligence, -2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Tunroth have no special modifiers due to their size.
- ⊕ **Speed:** Tunroth base speed is 10 meters.
- ⊕ **Skill Bonus:** Tunroth gain a +4 species bonus on Survival checks when using the Track feat.
- ⊕ **Bonus Feats:** Tunroth are taught from a young age to hunt and use the traditional *klirun* bow. All Tunroth gain the bonus feats Track and Weapon Group Proficiency (primitive weapons).
- ⊕ **Free Language Skills:** Read/Write and Speak Tunrothese.

Tunroth Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +0 or Knowledge (any one) +0, Read/Write Tunrothese, Speak Basic, Speak Tunrothese, Survival +1 (+5 when tracking).



TUNROTH

TUSKEN RAIDER

TWI'LEK

UBESSE

Feats: Track, Weapon Group Proficiency (primitive weapons).

Klirun (Tunroth Hunting Bow)

Cost: 400	Stun/Fort DC: –
Damage: 1d8	Type: Piercing
Critical: 20	Multifire/Autofire: –
Range Increment: 12 m	Size: Large
Weight: 3.5 kg	Group: Primitive

The traditional Tunroth hunting bow is built with a recurve, meaning that the bow remains bow-shaped even when unstrung. The weapon has an especially heavy pull to take advantage of the Tunroth hunter's above-average strength; only a character with a Strength score of 12 or higher can use it.

As with other types of bows, the shooter adds his or her Strength modifier to the damage dealt.

Tusken Raider

Tusken Raiders, or Sand People, are primitive desert-dwelling warriors skilled at defending their harsh way of life and surviving in an even harsher environment. These brutal nomads were the dominant sentient species on Tatooine until offworlders colonized the planet during the time of the Old Republic. Jawas, the planet's only other indigenous sentient species, were more intelligent than the Tusken Raiders but lacked the ferocity and size to compete with their predatory neighbors. Whereas the Jawas learned to coexist with the early offworld colonists, the Tusken Raiders attacked offworlders on sight.

Tusken Raiders earned their name by destroying and plundering a Human colony at Fort Tusken. The massacre ultimately failed to force settlers to leave Tatooine, and the Sand People have yet to repeat such a stunning attack, but it is remembered as an example of their bloodthirstiness. The settlers' hatred and fear of these ruthless nomads led to the decimation of the Tusken Raider population in subsequent years. Entire tribes were wiped out, and the survivors were driven into the deep deserts.

The average Tusken Raider fears machines. The whine of a speeder or swoop usually foretells the approach of murderous offworlders, and even the bravest Tusken Raider must think twice before facing such foes. Tusken Raiders prefer to attack in large numbers, and even then, their targets are usually no more threatening than a moisture farm or ill-defended Jawa sandcrawler.

Although technologically primitive by galactic standards, Tusken Raiders must good use of whatever technological items they can scavenge from slain offworlders or Jawas.

Tusken Raiders use banthas, large herd animals native to Tatooine, as mounts during scouting missions and hunting expeditions. Some Tusken villages also use domesticated massiffs as watchdogs.

Tusken Raider hunters typically arm themselves with gaderffii sticks and slugthrower rifles.

Personality: The Sand People are ruthless tribal nomads who attack anyone they do not recognize, including members of other Tusken Raider tribes.

Physical Description: Roughly 2 meters tall, Tusken Raiders are swathed from head to toe in dusty bandages, as required by ancient custom. Protruding circular lenses protect their eyes, and filter masks cover their mouths.

Homeworld: Tatooine, a desert world located in the Outer Rim.

Language: The Tusken Raiders' language, Tusken, is punctuated with grunts, growls, and honking noises. Other species must spend 2 skill points (instead of the usual 1 point) to speak the language. The Tusken Raiders have no written form of their language.

Example Names: Grk'kkrs'arr, K'Sheek, Rrr'ur'R, RR'uruurr, UroRRuR'R, Ur'Ru'r.

Age in Years: Child 1–8; young adult 9–13; adult 14–44; middle age 45–60; old 61–74; venerable 75+.

Adventurers: Tusken Raiders who aren't commoners are typically fringers or scouts. They can't be nobles or Jedi, and Tusken Raider tech specialists are exceedingly rare.

Tusken Raider Species Traits

- ⊕ **Ability Modifiers:** +2 Constitution, –2 Intelligence, –2 Wisdom.
- ⊕ **Medium-size:** As Medium-size creatures, Tusken Raiders have no special modifiers due to their size.
- ⊕ **Speed:** Tusken Raider base speed is 10 meters.
- ⊕ **Primitive:** Tusken Raiders with professional or heroic classes receive the bonus feats Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) instead of the usual Weapon Group Proficiency feats. Tusken Raider commoners receive the bonus feat Weapon Group Proficiency (primitive weapons).
- ⊕ **Skill Bonuses:** Tusken Raiders are stealthy, adaptive beings. They gain a +2 species bonus on Hide, Move Silently, and Survival checks.
- ⊕ **Free Language Skills:** Speak Tusken.

Tusken Raider Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 8, Wis 8, Cha 10. Challenge Code A.

Equipment: Desert garb, variety of personal belongings.

Skills: Handle Animal +2, Hide +2, Move Silently +2, Ride +1, Speak Tusken, Survival +1.

Feats: Weapon Group Proficiency (primitive weapons).

Twii'lek

Twii'leks are tall, thin humanoids native to the Ryloth star system in the Outer Rim. The species includes a variety of distinct subraces, but are all instantly recognizable by the tentacular "head-tails" that protrude from the backs of their heads. Their native technology is primitive by galactic standards, and while they haven't developed their own means of space travel, they are common sights on many Outer Rim planets.

Sly, cunning beings, Twii'leks frequently consort with people from various "walks of life," including legitimate merchants, temperamental mercenaries, dangerous pirates, and wanted slavers. Their entrepreneurial spirit frequently leads them to positions of influence, and Twii'lek corporate executives and ambassadors are no less common than unscrupulous Twii'lek freighter captains and crime lords.

Personality: Twii'leks are calculating, pragmatic, and charismatic people. Generally speaking, they try to avoid being swept up in other beings' troubles, preferring instead to duck into the shadows and wait out large conflicts. From a safe hiding place, they can observe, plan, and prepare to profit from the outcome.

Physical Description: Humanoid, with long tapered head-tails, the average Twii'lek stands between 1.6 and 2.1 meters tall. Skin tones include shades of blue, white, and green.

Homeworld: Ryloth, a storm-swept Outer Rim planet.

Language: In addition to their native spoken language (Ryl) and Basic, all Twii'leks know a head-tail language called Lekku. This silent, gestural language requires the use of a Twii'lek's head-tails and cannot be effectively "spoken" by other species. Many Twii'leks learn to speak Huttese as well.

Example Names: Abdi Badawzi, Arali Dil, Bib Fortuna, Cesi Eiriss, Con Varra, Dahz Thulaka, Deel Surool, Dia Passik, Esm Arkhee, Firith Olan, Gida Luroon, Hid Toqema, Jelahan Sirar, Klyto Sygnus, Koyi Komad, Monsula Mora, Nawara Ven, Nolaa Tarkona, Orn Free Taa, Pratarl Cinn, Aalya Secura, Ree Shala, Sil Vaturha, Skawn Bonduna, Star-dan Ti Gardi, Tavri, Tru'eb Cholakk.

Age in Years: Child 1–12; young adult 13–15; adult 16–44; middle age 45–59; old 60–79; venerable 80+.

Adventurers: Twii'leks can belong to any heroic class. Twii'lek adventurers typically leave Ryloth to explore the Outer Rim and seek fame and fortune. They prefer to work behind the scenes. Few Twii'leks can stand the regimented lifestyle of the soldier; many wind up in business (whether legal or illegal), performing as entertainers, or even serving as diplomats. The Force is strong in this species, and some Twii'lek gravitate toward Jedi studies.

Twii'lek Species Traits

- ⊗ Ability Modifiers: –2 Wisdom, +2 Charisma.
- ⊗ Medium-size: As Medium-size creatures, Twii'leks have no special modifiers due to their size.
- ⊗ Speed: Twii'lek base speed is 10 meters.
- ⊗ Resilient: Twii'leks are naturally resistant to toxins and illness and gain a +1 species bonus on Fortitude saves.
- ⊗ Low-Light Vision: Twii'leks can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.
- ⊗ Free Language Skills: Read/Write and Speak Basic and Ryl, and Speak Lekku (head-tail language).

Twii'lek Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 8, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Diplomacy +2, Profession (any one) +1, Read/Write Basic, Read/Write Ryl, Speak Basic, Speak Lekku (head-tail language), Speak Ryl.

Feats: None.

Twii'lek Antistun Suit

Cost: 1,000

Weight: 0.5 kg

Twii'lek military personnel wear these gray mesh uniforms under their armor. Its fibers are designed to absorb some of the concussive energy from melee and ranged stun weapons (such as stun batons and stun grenades). The uniform provides a +2 equipment bonus on Fortitude saves against energy pulses and concussive effects that stun the target.

Ubese

Few beings know what an Ubese looks like, for members of the species rarely, if ever, appear before non-Ubese without their masks, battle armor, or environmental suits.

Blissfully ignorant of the Old Republic, the peaceful Ubese perfected sublight technology and began colonizing other planets within their home system. They developed a complex and highly sophisticated clan-based society fueled by the dream of turning each of the worlds in the Uba star system into idyllic garden worlds. When Old Republic scouts first contacted the Ubese, they awakened an interest in advanced technology that became an obsession. The Ubese began to trade anything they could get their hands on for alien technology, hoarding everything from repulsorlifts and starships to power packs and space heaters.

The ability to colonize the other worlds in their star system helped the Ubese realize the dream

around which their society had formed. However, Ubese society soon started to buckle in the face of rapid technological advancement. The ability to disseminate information more rapidly broke clan boundaries and gave ambitious Ubese the tools to politically dominate regional public opinion and create nations. These nations then started to view one another with suspicion.

Within a few decades, the influx of alien technology spurred the Ubese to develop their own weapons systems, and their attitudes toward neighboring star systems changed from friendly to aggressive. Although first-contact specialists of other species attempted to dissuade the Ubese from this course, the Ubese grew so proud of their new inventions that they ejected the alien diplomats from their star system with warnings to the rest of the galaxy to fear Ubese might.

Local sector authorities were both alarmed and embarrassed by these events. The Ubese were building weapons that had been banned since the formation of the Old Republic. The sector council decided that a preemptive strike would humble the Ubese and demonstrate the limits of their technology.

Unfortunately, the orbital strikes against the Ubese planets triggered the species' large-scale tactical weapons. Radioactive firestorms rendered Uba I, Uba II, and Uba V uninhabitable. Uba III, the species' planet of origin, was shattered into space debris. Uba IV held the only survivors—pathetic beings condemned to eke out an existence from poisoned soil and parched sea beds among scorched ruins.

Sector authorities became so fearful for their future careers that they refused to offer aid to the surviving Ubese. They deleted all information on the Ubese civilization from official databases and erased the system from star charts. The incident was so efficiently hushed up that word of it never reached Coruscant.

A few thousand Ubese were relocated to a neighboring system, Ubertica, by officials who felt the "erasure" of the Uba system only made a bad mistake worse. The rest of the survivors devolved into savage nomads. These survivors on Uba called those who had been rescued *yrak pootzck*, a phrase implying cowardice or "impure" parentage. In truth, the *yrak pootzck* tried to find their way back to the Uba system within a few years of being relocated to Ubertica, but the location of the Uba system was as big a mystery to them as it was to the rest of the galaxy.

Millennia passed, and both Ubese subspecies endured on their respective worlds. Eventually, the *yrak pootzck* found the Uba system and shared their spacefaring technology with the resentful "true" Ubese. Soon, both populations began independently and jointly exploring the galaxy. Although they loathe all other species, they hate the Jedi Order more than any other alien institution. Not surprisingly, many Ubese were at the forefront of death squads during the Jedi Purge. The Ubese blamed "the protec-

tors of the galaxy" for what happened to their culture and world.

When away from their homeworlds, Ubese wrap themselves from head to toe in battle armor, environmental suits, or flowing robes. (True Ubese must wear protective gear when venturing into the radioactive wastes of their world.) The species' obsession with technology continues well into The New Jedi Order era, and many of their environmental suits feature a surprising amount of modifications—most of them involving hidden weaponry. Their masks and helmets are fitted with voice modulators that clarify and amplify their natural speech.

Personality: The hatred that the *yrak pootzck* and "true" Ubese share for other species unites them. They typically make their living as mercenaries, bounty hunters, slavers, or assassins—professions where they get to vent their hatred without fear of retribution. Although they take great pains to conceal their true appearance, the Ubese do not bother to hide their vindictive dispositions.

Physical Description: Ubese have slight builds, appearing almost frail. They tend to have fair skin and dark hair, with eye colors of brilliant green or blue. They have no body or facial hair. Their facial structure tends to be narrow, with high cheekbones and eyes that appear much too large for their faces. Males and females of the species both stand roughly the same height, with males being only slightly heavier of build than females. Adults stand between 1.4 and 2.2 meters tall.

Homeworld: Uba III, located in the Mid Rim Territories. Following the destruction of Uba III during the time of the Old Republic, Ubese can be found on Uba IV (a radioactive and inhospitable world) or scattered throughout other star systems.

Language: Ubese have their own language (Ubese); however, their vocal cords do not produce speech above a rasping whisper sound, so they use a highly refined form of sign language (Ubeninal) when communicating with other Ubese. Although most Ubese understand Basic, they rarely deign to speak it.

Example Names: Arcuse, Boushh, Dusorra, Jorsu'un, Ourulos, Savax, Su'Sux, Wurren, Zo'Tammath.

Age in Years: Child 1–10; young adult 11–15; adult 16–55; middle age 56–70; old 71–80; venerable 81+.

Adventurers: "True" Ubese adventurers are fringers, scouts, or soldiers. *Yrak pootzck* adventurers can belong to any non-Jedi class. Force adepts exist among both kinds of Ubese.

Ubese Species Traits

- ⊕ Ability Modifiers: +2 Dexterity, –2 Constitution.
- ⊕ Medium-size: As Medium-size creatures, Ubese have no special modifiers due to their size.
- ⊕ Speed: Ubese base speed is 10 meters.
- ⊕ Xenophobic: Ubese loathe and distrust other species. They suffer a –4 penalty on Diplomacy or Charisma checks made to improve the attitudes of

members of other species. Likewise, they impose a -4 penalty on other species' attempts to improve Ubese attitudes toward them.

- ③ **Skill Bonus:** Ubese gain a +2 species bonus on Survival checks.
- ③ **Bonus Feats:** Ubese gain the bonus feats *Armor Proficiency (light)* and *Gearhead*.
- ③ **Free Language Skills:** Read/Write and Speak Ubese, and Speak Ubeninal (Ubese sign language).

Ubese Commoner: Init +1; Defense 11 (+1 Dex); DR 4 (granted by environmental suit); Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort -1, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 8, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Ubese environmental suit (see below), variety of weapons and personal belongings.

Skills: Computer Use +2, Craft (any one) +1 or Profession (any one) +1, Knowledge (any one) +2, Read/Write Ubese, Repair +2, Speak Basic, Speak Ubese, Speak Ubeninal (Ubese sign language), Survival +2.

Feats: *Armor Proficiency (light)*, *Gearhead*.

Ubese Environmental Suit

Armor Type: Light armor	Proficiency: Light
Cost: Not available for sale*	Maximum Dex Bonus: +3
Damage Reduction: 4	Armor Check Penalty: -4
Weight: 20 kg	Speed Reduction: 2 m

*On the black market, the suit fetches 8,000 credits.

This rugged suit is designed to protect its wearer from weapons and radiation poisoning. Each suit is customized to serve the needs of its original Ubese owner; for instance, some suits incorporate hidden weapons, while others come equipped with jetpacks.

An Ubese environmental suit resembles an armored flight suit, with the added benefit of providing a +2 equipment bonus on Fortitude saves to resist radiation poisoning. The suit's helmet nullifies the harmful effects of flash canisters, provides a +2 equipment bonus on Fortitude saves against stun effects (including stun batons and stun grenades), and includes a voice modulator that can be adjusted to emulate a male, female, or digitally distorted "genderless" voice.

An Ubese environmental suit typically conceals the gender of wearer due to the way it is constructed.

Ugnaught

Tireless laborers and talented artisans, Ugnaughts hail from the distant Anoat system, where they have a prespaceflight culture based around clans devoted to specific crafts and professions.

The Ugnaughts have spread throughout much of the galaxy because they have been subjected to the scourge of slavery, often visited upon species that have not developed interstellar travel. Entire city-

states were captured en masse by raiders and transported to other worlds to work as slaves. Even when the Old Republic outlawed the practice, it continued, with Ugnaught communities "immigrating" and paying off the cost by working as "indentured servants." Due to their hardiness, Ugnaughts were particularly sought-after by operators of mining operations, and they enjoy a well-deserved reputation as expert miners who can extract ore and gases from even the most impossible locations.

While many Ugnaughts in the galaxy are the descendents of slaves, a number of them are members of tribes who left their homeworld as legitimate immigrants, such as the tens of thousands of Ugnaughts who work in Cloud City as laborers and Tibanna gas miners. Without the Irden, Botrut, and Isced clans, Cloud City would never have been built—something in which the Ugnaughts who dwell there take great pride.

Each Ugnaught family has a specific trade or craft to which it is devoted, and all children are expected to learn it. When an Ugnaught reaches adulthood (at 20 years of age), he or she must take his place among the ranks of other professionals. If the number of new Ugnaughts for a profession exceeds the perceived need, the young beings must fight each other in a series of duels to the death for the right to take on the job. Despite this somewhat barbaric tradition, the Ugnaughts are a peaceful species who otherwise try to avoid violent conflict.

Personality: Ugnaughts are stalwart, meticulous, clever, and unassuming. They dedicate themselves wholly to their clans and their jobs. An Ugnaught without a job or duty to perform becomes restless, fidgety, and even a bit temperamental.

Physical Description: Ugnaughts are stout humanoids with porcine facial features. Adults stand between 1.0 and 1.6 meters tall.

Homeworld: Gentes, located in the Outer Rim system of Anoat.

Language: The Ugnaught native tongue is made up of grunts, squeals, and chattering sounds. Other species find the language difficult to master and must spend 2 skill points (instead of the usual 1 point) to learn to speak or read/write Ugnaught. Ugnaughts have no difficulty learning and speaking Basic; few do, however, as they generally shy away from prolonged contact with other species.

Example Names: Aiza'ran, Dzabba, Grugnak, Inkur, Klaazian, Kyoood Vurd, Maz'zt, Ozz, Scizzic, Ugarte, Ugloste, Vinzrik, Y'nzella, Yoxgit.

Age in Years: Child 1-12; young adult 13-19; adult 20-92; middle age 93-159; old 160-184; venerable 185+.

Adventurers: Ugnaught heroes tend to be scoundrels, scouts, or tech specialists, although a rare noble may be encountered at the head of a community that has frequent dealings with other species. Most Ugnaughts who take up the adventuring life are often outcasts from Ugnaught society—individuals



who refused to take part in death duels or to otherwise devote themselves to the profession dictated by their bloodline.

Ugnaught Species Traits

- ⊕ **Ability Modifiers:** -2 Dexterity, +2 Constitution, +2 Intelligence, -2 Charisma.
- ⊕ **Small:** As Small creatures, Ugnaughts gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ **Speed:** Ugnaught base speed is 6 meters.
- ⊕ **Bonus Feat:** Ugnaughts gain the bonus feat *Endurance*.
- ⊕ **Free Language Skills:** Read/Write and Speak Ugnaught.

Ugnaught Commoner: Init -1; Defense 10 (-1 Dex, +1 size); Spd 6 m; VP/WP 0/12; Atk +1 melee (1d2, unarmed strike) or +0 ranged; SV Fort +1, Ref -1, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 12, Int 12, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Hide +3, Craft (any one) +3 or Knowledge (any one) +3, Profession (any one) +3, Read/Write Basic, Read/Write Ugnaught, Speak Basic, Speak Ugnaught.

Feats: *Endurance*.

Umbaran

Umbarans hail from a gloomy corner of the galaxy called the Ghost Nebula. Although present since the dawn of the Old Republic, Umbarans have rarely been encountered in great numbers. During the time of the Old Republic, they drifted like specters through Senate corridors and various chambers of power, respected and oftentimes feared for their ability to subtly influence others.

During the Rise of the Empire era, Umbarans used their influence to secure positions of power. Chancellor Palpatine selected an Umbaran named Sly Moore to be his Staff Aide, entrusting her with his darkest secrets. After becoming the Emperor, Palpatine used Umbarans spies to locate rogue Jedi who had escaped the Jedi Purge. During the Rebellion era, Umbarans helped the Emperor expose Rebel sympathizers operating within the ranks of the Imperial government and military. The Umbarans' scrutiny of Imperial operations did not endear them to anyone, including loyal Imperial officers who distrusted the Umbarans' motives.

The death of the Emperor caught the Umbarans by complete surprise. Fearing retaliation from both the Imperial Remnant and the New Republic, the Umbarans withdrew from civilized space and retreated into the dark folds of the Ghost Nebula. Umbarans are

rarely encountered during the time of the New Republic, although few doubt that they continue to monitor galactic affairs using an invisible network of non-Umbaran spies.

Speculation abounds that all Umbarans are Force-users who use the Force to probe and control minds. Others simply view the Umbarans as perceptive, silver-tongued opportunists.

Personality: Umbarans are secretive, manipulative, and inscrutable beings who crave power and influence. They are masters of obfuscation and misdirection, seldom revealing their true thoughts. They have a dark sense of humor that occasionally manifests in social situations.

Physical Description: Umbarans are gaunt, hauntingly pallid humanoids with sunken eyes. Male Umbarans stand between 1.7 and 2.0 meters tall, while female Umbarans range in height from 1.5 to 1.8 meters.

Homeworld: Umbara, a dark planet hidden in the deepest reaches of the Ghost Nebula (in the Outer Rim Territories).

Language: Umbarans speak Umbarese, and many Umbarans who leave the Ghost Nebula learn to speak and read Basic as well.

Example Names: Lesore Deyal, Vykan Fenn, Sly Moore, Mesyl Rant, Sivilin, Arystul Yoci, Zendra.

Age in Years: Child 1-10; young adult 11-15; adult 16-44; middle age 45-69; old 70-89; venerable 90+.

Adventurers: Umbarans will sometimes offer their services to influential institutions, intrepid smugglers, notorious pirates, powerful crime lords, and infamous adventuring groups. These Umbaran "heroes" are usually seeking to expand their influence and gain power. Umbaran heroes tend to be nobles and scoundrels. Although no Umbaran has yet walked the path of the Jedi, Umbaran Force adepts do exist across all eras.

Umbaran Species Traits

- ⊕ **Ability Modifiers:** -2 Constitution, +2 Wisdom, +2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Umbarans have no special modifiers due to their size.
- ⊕ **Speed:** Umbaran base speed is 10 meters.
- ⊕ **Darkvision:** Umbarans can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal sight.
- ⊕ **Low-Light Vision:** Umbarans can see twice as far as normal in dim light (such as moonlight). They retain the ability to distinguish color and detail under these conditions.
- ⊕ **Light Sensitivity:** Abrupt exposure to bright light (such as sunlight) blinds Umbarans for 1 round. In addition, they suffer a -1 penalty on all attack rolls, saves, and checks while operating in bright light without protective eyewear.



- ☞ **Skill Bonus:** Umbarans gain a +2 species bonus on Sense Motive checks.
- ☞ **Bonus Feat:** Umbarans gain the bonus feat Influence.
- ☞ **Free Language Skills:** Read/Write and Speak Basic and Umbarese.

Umbaran Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort -1, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +2; Str 10, Dex 10, Con 8, Int 10, Wis 12, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Bluff +2, Diplomacy +2, Knowledge (any one) +1, Profession (any one) +2, Read/Write Basic, Read/Write Umbarese, Sense Motive +3, Speak Basic, Speak Umbarese.

Feats: Influence.

Umbaran Shadowcloak

Cost: 5,000

Weight: 2.5 kg

Umbarans wear thick cloaks patterned in ultraviolet colors. Sensors sewn into the fabric allows an Umbaran who dons the cloak to alter its coloration as a free action, allowing the wearer to blend more easily into his or her surroundings. The shadowcloak provides a +4 equipment bonus on Hide checks.

Only Umbarans can control the color-shifting property of a shadowcloak. The shadowcloak is large enough to be worn over light or medium armor.

Verpine

The Verpine have been spacefarers for their entire recorded history and for untold centuries longer than they have had contact with other species. Like a handful other ancient spacefaring species, their world of origin is unknown even to themselves.

Verpine society is based around absolute majority rule. At home in the Roche asteroid belt, they use their natural telecommunication ability to poll every Verpine in the system about every governmental initiative, and because everyone has a voice, everyone considers the final decisions completely binding. Other Verpine communities tend to use a similar method of arriving at decisions; therefore, every Verpine in a community is able to speak with complete authority about his community's stance on an issue.

Verpine settlements consist of unions of hives that number 20 to 100 individuals. Like a number of other insectoid species, the Verpine are hermaphrodites. When a hive needs to increase its numbers, the community asks selected Verpine to reproduce. Some are assigned to egg production and lay their eggs in the hive's incubator. Others fertilize the eggs. The entire community then cares for the resulting hatchlings. At an earlier time in Verpine history, a brood would yield mostly semisentient drones that

would be used as menial laborers. As Verpine society evolved and developed advanced technology, there ceased to be a need for drones. Around the time of the Old Republic's first contact with the insectoid species, egg-layers began to ingest a special enzyme that ensured broods only produce fully sentient Verpine.

Verpine are compulsive tinkerers fascinated by technology. They fancy themselves experts in virtually every technological field, and any device that falls into their hands is swiftly taken apart, reassembled, and duplicated by Verpine engineers—usually with a range of improvements over the original. The fact that millions of Verpine are able to inhabit the Roche asteroid field is perhaps the most impressive testament to the technological mastery of these beings. The asteroids they inhabit are completely self-sufficient, sealed environments that are kept in stable positions by repulsor fields.

During the Old Republic, Verpine engineers could be found at nearly every major shipyard and spaceport. When the Empire came to power, the Imperials severely restricted the Verpine's abilities to work for civilian interests and forced them into virtual enslavement to the Emperor's military-industrial complex. This raised Verpine sympathy for the Rebel Alliance, although the species never officially joined the Rebellion, in part because the Empire put "advisors" in the Roche asteroid belt early in the conflict. The Verpine nonetheless lent their expertise to the development of the heavy B-wing starfighter. Once the Empire fell, they resumed their relationships with starship designers and manufacturers of high technology throughout the galaxy, as well as maintaining a close relationship with the New Republic military.

Personality: Technology fascinates the Verpine. The average Verpine isn't likely to risk "life and limb" for a political cause that has no measurable impact on Verpine society but will throw himself in the path of a blaster bolt to protect a valuable piece of technology, such as a customized droid or personalized toolkit. Other species find Verpine surprisingly personable (for an insectoid species) and enthusiastic. They will often make unauthorized "improvements" to starships and droids, inadvertently introducing some new quirks.

Physical Description: The Verpine have sticklike bodies covered in plates of flexible, brilliant-green chitin. They possess two arms and two legs, each of which ends in two fingers and an opposable thumb. Their large black eyes allow them to see even microscopic details, and the two antennae that extend from the backs of their heads allow them to communicate with one another over great distances by creating natural radio waves. Adult Verpine stand between 1.8 and 2 meters tall.

Homeworld: The largest settlement of Verpine in the galaxy lies in the Roche asteroid field, located in the Expansion Region. The Verpine rely on technology to generate atmospheres and gravity within hollowed-

out chunks of rock. Some historians believe that the Roche asteroid field was once the Verpine homeworld, but that it was destroyed in a great cataclysm, possibly even a Verpine civil war. The Verpine neither confirm nor deny this speculation, merely stating that they are unaware of their planet of origin.

Language: Verpine speak their own language, which they can also transmit to one another via radio waves. Verpine also speak Basic with ease.

Example Names: Fxz'et, Gargi, Jurfel, Kuli Ned'ix, Moegid, Pg'lax, Suskafoo, Zix, Zraii.

Age in Years: Child 1-4; young adult 5-9; adult 10-40; middle age 41-60; old 61-80; venerable 81+.

Adventurers: The vast majority of the Verpine who have left the Roche asteroid belt have found employment as starship technicians, an area in which they are generally very successful. Verpine constantly scour the galaxy for new technology and construction techniques. Adventurers are usually tech specialists, although they can belong to any class.

Verpine Species Traits

- ⊗ Ability Modifiers: None.
- ⊗ Medium-size: As Medium-size creatures, Verpine have no special modifiers due to their size.
- ⊗ Speed: Verpine base speed is 10 meters.
- ⊗ Natural Armor: A Verpine's carapace provides a +2 natural armor bonus to Defense.
- ⊗ Telecommunication: Verpine can send radio waves through their antenna, allowing communication with other Verpine as well as specially tuned comlinks. The ability is limited for individuals (range 1 kilometer), but when working together, a Verpine hive can broadcast over great distances. (The range increases to 50 kilometers for each Verpine broadcasting from a hive.)
- ⊗ Skill Bonus: Verpine have superior vision and gain a +2 species bonus on Search and Spot checks.

This bonus increases to +4 when the use of either skill is limited to a range of 6 meters.

⊗ Bonus Feat: Verpine gain the bonus feat Gearhead.

⊗ Free Language Skills: Read/Write and Speak Verpine.

Verpine Commoner: Init +0; Defense 12 (+2 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Computer Use +2, Craft (any one) +2 or Profession (any one) +2, Knowledge (any one) +1, Read/Write Verpine, Repair +2, Search +2 (+4 within 6 meters), Speak Basic, Speak Verpine, Spot +2 (+4 within 6 meters).

Feats: Gearhead.

Vodran

Vodrans, like the Klatooinians and Nikto, are a humanoid species permanently indentured to the Hutts. More than 25,000 years before the Battle of Yavin, the Hutts challenged a galactic tyrant named Xim the Despot for control of the Si'klaata Cluster. The Hutts sent ambassadors to Vodran, Kintan, and Klatooine in search of powerful allies. On Vodran, what they found instead were technologically primitive dianoga hunters and fisherfolk living in thatched huts. The Vodrans believed the Hutts were terrible gods and immediately bowed to their will.

After defeating Xim, the Hutts subsumed the Vodran homeworld into their stellar empire. The Vodrans have served their Hutt masters loyally ever since. Hutt culture quickly supplanted the Vodran way



of life. The Vodrans created their own miniature *kajidics*, imitating the clan structure of their sluggish overlords. Each Vodran clan answers to a powerful Hutt kajidic, and though the Hutts gave hyperspace technology to their Vodran servants, few Vodrans would dare travel abroad without first seeking permission from their Hutt masters.

A few Vodrans possess sufficient individuality to reject the tenets of their society, but they are treated as outcasts. Some Hutts will hire bounty hunters to hunt down these freethinking traitors, while others could care less about the loss of one useless Vodran servant.

Personality: Vodrans are simple-minded beings who lack individuality, believing in the well-being of the Hutts regardless of how many Vodrans must die to protect that well-being. Unlike their Hutt masters, Vodrans partake of few, if any, diversions. They have trouble mastering complex social behaviors such as etiquette or innuendo.

Physical Description: Humanoid, with leathery brown skin, black featureless eyes, a flat nose, and a face ringed by horny protrusions, the average Vodran stands about 1.75 meters tall. A Vodran's underdeveloped facial muscles permit only a slight range of facial expressions.

Homeworld: Vodran, one of many inhabited worlds in the Si'klaata Cluster (located in the Outer Rim), is a jungle world infested with predators and scavengers, including the loathsome dianoga. Many Hutts make their homes on Vodran, breaking the backs of their Vodran servants to maintain their opulent lifestyle.

Language: The Hutts eradicated the Vodrans' ancient language millennia ago. Huttese is now the Vodrans' native language.

Example Names: Meido Lyceri, K'i'ietu Mutela, Xenon Nnaksta, Lakren Plooru, Saran Vydek.

Age in Years: Child 1–11; young adult 12–16; adult 17–44; middle age 45–64; old 65–79; venerable 80+.

Adventurers: Vodrans are normally encountered outside of Hutt service only when they are sold to others. Occasionally, a Vodran overcomes his or her social conditioning and inbred inclination to obey authority. Other members of the species treat these freethinking individuals as renegades and lunatics. Vodran heroes are typically scoundrels, scouts, or soldiers, although Force-users are also possible.

Vodran Species Traits

- ⊕ **Ability Modifiers:** +2 Constitution, –4 Intelligence, –2 Charisma. Vodrans who lack the biological and sociological imperative to obey the Hutts take a –2 penalty to Intelligence instead of the normal –4 penalty.
- ⊕ **Medium-size:** As Medium-size creatures, Vodrans have no special modifiers due to their size.
- ⊕ **Speed:** Vodran base speed is 10 meters.

⊕ **Natural Armor:** A Vodran's leathery hide provides a +1 natural armor bonus to Defense.

⊕ **Hutt Loyalty:** Any check made to bribe, blackmail, or seduce a Vodran in the service of a Hutt suffers a –8 penalty. A Vodran indentured to the Hutts will follow a Hutt's orders regardless of the danger, even if obedience means certain death for the Vodran. Vodran heroes who do not pledge absolute loyalty to the Hutts do not gain this ability.

⊕ **Skill Bonus:** Vodrans gain a +2 species bonus on Survival checks.

⊕ **Free Language Skills:** Read/Write and Speak Huttese.

Vodran Commoner: *Init* +0; Defense 11 (+1 natural); Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 6, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) –1 or Profession (any one) +1, Read/Write Huttese, Speak Basic, Speak Huttese, Survival +2.

Feats: None.

Vor

The Vors are a peaceful avian species that doesn't wish to get involved in galactic politics. Vors prefer a simple life. Their homes are half buried in the ground to withstand their homeworld's powerful winds.

The Vors use their keen aesthetic sense to build architectural wonders of otherworldly beauty and elegance. Their most cherished accomplishment—the physical and spiritual center of their homeworld—is the Cathedral of Winds. This intricate crystalline structure stands several hundred meters tall and is riddled with flutelike apertures or blowholes. By covering and uncovering the holes with their bodies in perfect order, Vors can create ethereal music that wafts across the plains. Once per year, the Vors perform a concert like none other in the galaxy. A concert at the Cathedral of Winds is special event, and the Vors consider it their highest honor to perform in the concert. The Vors refused to perform their music for offworlders during the reign of the Empire and have only recently allowed New Republic and other dignitaries to attend these shows.

Personality: Vors are tranquil, imaginative, and spiritual beings who loathe discord. Vors usually consider what is best for their society, clan, or colleagues instead of their own needs or the needs of any one individual. Vor suppress their emotions, remaining composed even in times of great joy or tragedy and saving their emotional outbursts for private moments.

Physical Description: Vors are reptilian avians with flat, pointed heads, slender limbs, and translucent, membranous flaps of skin extending from their



wrists to their haunches. The Vors use these wing flaps to fly, and their hollow bones enable them to fly gracefully despite their relatively short, 3-meter wingspan. The average Vor stands about 2 meters tall.

Homeworld: Vortex, a blue-gray Mid Rim planet with a severe axial tilt that causes sudden seasonal changes and fierce windstorms. Grassy, multicolored plains stretch for thousands of kilometers across the planet's surface.

Language: Vorese is a melodious language of soft chirps, lilting squawks, and trilling whistles. Swirling lines and tapered diamond shapes form the individual letters of the Vorese alphabet.

Example Names: Deskalur, Inchiiri, Kaliopi, Krinishen, Sha-viri, Wiliran, Yiruthir.

Age in Years: Child 1–10; young adult 11–15; adult 16–49; middle age 50–69; old 70–84; venerable 85+.

Adventurers: Vors seldom venture far from Vortex. When they do roam the galaxy, Vors tend to be nobles, scouts, tech specialists, and aerobats (see Chapter Two: Prestige Classes).

Vor Species Traits

- ⊕ Ability Modifiers: –2 Constitution, +2 Intelligence.
- ⊕ Medium-size: As Medium-size creatures, Vors have no special modifiers due to their size.
- ⊕ Speed: Vor base speed is 10 meters on land. Their flying speed is 16 meters (average maneuverability).
- ⊕ Skill Bonuses: Vors are able negotiators who hide their emotions well. They gain a +2 species bonus on Bluff and Diplomacy checks.
- ⊕ Free Language Skills: Read/Write and Speak Vorese.

Vor Commoner: Init +0; Defense 10; Spd 10 m, fly 16 m (average); VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SV Fort –1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 8, Int 12, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Bluff +2, Craft (any one) +2, Diplomacy +2, Knowledge (any one) +2, Profession (any one) +2, Read/Write Vorese, Speak Basic, Speak Vorese.

Feats: None.

Vratix

Highly intelligent, hermaphroditic insectoids, the Vratix are the creators of the healing substance known as bacta. The Vratix have used bacta for thousands of years, and since the solution includes chemical fluids exuded by the Vratix themselves, they have never been afraid to share the secrets of bacta production with the rest of the galaxy. A healthy business evolved during the time of the Old Republic once the galaxy at large realized the healing potential of the miracle substance.

The Vratix share their homeworld with Humans who used cartels to control bacta production. Emperor Palpatine chose two cartels, the Zaltin and Xuephra factions, to supply the Empire's bacta, effectively eliminating all competition in the bacta market. Competition between the cartels was harsh, and the Vratix, who were often caught in the middle, fought for reform. Some Vratix resorted to terrorism and sabotage to achieve their agenda, fighting with ruthless desperation and no remorse. With the help of Rogue Squadron, the Vratix eventually liberated their homeworld from the Human cartels and petitioned the New Republic for admission as a member race. During the New Jedi Order era, the Verachen caste of Vratix controls bacta production, supplying the galaxy's needs during the invasion of the Yuuzhan Vong.

Although they deal frequently with offworlders, the Vratix believe that sights and sounds are unreliable and prefer to touch other beings in order to recognize their presence. This custom does not sit well with many of the species they encounter. The custom of referring to themselves in the plural, and by their hive name, stems from the species' hivelike intelligence; for example, a Vratix might say, "We are pleased to meet you. Our name is Akarin."

Personality: Practical and analytical, Vratix have trouble understanding art, music, and other forms of creative expression. They act cautiously, never rushing into situations without due consideration of the consequences. Because of their knowledge of bacta, Vratix are natural healers. However, most lack the compassion to view the healing process as anything more than a biological exercise.

Physical Description: A Vratix has large compound eyes, a stalklike neck, and six limbs sprouting from a cylindrical thorax and abdomen. Two triple-jointed arms extend from the shoulders, ending in long, three-fingered hands. Vratix stand upright on four legs. The rearmost pair are well muscled and used for jumping. Their triangular heads sport two floppy antennae. Small, thin hairs cover a Vratix's body and exude a chemical that changes the color of the skin as an expression of emotion. Vratix average 1.8 to 2.3 meters tall. Most are greenish gray, though their carapaces usually darken with age.

Homeworld: Thyferra, a temperate world with two moons located in the Inner Rim. Most Vratix live in modest rain-forest villages consisting of high towers with circular terraces and arching bridges connecting them.

Language: Vratix speak their own high-pitched language, which is punctuated with clicking sounds and skin color changes. Other species can learn to understand the Vratix language (by spending a skill point on the Speak Vratix skill) but cannot speak it. Since the Vratix trade extensively with other species, many Vratix learn to speak Basic as well.

Example Names: All Vratix have two names. The first is their hive name, the second a given name.

Examples include Akarin Xerer, Akarin Ricaev, Qlaeren Hirf, Qlaeren Rhirr, Toqor Reen, and Toqor Irfwix.

Age in Years: Child 1–12; young adult 13–19; adult 20–79; middle age 80–139; old 140–174; venerable 175+.

Adventurers: Vratix adventurers are usually tech specialists who earn their keep as engineers or medics, although members of the species are not restricted from any heroic class.

Vratix Species Traits

- ⊕ Ability Modifiers: –2 Dexterity, +2 Intelligence, –2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Vratix have no special modifiers due to their size.
- ⊕ Speed: Vratix base speed is 10 meters.
- ⊕ Natural Armor: A Vratix's carapace provides a +2 natural armor bonus to Defense.
- ⊕ Quadrupedal: A Vratix has four legs and gains a +4 stability bonus to resist bantha rushes and trip attacks.
- ⊕ Produce Bacta: Vratix are intimately familiar with the process for creating bacta, using the plant *alazhi* and the synthetic chemical *kavam*. A Vratix can produce a single liter of bacta once per day. This supply has healing properties equivalent to a medpac (see Chapter Seven of the *Star Wars Roleplaying Game*).

⊕ Skill Bonus: Vratix gain a +4 species bonus on Jump checks and Listen checks.

⊕ Free Language Skills: Read/Write and Speak Vratix.

Vratix Commoner: Init –1; Defense 11 (–1 Dex, +2 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 12, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Jump +4, Knowledge (any one) +2, Listen +4, Profession (any one) +1, Read/Write Basic, Read/Write Vratix, Speak Basic, Speak Vratix, Treat Injury +2.

Feats: None.

Vuvrian

Vuvrians hail from the idyllic world of Vurdon Ka. They developed a particularly fine sense of touch as a survival mechanism against the few predators that exist on their homeworld. Their skin is so sensitive they can feel the minute shifts in air temperature that occur when another being walks into a room. Their heightened sensitivity is often mistaken by other species as telepathy or Force powers, and a number of Vuvrians have excelled as Jedi with their innate abilities augmented by the Force. As a Vuvrian ages, his or

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WEEQUAY

her skin becomes increasingly wrinkled and less sensitive, a process that is sped up if he or she spends a great deal of time in harsh offworld environments, such as those found on Tatooine or Hoth.

Vuvrians are natural problem solvers, and they excel in the fields of law enforcement, diplomacy, and business. Even at the height of its power, the Empire turned to Vuvrians to help negotiate trade contracts and rare disputes where terror and military might were impractical or counterproductive. Conversely, their affable natures also made them ideal spies for the Rebels.

Although long-standing members of the greater galactic society, Vuvrians have not undertaken any extensive colonization efforts, nor have they established any large enclaves outside their home star system. Rather, they continue to tour and observe the rest of the galaxy, though they typically find other worlds—and even space stations—unpleasant compared to the paradise of Vurdon Ka. Paradoxically, Vuvrians who settle elsewhere in the galaxy seem to gravitate to harsh planets.

Personality: Vuvrians are cordial, inquisitive, and diplomatic. Although many beings find the physical appearance of Vuvrians disturbing, many of their kind have been counted among the greatest sales-beings, negotiators, peace brokers, and first-contact specialists in the galaxy. It is hard to resist the outgoing personality of Vuvrians, and when they couple it with skilled oratory and logical arguments, it is nearly impossible not to see things their way. Their genuine interest in learning about other societies and species, and helping them solve their problems, makes it easy for them to grasp the quirks of other cultures.

Physical Description: Vuvrians are a humanoid species with oblong-shaped insectoid heads, twelve eyes, and two antennae. Male and female Vuvrians both stand around 2 meters tall, with females of the species displaying slightly lighter builds and somewhat more oblong-shaped heads. They often wear thick, hooded robes to minimize their exposure to alien environments and forestall the lack of sensation that comes upon them with age; wealthy Vuvrians may even wear specially constructed lightweight environmental suits for additional protection.

Homeworld: Vurdon Ka, a pleasant Inner Rim world covered in mosses and primitive plants. The wind is hardly ever stronger than a breeze, the temperatures remain within a 15-degree band, no biting insects exist, and the light of the sun is filtered by a heavy cloud layer that casts the world in a state of perpetual twilight.

Language: Vuvrians have their own language, and most learn to speak Basic as well.

Example Names: Cimilak, Gwent, Kirrewa, Mylthea, Nilzilun, Scrin, Swiegel, Weelax, Wioslea.

Age in Years: Child 1–11; young adult 12–17; adult 18–39; middle age 40–60; old 61–79; venerable 80+.

Adventurers: Vuvrian adventurers are typically nobles, scoundrels, or scouts. Given the species' low pain threshold, Vuvrians make poor soldiers. Force-strong Vuvrians often become Force adepts or Jedi consulars.

Vuvrian Species Traits

- ⊕ Ability Modifiers: –2 Strength, +2 Intelligence, +2 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Vuvrians have no special modifiers due to their size.
- ⊕ Speed: Vuvrian base speed is 10 meters.
- ⊕ Pain Sensitivity: Vuvrians do not deal well with pain. They suffer a –1 penalty on all Fortitude saves. Whenever they take wound damage, they must succeed at a Will save (DC 12) or be stunned for 1 round. Middle-aged Vuvrians gain a +2 bonus on the Will save, while old and venerable Vuvrians gain a +4 bonus on the save.
- ⊕ Skill Bonus: Vuvrians use their twelve eyes to see in nearly every direction at once. They gain a +4 species bonus on Spot checks.
- ⊕ Bonus Feats: Vuvrians gain the bonus feat Trustworthy. Vuvrians with the Force-Sensitive and Sense feats gain the bonus feat Aware.
- ⊕ Free Language Skills: Read/Write and Speak Vuvrian.

Vuvrian Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk –1 melee (1d3–1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort –1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 10, Int 12, Wis 10, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2, Diplomacy +3, Gather Information +3, Knowledge (any one) +3, Profession (any one) +3, Read/Write Basic, Read/Write Vuvrian, Speak Basic, Speak Vuvrian, Spot +4.

Feats: Trustworthy.

Weequay

Weequay are vicious warriors with no concept of individuality. They worship a pantheon of deities, chief among them the god of the moon, Quay. The species' name translates as "Follower of Quay," and Weequay warriors honor Quay with ritual sacrifices and bloody murders. They also erect shrines of black stone, called *thals*, to honor their gods. Although primitive by galactic standards, they are capable crafters. The Weequay had achieved an industrial level of technology before making contact with the rest of the galaxy.

A Weequay communicates with Quay using a tiny orb (also called a "quay") capable of answering simple questions with simple answers. For instance, if a Weequay asks the orb whether he will become a great warrior, the quay might respond with "It is decidedly so," or "Ask again during the next full moon." To a Weequay, the orb's answers are irrefutable. Other

species of the galaxy use these simple scrying devices for entertainment, and their predictions are just that.

Male Weequay grow a new braid each year they're away from their homeworld and shave it off when they return, even if only briefly.

Personality: Weequay are brooding, superstitious beings prone to violence. Weequay lack individual names, referring to themselves simply as "Weequay," though they will answer to names given to them by others they trust. They rarely talk, even among their own kind.

Physical Description: Humanoid, with leathery skin, a flat nose, lipless mouth and a bony frill along each jaw, the average Weequay stands about 1.7 meters tall. Male Weequay have one or more long dark braids of hair collected into a topknot. Female Weequay are completely bald.

Homeworld: Sriluur, a semi-arid world on the periphery of Hutt Space in the Outer Rim. Weequay originally roamed the deserts of Sriluur to avoid predators. As their technology advanced to an industrial level, makeshift cities began to form near the ocean shores. These cities provided much-needed protection from Sriluur's predators and access to its bountiful seas.

Language: Weequay mainly communicate through a complex series of pheromones. Only members of the same tribe can understand each other's pheromones. To communicate between tribes, Weequay speak Sriluurian, a language of subdued whispers and guttural mumbles. Written Sriluurian uses hieroglyphics to communicate simple ideas.

Example Names: Weequay lack individual names. Other species sometimes give them names (or nicknames). Sample names include Adazian Liebke, Ak-buz, Ak-rev, Diergu-Rea Duhnes'rd, Fyg, Grimorg, Labansat, Nort Toom, Ploan, Que-Mars Redath-Gom, Solum'ke, Sora Bulq, and Tas Kee.

Age in Years: Child 1-12; young adult 13-17; adult 18-49; middle age 50-74; old 75-89; venerable 90+.

Adventurers: Individual Weequay who leave Sriluur find work hard to come by. Groups of Weequay are often sought after for their tight-lipped attitude and excellent teamwork: the Hutts employ them for these reasons.

Weequay Species Traits

- ⊕ Ability Modifiers: +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -4 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Weequay have no special modifiers due to their size.
- ⊕ Speed: Weequay base speed is 10 meters.
- ⊕ Pheromonal Communication: Weequay can communicate silently with other members of their tribe by creating a scent that other Weequay (and any creature or being with the scent ability, such as a Whiphid or Yuzzem) can detect, though only members of the "speaker's" clan can understand

it. This communication scent can be detected from 20 meters away (40 meters upwind or 10 meters downwind).

- ⊕ Free Language Skills: Read/Write and Speak Sriluurian.

Weequay Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 8, Wis 8, Cha 6. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Read/Write Sriluurian, Speak Basic, Speak Sriluurian.

Feats: None.

Whiphid

Whiphids are nomadic hunters by nature, migrating across the vast tundra of their homeworld during the long winter and returning home each summer to enjoy the brief warm weather. A Spearmaster leads each Whiphid tribe, determining where the tribe camps and hunts. All other responsibilities are left to each individual.

Water harvesters from nearby arid worlds first contacted the Whiphids during the time of the Old Republic. The hulking brutes were smitten by the visitors' advanced technology, appreciating the luxuries it offered. Many Whiphids eagerly left their homeworld to travel among the stars in search of lucrative careers.

Personality: Whiphids are natural predators who enjoy the sport of the hunt nearly as much as the thrill of making a kill. When dealing with offworlders, Whiphids exhibit pleasant, outgoing personalities. They generally know the difference between "friend" and "food," though some Whiphids have had to learn the hard way. Whiphids have few scruples and often let their greed and gluttony get the better of them. Many of them are drawn to shady yet lucrative professions.

Physical Description: Whiphids are bulky bipeds with shaggy yellow-white or golden fur. The average Whiphid stands 2.5 meters tall and has an elongated snout, two large tusks jutting from the lower jaw, and rending claws. (Females tend to be slightly shorter and heavier than the males.) In warmer climates, Whiphids look considerably slimmer. Their bodies reduce their fat stores and shed much of their coat to avoid overheating.

Homeworld: Toola, located in the Outer Rim's Kaelta system, has a thin atmosphere and is far from its sun for most of its year. It is a frigid tundra world, except during the brief summer when the snow melts, vegetation grows, and creatures adapt to the warmer weather.

Language: Whiphids speak a language of the same name that consists of snorts, growls, and bellowing barks. They have no written language.

Example Names: Aiks Fwa, Ch'unkk, D'Whopp, Fillin Ta, Jempa, J'Quille, Jun Seros, K'Kruhk, Mubbin, Nuron Gep, Polrowl, Valarian, Waroopa.

Age in Years: Child 1–10; young adult 11–15; adult 16–54; middle age 55–84; old 85–99; venerable 100+.

Adventurers: Once Whiphids learned about the galaxy, they were eager to see it first hand. Although primitive, Whiphids quickly learn to use standard items such as blasters and starships. Spacefaring Whiphids can be genial but often become criminals, bounty hunters, and high-priced mercenaries.

Whiphid heroes are typically scoundrels, scouts, and soldiers. Whiphid nobles, tech specialists, and Force-users are extremely rare.

Whiphid Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, +2 Constitution, –2 Intelligence, –2 Charisma.
- ⊕ **Large:** As Large creatures, Whiphids take a –1 size penalty to their Defense, a –1 size penalty on attack rolls, and a –4 size penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m. Their lifting and carrying limits are triple those of Medium-size characters (see Carrying Capacity in the *Star Wars Roleplaying Game*).
- ⊕ **Speed:** Whiphid base speed is 10 meters.
- ⊕ **Natural Weapons:** A Whiphid can choose to attack with a claw instead of a normal unarmed strike. The claw attack deals 1d6 points of slashing damage (plus the Whiphid's Strength modifier) and does not provoke attacks of opportunity.
- ⊕ **Scent:** Whiphids can detect creatures within 10 meters by sense of smell. If the source of the scent is upwind, the range increases to 20 meters; downwind, it decreases to 6 meters. Strong scents double the range, and overpowering scents triple it. See Special Qualities in Chapter Fourteen of the *Star Wars Roleplaying Game* for more information on the scent ability.
- ⊕ **Insulating Fur:** Thanks to their thick fur, Whiphids gain a +4 species bonus on Fortitude saves to resist the effects of extreme cold (see Heat and Cold in Chapter Twelve of the *Star Wars Roleplaying Game*).
- ⊕ **Primitive:** Whiphids with professional or heroic classes receive the bonus feats Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) instead of the usual Weapon Group Proficiency feats.
- ⊕ **Free Language Skill:** Speak Whiphid.

Whiphid Commoner: Init +0; Defense 9 (–1 size); Spd 10 m; VP/WP 0/12; Atk +0 melee (1d4+1, unarmed strike) or +0 melee (1d6+1, claw) or –1 ranged; SQ Species traits; SV Fort +1, Ref +0, Will +0; SZ L; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Hide –4, Speak Basic, Speak Whiphid, Spot +1, Survival +1.

Feats: None.

Wookiee

Wookiees are widely recognized as one of the strongest and fiercest intelligent species in the galaxy, but their homeworld of Kashyyyk has predators so powerful that the Wookiees must live in the tops of the world's giant *wroshyr* trees.

Wookiees developed the ability to leave their homeworld only a few millennia before the Battle of Yavin. Even then, they acquired the necessary boost in technology from their spatial neighbors, the Trandoshans, who came to the forested planet in hopes of establishing colonies. The fierce Wookiee natives drove them off, but the Trandoshans left behind a single ship that the inquisitive Wookiees easily disassembled, analyzed, and replicated. Soon, the first Wookiee explorers set off into the black depths of space.

When the Republic first made contact with Kashyyyk, the Wookiees were engaged in a war against the Trandoshans. The Republic mediated the dispute, and the Wookiees eagerly joined the galactic community. During the days of the Republic, the Wookiees were admired as honorable, trustworthy warriors and technical experts, due to their knack for repairing all types of machinery. When the Empire came to power, however, the Trandoshans, for whom the war against the Wookiees never really ended, gained ultimate victory when they convinced the Emperor to declare all Wookiees slaves. Only when the New Republic was founded did the Wookiees regain their freedom and once again become active in the galaxy at large.

Wookiees have a great many customs and traditions that revolve around honor and loyalty, including the special bond of friendship called the honor family, and the sacred pledge of honor called the life debt. Though arboreal, a Wookiee never uses his or her climbing claws in combat; doing this is considered dishonorable and a sign of madness.

Personality: While Wookiees have a well-deserved reputation for hostility (such as pulling arms off droids and ears off gundarks), they also possess a great capacity for kindness. Wookiees tend to be honorable, rash, loyal, and short-tempered.

Physical Description: Large, arboreal humanoids covered in thick fur, Wookiees stand between 2 and 2.3 meters tall.

Homeworld: The jungle world of Kashyyyk, located in the Mid Rim. Wookiees build their communities amid the crowns and boughs of Kashyyyk's enormous *wroshyr* trees.

Language: Wookiees speak Shyriiwook, which consists of grunts and growls. They can understand Basic but cannot speak it due to vocal limitations.

Example Names: Arikabukk, Attichitcuk, Busurra, Chenlambec, Chewbacca, Dryanta, Froral, Gaartatha,



Grasheel, Grayyshk, Isshaddik, Jipirri, Kerritharr, Kichiiir, Krotorra, Lofryyhn, Lowbacca, Mallatobuk, Nagraoao, Nawruun, Raabakysh, Rairra, Rorworr, Shoran, Tarkazza, Utchakkaloch, Yaruu, Yrcanna.

Age in Years: Child 1–12; young adult 13–17; adult 18–300; middle age 301–350; old 351–399; venerable 400+.

Adventurers: Wookiees usually begin their adventuring careers as wanderers or explorers. They tend to bond with fellow adventurers, forming extended honor families. Some even pledge life debts to individuals who perform a great service (such as saving a Wookiee's life).

Wookiee heroes may belong to any class, although scouts, soldiers, and tech specialists are most common. The great trees of Kashyyyk hold a few Wookiee Force adepts, and a few Wookiees have even taken up the traditions of the Jedi.

Wookiee Species Traits

- ⊕ **Ability Modifiers:** +4 Strength, –2 Dexterity, –2 Wisdom, –2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Wookiees have no special modifiers due to their size.

- ⊕ **Speed:** Wookiee base speed is 10 meters.
- ⊕ **Rage:** When necessary, a Wookiee can fly into a rage. In a rage, a Wookiee gains phenomenal strength and durability, but becomes reckless and less able to defend himself. A raging Wookiee temporarily gains +4 Strength, +2 vitality points per level (+0 for commoners), and a +2 rage bonus on Fortitude and Will saves, but suffers a –2 penalty to Defense.

A raging Wookiee cannot use skills or feats that require patience and concentration (such as the Climb skill, the Combat Expertise feat, or any Force-based skill). The fit of rage lasts for a number of rounds equal to 5 + the Wookiee's Constitution modifier. When the rage ends, the Wookiee loses the bonus vitality points gained from the rage and is fatigued (–2 penalty to effective Strength and Dexterity, cannot run or charge) for a number of rounds equal to the rage's duration.

- ⊕ **Extraordinary Recuperation:** A Wookiee regains vitality and wound points at twice the normal rate (2 vitality points per character level per hour, 2 wound points per day of rest).
- ⊕ **Skill Bonuses:** Wookiees gain a +2 species bonus on Climb checks and a +4 species bonus on Intimidate checks.
- ⊕ **Free Language Skills:** Read/Write and Speak Shyriiwook, and Speak Basic (understand only).



Wookiee Commoner: Init -1; Defense 9 (-1 Dex); Spd 10 m; VP/WP 0/10; Atk +2 melee (1d3+2, unarmed strike) or -1 ranged; SQ Species traits; SV Fort +0, Ref -1, Will -1; SZ M; FP 0; DSP 0; Rep +0; Str 14, Dex 8, Con 10, Int 10, Wis 8, Cha 8.

Equipment: Variety of personal belongings.

Skills: Climb +4, Craft (any one) +2 or Profession (any one) +1, Intimidate +3, Read/Write Shyriiwook, Speak Basic (understand only), Speak Shyriiwook, Survival +1.

Feats: None.

Woostoid

Woostoids are slender humanoids whose logical minds give them a natural affinity for computer technology and database management. In the days of the Old Republic, Woostoids were often found at the head of bureaucracies devoted to the collection and analyzing of data, and Woostri (their homeworld) was the single largest repository of Old Republic databases apart from Coruscant itself. The Empire and New Republic also made use of Woostri's large databases. One of the acknowledged Wonders of the Galaxy, the HoloScan Database, is located on Woostri. It is the most complete research facility known to exist, a huge complex thousands of kilometers across and hundreds of stories high. For a few credits per visit, the Woostoids and their computers can locate information on everything from the latest members of the Senate to pre-Old Republic civilizations within a matter of minutes.

Since the Woostoids are so adept at computer technology, a large portion of Woostri's manufacturing and other production sectors are computer controlled and automated. This leaves them with a substantial amount of free time, so large portions of their economy are devoted to recreation. With the exception of a short period during Grand Admiral Thrawn's counter-strikes against the New Republic, Woostri has been a favored vacation spot for all species. The world's white sand beaches, its many music and holo-theater complexes, and its vast amusement parks are always teeming with representatives of every spacefaring species. The Woostoids welcome them all with open arms, delighting in the diversity it brings to their world.

Given their gentle and friendly nature, it seems surprising to many that the Woostoids were staunch supporters of the Emperor's New Order. Even in the days of the New Republic, Woostoid scholars produce works that extol the virtues of the philosophical underpinnings of the Empire. The Woostoids found the order the Empire wished to impose upon the galaxy both comforting and "right." They were disturbed by its warlike tendencies, but they believe that if the Emperor had not been obsessed with military power, the eventual result may have been a galactic paradise. Naturally, few other beings outside

the remnants of the Empire agree with the Woostoid outlook on this matter.

Personality: Woostoids are a peaceful species in the extreme—they find even the concept of warfare frightening. Their minds work in such a way that they always think of situations in an orderly manner, trying to create logical ties between events. When presented with chaotic situations or facts that have no logical pattern, they become confused and disoriented.

Physical Description: Woostoids have dark orange skin and thick red hair. They have large, bulbous black eyes that rarely blink. Traditionally, they wear long flowing robes of shiny, bright-colored materials. Adult Woostoids stand between 1.5 and 2 meters tall.

Homeworld: Woostri, an advanced industrial world located in the Expansion Region.

Language: Woostoids speak Woostese, a precise language with many different dialects that incorporate local idioms. Woostoids dislike abbreviations, contractions, and similar shorthand—their "perfect" language has no need for such simplification.

Example Names: Wan Akida, Nizu Didarri, Cham Eklou, Bzan Jopol, Shiendi Lomu, Dria Shiko, Shome Trahan.

Age in Years: Child 1–12; young adult 13–19; adult 20–49; middle age 50–79; old 80–99; venerable 100+.

Adventurers: Woostoid adventurers are nobles, scouts, or scoundrels. Woostoids were also common among the ranks of Jedi consulars before the Jedi Purge.

Woostoid Species Traits

- ⊕ Ability Modifiers: -2 Strength, +4 Intelligence.
- ⊕ Medium-size: As Medium-size creatures, Woostoids have no special modifiers due to their size.
- ⊕ Speed: Woostoid base speed is 10 meters.
- ⊕ Pacifism: When faced with a violent encounter, a Woostoid must succeed at a Will save (DC 15) before rolling initiative. If the saving throw fails, the character suffers a -1 penalty to Defense and a -1 penalty on attack rolls because he or she finds the situation extremely disconcerting. The penalties last for the duration of the combat.
- ⊕ Skill Bonus: Woostoids gain a +2 species bonus on Computer Use checks.
- ⊕ Free Language Skills: Read/Write and Speak Woostese.

Woostoid Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk -1 melee (1d3-1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 10, Int 14, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3, Computer Use +4, Knowledge (any one) +4, Profession (any one) +1, Read/Write Basic, Read/Write Language (any one), Read/Write Woostese, Speak Basic, Speak Language (any one), Speak Woostese.

Feats: None.

Xexto

The Xexto are spindly invertebrates native to the Outer Rim planet of Troiken. While it is believed that the Xexto's basic body structure and lightning-fast reflexes developed to help them escape predators while pursuing their own prey through the wilds of Troiken, there is no question that Arkanian genetic manipulation forever altered their evolutionary development.

Although the Old Republic had long since outlawed experimentation on sentient beings, unscrupulous Arkanian geneticists continued to search for primitive sentients on distant planets as fodder for their experiments. Seventeen thousand years before the Battle of Yavin, one such group found the Xexto's forbears—a society of loosely organized hunter-gatherer tribes taking shelter in the trees of Troiken. They relocated a portion of the population to the nearby Quermia system and started conducting an experiment that spanned both star systems and many generations of Xexto. This experimentation created a new “offshoot” species called the Quermians, who were left to their own devices on an idyllic world. Eventually, the Arkanian scientists either lost interest in their Xexto subjects, moving onto other experiments, or decided that risking the wrath of the Old Republic was too great.

The Xexto and Quermian societies did not remain primitive. Independently, they developed technologically advanced civilizations. Both were on the verge of attaining interstellar travel when Republic scouts contacted them. The Quermians and the Xexto joined the galactic community soon thereafter.

Genetic tests verified a commonly held theory that the Xexto and Quermians shared an evolutionary link. The Xexto initially refused to believe they had any connection whatsoever to the Quermians and were deeply offended by the designations that the Old Republic used to differentiate the two species—Troiken Xexto and Quermian Xexto—but they eventually accepted the truth. Yet to this day, the Xexto consider the Quermians no more than pathetic shadows of the greatness they see in themselves.

Personality: The difficult terrain and dangerous predators found on their homeworld have led many Xexto to admire and encourage risk-taking. Despite their thrillseeking nature and willingness to take risks, Xexto are generally well mannered and even-tempered. Questioning a Xexto's bravery is one way to make him or her angry.

Physical Description: Xexto have four arms with six fingers each and two legs with ten toes. Their skin

color ranges from chalk white to pale yellow. Blue, almond-shaped eyes dominate a small head, which is perched atop a long neck. Their brain is split between two parts of their body; the portion located in the head controls primitive emotions and basic biological functions, while the portion in the chest controls higher functions. The average adult stands between 1.1 and 1.5 meters tall.

Homeworld: Troiken, a largely untamed world located in the Outer Rim. Outside of the Xexto cities and the few meager starports that stand near the Podracing tracks, Troiken is covered with carnivorous flora through which fearsome predators prowl and clouds of meat-eating insects swarm.

Language: Xexto have their own language (Xextese) and typically learn to speak Basic as well.

Example Names: Billibango, Freon Drevon, Gasgano, Medeon Holovar, Olot Aleego.

Age in Years: Child 1–4; young adult 5–8; adult 9–35; middle age 36–59; old 60–74; venerable 75+.

Adventurers: Xexto adventurers can belong to any class, with the majority being scoundrels or soldiers. While the Xexto have a number of religious traditions that occasionally prompt mystics to manifest Force abilities and become Force adepts, their thrillseeking natures tend to make them poor Jedi candidates (unlike their Quermian cousins). Xexto like to develop particular areas of expertise and often adopt prestige classes for this reason.

Xexto Species Traits

- ⊕ **Ability Modifiers:** –2 Strength, +4 Dexterity, –2 Constitution.
- ⊕ **Small:** As Small creatures, Xexto gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- ⊕ **Speed:** Xexto base speed is 6 meters.
- ⊕ **Extra Limbs:** Xexto have four arms. The extra limbs give them a +4 species bonus on Climb checks and grapple checks (although they take a –4 size penalty on grapple checks), and they can hold items in each of their four hands.
 - A Xexto has one primary hand and three off hands. A Xexto can wield up to four weapons, but the normal penalties for fighting with multiple weapons apply (see the Multiweapon Fighting feat description in the New Feats appendix).
- ⊕ **Bonus Feat:** Xexto receive the bonus feat Multidexterity, which reduces the penalties they suffer when wielding weapons in both their primary and off hands (see the Multidexterity feat description in the New Feats appendix). They ignore the 15 Dexterity prerequisite for this feat.
- ⊕ **Free Language Skills:** Read/Write and Speak Xextese.

Xexto Commoner: Init +2; Defense 13 (+1 size, +2 Dex); Spd 6 m; VP/WP 0/8; Atk +0 melee (1d2-1, unarmed strike) or -4 melee (1d2-1, 4 unarmed strikes) or +3 ranged; SQ Species traits; SV Fort -1, Ref +2, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 8, Dex 14, Con 8, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +3, Craft (any one) +1 or Profession (any one) +1, Hide +6, Knowledge (any one) +2, Read/Write Xextese, Speak Basic, Speak Xextese.

Feats: Multidexterity.

Yarkora

Yarkora are a tall species of ungulates about which little else is known. They dwell on the fringes of galactic society, collecting and brokering information among the seediest elements of society. The first recorded encounter with one occurred only three years before the Battle of Yavin. Since that time, no one has found their homeworld or knows much about Yarkora culture. For instance, it is unknown whether they developed their own hyperdrive technology or acquired it through legitimate or illicit dealings.

During the Rebellion era, groups of Yarkora helped the Rebel Alliance's efforts at counter-espionage, although they were well paid for their services. A few others served the Rebel Alliance and the Empire as couriers. Their presence has only increased since the formation of the New Republic, although their true loyalties and interests remain inscrutable.

Personality: Yarkora have a well-deserved reputation as sly con artists. They masterfully pry information from others while refusing to divulge information about their past, their culture, or their interests. Their unassuming manner belies a presence that sometimes discomforts and intimidates others. Friendships mean little to them; Yarkora are interested only in people they can manipulate or exploit.

Physical Description: Humanoid, with large three-fingered hands, a long snout, wide nostrils, bushy tufts of hair, and short smooth fur, the average Yarkora stands about 2 meters tall. Despite their stature, Yarkora somehow manage to get around without attracting too much attention.

Homeworld: The Yarkora homeworld remains a mystery. Xenoscientists speculate that Yarkora originated in an arid climate, evolving to become their homeworld's dominant sentient species.

Language: The Yarkora have their own language, although they never speak it in the presence of others. All Yarkora encountered in the galaxy speak fluent Basic.

Example Names: Adaka-Vanac, Haesh-Rulan, Nemor-Jelak, Rault-Sanik, Saelt-Marac.

Age in Years: Child 1-10; young adult 11-18; adult 19-64; middle age 65-94; old 95-124; venerable 125+.

Adventurers: Yarkora have built a reputation as petty thieves and information brokers. So far, no Yarkora has come forward to dispel the myths about their species' behavior or provide even the most basic information about their culture. Until one does, or explorers discover their secret homeworld, others will continue to perceive the Yarkora as a species of galactic scoundrels.

Yarkora adventurers will often join small adventuring groups for as long as it benefits them; however, such alliances are usually tenuous at best. Yarkora heroes are typically nobles or scoundrels; Yarkora lack the dedication and drive to pursue or even appreciate the traditions of the Jedi.

Yarkora Species Traits

- ⊗ **Ability Modifiers:** -2 Dexterity, +2 Wisdom, +2 Charisma.
- ⊗ **Medium-size:** As Medium-size creatures, Yarkora have no special modifiers due to their size.
- ⊗ **Speed:** Yarkora base speed is 10 meters.
- ⊗ **Skill Bonus:** Yarkora gain a +4 species bonus on Gather Information checks.
- ⊗ **Bonus Feat:** Yarkora gain the bonus feat Persuasive.
- ⊗ **Free Language Skills:** Read/Write and Speak Yarkora.

Yarkora Commoner: Init -1; Defense 9 (-1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or -1 ranged; SQ Species traits; SV Fort +0, Ref -1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 10, Wis 12, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Bluff +3, Diplomacy +2, Gather Information +5, Intimidate +3, Knowledge (any one) +1, Profession (any one) +2, Read/Write Yarkora, Speak Basic, Speak Yarkora.

Feats: Persuasive.

Yevetha

The Yevetha are a fierce xenophobic humanoid species from the largely unexplored Koornacht Cluster, located in a Core Worlds region near the edge of the Deep Core.

The Yevetha reproduce by laying eggs in "birth casks," external wombs that are kept in special chambers. Unborn children are fed blood that is absorbed through the shell of the eggs. While it is preferred that the mother feeds the child her own blood, Yevetha leaders often kill underlings and feed their blood to their unborn children. This is considered a great honor for the victim, so Yevetha often volunteer for this fate.

This biological need for blood is one of the primary focuses of Yevetha culture and religious beliefs. A viceroys who is often called "the Blessed" leads their society. He sits at the center of a complex hierarchy,

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serving both as religious and secular leader. He is served directly by the chief military and administrative leaders of N'zoth (the Yevetha homeworld and the capital planet of their multi-system domain). This fanatical group obeys the Blessed without question and would eagerly die for him. The Yevetha people in general are a dutiful, attentive, cautious species shaped by their strictly hierarchical culture.

The Yevetha believed they were the only sentient creatures in the universe until Imperial scouts discovered their world. The superior military might of the Empire's forces delivered such a shock to their sense of place in the galaxy that they initially submitted to Imperial rule. However, around the time of the Battle of Endor, Imperial control of the Koornacht Cluster became lax. The Yevetha struck hard, slaughtering every Human who had settled on their worlds, military personnel and civilians alike. They spent the next decade mastering the technology of the Empire. Twelve years after the defeat of the Empire, the Yevetha struck out from the Koornacht Cluster to purge neighboring systems of any non-Yevetha presence. The resulting military confrontations cost thousands of lives on both sides of the conflict and threatened to topple the New Republic government.

The Yevetha were eventually driven back but continue to zealously defend their borders. Most Yevetha abhor contact with other species and endure intense purification rituals if they are forced to spend time in close quarters with such "vermin." They find the smell of other species repulsive and claim that the stench cannot be removed from their bodies and belongings even after vigorous washing.

Personality: Yevetha are proud, dutiful, attentive, violent, and fatalistic beings who adhere to a strict societal hierarchy and remain unswervingly loyal to their religious beliefs.

Physical Description: Yevetha are tall, gaunt humanoids with wide-set black eyes, six-fingered hands, and retractable dewclaws in each wrist. Their necks and backs are scaled—an evolutionary vestige of natural body armor once possessed by their species. The males of the species have scarlet facial crests along their cheeks and jaws, with a larger crest running across the top and down the back of their heads. A male's facial crests swell when he is spurred to violence, while the crest on his head engorges when he is ready to mate. Female Yevetha exhibit no such features.

Male and female Yevetha are of roughly the same height and build, with adults standing anywhere from 1.5 to 2.5 meters tall.

Homeworld: N'zoth III, a dry gray-green world located in the system of the same name, in the Core Worlds region.

Language: Yevetha speak their own language (Yevethan). While they can speak Basic with ease, few of them know it due to their isolation from the rest of the galaxy.

Example Names: Dar Bille, Eri Palle, Kez-Haarl, Nil Spaar, Vol Noorr, Vor Duull, Zar Braan.

Age in Years: Child 1–5; young adult 6–11; adult 12–44; middle age 45–66; old 67–80; venerable 81+.

Adventurers: Yevetha adventurers are typically soldiers, although fringers, nobles, and tech specialists also exist. No known Force traditions exist among the Yevetha.

Yevetha Species Traits

- ⊕ **Ability Modifiers:** +2 Strength, –2 Intelligence, –2 Charisma.
- ⊕ **Medium-size:** As Medium-size creatures, Yevetha have no special modifiers due to their size.
- ⊕ **Speed:** Yevetha base speed is 10 meters.
- ⊕ **Natural Weapons:** Yevetha have retractable dewclaws that they use to make unarmed attacks without provoking attacks of opportunity. A Yevetha can strike with both claws in a single round but takes the normal penalties for fighting with two weapons (see Table 8–3: Two-Weapon Fighting Penalties in the *Star Wars Roleplaying Game*). Each claw deals 1d4 points of piercing damage plus the Yevetha's Strength modifier. Extending or retracting the claws is a free action.
- ⊕ **Xenophobic:** Yevetha despise all other species and ruthlessly hunt down trespassers in their space. They suffer a –8 penalty on Diplomacy or Charisma checks made to improve the attitudes of members of other species. Likewise, they impose a –8 penalty on other species' attempts to improve Yevetha attitudes toward them.
- ⊕ **Skill Bonus:** Yevetha are mechanically inclined and gain a +2 species bonus on Repair checks.
- ⊕ **Bonus Feat:** Yevetha gain the bonus feat Ambidexterity.
- ⊕ **Free Language Skills:** Read/Write and Speak Yevethan.

Yevetha Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +1 melee (1d4+1, claw) or –3 melee (1d4+1, 2 claws) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Profession (any one) +1, Read/Write Yevethan, Repair +1, Speak Yevethan.

Feats: Ambidexterity.

Yinchorri

When the Yinchorri system was first charted five centuries before the Battle of Yavin, explorers found it resource-poor and unworthy of colonization. Further, the Yinchorri were deemed too primitive to be any great boon to the Republic, so they were largely ignored until a year before the Battle of Naboo, when they officially joined the Republic. They gained interstellar travel capabilities, most likely from stolen

technology, shortly after their admission into the Galactic Senate.

Slavers quickly learned to avoid the Yinchorri star system, as the Yinchorri made terrible slaves—they tended to fight to the death rather than be enslaved, while individuals were so uncooperative that they either starved themselves to death or had to be put down.

Until shortly before the Battle of Endor, the Yinchorri lived in city states, with each community fielding its own army and having its own leaders, usually a Council of Elders. Each city-state had a number of satellite communities that grew food and mined resources for the central city, and a city's power was measured by how many smaller settlements are needed to keep it supplied. For many centuries, Tol-Kachorn was the mightiest of all Yinchorri city-states, with nearly one hundred villages and five other cities and attendant communities under its rule. Other cities occasionally tried to equal or rival Tol-Kachorn, which led to brutal campaigns of conquest, followed by widespread chaos in the region once the emerging empire collapsed.

The Yinchorri initially went unnoticed and undisturbed by the Emperor's New Order; as the system contained few resources, no one felt the need to call attention to the obstinate species that dwelled there. The one exception—and one of Yinchorri's greatest

tragedies—was when the system's Imperial governor decided the Yinchorri could serve as the perfect bait in a plot to capture Princess Leia (and advance his career past a dead-end posting in a useless star system). He captured the leaders of the various Yinchorri councils of elders and offered to trade their lives back to the Yinchorri in exchange for Leia. The Yinchorri people felt that the life of one Human was an adequate price for their beloved elders, so they set a trap for the Rebel leader. When the governor tried to double-cross the Yinchorri, the angry natives overthrew him and his regime.

After becoming fully aware of the evil of the Empire, the Tol-Kachorn council of elders threw their support behind the Rebel Alliance. As the Rebellion established bases in the Yinchorri system, other Yinchorri city-states offered their warriors and starships to the fight as well.

The Empire punished the Yinchorri for their revolt. The sector's Moff, with the full blessing of the Imperial High Command, ordered a massive assault against Yinchorri, and shortly after the fall of Echo Base on Hoth, the Rebel bases in the Yinchorri system were leveled. The cities of Yinchorri were also pounded to rubble by orbital bombardments—even the long history of mighty Tol-Kachorn ended that day. The surviving Yinchorri were reduced to living as nomadic tribes.



The devastation on Yinchorr came to the Emperor's personal attention a few months later, and shortly before the Battle of Endor he ordered all training facilities of his elite personal guard to be consolidated in that system. Yinchorr remained under Imperial domination until nearly a decade after the destruction of the Yinchorri cities; the system was liberated by New Republic forces as part of the campaign to reclaim the territory seized by the forces led by what was reportedly the Emperor's clone.

The surviving Yinchorri came together under the banner of the last son of the leader of Tol-Kachorn's Elder Council. They have since settled in the heavily defended complex once used as the headquarters of The Emperor's Imperial Guard and are currently trying to rebuild their civilization. Yinchorr remains an independent star system into The New Jedi Order era. While the system continues to host a New Republic military base and a small starship repair facility, the Yinchorri have not yet applied for membership in the New Republic.

From the moment they hatch, the Yinchorri join tightly knit, highly supportive communities—first their parents and clutchmates, later the entire village they grow up in, then their professional peers and superiors, and finally a family of their own. When a Yinchorri mates, he or she does so for life, and it is quite common for a widowed individual to die from sorrow within a few days of losing his or her spouse. While the Yinchorri have taken to space travel, few have settled off their homeworld. Those who have, however, have brought their entire extended family with them, essentially transplanting entire villages at a time.

Personality: Yinchorri are resolute, pragmatic, and possessive. They believe that if they're strong enough to take something and hold on to it, it is, by right, theirs. They turn fierce and obstinate when faced with adversity.

Physical Description: The Yinchorri are solidly built reptilian humanoids. Adults stand between 2.4 and 2.7 meters tall, with no significant differences in build between males and females. Their bodies are covered in tough skin that is either brown or dark green and provides them protection from the harsh environment of their homeworld.

Homeworld: Yinchorr, a rocky desert world located in the Outer Rim system of the same name.

Language: Yinchorri speak their own language, and many learn to speak Basic as well.

Example Names: Denrak, Emterrk, Jetar, Jorek, Kardek, Merzok, Qayayir, Solhek, Varuk, Voorna.

Age in Years: Child 1–7; young adult 8–14; adult 15–40; middle age 41–59; old 60–79; venerable 80+.

Adventurers: Yinchorri have taken to the stars with verve, earning their keep as mercenaries, body-

guards, smugglers, privateers, and pirates. Yinchorri adventurers tend to be fringers, soldiers, or scoundrels. Force-using Yinchorri are extremely rare, and no Yinchorri has yet pursued the traditions of the Jedi.

Yinchorri Species Traits

- ⊕ Ability Modifiers: None.
- ⊕ Medium-size: As Medium-size creatures, Yinchorri have no special modifiers due to their size.
- ⊕ Speed: Yinchorri base speed is 10 meters.
- ⊕ Force Resistance: Yinchorri gain a +8 species bonus on Will saves to resist the Force skills Affect Mind, Friendship, Illusion, Telepathy, and any other mind-influencing Force skill that allows the target a Will save.
- ⊕ Cold-Blooded: Yinchorri gain a +4 species bonus on Fortitude saves against heat hazards (see *Heat and Cold* in Chapter Twelve of the *Star Wars Roleplaying Game*).
- ⊕ Bonus Feat: Yinchorri gain the bonus feat Great Fortitude.
- ⊕ Free Language Skills: Read/Write and Speak Yinchorri.

Yinchorri Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +2, Ref +0, Will +0 (+8 against mind-influencing Force skills); SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Profession (any one) +1, Knowledge (any one) +2, Read/Write Yinchorri, Speak Basic, Speak Yinchorri.

Feats: Great Fortitude.

Yinchorri Flutter Pack

Cost: 1,800*	Move: Fly 50 m (good)
Weight: 16 kg	Altitude: 1,000 m
Class: Rocket/jet pack	Max Load: 200 kg

*Available for sale only in the Yinchorr system.

Yinchorri Flutter Squadrons use these devices instead of normal jetpacks to fly through the air. They were first seen during a conflict between the Yinchorri and the Jedi (secretly instigated by Darth Sidious). A flutter pack contains a powerful engine attached to four lightweight, insectlike wings. Activating the pack causes the wings to flutter rapidly, providing lift and thrust. The wearer controls direction and speed using a small console built into a bracer or gauntlet.

The flutter pack operates for 1 hour before its power unit needs recharging (a process taking 8 hours). The flutter pack comes with a set of goggles.

Yuuzhan Vong

Conquerors from beyond the galactic rim, the Yuuzhan Vong are organized, bloodthirsty warriors driven by religious fervor. To the inhabitants of the galaxy who have encountered them, the ritually scarred and disfigured Yuuzhan Vong are terrifying invaders with strange customs and technology. Their planet of origin is still a mystery, but their culture of violent expansion clearly suggests that their homeworld or system—or perhaps even galaxy—has become too small.

Yuuzhan Vong weapons, equipment, tools, and clothing are genetically engineered and adapted life-forms. Using dovin basals—living gravity-well projectors—Yuuzhan Vong ships literally pull themselves through space. The gravitic energy of a dovin basal can also shut down the shields of a spacecraft, or—as the Yuuzhan Vong have demonstrated—pull moons out of their orbit onto their parent planet.

The Yuuzhan Vong enslave or destroy lesser species. Most other species are barely worthy as slaves, and those with the courage to fight for their freedom are granted a swift, clean death. The Yuuzhan Vong's sense of superiority derives from their worship of Yun-Yammka, the Slayer (their god of war). In observance of Yun-Yammka's imperatives, the Yuuzhan Vong spread across the stars, destroying worlds and subjugating other species. At their forefront is the Praetorite Vong, the vanguard force charged with establishing a staging ground in the galaxy.

Yuuzhan Vong society is split into castes commanded by a Supreme Overlord. The Supreme Overlord commands the Yuuzhan Vong with all the authority of a god, which he may one day become if his victories make him legendary. Most Yuuzhan Vong believe that the gods speak with the Supreme Overlord directly, imparting their will. The rest of the Yuuzhan Vong exist only to obey. The castes include the shapers, priests, warriors, intendants, and workers. Although most Yuuzhan Vong are born into their castes, on rare occasions some have improved their station through marriage. More commonly, failed members of the priest and warrior castes can sometimes be found among the intendant and worker castes.

The shapers create virtually everything the Yuuzhan Vong use, from clothing to worldships. A strict set of protocols governs the way shapers create new things, and deviating from those protocols is heresy.

Priests are responsible for communicating the will of the gods and often provide council to the Supreme Overlord and warriors.

The warriors are the most commonly encountered caste outside of Yuuzhan Vong society. They are fierce combatants who fight to the death with zealous fervor. The highest warrior rank is warmaster, followed by supreme commander, commander, subcommander, subaltern, and warrior.

Intendants tend many of the shapers' creations and are responsible for maintaining supply lines during the invasion. Intendants also undertake less savory tasks involving deception and subterfuge—skills frowned upon by warriors.

The workers perform the most menial tasks, such as harvesting equipment and tending to "shaped" creatures. The worker caste includes those who were born as workers, those who failed in other castes, enslaved beings, and Shamed Ones (Yuuzhan Vong whose bodies have rejected living implants or who are deformed in some way). Unlike the higher castes, life-long workers tend to bear no ritual scars or tattoos.

Yuuzhan Vong who aren't confined to the worker caste sacrifice body parts to bring themselves closer to perfection (and thus closer to their gods). As their status improves, so do they "improve" themselves. A shaper might be given a fine manipulating appendage in place of a hand, for example. Warriors who sacrifice limbs and organs are given the chance to replace them with superior parts, assuming they can take these parts from a defeated foe. An ambitious warrior may challenge another of higher station to claim such rewards, although the risk of failure is usually death.

For millennia, different factions of Yuuzhan Vong fought one another to determine which faction would rule supreme. The ultimate conflict between the two greatest clans, known as the Cremlevian War, left the Yuuzhan Vong's galaxy uninhabitable. Only their bioengineered worldships remained, and they, too, began to sicken and die. Heeding the prophecies of the gods, the Supreme Overlord sent long-range scout ships to find a new galaxy the Yuuzhan Vong could call their own.

A short while after the formation of the New Republic, Yuuzhan Vong scouts laid the groundwork for a full-scale invasion of the known galaxy. Twenty-five years later, the first wave of an all-out assault swept in and quickly devastated everything that stood in its way. Their zealous fervor, bizarre living weapons, and seeming invisibility to the Force caught the New Republic and the New Jedi Order by surprise.

The Yuuzhan Vong have torn a ragged path into the heart of the New Republic, pressing all the way to Coruscant. Throughout the invasion corridor, many planets and countless innocent beings have been sacrificed, all for the greater glory of their gods.

Personality: Fearless, cruel, and ambitious, the Yuuzhan Vong believe that pain is the most important sensation in life and death. To die honorably in the service of their gods is a Yuuzhan Vong's greatest aspiration. They find the use of "dead" machines repugnant and consider beings who use them infidels. All other beings are weak, and those who cannot serve as slaves are destroyed. Yuuzhan Vong hate the "Jeedai" above all others, and defeating a Jedi in combat can bring a Yuuzhan Vong warrior great





YUUZHAN VONG GODS

The Yuuzhan Vong believe their gods watch their every move. Yun-Yuuzhan, the Creator, sacrificed parts of his body to create all that is, including the lesser gods. All Yuuzhan Vong are named for him, and it is sacrilege to refer to them as simply "Vong." Yun-Yammka, the Slayer, demands that the Yuuzhan Vong make blood sacrifices. Yun-Harla, the Cloaked Goddess, is the embodiment of both deception and physical alteration. Yun-Ne'Shel, the Modeler, is perhaps the most benevolent of their gods, promoting innovation, gentility, and most commonly fertility, asking for no sacrifices in return. Yun-Shuno, the Pardoner, is the only god Shamed Ones are permitted to appeal to for forgiveness for whatever transgression warrants the gods' displeasure. Yun-Txiin and Yun-Q'aah, the Lovers, are demigods often portrayed as the impulsive, whimsical enemies of Yun-Yammka and Yun-Harla and worshipped by fools in love. ☉

honor. Blasphemy against the gods is the most heinous crime a Yuuzhan Vong can commit and is punishable by a swift and ignoble death.

Physical Description: Yuuzhan Vong have sloping foreheads, pale skin (often scarred and tattooed), and dark, coarse hair. High-ranking Yuuzhan Vong often sacrifice parts of their bodies to honor their gods, then replace them with new, improved ones. The average Yuuzhan Vong stands about 1.9 meters tall.

Homeworld: Yuuzhan Vong originated on an unknown planet far outside the known galaxy. During The New Jedi Order era, they live in enormous bioengineered worldships.

Language: Yuuzhan Vong speak their own language. Few learn to speak other languages, instead relying on tizowyrms (small creatures that crawl into the user's ear) to translate for them.

Example Names: Nom Anor, Dooje Brolo, Malik Carr, Yomin Carr, Chine-kal, Nas Choka, Da'Gara, Elan, Kae Kwaad, Mezhan Kwaad, Kahlee Lah, Qurang Lah, Tsavong Lah, Ma'Shraid, Vua Rapiung, Shedao Shai, Taan, Tu Shoolb, Nen Yim.

Age in Years: Child 1–11; young adult 12–17; adult 18–40; middle age 41–60; old 61–75; venerable 76+.

Adventurers: If a Yuuzhan Vong serves her superiors well, she may be given a great deal of leeway in how she performs her duties, or even be permitted to formulate and execute her own plans. However, Shamed Ones are the only members of Yuuzhan Vong society who might consider forsaking their gods by joining forces with non-Yuuzhan Vong characters, although such aberrant representatives of the species are usually hunted down and killed once identified.

Yuuzhan Vong have no connection to the Force and therefore cannot take levels in any Force-using class.

Yuuzhan Vong Species Traits

- ☉ **Ability Modifiers:** +2 Strength, +2 Constitution, –2 Wisdom.
- ☉ **Medium-sized:** As Medium-size creatures, Yuuzhan Vong have no special modifiers due to their size.
- ☉ **Speed:** Yuuzhan Vong base speed is 10 meters.
- ☉ **Force Absence:** Yuuzhan Vong are "absent" in the Force. Attempting to use Force-sensing, Force Grip, Force Lightning, Force Strike, or Move Object against a Yuuzhan Vong or their vessels and equipment imparts a –10 penalty to the Force-user's skill check. All other Force skills have no effect on Yuuzhan Vong.
 - Yuuzhan Vong can never gain the Force-Sensitive feat (which precludes them from taking any other Force skills or Force feats), and they never gain Force Points. Yuuzhan Vong can accumulate Dark Side Points just as non-Force-sensitive characters do.
- ☉ **Technophobic:** A Yuuzhan Vong character suffers a –4 penalty on ability checks, attack rolls, and skill checks when using unfamiliar pieces of technology such as blaster pistols, blaster rifles, slughtrowers, vibro weapons, heavy weapons, non-Yuuzhan Vong exotic weapons, standard starships, vehicles, and equipment. A Yuuzhan Vong character negates this penalty if he or she has 5 or more ranks in the Knowledge (technology) skill. The GM can waive this penalty if the character has spent a great deal of time in the known galaxy and uses standard technology on a regular basis.
- ☉ **Resistant to Stun:** Yuuzhan Vong gain a +4 species bonus on Fortitude saves against stun attacks from energy weapons.
- ☉ **Free Language Skills:** Read/Write and Speak Yuuzhan Vong.

Yuuzhan Vong Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +1 melee (1d3+1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1 (+5 against stun effects), Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 10, Wis 8, Cha 10, Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Profession +3 (any one), Read/Write Yuuzhan Vong, Speak Yuuzhan Vong.

Feats: None.

Glistaweb

Armor Type: Light armor	Proficiency: Light
Cost: Not available for sale	Maximum Dex Bonus: +5
Damage Reduction: 4*	Armor Check Penalty: –1
Weight: 1 kg	Speed Reduction: None

*Applies to blaster weapon energy only.

Resembling a robe of shimmering cloth, the glistaweb provides no benefit against physical attacks

but absorbs blaster bolt energy. Only high-ranking Yuuzhan Vong have access to this gossamer material.

Thud Bug

Cost: Not available for sale	Stun/Fort DC: –
Damage: 2d6 plus special	Type: Bludgeoning
Critical: 20	Multifire/Autofire: –
Range Increment: –	Size: Tiny
Weight: 0.5 kg	Group: Simple

Thud bugs are nasty little bioengineered weapons that, when released, fly toward the nearest enemy at a speed of 10 meters (perfect maneuverability). A thud bug provides a +5 equipment bonus on the hurler's ranged attack bonus and deals 2d6 points of bludgeoning damage with a successful hit. Furthermore, a struck target must succeed at a Strength check (DC 15) or be knocked prone. The thud bug continues to attack each round until it hits the target, it is destroyed, or the target falls prone, at which point the thud bug becomes dormant. Attacks after the first are treated as melee attacks, made by the thud bug itself. An activated or dormant thud bug has no vitality points or hardness, 1 wound point, a +5 melee attack bonus, no effective ranged attacks, and Defense 19 (+5 Dex, +4 size).

Vonduun Crab-Shell Armor

The Yuuzhan Vong breed vonduun crabs specifically to provide armor for their warriors. Layered plates of living armor shift to adjust to the musculature of their host, breathing and pulsing in response to unspoken commands. Spiky growths protrude from the user's knees, elbows, wrists, and neck, growing as the armor ages. The more developed the vonduun crab, the longer the spikes and the better the armor.

A warrior's rank determines the quality of his armor, as shown in Table 1-1: Vonduun Crab-Shell Armor. If the wearer of a suit of vonduun crab-shell armor dies, the crab shell dies as well. If a character decides to wear dead vonduun crab-shell armor scavenged from a fallen Yuuzhan Vong, apply the following modifiers to the existing suit:

- ⊗ Reduce the armor's DR by 2.
- ⊗ Reduce the Maximum Dexterity Bonus by 1.
- ⊗ Reduce the Armor Check Penalty by 2.
- ⊗ Reduce the wearer's speed by 2 meters.
- ⊗ Add 2 kg to the armor's weight.

Table 1-1: Vonduun Crab-Shell Armor

Yuuzhan Vong Rank	Armor Type	Cost	Damage Reduction*	Maximum Dex Bonus	Armor Check Penalty	Speed Reduction	Weight
Warrior	Light	Not available for sale	3	+4	-3	None	2 kg
Subaltern	Light	Not available for sale	5	+4	-3	None	3 kg
Subcommander	Medium	Not available for sale	8	+3	-3	None	4 kg
Commander	Medium	Not available for sale	12	+3	-2	None	5 kg
Supreme Commander	Heavy	Not available for sale	17	+2	-2	None	6 kg
Warmaster	Heavy	Not available for sale	21	+1	-2	2 m	8 kg

*Unlike standard armor, damage reduction from vonduun crab-shell armor also applies to light saber attacks.

Vonduun crab-shell armor pains those who wear it. Any non-Yuuzhan Vong character who dons a suit of vonduun crab-shell armor must succeed at a Fortitude save (DC 14) or be stunned for 1d4 rounds, during which time he grows accustomed to the pain of wearing the armor. If the wearer removes the armor and later dons it again, a new save must be made.

Yuzzem

With a well-deserved reputation for being temperamental brutes, Yuzzem can surprise other species with their cunning and resourcefulness. The Empire enslaved the Yuzzem in much the same way it did the Wookiees, leading to many slave revolts triggered when the Yuzzem and Wookiees joined forces. Unlike Wookiees, Yuzzem have no inhibitions about using their teeth and claws as weapons.

Despite their formidable strength and large stature, Yuzzem are not at the top of their homeworld's food chain. They run in prides and keep to the treetops to avoid larger predators below. Thanks to Ragna III's mild temperatures and their thick fur, Yuzzem have no need for shelter beyond the forest canopy.

Personality: Although rash and volatile, the Yuzzem follow a strict code of honor and insist on paying their debts. Their fierce presence often overshadows their generous dispositions and strong sense of fair play.

Physical Description: Humanoids with long snouts, thick brown fur, and long powerful arms that end in sharp claws, Yuzzem stands about 2.5 meters tall. A Yuzzem's prominent lower jaw has two tusks that jut upward.

Homeworld: Ragna III, an arboreal planet located in the Mid Rim.

Language: Yuzz is a language of growls, roars, and mews. There is no written form of Yuzz. Yuzz is largely unpronounceable by most other species. Other species, with the exception of Wookiees, must spend 2 skill points (instead of the normal 1) to gain the Speak Yuzz skill. Unlike Wookiees, Yuzzem are capable of speaking Basic.

Example Names: Dek, Gor, Hin, Kee, Pok, Rha, Wuk.

Adventurers: The first Yuzzem left Ragna III as Imperial slaves. Once freed, they found work as mercenaries, enforcers, and mechanics. Many returned



to their homeworld, sparking a new generation of Yuzzem eager to travel the galaxy. Yuzzem heroes can pursue any class, although most are soldiers.

Yuzzem Species Traits

- ⊕ **Ability Modifiers:** +4 Strength, +2 Constitution, -2 Dexterity, -4 Wisdom, -2 Charisma.
- ⊕ **Large:** As Large creatures, Yuzzem take a -1 size penalty to their Defense, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. They have a Face/Reach of 2 m by 2 m/4 m. Their lifting and carrying limits are triple those of Medium-size characters (see Carrying Capacity in the *Star Wars Roleplaying Game*).
- ⊕ **Speed:** Yuzzem base speed is 10 meters.
- ⊕ **Natural Weapons:** A Yuzzem can make a claw or bite attack instead of an unarmed strike. A claw attack deals 1d8 points of slashing damage plus the Yuzzem's Strength modifier. The bite attack deals 1d8 points of piercing damage plus the Yuzzem's Strength modifier. Neither of these attacks provokes an attack of opportunity.
- ⊕ **Scent:** Yuzzem can detect opponents within 10 meters by sense of smell. If the source is upwind, the range increases to 20 meters; if the source is downwind, the range decreases to 6 meters. Strong scents double the range, and overpowering scents triple it. See Special Qualities in Chapter Fourteen of the *Star Wars Roleplaying Game* for more information on the scent ability.
- ⊕ **Physical Intimidation:** Yuzzem may use their

Strength modifier instead of their Charisma modifier for Intimidate checks.

- ⊕ **Fearless:** Yuzzem don't frighten easily and gain a +4 species bonus on Will saves to resist fear effects (such as the Frightful Presence feat).
- ⊕ **Skill Bonuses:** Yuzzem use their sharp claws to aid in climbing and gain a +2 species bonus on Climb checks.
- ⊕ **Free Language Skills:** Read/Write and Speak Yuzz.

Yuzzem Commoner: Init -1; Defense 8 (-1 Dex, -1 size); Spd 10 m; VP/WP 0/12; Atk +1 melee (1d4+2, unarmed strike) or +1 melee (1d8+2, claw or bite) or -1 ranged; SQ Species traits; SV Fort +1, Ref -1, Will -2; SZ L; Face/Reach 2 m by 2 m/4 m; FP 0; DSP 0; Rep +0; Str 14, Dex 8, Con 12, Int 10, Wis 6, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Climb +4, Craft (any one) +2 or Knowledge (any one) +2, Hide -5, Intimidate +3, Read/Write Yuzz, Speak Basic, Speak Yuzz.

Feats: None.

Zabrak

The Zabrak are an early spacefaring race distinguished by patterns of vestigial horns on their heads. Zabrak hail from many worlds and have been spacefarers for so long that they define themselves and each other according to the colony from which they originate.

The harshness of Iridonia, their homeworld, forged in the Zabrak an iron will to survive. Driven to escape their world, they sought



to obtain the knowledge of space flight. When Duros scouts began exploring the Mid Rim Territories, they encountered Zabrak in eight thriving colonies in five different systems.

Each Zabrak colony considered itself a sovereign system. However, each colony and Iridonia itself saw the value of Republic membership from the start. For millennia, the Zabrak-settled worlds marked a galactic frontier, and as the Republic crumbled, the independent-minded Zabrak resisted Imperial control, though not for long.

The Zabrak were made to serve as examples to any other species or planetary group that dared resist the Emperor's will. The Empire established garrisons on all Zabrak-inhabited worlds, plundered or dismantled the Zabrak factories, subjected trade routes through Zabrak-inhabited systems to heavy taxes, and allowed disease to run rampant through Zabrak colonies.

Imperial oppression reunited the Zabrak colonies. Underground resistance movements formed. As the New Republic established itself, the Zabrak sent a single representative to the Galactic Caucus, positioning themselves as a unified state. Whatever fate the future holds, the Zabrak will never again yield to oppression.

Personality: Zabrak tend to be dedicated, intense, and focused. They are sometimes considered single-minded.

Physical Description: Zabrak resemble Humans except for the patterns of vestigial horns that adorn their heads. Several races of Zabrak exist, each with different horn patterns. Female Zabrak have slighter builds than the males, but both stand between 1.6 and 2.1 meters tall as adults.

Homeworld: Iridonia, located in the Mid Rim. Deep canyons scar the planet's landscape. Great winds rip through these canyons, sometimes reaching over 200 kilometers per hour. Seas of frothing acid swirl up into "acid spouts" that soar hundreds of kilometers into the sky. Worse still, these acid seas are home to gigantic predators.

Language: Zabrak speak their own language (Zabrak) and Basic.

Example Names: Aagh Odok, Agen Kolar, Eeth Koth, Eryl Jeth, Kaz Lo, Kooth Aan, Orth Maag, Ro Vira, Sayla Voth, Shad Raal, Tiran Vos, Zag Leer, Zyn Aador.

Age in Years: Child 1–8; young adult 9–14; adult 15–44; middle age 45–55; old 56–69; venerable 70+.

Adventurers: Zabrak adventurers love to explore the galaxy. No challenge is too great to deter a Zabrak. Zabrak adventurers range from fringers from distant colony worlds, to noble ambassadors and merchants, to scouts, soldiers, and even Jedi.

Zabrak Species Traits

⊗ Ability Modifiers: None.

⊗ Medium-size: As Medium-size creatures, Zabrak have no special modifiers due to their size.

⊗ Speed: Zabrak base speed is 10 meters.

⊗ Resilient and Resolute: Zabrak are hardy and possess above-average willpower. They gain a +2 species bonus on Fortitude and Will saving throws.

⊗ Free Language Skills: Read/Write and Speak Basic and Zabrak.

Zabrak Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +2, Ref +0, Will +2; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) or Profession (any one) +1, Knowledge (any one) +2, Read/Write Basic, Read/Write Zabrak, Speak Basic, Speak Zabrak, Survival +1.

Feats: None.

Iridonian Double-Bladed Fighting Pike (Zhaboka)

Cost: 1,000	Stun/Fort DC: –
Damage: 1d8/1d8	Type: Slashing
Critical: 20	Multifire/Autofire: –
Range Increment: –	Size: Large
Weight: 5.2 kg	Group: Exotic

According to Iridonian tradition, the first *zhaboka* were simple wooden sticks with sharp scraps of metal scavenged from shipwrecks bound to either end. The modern double-bladed fighting pike is roughly 2 meters long and consists of a quarter-meter-long leather-bound central grip with a tempered, durasteel blade on each end. Once used to slay and fend off Iridonia's predators, this elegant weapon has achieved a significant ceremonial role in Zabrak culture. Many Iridonian Zabrak train in the *zhaboka* as a matter of ancestral pride.

The wielder can use both ends of the double-bladed fighting pike, incurring the normal attack penalties associated with fighting with two weapons. In this case, the wielder fights as though armed with a one-handed weapon and a light weapon (see Table 8–3: Two-Weapon Fighting Penalties in the *Star Wars Roleplaying Game*). A creature wielding the *zhaboka* in one hand can't use it as a double weapon.

Each end of the *zhaboka* is treated as a separate weapon for purposes of creating mastercraft versions. Thus, a *zhaboka* with one mastercraft +1 blade and one normal blade costs 2,000 credits (double the weapon's normal price); if both blades were mastercraft +1 items, the cost of the weapon would be 4,000 credits.

A *zhaboka* can be unlocked at the grip, folded in half, and carried in a shoulder scabbard for ease of transport. For simplicity, the cost of the shoulder scabbard is included in the weapon's price.





Zehethbra

The Zehethbra are technologically advanced spacefarers who have settled many worlds across the galaxy, giving rise to colonies with distinctive cultural and ethnic traits. They have a reputation as moody and dangerous beings who attack with little provocation. Despite (or perhaps because of) their ferocious reputation, Zehethbra are sought out as bodyguards and soldiers by legitimate governments and criminal organizations alike.

Zehethbra have hair-trigger tempers, and spats between competing individuals can be fierce. While fatalities are rare, more than a few young Zehethbra have perished by allowing their tempers get the better of them when facing down an elder. They have a strong sense of social status and will defer to individuals that prove to be clearly in charge.

Outraged Zehethbra will release a powerful biochemical spray that stuns and disorients anyone caught in the blast. Members of this species are immune to the effects of the spray.

Personality: Zehethbra are moody and temperamental. When angered, a Zehethbra will growl, snarl, and spit at the source of discomfort, hurling terrible epithets at enemies. Despite their irritable attitude, Zehethbra are fiercely protective of their families and clans. They are territorial and do not like having their personal space violated.

Physical Description: Zehethbra are furry, muscular bipeds with fangs. Their fur ranges in color from black to speckled brown. A broad white stripe runs from their noses, up over their heads, and down their backs. Their pawlike hands have claws that add to their fierce appearance but are too small to deal significant damage in combat. A Zehethbra adult stands 1.9 to 2.3 meters tall.

Homeworld: Zeheth, a temperate planet located in the Mid Rim. The Zehethbra live either in urban sprawls or in rural dens built amid the roots of Zeheth's great trees.

Language: The Zehethbra language incorporates snarls, growls, chitters, and angry shrieks. Zehethbra also speak Basic with ease.

Example Names: Clyngunn, Fyntarr, Rygulan, Sarnizak.

Age in Years: Child 1–9; young adult 10–15; adult 16–44; middle age 45–64; old 65–84; venerable 85+.

Adventurers: Most Zehethbra adventurers are fringers and soldiers. A few Zehethbra have explored the Jedi traditions, becoming Jedi guardians or, more rarely, Jedi consulars.

Zehethbra Species Traits

- ☉ Ability Modifiers: +2 Strength, –2 Wisdom, –2 Charisma.
- ☉ Medium-size: As Medium-size creatures, Zehethbra have no special modifiers due to their size.
- ☉ Speed: Zehethbra base speed is 10 meters.

☉ Spray: Once per day, a Zehethbra can emit a stinging biochemical spray in a 4-meter radius. Any living creature caught in the cloud must succeed at a Fortitude save (DC 15) or be nauseated for 2d6 rounds. A nauseated creature can take no actions other than a single move action each turn. Although the spray carries pheromones unique to the sprayer, all Zehethbra are immune to the spray's effect.

☉ Free Language Skills: Read/Write and Speak Zehethbra, and Speak Basic.

Zehethbra Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +1 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +2 or Knowledge (any one) +2, Profession (any one) +1, Read/Write Zehethbra, Speak Basic, Speak Zehethbra.

Feats: None.

Zeltron

Zeltrons are known the galaxy over as unabashed hedonists. All members of the species encourage the pursuit of pleasure in all its forms. Known as the most fun-loving and convivial species in the galaxy, the Zeltrons take recreation and the pursuit of pleasure to new heights. Because of their popularity and lives spent pursuing gratification, Zeltrons are common throughout the galaxy, particularly at spaceports where they can find many prospective mates. Since many Zeltrons also love gambling, these locations serve two purposes for them. For lonely spacefarers living on the fringe and others who find lasting companionship elusive, the ever-willing Zeltrons provide a welcome respite.

Zeltrons can sense the feelings of others as well as to project their own emotions. For this reason, love and comfort are extremely important to them. Though generally pacifistic, Zeltrons are able fighters and stay in peak condition at all times. They enjoy high metabolisms, enabling them to indulge in their culinary cravings.

Zeltron technology is on par with most spacefaring worlds. The Zeltrons possess space travel, advanced agricultural and industrial methods, and excellent knowledge of medicine. Zeltron artists are renowned for their erotic sculptures, paintings, and other works of art. Zeltron courtesans, known as *criblez*, fulfill any physical desire one might have, without limits. Many crime lords, particularly Hutts, have taken special interest in these Zeltron servants.

Personality: Gregarious, warm, lustful, and merry, Zeltrons love parties and people. Zeltrons who reach old age or endure great travails or suffering often manifest different personality traits: a deep melancholy, a fervent passion for justice or a cause, or an intense loneliness and desire for a lasting bond.

Physical Description: Zeltrons are near-Humans with skin colors ranging from pink to crimson. Nearly all are considered (by Human standards) shockingly beautiful and handsome. Zeltrons average 1.8 meters tall.

Homeworld: Zeltros, an idyllic planet located on the edge of the Outer Rim and the Unknown Regions.

Language: Zeltrons have many ancient languages, all of which have faded into obscurity. Zeltrons prefer to speak Basic and dedicate time to master the many idioms that other cultures infuse into the language.

Example Names: Adriav, Arno, Bahb, Dani, Froedi, Heigren, Impella, Jahn, Jahz, Jakira, Joi, Kainae, Kieral, Leonie, Maeve, Mahd, Marruc, Nerus, Opalica, Rahuhl, Rhajani, Sian, Soleil, Spenori, Tamair, Tanai, Trix, Welaem, Yahja.

Age in Years: Child 1–11; young adult 12–18; adult 19–49; middle age 50–64; old 65–79; venerable 80+.

Adventurers: Zeltron adventurers are found among all the classes. Force-sensitive Zeltrons find Jedi training difficult, as the tenets of the Jedi Order generally discourage the indulgence of strong emotions. Still, Zeltron Jedi do exist.

Zeltron Species Traits

- ⊕ Ability Modifiers: –2 Constitution, –2 Wisdom, +4 Charisma.
- ⊕ Medium-size: As Medium-size creatures, Zeltrons have no special modifiers due to their size.
- ⊕ Speed: Zeltron base speed is 10 meters.
- ⊕ Quick Reaction: Zeltrons gain a +1 species bonus on initiative checks.
- ⊕ Empathy: As a free action, a Zeltron can sense the general mood, attitude, and emotional state of another sentient being within 10 meters. The Zeltron can only read a single being's emotions in any given round, and the target cannot tell that his or her emotions are being read. Beings with 1 or more Dark Side Points who succeed at a Will save (DC 12) can resist the empathic probe, although the save is a reaction that the target isn't even aware of. The Zeltron gains a +2 species bonus on Diplomacy, Gather Information, and Sense Motive checks made against the target as long as the Zeltron continues to sense his or her emotions.
- ⊕ Pheromones: Zeltrons can project their emotions onto other living beings within a 10-meter radius. They gain a +2 inherent bonus on Bluff, Diplomacy, Entertain, Handle Animal, and Intimidate checks made against all targets within range. This ability does not affect a creature or individual with 1 or more Dark Side Points. In the case of Diplomacy checks, the inherent bonus granted by this ability stacks with the species bonus granted by the empathy ability, above.
- ⊕ Entertainer: All Zeltrons gain Entertain as a class skill.
- ⊕ Free Language Skills: Read/Write and Speak Basic.

Zeltron Commoner: Init +1 (+1 species); Defense 10; Spd 10 m; VP/WP 0/8; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort –1, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 8, Int 10, Wis 8, Cha 14. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Diplomacy +3* or Entertain (any one) +3*, Gamble +1 or Profession (any one) +1, Knowledge (any one) +1, Read/Write Basic, Speak Basic.

*Does not include special inherent bonuses (see Species Traits).

Feats: None.

Elixir of Infatuation

Cost: 250 (per vial)

Weight: n/a (negligible)

Zeltrons distill this elixir for offworlders seeking to win the affections of others. A creature that imbibes the liquid becomes infatuated with the first creature he or she sees after the elixir is consumed. The mind-influencing effect lasts for 1d4+1 hours, and a successful Will save (DC 15) negates the effect. If the drinker and the source of the infatuation are the same species, apply a –4 penalty to the drinker's save. If both the drinker and the source of the infatuation are Human or near-Human, but of different species, apply a –2 penalty to the save instead. (Near-Human species in this book include Arkanians, Chev, Chiss, Dantari, Khommites, and Zeltrons.) Creatures with Dark Side Points and creatures that are immune to mind-influencing effects are immune to the elixir.

An infatuated creature regards the source of the infatuation as a trusted friend, confidante, and potential love interest. In game terms, the infatuated creature becomes helpful toward the source of the infatuation; see the Diplomacy skill description in Chapter Four of the *Star Wars Roleplaying Game* for a definition of helpful. The elixir does not allow the source of the infatuation to control the infatuated creature. He can try to give the infatuated creature orders (assuming they share a common language), but must succeed at an opposed Charisma check to make the infatuated creature do something it would not ordinarily do. The infatuated creature ignores blatantly suicidal orders. If the source of the infatuation threatens the infatuated creature in any way, either with his words or actions, the infatuated character gets another Will save to negate the elixir's effects.

When the effect wears off, the imbiber's feelings toward the source of the infatuation can remain the same or change to friendly, indifferent, unfriendly, or hostile depending on the circumstances. The GM determines the shift in attitude (if any) for supporting characters; the players decide how their heroes react once the elixir wears off.

A single vial holds one dose of the elixir, which is transparent and odorless. It retains its potency when poured on food or mixed with drink.



Chapter Two: Prestige Classes

For general commentary about prestige classes, see Chapter Twelve of the *Star Wars Roleplaying Game*. The prestige classes presented here are optional elements of the game system, and some GMs may not want them to be accessible to heroes. Players should consult with the GM before choosing any of the following prestige classes.

Aerobat

Birds fly, insects fly, and airspeeders fly. The aerobat soars, twirls, floats, darts, and flies rings around all of them. He would rather touch the clouds than stride on land with the pedestrians.

The aerobat's love of flying goes beyond convenience and evolution. Flight is an intoxicating experience that unleashes another side of the aerobat. The adrenaline rush, confidence boost, and feeling of complete mastery motivate the aerobat to constantly strive to become better at dodging obstacles, avoiding attacks, and flying faster than others of his species.

Aerobats are typically members of flying species, but they can execute maneuvers that would make their winged kin blush with envy. However, even wingless beings can become aerobats with a little help. Some are masters of the Force, while others rely on equipment such as jetpacks and flutter packs. All have one thing in common: They'd rather be flying than doing anything else.

Requirements

To qualify for the aerobat prestige class, a character must fulfill the following criteria.

Base Attack Bonus: +2.

Skills: Spot 4 ranks, Tumble 5 ranks.

Feats: Dodge.

Special: An aerobat must have some means of flight. An aerobat who cannot fly loses all of the class features of the prestige class.

Game Rule Information

Vitality: An aerobat gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The aerobat's class skills, and the key ability for each skill, are as follows:

Entertain* (Cha), Escape Artist (Dex), Jump (Dex), Knowledge* (Int), Move Silently (Dex), Profession* (Wis), Read/Write Language, Search (Int), Speak Language, Spot (Wis), Survival (Wis), and Tumble (Dex).

*This skill encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Entertain (stunt flying), Knowledge (wilderness lore), and Profession (law officer).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the aerobat prestige class. An aerobat only gains these abilities while flying.

Flashy Flier

The aerobat is a flamboyant showoff by nature.

He adds his class level to all Entertain (stunt flying) checks.

Aerial Defense

The aerobat possesses incredible agility while in flight. At 1st level, the aerobat gains a +2 dodge bonus to Defense when airborne.

At 9th level, the dodge bonus increases to +4.

Improved Flying Speed

The aerobat's fly speed increases by 4 meters at 2nd, 6th, and 10th level. The aerobat loses the additional speed if he is carrying a heavy load or wearing medium, heavy, or powered armor.

Power Dive

At 3rd level, an aerobat can perform a dive attack, provided he is at least 8 meters away from his target and at a higher elevation than the target. A dive

Table 2-1: The Aerobat

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+3	+0	Flashy flier, aerial defense +2	+0	+0
2nd	+1	+1	+4	+1	Improved flying speed (+4 meters)	+1	+0
3rd	+2	+1	+4	+1	Power dive	+1	+1
4th	+3	+1	+5	+1	Aerial evasion	+2	+1
5th	+3	+2	+5	+2	Bonus feat	+2	+1
6th	+4	+2	+6	+2	Improved flying speed (+4 meters)	+2	+1
7th	+5	+2	+6	+2	Spiraling charge	+3	+2
8th	+6	+3	+7	+3	Uncanny flying	+3	+2
9th	+6	+3	+7	+3	Aerial defense +4	+4	+2
10th	+7	+3	+8	+3	Bonus feat, improved flying speed (+4 meters)	+4	+2



VOR AEROBAT

attack is treated as a charge (see Chapter Eight of the *Star Wars Roleplaying Game*), and the dodge bonus he gets for being airborne cancels out the -2 penalty for charging. A successful dive attack deals double damage.

Aerial Evasion

At 4th level, a flying aerobat can use his airborne agility to avoid hazards. If exposed to an effect that allows a Reflex save for a reduced effect, the aerobat suffers no negative effects with a successful saving throw. On a failed save, he suffers only the reduced effect.

Bonus Feat

The aerobat gains a bonus feat at 5th and 10th level. This bonus feat is selected from the following list, and the aerobat must meet all of the feat's prerequisites:

Acrobatic, Endurance, Flyby Attack*, Improved Flight†, Improved Flyby Attack†, Improved Initiative, Lightning Reflexes, Quickness, Razorbit†, Razorclaw†, Run.

*This feat appears in the Creature Feats sidebar on page 332 of the *Star Wars Roleplaying Game*.

†This feat appears in the New Feats appendix.

Spiraling Charge

At 7th level, the aerobat can maneuver through the air with tremendous accuracy. He is not required to fly in a straight line when charging or performing dive attacks (see Power Dive, above). The aerobat must still observe all other movement restrictions for his maneuverability class.

Uncanny Flying

At 8th level, the aerobat can no longer be flanked while airborne, since he can react to opponents on opposite sides as easily as he can to a single attacker.





Beastwarden

The relationship between sentient and nonsentient beings, between civilized beings and creatures of the wild, is tenuous at best. On colonized worlds, creatures are often enslaved, exploited, or driven to extinction. Through her connection to the Force, the beastwarden can communicate with nonsentient creatures, coexist with them, and form everlasting bonds of friendship with them. Often mistaken for a hermit, the beastwarden strives to find a niche in the natural ecology of her world, all the while protecting it from the depredations of those who would ravage it.

The beastwarden shuns hyperdrives, ion engines, repulsorlifts, and even mechanized vehicles. To her, the only reliable means of transportation is a stalwart mount. Animals and other creatures are the beastwarden's kindred spirits, without which the beastwarden's life is empty. The beastwarden lives in harmony with beasts not because she must, but because it's in her blood.

A beastwarden lives a rugged, rural life. She travels in the company of herd animals, maintains delicate relations with savage predators, respects nature's scavengers, and realizes the importance of even the lowliest vermin. The beastwarden's most important bond is with her trusted familiar. Preferring the company of her animal familiar above all others, the beastwarden allows her sense of wanderlust to lead her to various corners of her world in search of new life and new adventures.

Requirements

To qualify for the beastwarden prestige class, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Empathy 5 ranks, Handle Animal 8 ranks, Knowledge (wilderness lore) 5 ranks.

Feats: Force-Sensitive, Sense.

Game Rule Information

Vitality: A beastwarden gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The beastwarden's class skills, and the key ability for each skill, are as follows:

Climb (Str), Craft* (Int), Handle Animal (Cha), Knowledge* (Int), Listen (Wis), Profession* (Wis), Read/Write Language, Ride (Dex), Search (Int), Speak Language, Spot (Wis), Survival (Wis), Swim (Str), and Treat Injury (Wis). All Force-, Sense-, and Control-based Force skills for which the beastwarden meets the prerequisites are considered class skills. All Alter-based Force skills for which the beastwarden meets the prerequisites are cross-class skills (even ones that also require Control or Sense).

**This skill encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (tools), Knowledge (wilderness lore), and Profession (tracker).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the beastwarden prestige class:

Starting Feats

The beastwarden gains the following feats:

Track

Weapon Group Proficiency (primitive weapons)

Familiar

A familiar is a normal creature (herd animal, predator, scavenger, or vermin) linked to the beastwarden through the Force. The beastwarden attracts a familiar by spending a Force Point. The familiar must be native to the ecosystem and takes 2d6 rounds to reach the beastwarden. The beastwarden can only have one familiar at a time.

The summoned familiar cannot have more levels than the beastwarden's class level, but it gains a level each time the beastwarden gains a level in this prestige class. The beastwarden can dismiss her familiar at any time but does not regain the Force Point she spent to summon it. A dismissed familiar loses all of the special benefits listed below, as well as any levels gained while linked to the beastwarden. The beastwarden can spend another Force Point to attract a new familiar, if desired.

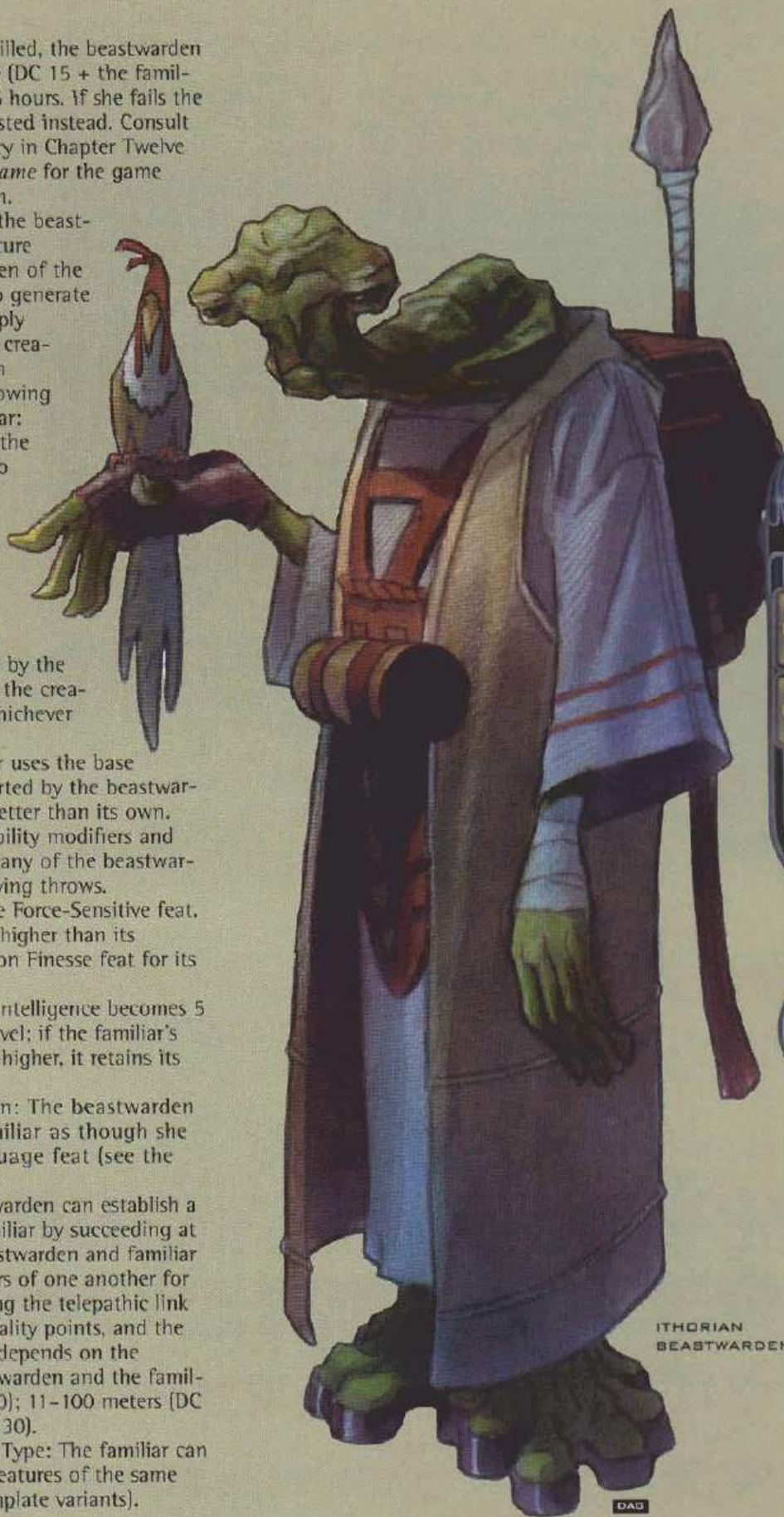
Table 2-2: The Beastwarden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+0	Starting feats, familiar	+1	+0
2nd	+1	+2	+2	+1	Bonus feat	+1	+1
3rd	+2	+2	+2	+1	Increased speed (+2 meters)	+2	+1
4th	+3	+2	+2	+1	Herd animal companion, mount defense	+2	+1
5th	+3	+3	+3	+2	Calming aura	+3	+2
6th	+4	+3	+3	+2	Bonus feat	+3	+2
7th	+5	+4	+4	+2	Predator companion	+4	+2
8th	+6	+4	+4	+3	Increased speed (+2 meters)	+4	+3
9th	+6	+4	+4	+3	Animal senses	+5	+3
10th	+7	+5	+5	+3	Bonus feat	+5	+3

If a beastwarden's familiar is killed, the beastwarden must succeed at a Fortitude save (DC 15 + the familiar's level) or be fatigued for 1d6 hours. If she fails the save by 10 or more, she is exhausted instead. Consult the Character Condition Summary in Chapter Twelve of the *Star Wars Roleplaying Game* for the game effects of fatigue and exhaustion.

The GM should use (or allow the beastwarden's player to use) the creature creation rules in Chapter Fourteen of the *Star Wars Roleplaying Game* to generate statistics for the familiar, or simply choose one of the pregenerated creatures in the Sample Beastwarden Familiars sidebar. Apply the following additional benefits to the familiar:

- ⊕ **Defense:** The familiar gains the beastwarden's class bonus to Defense (+1 for a 1st-level beastwarden).
- ⊕ **Vitality Points:** The familiar has half of the beastwarden's vitality points (rounded down).
- ⊕ **Base Attack Bonus:** Use the base attack bonus imparted by the beastwarden's class level or the creature's base attack bonus, whichever is higher.
- ⊕ **Saving Throws:** The familiar uses the base saving throw bonuses imparted by the beastwarden's class level if they're better than its own. The familiar uses its own ability modifiers and doesn't gain the benefit of any of the beastwarden's feats that improve saving throws.
- ⊕ **Feats:** The familiar gains the Force-Sensitive feat. If the familiar's Dexterity is higher than its Strength, it gains the Weapon Finesse feat for its primary attack.
- ⊕ **Intelligence:** The familiar's Intelligence becomes 5 + the beastwarden's class level; if the familiar's normal Intelligence score is higher, it retains its own Intelligence score.
- ⊕ **Converse with Beastwarden:** The beastwarden can converse with her familiar as though she was using the Beast Language feat (see the New Feats sidebar).
- ⊕ **Telepathic Link:** The beastwarden can establish a telepathic link with her familiar by succeeding at a Telepathy check. The beastwarden and familiar must be within 1,000 meters of one another for the link to work. Establishing the telepathic link costs the beastwarden 3 vitality points, and the DC of the Telepathy check depends on the distance between the beastwarden and the familiar: 10 meters or less (DC 10); 11–100 meters (DC 20); 101–1,000 meters (DC 30).
- ⊕ **Speak with Creatures of Its Type:** The familiar can communicate with other creatures of the same species (including most template variants).



ITHORIAN
BEASTWARDEN



SAMPLE BEASTWARDEN FAMILIARS

Players and GMs who don't want to generate statistics for a beastwarden's familiar can choose from the following examples, modifying the creature's statistics as noted in the beastwarden prestige class description.

Diminutive Aquatic Creature: Predator 1; Init +10 (+6 Dex, +4 Improved Initiative); Defense 20 (+6 Dex, +4 size); Spd swim 6 m; VP/WP 0/2; Atk +1 melee (1d3-4, bite); SQ Breathe underwater, darkvision (10 meters); SV Fort +1, Ref +8, Will +1; SZ D; Face/Reach 0.5 m by 0.5 m/0 m; Str 3, Dex 22, Con 8, Int 3, Wis 13, Cha 9. Challenge Code A.
Skills: Listen +5, Spot +5, Swim +8.
Feats: Improved Initiative.

Diminutive Insectoid Creature: Vermin 1; Init +4; Defense 18 (+4 Dex, +4 size); Spd 4 m; VP/WP 0/1; Atk +0 melee (1d2-4, bite); SQ Blindsight (10 meters); SV Fort -2, Ref +6, Will +0; SZ D; Face/Reach 0.5 m by 0.5 m/0 m; Str 2, Dex 18, Con 2, Int 1, Wis 11, Cha 2. Challenge Code A.

Skills: Hide +7, Jump -1, Listen +3, Move Silently +7, Spot +3.

Feats: None.

Diminutive Mammalian Creature: Scavenger 1; Init +5; Defense 19 (+5 Dex, +4 size); Spd 4 m, climb 4 m; VP/WP 0/1; Atk +0 melee (1d2-4, bite); SQ Low-light vision, scent; SV Fort +0, Ref +5, Will -1; SZ D; Face/Reach 0.5 m by 0.5 m/0 m; Str 2, Dex 21, Con 6, Int 2, Wis 9, Cha 2. Challenge Code A.

Skills: Climb +4, Hide +7, Listen +1, Move Silently +7, Search -2, Spot +1.

Feats: None.

Tiny Avian Creature: Scavenger 1; Init +3; Defense 15 (+3 Dex, +2 size); Spd 2 m, fly 10 m (good); VP/WP 0/4; Atk -1 melee (1d3-3, bite); SQ Darkvision (20 meters), low-light vision; SV Fort +1, Ref +3, Will -1; SZ T; Face/Reach 1 m by 1 m/0 m; Str 4, Dex 17, Con 8, Int 2, Wis 9, Cha 2. Challenge Code A.

Skills: Listen +4, Spot +4.

Feats: None.

Tiny Reptilian Creature: Predator 1; Init +4; Defense 16 (+4 Dex, +2 size); Spd 4 m, climb 4 m; VP/WP 0/5; Atk +0 melee (1d4-3, bite); SQ Darkvision (10 meters); SV Fort +2, Ref +6, Will +1; SZ T; Face/Reach 1 m by 1 m/0 m; Str 5, Dex 18, Con 10, Int 3, Wis 13, Cha 9. Challenge Code A.

Skills: Climb +5, Hide +7, Listen +4, Move Silently +7, Spot +4.

Feats: Run.

The beastwarden gains the following benefits so long as her familiar is within the specified distance:

- ☉ **Alertness:** The beastwarden gains a +2 bonus on Listen and Spot checks when the familiar is within 2 meters. These benefits stack with the Alertness feat.
- ☉ **Sensory Link:** Once per day per class level, the beastwarden can use her familiar's senses to perceive its surroundings with a successful Telepathy check (see Telepathic Link, above, for cost and DCs based on distance).

Bonus Feats

The beastwarden gains a bonus feat at 2nd, 6th, and 10th level. This bonus feat is selected from the

following list, and the beastwarden must meet all of the feat's prerequisites.

Alertness, Animal Affinity, Aware, Beast Language⁺, Chitinou⁺, Control, Endurance, Force Mind, Improved Darkvision⁺, Improved Force Mind, Improved Low-Light Vision⁺, Mounted Combat⁺, Ride-By Attack⁺, Rugged, Sense, Spirited Charge⁺, Tough Hide⁺, Trample⁺.

This feat appears in the New Feats appendix.

Increased Speed

A beastwarden is fleet of foot. Her base speed increases by 2 meters at 3rd level, and again at 8th level. This speed increase does not apply to secondary modes of movement, such as climbing, flying, or swimming.

Herd Animal Companion

At 4th level, the beastwarden gains the service of a loyal herd animal, which can serve as a mount or beast of burden. The herd animal can be up to two size categories larger than the beastwarden and must have a level equal to or less than the beastwarden. Lastly, the herd animal must be an indigenous creature; a beastwarden can't call a bantha if no such creature exists on her world.

The beastwarden contacts the herd animal through the Force, and it arrives 1d12 hours after it is called. The beastwarden need not make Handle Animal checks to control or "push" the beast, and the animal remains with the beastwarden until it dies or until the

beastwarden releases it from service. A beastwarden who loses or dismisses her herd animal companion can call another, but the beastwarden can have only one "called" herd animal at any given time. The herd animal courageously defends the beastwarden when necessary but will not perform any task that would clearly kill it (such as jumping off a precipice or crossing a river of acid). The herd animal willingly carries up to a heavy load.

The herd animal bucks and attempts to throw anyone other than the beastwarden who mounts it. An unwelcome rider must succeed at a Ride check (DC 20) each round on his action or be thrown from the beast, taking 2d6 points of damage from the fall. If the beastwarden has the Beast Language feat, she can convince the herd animal to transport someone other

than her; this requires a successful Handle Animal check (DC 15).

A beastwarden without the Beast Language feat cannot communicate anything more than simple commands (such as "Stop" or "Run") to the herd animal.

Typical herd animals include banthas, tauntauns, and reeks (see Chapter Fourteen of the *Star Wars Roleplaying Game* for game statistics).

Mount Defense

At 4th level and above, the beastwarden can add her beastwarden class bonus to Defense to the Defense of her mount whenever she is riding the beast. This bonus applies only to creatures that have been trained for use as mounts (such as the beastwarden's herd animal companion or another trained beast of burden, such as a dewback).

Calming Aura

At 5th level, the beastwarden can draw upon her natural animal affinity to calm wild beasts, causing hostile and unfriendly creatures to treat her with indifference. The beastwarden must succeed at a Handle Animal check (DC 15 + the total levels of the targeted creatures). The beastwarden can affect a number of creatures whose total combined levels do not exceed her class level. For example, an 8th-level beastwarden could adjust the attitude of a pair of nexu (4th-level predators) with a successful Handle Animal check against DC 23. An indifferent creature will not attack the beastwarden unless she threatens or harms it.

Using this ability is an attack action that does not provoke attacks of opportunity. A beastwarden may attempt to calm the same creature only once per hour.

Predator Companion

At 7th level, the beastwarden gains the service of a loyal predator, which serves as both a guardian and companion. The predator must have a level equal to or less than the beastwarden. The predator must be an indigenous creature; a beastwarden can't call a rancor if no such creature exists on her world.

The beastwarden contacts the predator through the Force, and it arrives 1d12 hours after it is called. The beastwarden need not make Handle Animal checks to control or "push" the beast, and the creature remains with the beastwarden until it dies or until the beastwarden releases it from service. A beastwarden who loses or dismisses the creature can call another, but the beastwarden can have only one "called" predator at any given time. The predatory beast fights to the death to protect the beastwarden but refuses to perform any other task that would clearly kill it.

The predator heeds basic commands (such as "Attack" or "Heel"), but the beastwarden cannot actually communicate with the creature without the Beast Language feat. The predator poses no threat to the beastwarden's familiar and herd animal companion.

Animal Senses

At 9th level, the beastwarden gains the blindsight (10-meter range) and scent abilities. These special qualities are described in Chapter Fourteen of the *Star Wars Roleplaying Game* (pages 330–331).

Big-Game Hunter

Big-game hunters are sportsmen and wilderness guides who face creatures whose very names cause lesser beings to shudder with fear.

Whether they reside on heavily populated Core Worlds or the backwater planets on the fringes of the known galaxy, most big-game hunters live for the hunt, although some are jaded beings looking for a new brand of excitement. In many ways, they are similar to bounty hunters, except they prey on creatures rather than sentient beings. They view their prey with respect and awe, knowing that they are matching their wits against the finely honed instincts of deadly creatures and the raw power of untamed environments. They know that someday they will meet their match, but until then, they continue to survive against the odds.

Sometimes big-game hunters hunt alone, and other times they travel with other professional or highly

Table 2-3: The Big-Game Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+2	+0	Bonus feat	+1	+0
2nd	+2	+3	+3	+0	Expert stalker	+2	+1
3rd	+3	+3	+3	+1	Poison resistance	+2	+1
4th	+3	+4	+4	+1	Bonus feat	+2	+2
5th	+4	+4	+4	+1	Expert stalker	+3	+2
6th	+5	+5	+5	+2	Ignore damage reduction	+3	+2
7th	+6	+5	+5	+2	Bonus feat	+4	+3
8th	+6	+6	+6	+2	Expert stalker	+4	+3
9th	+7	+6	+6	+3	Frightful presence	+4	+3
10th	+8	+7	+7	+3	Bonus feat	+5	+4



skilled sport hunters seeking to bag furs, pelts, trophies of various kinds, or maybe eggs and live animals for resale. When not hunting, big-game hunters frequently hire themselves out as guides for amateurs looking for a good hunt or some trophy with which to impress guests.

Requirements

To qualify for the big-game hunter prestige class, a character must fulfill the following criteria.

Base Attack Bonus: +4.

Skills: Hide 5 ranks, Listen 5 ranks, Move Silently 5 ranks, Spot 5 ranks, Survival 5 ranks.

Feats: Track.

Special

Qualities: A big-game hunter must have the trailblazing special ability.

Game Rule Information

Vitality: A big-game hunter gains 1d10 vitality points per level. The character's Constitution modifier applies.

Class Skills

The big-game hunter's class skills, and the key ability for each skill, are as follows:

Balance (Dex), Climb (Str), Craft* (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Profession* (Wis), Pilot (Dex), Read/Write Language, Ride (Dex), Search (Int), Speak Language, Spot (Wis), Survival (Wis), Swim (Str).

**This skill encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (slugthrowers), Knowledge (wilderness lore), and Profession (tracker).*

Skill Points at Each Level: 6 + Int modifier.

Class Features

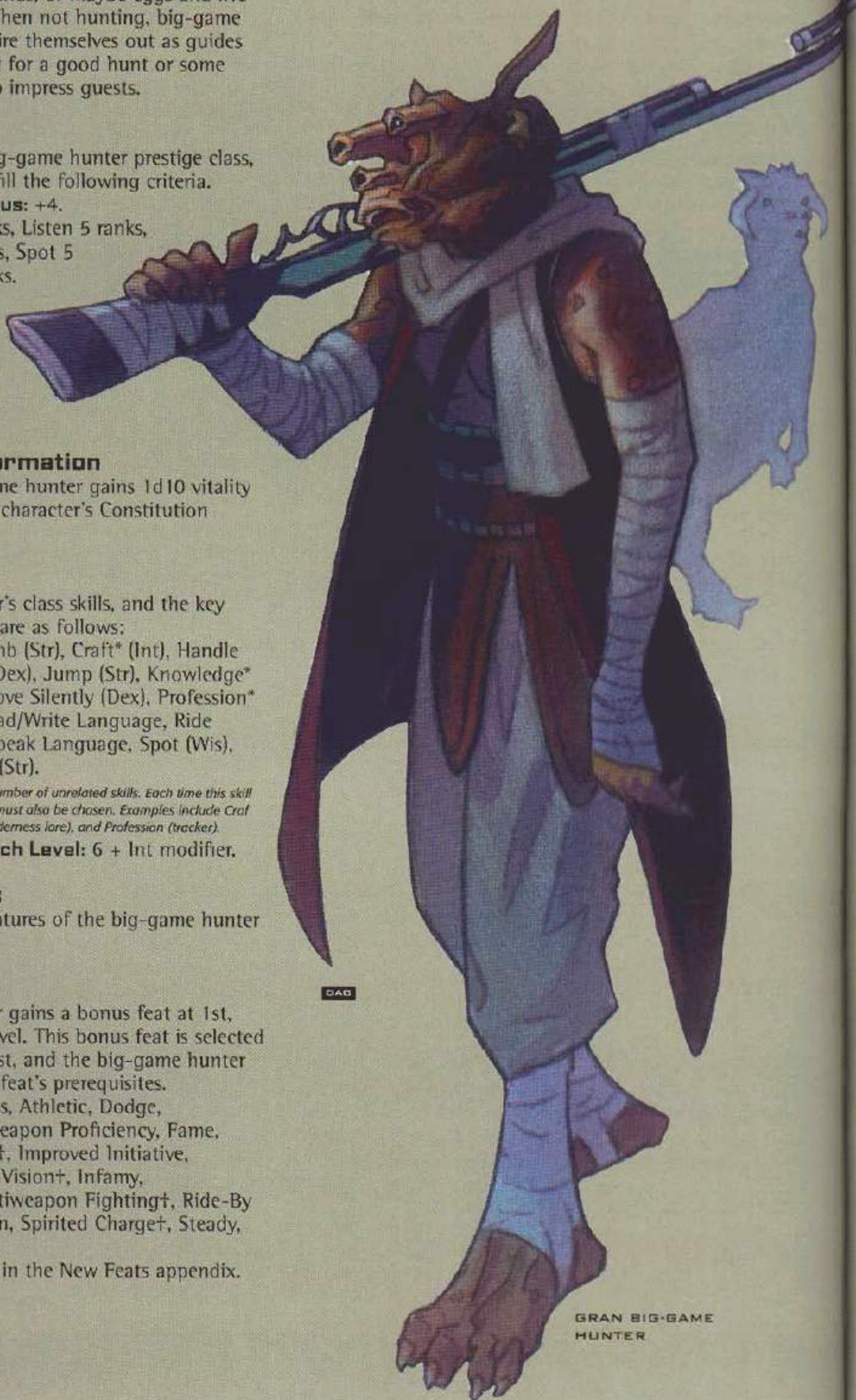
The following are features of the big-game hunter prestige class:

Bonus Feats

The big-game hunter gains a bonus feat at 1st, 4th, 7th, and 10th level. This bonus feat is selected from the following list, and the big-game hunter must meet all of the feat's prerequisites.

Acrobatic, Alertness, Athletic, Dodge, Endurance, Exotic Weapon Proficiency, Fame, Improved Darkvision†, Improved Initiative, Improved Low-Light Vision†, Infamy, Multidexterity†, Multiweapon Fighting†, Ride-By Attack†, Rugged, Run, Spirited Charge†, Steady, Weapon Focus.

†This feat appears in the New Feats appendix.



GRAN BIG-GAME HUNTER

Expert Stalker

At 2nd level, the big-game hunter chooses a creature size and type (Large predators, for example). He becomes so adept at hunting such beasts that he receives a +2 competence bonus on Survival checks when tracking creatures of the specified size and type and a +2 competence bonus on Hide, Listen, Move Silently, and Spot checks made against such creatures.

At 5th and 8th level, the big-game hunter designates another creature type and size against which his stalking bonuses apply.

Poison Resistance

Upon reaching 3rd level, the big-game hunter has built up his resistance to natural poisons and venom (but not manufactured chemical poisons or toxins). If he fails a saving throw against a natural poison or venom, he can reroll the save and take the better result.

Ignore Damage Reduction

At 7th level, the big-game hunter can pinpoint weak spots in a creature's carapace or chitinous armor. Whenever the big-game hunter scores a critical hit, the creature's DR does not apply to the damage dealt by the big-game hunter's attack.

This ability applies only to sentient beings and creatures with natural damage reduction. The biggame hunter cannot circumvent the damage reduction provided by manufactured armor or equipment.

Frightful Presence

At 9th level, the big-game hunter can terrify nonsentient creatures around him with his mere presence. This ability works like the Frightful Presence feat, except the big-game hunter ignores the prerequisites and can only affect nonsentient creatures with an Intelligence of 4 or higher (such as gundarks and wampas). Sentient beings are not affected.

Bodyguard

The bodyguard is a senator's vigilant protector and the crime lord's best friend. He makes security his

specialty. He knows how to keep someone safe and how to provide personal protection to the utmost degree. No one is more important to the bodyguard than his charge or client.

Many bodyguards are ex-soldiers and ex-mercenaries with a reputation for being tough as duracrete. A well-trained bodyguard not only has the ability to avoid trouble but also the martial prowess and training to protect himself and his client from harm when trouble can't be avoided.

The bodyguard demands a lot for his unswerving loyalty. Some are drawn to the profession because it pays well, others because they believe in their client's cause. Bodyguards are drawn to all sorts of clients, from selfless New Republic diplomats to greedy corporation presidents to vile Hutt gangsters and other scum of the galaxy. The bodyguard lives on the edge, ready to make the ultimate sacrifice to protect his charge.

Requirements

To qualify for the bodyguard prestige class, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Intimidate 6 ranks.

Feats: Combat Reflexes, Martial Arts.

Game Rule Information

Vitality: A bodyguard gains 1d12 vitality points per level. The character's Constitution modifier applies.

Class Skills

The bodyguard's class skills, and the key ability for each skill, are as follows:

Climb (Str), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Profession* (Wis), Pilot (Dex), Read/Write Language, Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis).

**This skill encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chose. Examples include Knowledge (streetwise) and Profession (bodyguard).*

Skill Points at Each Level: 6 + Int modifier.

Table 2-4: The Bodyguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+2	+0	Harm's way	+1	+0
2nd	+1	+2	+3	+0	Combat sense +1	+1	+0
3rd	+2	+2	+3	+1	Bonus feat	+2	+1
4th	+3	+2	+4	+1	Surprising vigor	+2	+1
5th	+3	+3	+4	+1	Improved charge	+3	+1
6th	+4	+3	+5	+2	Bonus feat	+3	+2
7th	+5	+4	+5	+2	Defensive strike	+4	+2
8th	+6	+4	+6	+2	Combat sense +2	+4	+2
9th	+6	+4	+6	+3	Bonus feat	+5	+3
10th	+7	+5	+7	+3	Blanket protection	+5	+3

Class Features

The following are features of the bodyguard prestige class:

Harm's Way

The bodyguard may elect to place himself in the path of danger to protect a single ally. Once per round, if the bodyguard is adjacent to an ally who is targeted by a direct melee or ranged attack (but not an area effect), the bodyguard can subject himself to the attack in the ally's stead. If the attack hits the bodyguard, he takes damage normally. If it misses, it also misses the ally.

The bodyguard must declare his intention to place himself in harm's way before the attack roll is made. He selects his ally either before combat (in the case of protecting a specific client) or immediately after he makes his initiative check. The bodyguard can't change his ally for the duration of the combat.

Combat Sense

This ability allows a bodyguard of 2nd level or higher to designate a single opponent during his action and receive a +1 competence bonus on attack rolls against that opponent. The bodyguard can select a new opponent on any action.

At 8th level, the competence bonus increases to +2.

Bonus Feats

The bodyguard gains a bonus feat at 3rd, 6th, and 9th level. This bonus feat is selected from the following list, and the bodyguard must meet all of the feat's prerequisites.

Advanced Martial Arts, Alertness, Armor Proficiency (light), Armor Proficiency (medium), Blind-Fight, Combat Expertise, Defensive Martial Arts, Dodge, Exotic Weapon Proficiency, Frightful Presence, Headstrong, Improved Bantha Rush, Improved Disarm, Improved Martial Arts, Improved Trip, Low Profile, Mobility, Multidexterity†, Multiweapon Fighting†, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Razorbite†, Razorclaws†, Shot on the Run, Spring Attack, Stamina, Tough Hide†, Toughness.

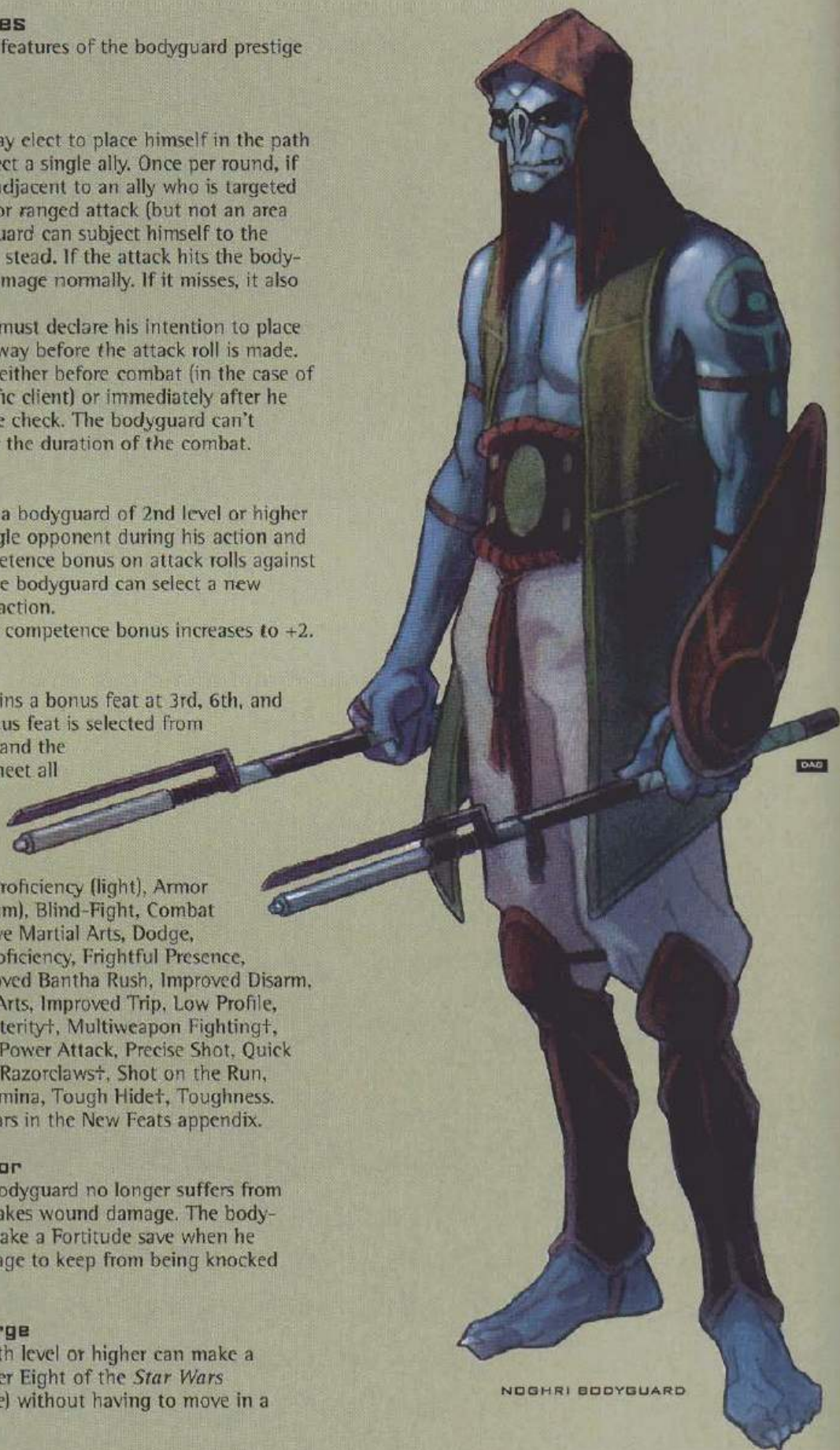
†This feat appears in the New Feats appendix.

Surprising Vigor

At 4th level, the bodyguard no longer suffers from fatigue when he takes wound damage. The bodyguard must still make a Fortitude save when he takes wound damage to keep from being knocked out, however.

Improved Charge

A bodyguard of 5th level or higher can make a charge (see Chapter Eight of the *Star Wars Roleplaying Game*) without having to move in a



NOGHRI BODYGUARD

straight line. All other charge rules apply, but the bodyguard can alter his direction when making a charge to avoid obstacles.

Defensive Strike

At 7th level, the bodyguard develops the ability to turn a strong defense into a powerful offense. If an opponent makes a melee attack against the bodyguard and misses while the bodyguard is using the total defense option, the bodyguard can attack that opponent on his next turn (as an attack action) with a +4 bonus on his attack roll. The bodyguard gains no bonus against an opponent who doesn't attack him or against an opponent who makes a successful attack.

Blanket Protection

At 10th level, the bodyguard can use his expertise to provide protection for up to six allies (not including himself). He takes a full-round action to issue orders and directions. Doing this provides the bodyguard's allies with a +1 insight bonus to Defense for 3 rounds.

Changeling

Skin-changer, shapeshifter, and freak of nature—these are but a few of the names often used to describe the changeling. Evolution has granted her the amazing ability to alter the color and texture of her skin, giving her a unique advantage in the galaxy—one that she exploits at every turn. The changeling is so skilled at maintaining a false identity that she hardly ever lets her guard down. Thus, she is rarely herself.

Galactic society tends to isolate species with shapeshifting ability, if only to assuage the fears of the average citizen who fears changelings might take over the galaxy if given the chance. Less sophisticated regions of space may not even know of the existence of changelings, seeing them as modern legends.

Changelings who choose to explore the galaxy rarely call attention to their true nature. They often find work as spies, bounty hunters, thieves, and couriers. A changeling rarely keeps the same job for long, moving from contract to contract seemingly on a

whim. She's often an adventurous character, quickly tiring of the monotony of doing the same thing day in, day out.

The changeling's incredible skill at shapeshifting is matched only by an equally incredible confidence. To know that she can be anyone at any time is almost intoxicating. Changelings can afford to take risks no other being would, adopting innocuous forms to evade pursuers or pleasing forms to get close to their enemies.

Requirements

To qualify for the changeling prestige class, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Bluff 6 ranks, Disguise 6 ranks, Knowledge (alien species) 6 ranks.

Feats: Low Profile.

Special: Only sentient beings with the shapeshift species trait (such as Clawdites and Shi'ido) can become changelings.

Game Rule Information

Vitality: A changeling gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The changeling's class skills, and the key ability for each skill, are as follows:

Bluff (Cha), Computer Use (Int), Disguise (Cha), Entertain (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Profession* (Wis), Read/Write Language, Search (Int), Speak Language, Spot (Wis).

**This skill encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (alien species) and Profession (courier).*

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are features of the changeling prestige class:

Table 2-5: The Changeling

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Impersonation, master linguist	+1	+0
2nd	+1	+0	+2	+2	Quick change (attack action)	+2	+0
3rd	+2	+1	+2	+2	Bonus feat	+2	+0
4th	+3	+1	+2	+2	Minor transformation	+3	+0
5th	+3	+1	+3	+3	Bonus feat	+3	+1
6th	+4	+2	+3	+3	Quick change (move action)	+4	+1
7th	+5	+2	+4	+4	Bonus feat	+4	+1
8th	+6	+2	+4	+4	Major transformation	+5	+1
9th	+6	+3	+4	+4	Bonus feat, painless transformation	+5	+2
10th	+7	+3	+5	+5	Quick change (free action)	+6	+2



Impersonation

The changeling improves her natural ability to imitate others. She adds her changeling class level as a bonus on Disguise checks when impersonating members of other humanoid species of similar size.

Master Linguist

A changeling has the ability to quickly master new languages. She gains the ability to speak a number of new languages equal to her changeling class level. These new languages are in addition to the ones she has spent skill points to acquire.

Quick Change

A changeling can transform herself more rapidly and with less effort than the average shapeshifter.

At 2nd level, the changeling can transform without losing her stride. She uses an attack action instead of a full-round action to alter her shape.

At 6th level, the changeling can transform without missing an opportunity to fight. She can alter her shape as a move action. Clawdite changelings can use a move action to change shape without taking Constitution damage.

At 10th level, the changeling can transform instantly. She uses a free action to alter her shape.

Bonus Feats

The changeling gains a bonus feat at 3rd, 5th, 7th, and 9th level. This bonus feat is selected from the following list, and the changeling must meet all of the feat's prerequisites.

Dodge, Frightful Presence, Know Enemy†, Mimic, Stamina, Stealthy, Trick, Trustworthy, Weapon Focus, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (vibro weapons).

†This feat appears in the New Feats appendix.

Minor Transformation

At 4th level, the changeling can alter her physiology to gain an offensive and defensive advantage. The changeling must choose the nature of the transformation from the following list and spend an full-round action altering her form appropriately:

- ☉ Gain a +2 natural armor bonus to Defense, or
- ☉ Gain a chitinous exoskeleton that grants DR 1, or
- ☉ Gain a +1 bonus on damage rolls when making unarmed attacks or using natural weapons.

The transformation lasts until the changeling attempts to assume another form or uses this ability again.

A changeling can quicken the time it takes to complete the transformation using the quick change ability (see above). Performing any of the above modifications requires the changeling to make a Fortitude save (DC 15). A failed save means the changeling takes 2d6 points of damage.



SHI'IDO CHANGELING

Major Transformation

At 8th level, the changeling can alter her physiology to gain an offensive and defensive advantage. The changeling must choose the nature of the transformation from the following list and spend an attack action to alter her form appropriately:

- ⊕ Gain a +5 natural armor bonus to Defense, or
- ⊕ Gain a chitinous exoskeleton that grants DR 3, or
- ⊕ Gain a +3 bonus on damage rolls when making unarmed attacks or using natural weapons.

The transformation lasts until the changeling attempts to assume another form or uses this ability again.

A changeling can quicken the time it takes to complete the transformation using the quick change ability (see above). Performing any of the above modifications requires the changeling to make a Fortitude save (DC 20). A failed save means the changeling takes 2d6 points of damage.

Painless Transformation

At 9th level, the changeling can complete minor and major transformations (see above) without needing to make a Fortitude save to resist the pain.

Findsmen

Findsmen are religious hunters who track their prey by divining omens sent to them during mystical rituals. Many species view them as legendary figures, although within Gand society the profession holds special importance and prestige. While many non-Gand disavow the power of the findsmen rituals, the accuracy with which Gand bounty hunters and bodyguards predict the movements of their quarry or foes cannot be denied. This notoriety has led some non-Gand to pursue the findsmen faith. Outsiders can be initiated into the ranks of a Gand findsmen sect, provided they obtain a sponsor from within the organization's ranks. The self-deprecating nature of Gand society often chafes the egos of non-Gand who strive to become findsmen, which explains why the galaxy holds so few of them.

Findsmen are hired as security advisors, bodyguards, bounty hunters, investigators, and assassins. Omens lead the findsmen to their prey with such

uncanny accuracy that others sometimes find unsettling. They view the findsmen as a bizarre religious sect devoted to a "hunting religion," while Gand themselves consider findsmen as being on "the path to truth."

Various findsmen sects exist, each believing something different about the duties and responsibilities of their members and each performing their mystical rituals in a different way. Some of the sects even fight one another, mostly by competing in the pursuit of the same targets, although sometimes they wage bloody conflicts until a third sect steps in to negotiate a settlement.

If a findsmen breaks with his sect, he might as well have signed his own death warrant. Traditionally, the duty of hunting a "rogue findsmen" falls to his original sponsor. Each findsmen sect has a different punishment for such a crime, ranging from exile to death.

Requirements

To qualify for the findsmen prestige class, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Astrogate 5 ranks, Empathy 5 ranks, Survival 5 ranks.

Feats: Force-Sensitive, Track.

Special: In general, only members of the Gand species are eligible for this prestige class. At the GM's discretion, non-Gand characters who meet the above requirements can become findsmen if they also have 5 or more ranks in the Knowledge (Gand) skill or 9 or more ranks in the Knowledge (alien species) skill.

Game Rule Information

Vitality: A findsmen gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The findsmen's class skills, and the key ability for each skill, are as follows:

Astrogate (Int), Computer Use (Int), Craft* (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge* (Int), Listen (Wis), Move Silently

Table 2-6: The Findsmen

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+2	Starting feats, notoriety, target bonus +1	+1	+0
2nd	+2	+2	+1	+2	Swirling mists, free Farseeing (1/day)	+2	+0
3rd	+3	+2	+1	+3	Sneak attack +1d6	+2	+0
4th	+4	+2	+2	+3	Target bonus +2	+2	+1
5th	+5	+3	+2	+4	Free Farseeing (2/day)	+3	+1
6th	+6	+3	+2	+4	Sneak attack +2d6	+3	+1
7th	+7	+4	+3	+4	Target bonus +3	+4	+1
8th	+8	+4	+3	+5	Free Farseeing (3/day), locate target	+4	+2
9th	+9	+4	+3	+5	Sneak attack +3d6	+4	+2
10th	+10	+5	+4	+6	Target bonus +4	+5	+2

(Dex), Profession* (Wis), Read/Write Language, Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis), and Survival (Wis). All Force- and Sense-based Force skills for which the findsman meets the prerequisites are considered class skills. All Control- and Alter-based Force skills for which the findsman meets the prerequisites are cross-class skills (even ones that also require Sense).

**This skill encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (tools), Knowledge (alien species), and Profession (courier).*

Skill Points at Each Level:
4 + Int modifier.

Class Features

The following are features of the findsman prestige class:

Starting Feats

A findsman gains the following bonus feats:

- Armor Proficiency (light)
- Armor Proficiency (medium)
- Sense
- Weapon Group Proficiency (blaster pistols)
- Weapon Group Proficiency (blaster rifles)

Notoriety

The findsman tradition is highly revered in Gand society, turning its practitioners into celebrities. Beginning at 1st level, the findsman can add his class level to his Reputation bonus for any check involving other findsmen or any Gand. The GM can choose to add this bonus to the special

Reputation check made to attract Gand followers or other individuals wishing to become findsmen.

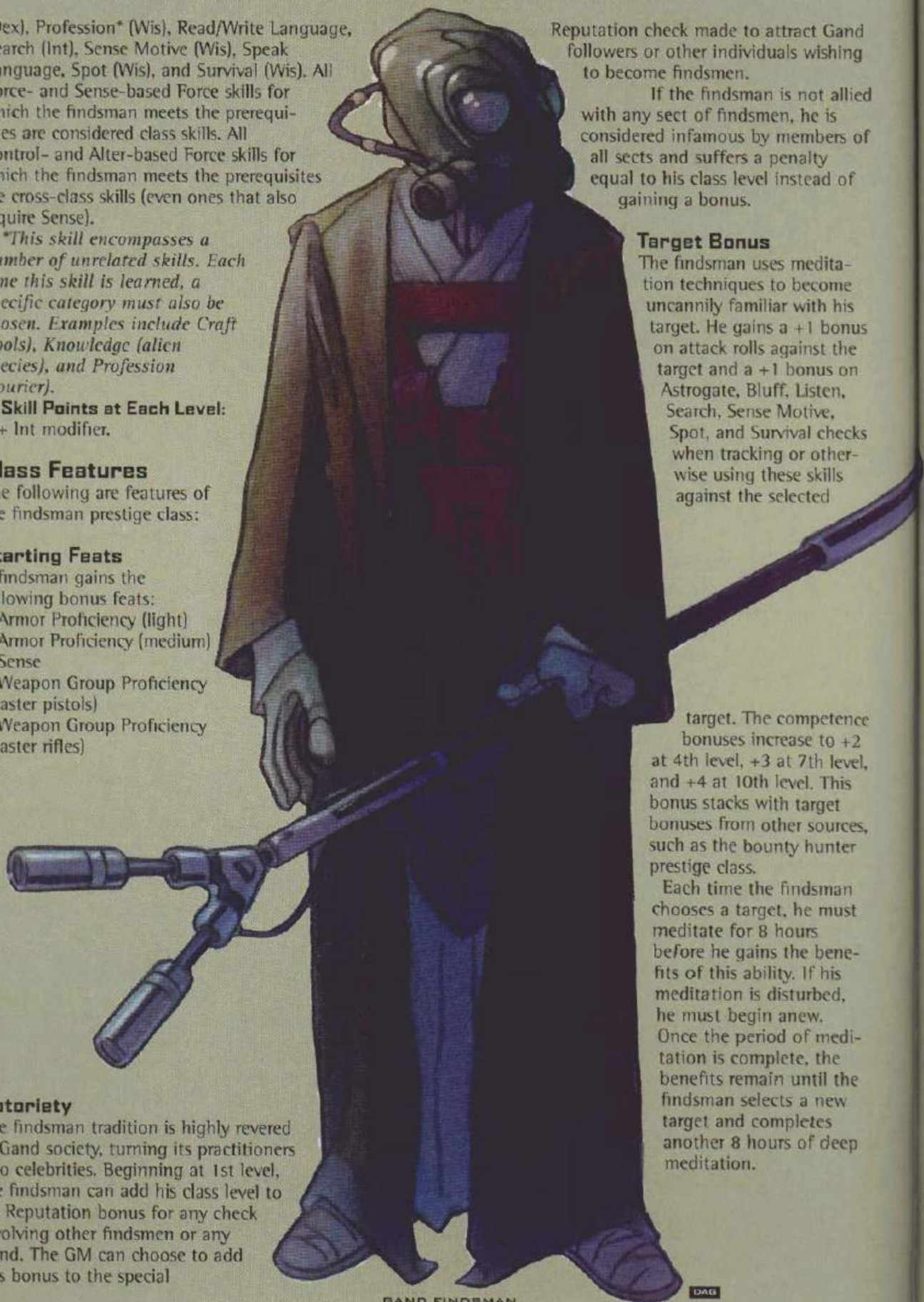
If the findsman is not allied with any sect of findsmen, he is considered infamous by members of all sects and suffers a penalty equal to his class level instead of gaining a bonus.

Target Bonus

The findsman uses meditation techniques to become uncannily familiar with his target. He gains a +1 bonus on attack rolls against the target and a +1 bonus on Astrogate, Bluff, Listen, Search, Sense Motive, Spot, and Survival checks when tracking or otherwise using these skills against the selected

target. The competence bonuses increase to +2 at 4th level, +3 at 7th level, and +4 at 10th level. This bonus stacks with target bonuses from other sources, such as the bounty hunter prestige class.

Each time the findsman chooses a target, he must meditate for 8 hours before he gains the benefits of this ability. If his meditation is disturbed, he must begin anew. Once the period of meditation is complete, the benefits remain until the findsman selects a new target and completes another 8 hours of deep meditation.



The target bonus normally applies only to a single individual. Alternatively, the findsman may select a number of individuals equal to or less than his findsman class level, but the bonus is one-half normal (round fractions down).

Swirling Mists

Much of the Gand homeworld is shrouded in mist. Findsman visualize the mist to "center" themselves before embarking on hunts. Beginning at 2nd level, the findsman can use this or some other visualization technique to gain a bonus on certain skill checks.

The findsman spends 10 minutes visualizing whatever serene environment he finds most relaxing. He loses his perception of everything around him, as if entering a different reality, and is treated as helpless (see Character Condition Summary in the *Star Wars Roleplaying Game*). Once he's successfully navigated the mists (or other environment), he "emerges" with special clarity. In game terms, he gains a competence bonus on one of the following skills: Astrogate, Empathy, Enhance Senses, Farseeing, Gather Information, Knowledge (any one), Listen, Search, Sense Motive, or Survival. The bonus lasts for 1 hour per class level, and the size of the bonus depends on the findsman's class level (as shown in the table below).

At 4th level and higher, the findsman can use this ability more than once per day. The findsman cannot apply additional bonuses to a skill already enhanced by this ability, nor does this ability allow the findsman to make untrained skill checks he would normally not be permitted to make.

Findsman's Class Level	Competence Bonus	Times/Day
2nd-3rd	+1	1
4th-5th	+1	2
6th-7th	+2	2
8th-9th	+2	3
10th	+3	3

Free Farseeing

Beginning at 2nd level, the findsman can see far away places, as well as past and possible future events. The findsman with at least 1 rank in the Farseeing skill can make one free Farseeing check each day.

Beginning at 5th level, the findsman can make two free Farseeing checks each day. The frequency increases to three free checks at 8th level.

The findsman must pay the skill's normal vitality point cost each time a Farseeing check is made.

Sneak Attack

Beginning at 3rd level, a findsman can strike an off-guard or unaware opponent for extra damage. Any time the findsman's target would be denied her Dexterity bonus to Defense (whether she has one or not), or when the findsman flanks the target, the findsman's attack deals extra damage. The extra

damage is +1d6 at 3rd, +2d6 at 6th level, and +3d6 at 9th level.

See the bounty hunter prestige class in Chapter Twelve of the *Star Wars Roleplaying Game* for a complete description of what circumstances affect the use of sneak attack. The findsman's sneak attack bonus dice are cumulative with those gained by any other class (such as the bounty hunter).

Locate Target

Beginning at 8th level, the findsman can use the Force to sense when his target (the recipient of the findsman's target bonus) is near. As an attack action, the findsman can discern the precise distance and direction of the target. This ability only works when the target is an individual, not a small group (see Target Bonus, above).

If the target is using Force Stealth to conceal his location from the findsman, the findsman must succeed at a See Force check (opposed by the target's Force Stealth check result) to determine the target's precise distance and direction. The findsman can add his target bonus to the check (see Target Bonus, above). If the target is farther than 100 kilometers from the findsman, the See Force check automatically fails.

The See Force skill may be used untrained, and using it requires a full-round action.

Mystic Agent

The mystic agent is strong in the Force and masters the arts of stealth and subterfuge. She's the one a crime lord turns to when he wants to steal an artifact from the vaults of the Jedi Temple on Coruscant. She's the one hired to retrieve a Republic senator's kidnapped daughter from a pirate fortress. She's the one sent undercover to find the Imperial spy in a Rebel Alliance stronghold. Selling her expertise as a stealthy spy, swift courier, and silent assassin, the mystic agent is the consummate master of espionage. She handle missions involving infiltration, extraction, seduction, obfuscation, and assassination.

A mystic agent typically works alone, although she relies on a web of contacts to get her into and out of dangerous locations. She serves a variety of clients, from galactic corporations and planetary governors to wealthy art dealers and crime syndicates, all the while keeping her true alliances veiled. Some mystic agents are interested only in credits, while others find a cause worthy of their loyalty. Even then, some organizations and individuals hesitate to call on the services of a mystic agent for fear of being double-crossed. During the Rebellion era, both the Rebels and Imperials used mystic agents as secret spies and assassins, and more than a few proved to be double- or triple-agents.

A mystic agent will sometimes ally herself with small but powerful groups of adventurers who can provide her with safe transportation, firepower, and other resources needed to complete whatever assignment she has agreed or sworn to undertake.



Requirements

To qualify for the mystic agent prestige class, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Battlemind 4 ranks, Hide 7 ranks, Sense Motive 7 ranks.

Feats: Force-Sensitive, Alter, Control.

Game Rule Information

Vitality: A mystic agent gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The mystic agent's class skills, and the key ability for each skill, are as follows:

Balance (Dex), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge* (Int), Listen (Wis), Move Silently (Dex), Profession* (Wis), Read/Write Language, Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language, Spot (Wis), and Tumble (Dex). All Force-, Alter-, and Control -based Force skills for which the mystic agent meets the prerequisites are considered class skills. All Sense-based Force skills for which the mystic agent meets the prerequisites are cross-class skills (even ones that also require Alter or Control).

*This skill encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (alien species) and Profession (law officer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the mystic agent prestige class:

Closed Mind

A mystic agent masters several techniques to guard her mind against unwanted mental intrusion. She gains an insight bonus on Will saves equal to her class level (maximum +10) to resist mind-influencing Force skills that allow Will saves, such as Affect Mind, Empathy, Friendship, and Telepathy.

Weapon Concealment

A mystic agent can use the Force to conceal a weapon and other item on her person. To use this ability, the mystic agent must make some effort to conceal the weapon or item. She cannot cloak an item visible in her hand or a weapon visibly holstered to her hip, for example.

Success is automatic if no one is specifically looking for a weapon or specific item on the mystic agent's person. If someone standing adjacent to the mystic agent conducts a body search, the mystic agent can succeed at a Sleight of Hand check opposed by the searcher's Search check. If someone is standing within 10 meters of the mystic agent but isn't actually adjacent to her, the mystic agent's Sleight of Hand check is opposed by the onlooker's Spot check. In either case, the Sleight of Hand check is a reaction, not an attack action.

The mystic agent can attempt to conceal multiple items or weapons. She makes only one check regardless of the number of weapons she attempts to conceal on her person, but each additional weapon after the first applies a -2 penalty to her check. The mystic agent gets an additional bonus or penalty on her check based on the size of the largest concealed weapon or item: Fine +12, Diminutive +8, Tiny +4, Small +0, Medium-size +4, Large +8. A mystic agent cannot conceal a weapon or item of Huge size or bigger.

This ability does not fool electronic sensors or similar devices designed to detect concealed weapons.

Wallwalk

The mystic agent can climb and travel on vertical surfaces or even traverse ceilings. She must have her hands free to travel in this manner. The mystic agent gains a climb speed of 6 meters and need not make Climb checks to traverse a vertical, angled, or horizontal surface. Each use of this ability lasts for 10 minutes per class level. At 2nd level, the mystic agent can use this ability once per day. She can use the ability twice per day at 5th level and three times per day at 8th level.

Table 2-7: The Mystic Agent

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Closed mind, weapon concealment	+1	+0
2nd	+1	+1	+1	+2	Wallwalk (1/day)	+2	+0
3rd	+2	+1	+1	+3	Channel vitality	+2	+0
4th	+3	+1	+2	+3	Bonus feat	+3	+0
5th	+3	+2	+2	+4	Wallwalk (2/day), unarmed Force stun	+3	+1
6th	+4	+2	+2	+4	Contact	+4	+1
7th	+5	+2	+3	+4	Bonus feat	+4	+1
8th	+6	+3	+3	+5	Wallwalk (3/day)	+5	+1
9th	+6	+3	+3	+5	Contact	+5	+2
10th	+7	+3	+4	+6	Bonus feat, improved Force stun	+6	+2

Channel Vitality

Faced with grave peril, the mystic agent must sometimes give of herself to survive. Beginning at 3rd level, the mystic agent can, through her connection to the Force, devote her own vital energy toward improving her skills.

By sacrificing vitality points, the mystic agent gains a Force bonus on one skill check. For each vitality point she expends, the mystic agent gains a +1 bonus on the skill check. The player must declare how many vitality points are being spent immediately before the skill check is made. A mystic agent can spend as many vitality points on one skill check as she has mystic agent levels (for a maximum bonus of +10 to the check).

The mystic agent can apply this bonus only to the following skills: Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble.

If the mystic agent has no vitality points remaining, she cannot use this ability.

Bonus Feats

The mystic agent gains a bonus feat at 4th, 7th, and 10th level. This bonus feat is selected from the following list, and the mystic agent must meet all of the feat's prerequisites.

Acrobatic, Advanced Martial Arts, Attuned, Blind-Fight, Burst of Speed, Defensive Martial Arts, Focus, Force Mastery, Force Speed, High Force Mastery, Improved Darkvision†, Improved Low-Light Vision†, Improved Martial Arts, Influence, Know Enemy†, Martial Arts, Mettle, Mind Trick, Nimble, Sharp-Eyed, Stealthy, Trustworthy, Weapon Finesse, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (vibro weapons).

†This feat appears in the New Feats appendix.

Unarmed Force Stun

At 5th level, the mystic agent can use the Force to stun foes with her unarmed attacks. The mystic agent can use her stunning strike once per round, but no more than a number of times per day equal to her class level. The mystic agent must declare she is using an unarmed Force stun before making the attack roll; if the attack misses, the unarmed Force stun is wasted.

An opponent struck by the blow must succeed at a Fortitude save (DC 10 + the mystic agent's class level + the mystic agent's Wisdom modifier) in addition to receiving normal damage. If the save fails, the opponent is stunned for 1 round (as defined in the Character Condition Summary sidebar in Chapter Twelve of the *Star Wars Roleplaying Game*). The mystic agent cannot stun creatures that are immune to critical hits.

Contact

The mystic agent has associates and secret benefactors throughout her sphere of influence. She gains a contact at 6th and 9th level. Each time she gains a



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MYSTIC AGENT



contact, the GM should develop a supporting character to represent the contact. The player can suggest the type of contact his character wants to gain.

A contact won't accompany the mystic agent on missions or risk his or her life, but the contact will provide information or expert skills. The more powerful the contact, the less time he or she has to offer the mystic agent. Whatever the case, the mystic agent should not be allowed to call on the same contact more than once per adventure.

For more information on contacts, see the Favors and Contacts sidebar in Chapter Twelve of the *Star Wars Roleplaying Game*.

Improved Force Stun

At 10th level, any creature that fails the Fortitude save against the mystic agent's unarmed Force stun is stunned for 1d4+1 rounds (instead of 1 round). See Unarmed Force Stun, above, for details.

Telepath

Many species in the galaxy have natural telepathic ability. In truth, these natural telepaths rarely make good spies, since their species' ability is usually well known and they are viewed with mistrust wherever they travel. Some systems have laws preventing members of known telepathic species from conducting certain kinds of business, and other systems outlaw them altogether.

Members of nontelepathic species sometimes use their mastery of the Force to access others' minds, perhaps to implant messages, alter their perceptions, read their thoughts, access their memories, or inflict pain. Jedi use these abilities only when necessary, but other Force-users are not as scrupulous. Both naturally talented and well-trained practitioners who focus on these abilities are referred to as telepaths.

The telepath comes to rely on her "sixth sense" so much that she's always probing the thoughts of other beings. The more she does this, the less she develops skills nontelepaths would normally use when dealing with other sentients. The telepath hardly sees this as a weakness. She fathoms the power that comes from her ability to glean what others are thinking. She also

remains wary of other telepaths, guarding her own thoughts against invasion.

Powerful telepaths can kill with a thought and project their minds across great distances. When a telepath projects her mind, she never actually leaves her body, but instead creates a psychic avatar. The psychic avatar is not a spirit, ghost, or any other unexplained phenomenon. Think of it as the manifestation of the telepath's belief that she is actually there, seeing in person what she's perceiving through her powerful sixth sense. The telepath must be careful, however: Her link to her psychic avatar is so strong that she loses all sense of her true surroundings, leaving her physical body susceptible to harm.

Requirements

To qualify for the telepath prestige class, a character must fulfill the following criteria.

Base Attack Bonus: +3.

Skills: Empathy 5 ranks, Sense Motive 3 ranks, Telepathy 9 ranks.

Feats: Force-Sensitive, Iron Will.

Special: A character with telepathy as a species trait can ignore the Telepathy 9 ranks requirement for this prestige class.

Game Rule Information

Vitality: A telepath gains 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The telepath's class skills, and the key ability for each skill, are as follows:

Craft* (Int), Empathy (Wis), Friendship (Cha), Knowledge* (Int), Profession* (Wis), Read/Write Language, Search (Int), and Speak Language. Each of the following Force skills are class skills if the telepath meets the prerequisites: Affect Mind (Cha), Control Mind† (Cha), Drain Knowledge† (Int), Fear (Wis), Illusion (Cha), and Telepathy (Wis). All Force skills not listed above for which the telepath meets the prerequisites are cross-class skills.

*This skill encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (alien species) and Profession (ambassador).

†This skill is described in *The Dark Side Sourcebook*.

Table 2-8: The Telepath

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Thought sensor, mind probe	+1	+0
2nd	+1	+0	+1	+3	Bonus feat, psychic citadel	+1	+0
3rd	+2	+1	+1	+3	Mind shard	+2	+0
4th	+3	+1	+2	+4	Thought bomb	+2	+1
5th	+3	+2	+2	+4	Neural storm	+3	+1
6th	+4	+2	+3	+5	Bonus feat	+3	+1
7th	+5	+2	+3	+5	Psychic scourge	+4	+1
8th	+6	+3	+4	+6	Receptacle	+4	+2
9th	+6	+3	+4	+6	Psychic avatar	+5	+2
10th	+7	+4	+5	+7	Bonus feat	+5	+2

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the telepath prestige class:

Thought Sensor

Using the Force, the telepath can sense the psychic vibrations of all living beings within a radius of 2 meters per class level (maximum 20 meters). A being can mask its psychic vibrations within the radius of the telepath's thought sensor if it succeeds at a Force Stealth check (DC 10 + the telepath's class level + the telepath's Wisdom modifier). A successful check means the telepath cannot sense the being's presence using this ability. A new check must be made each round the being remains within the radius of the thought sensor.

The telepath cannot be surprised in combat by any being or creature she detects with her thought sensor before the surprise round.

Mind Probe

As an attack action, the telepath can focus her mind on a specific target and pry one piece of information from the target's mind. The telepath must concentrate to use this mind-influencing ability, which provokes attacks of opportunity.

The singular piece of information can be a name, a number with 10 or fewer digits, a secret password, a mental picture of a room or other specific location, or something similar. The target can resist the mind probe with a successful Will save (DC 10 + the telepath's class level + the telepath's Wisdom modifier). If the save succeeds, the target knows his mind is being probed; if the save fails, he is oblivious to the probe. If the target's mind doesn't hold the information the telepath seeks, the probe fails automatically, although the target must still make the Will saving throw to determine whether he detects the probe attempt.

The telepath can use this ability only against living beings with an Intelligence score of 3 or higher. She must also be able to see the target (either in person or through electronic means). The target gains a Force bonus on his save if he succeeds at a Force Defense check (see the skill's description in Chapter Four of the *Star Wars Roleplaying Game*).

Bonus Feat

The telepath gains a bonus feat at 2nd, 6th, and 10th level. This bonus feat is selected from the following list, and the telepath must meet all of the feat's prerequisites.

Alter, Aware, Force Mastery, Frightful Presence, High Force Mastery, Link, Mind Trick, Persuasive, Sense, or Skill Emphasis (any class skill).



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Psychic Citadel

Beginning at 2nd level, the telepath's ability to defend herself against mental attacks improves. She gains a Force bonus equal to her class level on Will saves to resist all mind-influencing or mind-probing effects that allow a Will save. This bonus does not stack with the Force bonus granted by Force Defense.

Mind Shard

At 3rd level, the telepath can drive daggers of psychic energy into others' minds, disrupting their neural pathways.

Using mind shard is an attack action that costs 5 vitality points and does not provoke attacks of opportunity. No attack roll is required. The target takes damage equal to 1d6 + the telepath's class level, although a successful Will save (DC 10 + the telepath's class level + the telepath's Wisdom modifier) negates the damage.

The telepath's maximum range with the mind shard is 2 meters per class level (maximum 20 meters). The telepath must be able to sense the target's thoughts (see Thought Sensor, above) to use this ability.

Thought Bomb

At 4th level, the telepath can release a burst of psychic energy that scrambles the thought patterns of living creatures within range.

Unleashing the thought bomb is an attack action that costs 10 vitality points and provokes attacks of opportunity. The thought bomb has a radius of 4 meters per class level (maximum 40 meters). All living creatures within the radius must succeed at a Will save (DC 10 + the telepath's class level + the telepath's Wisdom modifier) or take a penalty on attack rolls, ability checks, skill checks, and saving throws equal to one-half the telepath's class level (rounded down). The effects of the thought bomb last for 1d4 rounds, with all affected creatures suffering the effects for the same duration.

Since the thought bomb consists of mental energy, it can pass through walls and other obstructions.

The telepath is not affected by her thought bomb and can choose to shield a number of additional creatures or beings equal to her class level. Shielded creatures suffer no ill effects from the thought bomb.

Neural Storm

At 5th level, a telepath can overload a living creature's neural network, causing momentary disorientation.

Triggering a neural storm is an attack action that costs 6 vitality points and provokes attacks of opportunity. The telepath must be able to see the target or sense his thoughts (see Thought Sensor, above). The target must succeed at a Will save (DC 10 + the telepath's class level + the telepath's Wisdom modifier) or be dazed for 1d4+1 rounds.

Psychic Scourge

Beginning at 7th level, the telepath can lash one or more opponents with tendrils of psychic energy.

Using psychic scourge is an attack action that does not provoke attacks of opportunity. The telepath can affect as many targets as she has class levels, and she can only affect targets she can see or whose thoughts she can sense (see Thought Sensor, above). Using psychic scourge costs 5 vitality points per target selected.

Each target of the psychic scourge must succeed at a Will save (DC 10 + the telepath's class level + the telepath's Wisdom modifier) or suffer 1d6 points of temporary Wisdom damage. A successful save negates the damage. A target reduced to 0 Wisdom falls into a coma and is helpless.

Receptacle

At 8th level, a telepath can imbue a rare and valuable amulet, cloak pin, brooch, or other piece of jewelry with a fraction of her telepathic power. The telepath must spend 5,000 credits to obtain the piece of jewelry and 500 XP to imprint the item with her telepathic energy. Imprinting the item takes 8 hours of undisturbed meditation, which the telepath must complete before the receptacle can be used. During meditation, the telepath can take no other actions.

An imbued receptacle holds 50 vitality points, which the telepath can use to pay for the cost of Force skills and her various telepathic class abilities (mind shard, thought bomb, neural storm, and psychic scourge). These vitality points can be used for no other purpose.

The telepath can "recharge" a receptacle that is completely drained of vitality points by spending another 500 XP and another 8 hours meditating.

A receptacle has hardness 2, 2 wound points, and a break DC of 18. If the receptacle is destroyed, all of the vitality points stored within are lost.

Psychic Avatar

Beginning at 9th level, the telepath can project a mental image of herself—a psychic avatar—across great distances.

A psychic avatar is a translucent, three-dimensional projection of the telepath similar in appearance to a Force spirit. (A successful Intelligence check against DC 15 reveals that it is something other than a Force spirit.)

When the psychic avatar first manifests, the telepath's physical body enters a state of suspended animation that could be mistaken for death on a failed Treat Injury check (DC 10). Her mind, meanwhile, instantly travels to wherever the psychic avatar manifests. In essence, the psychic avatar becomes the new receptacle of the telepath's consciousness.

Manifesting a psychic avatar is a full-round action that provokes attacks of opportunity. The telepath chooses where her psychic avatar appears; distance is not a factor, although the telepath must have viewed

the destination at least *once*. For instance, a telepath on Coruscant can manifest a psychic avatar in a Mos Eisley cantina on Tatooine, provided she can visualize it from past experience. She cannot adequately familiarize herself with a destination by looking at a picture or holimage of it.

Manifesting a psychic avatar does not cost any vitality points, and the telepath can maintain it for a number of rounds equal to her Constitution score. If she wishes to continue projecting the psychic avatar beyond this time, she must succeed at a Fortitude save each additional round it is maintained (DC 10, +1 per additional round). On a failed save, the psychic avatar disappears, the telepath's mind returns to her physical body, the telepath "awakens" from her physical stasis, and she is exhausted for 2d6 rounds.

Through the psychic avatar, the telepath can perceive people and objects out to a range of 2 meters per class level (maximum 20 meters). Beyond that, everything is a blur. She cannot perceive any living being hidden from her thought sensor (see Thought Sensor, above); they are simply undetectable to her. Incorporeal beings (such as Force spirits) and other psychic avatars can communicate and interact with the telepath's psychic avatar normally if they are within range.

The psychic avatar cannot physically manipulate its surroundings but can move in any direction and pass through solid barriers, moving at the telepath's normal speed. It cannot physically harm living creatures but can be physically harmed by them (see below). Since the telepath's mind is locked within the psychic avatar, she is no more or less vulnerable to mental attacks and mind-influencing effects than she would be in her physical body.

The psychic avatar cannot use or be affected by skills and feats that manipulate physical objects (such as Move Object) or require a Fortitude save.

The following rules apply to psychic avatars in combat:

- ⊗ **Initiative Modifier:** A psychic avatar's initiative modifier equals the telepath's Intelligence modifier plus any species bonus or feat-based bonuses.

- ⊗ **Defense:** A psychic avatar's Defense equals 10 + the telepath's class defense bonus + the telepath's Intelligence modifier + any dodge bonuses the telepath has.

- ⊗ **Incorporeality:** Any physical attack from a corporeal source that hits a psychic avatar has a 50% chance of harmlessly passing through it, dealing no damage.

- ⊗ **Vitality Points and Critical Hits:** A psychic avatar has the telepath's current vitality point total and is immune to critical hits.

- ⊗ **Wound Points:** A psychic avatar has no wound points. When a psychic avatar is reduced to 0 vitality points, it is destroyed. Excess wound damage is dealt to the telepath's actual physical body.

- ⊗ **Mental Attacks:** The telepath can execute purely mental attacks through the psychic avatar, including the following special prestige class abilities: mind shard, thought bomb, neural storm, and psychic scourge.

- ⊗ **Physical Attacks:** A psychic avatar can make melee touch attacks against Force spirits and other psychic avatars, dealing damage on a successful hit equal to 1d6 + the telepath's class level. A psychic avatar has no other physical attacks.

- ⊗ **Saving Throws:** A psychic avatar uses the telepath's Will save bonus for Reflex saves and is immune to any effect that requires a Fortitude save. The telepath makes Will saves normally.

When the telepath returns to her physical body, she has the same vitality point total the psychic avatar had before it ceased to exist. If the telepath's physical body is reduced to 0 wound points while she is manifesting a psychic avatar, the psychic avatar is destroyed, the telepath's mind returns to her body, and she is slain.

The telepath's sensory awareness does not emanate from the physical body while her mind is locked within the psychic avatar. Consequently, a telepath's physical body is treated as helpless and is vulnerable to coup de grace attacks while in stasis.



Appendix I: New Feats

See Chapter Five of the *Star Wars Roleplaying Game* for more information about feats and acquiring them.

Beast Language (Force Feat)

You can speak with nonsentient creatures in a language they understand.

Prerequisites: Force-Sensitive, Sense, Charisma 11, Handle Animal 4 ranks.

Benefit: You can communicate with one herd animal, predator, scavenger, or vermin. Each time you activate this ability, you choose the type of creature with which you can converse. You speak (or otherwise convey information) in a form that the creature understands, and you understand the information that it conveys in that same fashion. This feat enables you to use your Handle Animal skill to interact with a creature in the same way that you would use Bluff, Diplomacy, Intimidate, Gather Information, or Sense Motive (skills that ordinarily do not work on creatures). You can also use the Affect Mind and Friendship Force skills to affect it. You cannot communicate with a creature that does not normally communicate (such as a microbe).

Initiating this feat is an attack action that costs 2 vitality points. The effect lasts for 1 hour.

Chitinous

You have especially thick armor for a member of your species.

Prerequisites: Constitution 13, damage reduction as a species trait.

Benefit: The damage reduction you receive as a species trait is increased by 1. This bonus does not apply to DR imparted by equipment.

Special: This feat can be selected multiple times. Each time you select it, its effects stack.

Improved Darkvision

You have a greater-than-normal ability to see in total darkness.

Prerequisite: Darkvision as a species trait.

Benefit: Your darkvision ranged is doubled. You also gain a +2 competence bonus on Search and Spot checks made in total darkness.

Improved Flight

Your ability to maneuver while flying is exceptional for a member of your species.

Prerequisite: Fly speed.

Benefit: Your maneuverability class while flying improves by one grade. You gain all of the benefits of your new maneuverability class.

Improved Flyby Attack

You can attack on the wing with increased mobility.

Prerequisites: Flyby Attack, Dexterity 13, fly speed.

Benefit: You do not provoke an attack of opportunity when you use the Flyby Attack feat to attack an opponent.

Normal: Without this feat, you provoke attacks of opportunity when moving through areas threatened by the target of your flyby attacks.

Improved Low-Light Vision

You have a greater-than-normal ability to see in dim light.

Prerequisite: Low-light vision as a species trait.

Benefit: You can see three times as far as a Human in dim light (such as moonlight or underwater), and you retain the ability to distinguish color and detail. You also gain a +2 competence bonus on Search and Spot checks made in low-light conditions.

Normal: A character with low-light vision can only see twice as far as a Human in dim light.

Know Enemy

You have studied a particular alien species extensively, giving you an advantage when dealing with members of the chosen species.

Prerequisite: Knowledge (alien species) 6 ranks.

Benefit: You gain a +2 bonus on Bluff and Sense Motive checks when using these skills against members of the enemy species. You also gain a +1 bonus on attack rolls and damage rolls made against members of the enemy species.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, choose a different alien species. You cannot choose your own species.

Mounted Combat

You are skilled in mounted combat.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may make a Ride check to negate the hit. The hit is negated if your Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Defense Bonus if it's higher than the mount's regular Defense).

Special: A soldier can choose this feat as one of his soldier bonus feats.

Multidexterity

You are equally adept at using any of your hands.

Prerequisites: Dexterity 15, more than two pairs of arms.

Benefit: You ignore the -4 penalty on attack rolls, ability checks, and skill checks when using an off hand.

Normal: Without this feat, a character with more than two hands has only one primary hand; the rest are off hands. (For example, a Morseerian has one primary hand and three off hands.) A character using



an off hand takes a -4 penalty on attack rolls, ability checks, and skill checks.

Special: This feat is the same as Ambidexterity for creatures with more than one pair of hands. The table below summarizes the penalties on attack rolls for a character with the Multidexterity feat.

Circumstances	Primary Hand	Off Hands
Normal penalties	-6	-10
Off-hand weapons are light	-4	-8
Multidexterity feat	-6	-6
Off-hand weapons are light and Multidexterity feat	-4	-4
Multidexterity feat and Multiweapon Fighting feat	-4	-4
Off-hand weapons are light and Multidexterity feat and Multiweapon Fighting feat	-2	-2

Multiweapon Fighting

You can fight with a weapon in each hand.

You can make one attack with each off-hand weapon in addition to your normal attack (or attacks) with the weapon in your primary hand. All of the attacks made on your turn must be the same type—either all melee attacks or all ranged attacks.

Prerequisite: More than two hands.

Benefit: Your penalties for fighting with multiple weapons are reduced by 2.

Normal: Without this feat, you take a -6 penalty on attack rolls with your primary weapon and a -10 penalty on attack rolls with your off-hand weapon(s). If all your off-hand weapons are light, these penalties are reduced by 2.

Special: This feat is the same as Two-Weapon Fighting for creatures with more than two hands. The following table summarizes the penalties on attack rolls for a character with the Multiweapon Fighting feat.

Circumstances	Primary Hand	Off Hands
Normal penalties	-6	-10
Off-hand weapons are light	-4	-8
Multiweapon Fighting feat	-4	-8
Off-hand weapons are light and Multiweapon Fighting feat	-2	-6
Multidexterity feat and Multiweapon Fighting feat	-4	-4
Off-hand weapons are light and Multidexterity feat and Multiweapon Fighting feat	-2	-2

Razorbite

Your bite attack deals more damage than normal.

Prerequisites: Base attack +3, bite as a natural weapon.

Benefit: When making a bite attack, you deal +2 points of damage on a successful hit.

Razorclaws

Your claws deal more damage than normal.

Prerequisites: Base attack +3, one or more claws as natural weapons.

Benefit: When making a claw attack, you deal +1 point of damage on a successful hit.

Ride-By Attack

You are skilled at making quick hit-and-run attacks while riding a creature.

Prerequisite: Ride 4 ranks.

Benefit: When you are mounted and use the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed twice your mounted speed. You do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge

You are trained at making a devastating mounted charge.

Prerequisite: Ride 4 ranks, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon. If using a weapon that normally deals double damage when charging, it deals triple damage instead.

Special: If your mount has a natural gore or horn attack, Spirited Charge can also be used to double the damage dealt by that attack.

Thick Hide

You have an especially thick epidermis for a member of your species.

Prerequisite: Constitution 13, natural armor as a species trait.

Benefit: The natural armor bonus to Defense your receive as a species trait increases by +1. This bonus does not apply to armor bonuses to Defense imparted by equipment.

Special: This feat can be selected multiple times. Each time you select it, its effects stack.

Trample

You are trained in using your mount to knock down opponents.

Prerequisite: Ride 4 ranks.

Benefit: When you attempt to overrun an opponent while riding a creature, the target can not choose to avoid you. If you knock down the target, your mount can make one free slam or claw attack against him, at a +4 bonus for making a melee attack against prone target (see Overrun in Chapter Eight of the *Star Wars Roleplaying Game*). If the mount does not have a slam or claw attack, it deals the appropriate amount of slam damage for a creature of its size and type, plus one-half its Strength modifier.



Appendix II: Playing the Yuuzhan Vong

Yuuzhan Vong differ from other species of the galaxy. Soldiers are trained to fight with amphistaffs, not blasters, while tech specialists specialize in bioengineered organisms instead of standard technology. This appendix is designed for Gamemasters seeking to create Yuuzhan Vong supporting characters for a campaign set during The New Jedi Order era. With their GM's permission, players can also use this section to create Yuuzhan Vong heroes.

Classes

Heroic and professional classes have different rules for Yuuzhan Vong. Although they receive no starting credits, most Yuuzhan Vong start play with a weapon and can requisition additional gear as needed (see Requisitioning Yuuzhan Vong Equipment).

Use the following information as guidelines when creating Yuuzhan Vong heroes and professionals:

Fringer

Yuuzhan Vong fringers typically belong to the intendant and worker castes. Members of the warrior caste cannot be fringers.

- ⊕ **Bonus Feats:** A fringer may only select from the following list of bonus feats: Alertness, Armor Proficiency (light), Endurance, Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Run, Spacer.
- ⊕ **Bonus Class Skills:** A fringer may not select the following skills as bonus class skills: Computer Use, Disable Device, Repair.
- ⊕ **Jury-rig:** A fringer can use the jury-rig ability to temporarily repair damaged Yuuzhan Vong equipment. The competence bonus applies to Treat Injury checks instead of Repair checks.

- ⊕ **Bonus Weapons and Gear:** A fringer begins play with a coufee (knife), a gnulith, and either 1d4 blorash jellies or 1d4 razorbugs.

Noble

Yuuzhan Vong nobles normally belong to the shaper, priest, and intendant castes. Members of the worker caste cannot be nobles.

- ⊕ **Class Skills:** Remove the Computer Use skill from the noble's list of class skills, and add the skill Handle Animal.
- ⊕ **Starting Feats:** Instead of Weapon Group Proficiency (blaster pistols), the noble gets Exotic



Weapon Proficiency (tsaisi) as a starting feat.

- ⊕ **Bonus Class Skills:** The noble may not select the following skills as bonus class skills: Computer Use, Disable Device, Repair.
- ⊕ **Resource Access:** The noble does not gain the ability to access resources. Instead, she receives a +2 class bonus on level checks to requisition equipment (see the Requisitioning Yuuzhan Vong Items sidebar).
- ⊕ **Free Weapon and Armor:** A noble begins play with a tsaisi and a glistaweb.

Scoundrel

Yuuzhan Vong scoundrels usually belong to the intendant caste. Members of the warrior and shaper castes cannot be scoundrels.

- ⊕ **Class Skills:** Remove the Computer Use, Disable Device, and Repair skills from the scoundrel's list of class skills.
- ⊕ **Starting Feats:** Instead of Weapon Group Proficiency (blaster pistols), the scoundrel gets Exotic Weapon Proficiency (tsaisi) as a starting feat.
- ⊕ **Free Weapon:** The scoundrel begins play with a tsaisi, a coufee (dagger), and 1d4 thud bugs.

Scout

Yuuzhan Vong scouts typically belong to the warrior and intendant castes. Members of the shaper and priest castes cannot be scouts.

- ⊕ **Class Skills:** Remove the Computer Use and Repair skills from the scout's list of class skills, and add the skills Handle Animal and Treat Injury.
- ⊕ **Starting Feats:** Instead of Weapon Group Proficiency (blaster pistols, blaster rifles), the scout gets Exotic Weapon Proficiency (tsaisi) as a starting feat.
- ⊕ **Free Weapons and Gear:** The scout begins play with a tsaisi and an oogolith masquer.



YUUZHAN VONG GEAR

The following rules apply to Yuuzhan Vong weapons and equipment:

Using Yuuzhan Vong Biotechnology

Yuuzhan Vong equipment has different interfaces and controls than standard gear. When a non-Yuuzhan Vong encounters a piece of Yuuzhan Vong biotechnology for the first time, the character must succeed a Wisdom check (DC 12) to figure out what it does and how to use it.

Non-Yuuzhan Vong characters take a -4 penalty on ability checks, attack rolls, and skill checks when operating Yuuzhan Vong equipment. This penalty is negated if one has 9 or more ranks in the Knowledge (alien species) skill or 5 or more ranks in the Knowledge (Yuuzhan Vong) skill. The GM can waive this penalty if a character spends a great deal of time living among the Yuuzhan Vong or uses their equipment on a regular basis.

Equipment such as dovin basals or Yuuzhan Vong ship systems can sometimes require a check to use. Actions that normally call for a Computer Use check require a Handle Animal check instead. Actions that normally require Repair checks use Treat Injury checks instead. In the case of repairing Yuuzhan Vong vehicles and starships, follow the guidelines for repairing starship damage in Chapter Eleven: Starships of the *Star Wars Roleplaying Game* but substitute the Treat Injury skill for the Repair skill.

Piloting Yuuzhan Vong vehicles requires the Pilot skill as normal.

Requisitioning Yuuzhan Vong Equipment

The Yuuzhan Vong have no hard currency such as credits. Instead, resources are assigned as required or gained through properly crafted requests. If a Yuuzhan Vong character wants to requisition equipment, make a special level check. Roll a d20 and add the character's level, Charisma modifier, and Reputation bonus. The DC depends on the item requested and the character's status, as shown below.

In general, a Yuuzhan Vong can only request multiple items of the same type if the DC for one item of that type is less than 10. In that case, add +2 to the DC for each additional item of the same type. For instance, a Yuuzhan Vong warrior is limited to owning one amphistaff but can obtain two tizowyrms with a special level check against DC 7.

Requested Item	DC
Amphistaff	10
Blorash jelly	3
Coufee (dagger)	2
Gnullith	10
Oogolith masquer	15
Razorbug	2
Thud bug	2
Tizowym	5
Tsaisi	10
Villip (pair)	10
Vonduun crab-shell armor	15
Coralskipper	30

Character's Status	DC Modifier
Shaper or priest	-4
Intendant	-2
Warrior	+0
Worker	+10
Shamed One	+20

The number of items in a single request cannot exceed twice the character's level. A request can only be made once per adventure but can occur at any time, assuming the character is in contact with a reasonable source for the requested materials. A character who fails the level check is beaten or flogged mercilessly for his insolence and takes an amount of damage equal to original request's DC. ☹



Soldier

Yuuzhan Vong soldiers normally belong to the warrior and priest castes. Members of the shaper caste cannot be soldiers.

- ⊕ **Class Skills:** Remove the Computer Use skill from the soldier's list of class skills, and add the skill Handle Animal.
- ⊕ **Starting Feats:** Instead of Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, vibro weapons), the soldier gets Exotic Weapon Proficiency (amphistaff) as starting feat.
- ⊕ **Free Weapons and Armor:** The soldier begins play with an amphistaff and a warrior's suit of vonduun crab armor.

Tech Specialist

Yuuzhan Vong tech specialists usually belong to the shaper, intendant, and worker castes. Members of the warrior and priest castes cannot be tech specialists.

- ⊕ **Class Skills:** Remove the Computer Use, Disable Device, and Repair skills from the tech specialist's list of class skills, and add the skill Treat Injury.
- ⊕ **Skill Emphasis:** The tech specialist must choose of the following skills as the focus of his free Skill Emphasis feat: Craft (any nonmechanical), Handle Animal, or Treat Injury.
- ⊕ **Tech Specialty:** The tech specialist may not select the computer specialist or mechanic specialties.
- ⊕ **Mastercrafter:** The tech specialist may only create mastercraft Yuuzhan Vong weapons and armor.

Diplomat

Yuuzhan Vong diplomats typically belong to the shaper, priest, and intendant castes. Members of the worker caste cannot be diplomats.

- ⊕ **Starting Feats:** A diplomat may not select Weapon Group Proficiency (blaster pistols) as a free starting feat.

Expert

Yuuzhan Vong experts normally belong to the shaper, intendant, and worker castes. Members of the priest caste cannot be experts.

- ⊕ **Starting Feats:** A diplomat may not select Weapon Group Proficiency (blaster pistols) as a free starting feat.

Thug

Yuuzhan Vong thugs usually belong to the warrior caste. Members of the shaper, priest, and intendant castes cannot be thugs.

- ⊕ **Starting Feats:** A thug may not select Weapon Group Proficiency (blaster pistols, slugthrowers, vibro weapons) as free starting feats, but may select Exotic Weapon Proficiency (amphistaff or tsaisi) as a free starting feat.

Prestige Classes

Yuuzhan Vong are eligible for several of the prestige classes presented in the *Star Wars Roleplaying Game*. Yuuzhan Vong who belong to the warrior caste can pursue the bounty hunter, elite trooper, officer, and starship ace prestige classes. Shamed Ones who leave Yuuzhan Vong society may become bounty hunters, crime lords, or starship aces. Members of other castes are not eligible for any of the prestige classes in the core rulebook, however.

This book describes several new prestige classes available to Yuuzhan Vong characters. Yuuzhan Vong from any caste can pursue the beastwarden prestige class. Yuuzhan Vong warriors and Shamed Ones can also pursue the bodyguard and findsman prestige classes. Only Shamed Ones who are driven from Yuuzhan Vong society are eligible to pursue the big-game hunter prestige class.

Skill Restrictions

A Yuuzhan Vong character cannot normally assign skill ranks to the following skills: Computer Use, Disable Device, or Repair. However, if the character has 5 or more ranks in Knowledge (technology), ranks can be assigned to these skills as though they are cross-class skills. If he has 9 or more ranks in Knowledge (technology), ignore the species restrictions on Computer Use, Disable Device, and Repair skills.

Feat Restrictions

Unless a Yuuzhan Vong character has 5 or more ranks in Knowledge (technology), he cannot select the following feats: Armor Proficiency (powered), Exotic Weapon Proficiency (lightsaber or other non-bioengineered weapon), or Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, slugthrowers, vehicle weapons, or vibro weapons).



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The Meerians and the Tchuukthai

Ultimate Alien Anthology
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By JD Wiker and Christopher Perkins



DESIGN**JD WIKER AND CHRISTOPHER PERKINS****EDITING****RAY AND VALERIE VALLESE****ILLUSTRATION****KALMAN ANDRASOFSZKY****TYPESSETTING****NANCY WALKER****WEB PRODUCTION****JULIA MARTIN****WEB DEVELOPMENT****THOM BECKMAN****ART DIRECTION****ROB RAPER****LUCAS LICENSING EDITOR****MICHELLE VUCKOVICH****STAR WARS RPG DESIGN MANAGER****CHRIS PERKINS****VICE PRESIDENT AND DIRECTOR OF RPG R&D****BILL SLAVICSEK**

U.S., CANADA
 ASIA, PACIFIC, & LATIN AMERICA
 Wizards of the Coast, Inc.
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 Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS
 Wizards of the Coast, Belgium
 P.B. 2031
 2600 Berchem
 Belgium
 +32-70-23-32-77

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Meerian

Meerians are small, wiry humanoids who move in a slow, deliberate manner. Their short stature and relative strength make them excellent miners. When Republic survey teams learned that the Meerians' homeworld, Bandomeer, was rich with minerals, their discovery prompted hundreds of mining companies to begin pillaging the planet's resources. The Meerians, primitive by galactic standards, had little sway with the Republic and their mining consortiums. Despite the Republic Senate's recognition of the Meerians as the rightful owners of Bandomeer, the Meerians have earned nothing more than the right to help with the strip-mining and share the profits. Meerians continue to have little say in what happens to their world.

Hundreds of generations of mining on Bandomeer have forced the Meerians to adapt to the constant smog and particulate matter permeating the atmosphere. Their lungs and nose filter out the most harmful chemicals and toxins, allowing them to move around in areas where breath masks are normally required. Despite their resilience, Meerians want nothing more than to make Bandomeer a more hospitable home. They want to reduce the amount of mining and repair the damaged ecosphere, but to date their efforts have met with little success.

Meerians prefer to speak eye-to-eye and use comfortable seats with repulsorlifts when conversing with taller species. They believe that speaking eye-to-eye is one way to insure that all participants in a conversation regard one another as equals.

Personality: Meerians are agreeable, optimistic, and sympathetic to the needs of others. They can see and appreciate opposing sides of an argument, which often makes it hard for Meerians to reach a decision or consensus without much debate or equivocation.

The apathy of the mining corporations has introduced an "Every Meerian for himself" mentality into Meerian society—an attitude unknown to previous generations. Several Meerians who have embraced this philosophy have taken their earnings and left Bandomeer, setting their sights on the stars.

Physical Description: Meerians have metallic hair, with pale silver and lustrous gold being the most prominent colors. Meerians lack pupils, and their eyes also retain a metallic hue, often matching the color of their hair. Skin tone is pale, due to the lack of sunlight that makes it through the polluted sky of Bandomeer. Adult Meerians stand 1.1 to 1.6 meters tall.

Homeworld: Bandomeer, a mining world in the Outer Rim. One massive landmass and one enormous sea divide the planet nearly in half.

Language: Meerians speak and read Meerian. They can learn to speak Basic with no difficulty.

Example Names: GanFel, GilVog, HerZan, JegLor, LirTan, RonTha, SonTag, VeerTa, WinLos.

Adventurers: Meerian adventurers tend to be fringers and scoundrels.

Meerian Species Traits

- **Ability Modifiers:** -2 Dexterity, +2 Constitution.
- **Small:** As Small creatures, Meerians gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- **Speed:** Meerian base speed is 6 meters.
- **Poison Resistance:** Meerians receive a +2 species bonus on Fortitude saves to resist ingested, contact, or injury poisons and a +4 species bonus on Fortitude saves to resist inhaled poisons and polluted air.
- **Automatic Language:** Speak and Read/Write Meerian.

Meerian Commoner: Init -1; Defense 10 (-1 Dex, +1 size); Spd 6 m; VP/WP 0/12; Atk +1 melee (1d2, unarmed) or +0 ranged; SQ Species traits; SV Fort +1, Ref -1, Will +0; SZ S; Str 10, Dex 8, Con 12, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

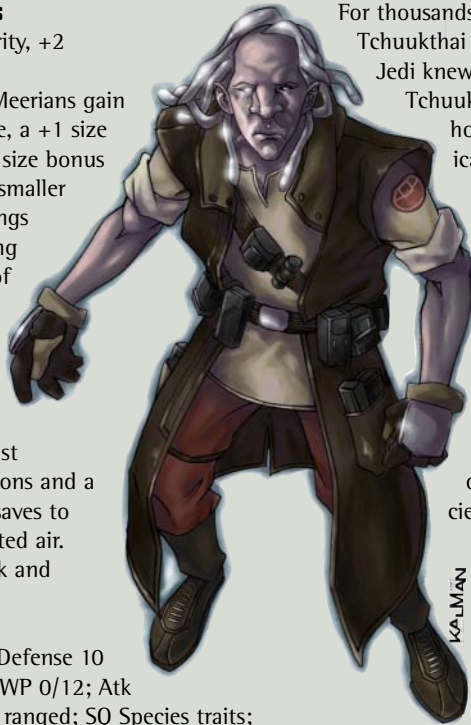
Skills: Hide +3, Knowledge (any one) +1, Profession (any one) +1, Read/Write Basic, Read/Write Meerian, Speak Basic, Speak Meerian.

Feats: None.

Tchuukthai

For centuries, the Tchuukthai were considered little more than beasts. Their brutish appearance and vocabulary of grunts and growls helped perpetuate that myth—a misperception the Tchuukthai were more than happy to see thrive. Over several centuries, Tchuukthai were discovered more than once. Most times, explorers avoided contact with these seemingly dangerous creatures. The few who couldn't resist the urge to learn more about them were met with vicious snarls and displays of ferocity.

Their true intelligence remained a secret until a Jedi Master encountered them. The Jedi, whose name is lost in antiquity, explained much about the galaxy to a Tchuukthai he'd befriended. The Tchuukthai's interest was piqued, but he was wary of leaving his home and fearful that his people would be exploited if their true nature were known. The Jedi gave his word that he would protect their secret and offered to train the Tchuukthai in the ways of the Force. This Tchuukthai later became Jedi Master Thon of Ambria.



For thousands of years, Master Thon was the only Tchuukthai who had ventured into the galaxy. Only the Jedi knew his true nature. Since that time, other Tchuukthai might have ventured beyond their home system, perhaps even as pets or zoological exhibits. During the time of the New Republic, their existence is still considered a rumor across most of the galaxy.

Personality: Tchuukthai are contemplative, free thinking, secretive, and slow to anger. Some prefer to be left alone, while others seem genuinely interested in meeting new species. Depending on their general demeanor, Tchuukthai are either annoyed or amused by other species' reactions to their appearance and size. They disdain conflict but fight fiercely when sufficiently provoked.

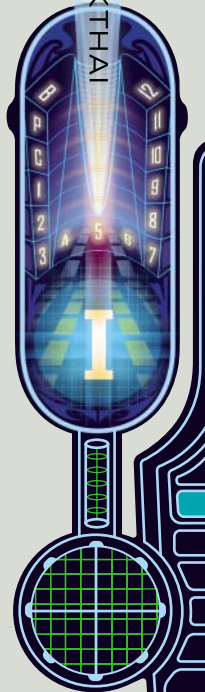
Physical Description: Tchuukthai are hulking, quadrupedal brutes with thick leathery skin, wide-set eyes, flaring nostrils, and sharp fangs. Bristling fur covers their shoulders and backs, and armor plating protects their head, joints, and vital organs. An adult Tchuukthai stands 2 meters tall at the shoulder or 3 meters tall when standing upright on his or her hind legs. Tchuukthai who consort with other species typically don clothing; others do not.

Homeworld: Unknown. The identity and location of the Tchuukthai homeworld is a closely guarded secret.

Language: Tchuukthai have their own guttural language (Tchuukthese).

Example Names: Bval, Drol, Gaarx, Huun, Nrak, Thon, Tkur, Zvod.

Age in Years: Child 1-12; young adult 12-20;



adult 21–189; middle age 190–249; old 250–299; venerable 300+.

Adventurers: Tchuukthai who travel among the stars are usually scouts interested in exploring new worlds or free-spirited Force adepts eager to learn the ways of the Force and discover new Force-using traditions.

Tchuukthai Species Traits

- Ability Modifiers: +4 Strength, –4 Dexterity.
- Large: As Large creatures, Tchuukthai suffer a –1 size penalty to their Defense, a –1 size penalty on attack rolls, and a –4 size penalty on Hide checks. They have a Face/Reach of 2 m by 4 m/2 m. When moving on all fours, their lifting and carrying limits are triple those of Medium-size characters (see Carrying Capacity in the *Star Wars Roleplaying Game* revised core rulebook).
- Speed: A Tchuukthai’s quadrupedal base speed is 12 meters. A Tchuukthai moving on two legs has a base speed of 4 meters.
- Natural Armor: Tchuukthai have thick skin that grants a +5 natural armor bonus to Defense.
- Damage Reduction: A Tchuukthai’s armored hide provides DR 2.
- Quadrupedal: When standing on all four legs, a Tchuukthai gains a +4 stability bonus against trip attacks and bantha rush attacks.
- Bonus Feats: Tchuukthai gain the bonus feats Run and Weapon Group Proficiency (simple weapons).
- Free Language Skills: Read/Write and Speak Tchuukthese.

Tchuukthai Commoner: Init –2; Defense 12 (–1 size, –2 Dex, +5 natural); DR 2; Spd 12 m, upright 4 m; VP/WP 0/10; Atk +1 melee (1d4+2, unarmed) or –3 ranged; SQ Species traits; SV Fort +0, Ref –2, Will +0; SZ L; Face/Reach 2 m by 4 m/2 m; FP 0; DSP 0; Rep +0; Str 14, Dex 6, Con 10, Int 10, Wis 10, Cha 10. Challenge Code B.

Skills: Craft (any one) +1, Hide –6, Knowledge (any one) +1, Read/Write Tchuukthese, Speak Basic (understand only), Speak Tchuukthese, Survival +1.

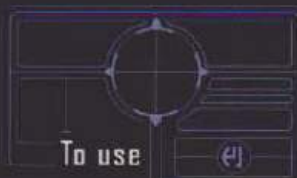
Feats: Run, Weapon Group Proficiency (simple weapons).

About the Authors

JD Wiker is one of the designers of the *Star Wars Roleplaying Game*, and is coauthor of *The Dark Side Sourcebook* and *The Power of the Jedi Sourcebook*. JD is the president of The Game Mechanics (www.thegame-mechanics.com), a game design studio creating supplements and sourcebooks for the d20 System, including *Swords of Our Fathers* and *Cromagh’s Guide to Goblinoids*.

Christopher Perkins currently works as a design manager in RPG R&D, overseeing products for the *Star Wars Roleplaying Game*, the *d20 Modern Roleplaying Game*, and the new D&D campaign setting. Chris developed and edited the *Ultimate Alien Anthology*.

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