

GURPS

Fourth Edition

STAR WARS

SENTIENT SPECIES



BY DARK LORD AZAGTHOTH

STEVE JACKSON GAMES

GURPS®

Fourth Edition



STAR WARS

ROLEPLAYING GAME

The **unofficial** Star Wars Sentient Species for GURPS fourth Edition

A completely free unofficial sourcebook for GURPS 4th Edition set in the Star Wars Galaxy

GURPS Rules by Steve Jackson • www.sjgames.com

GURPS 3rd Edition Star Wars by Francis Martel • www.gurpslabs.com

Star Wars Encyclopedia by Bob Vitas • www.cuswe.org

Star Wars Wiki from Wookieepedia • starwars.wikia.com

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STAR WARS
DARK LORD AZAGTHOTH



www.starwars.com

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INTRODUCTION

WHAT IS GURPS - STAR WARS

A long time ago, in a galaxy far, far away...

Welcome to the universe of Star Wars within GURPS. First of all, we have to tell you that this rulebook might not be about the Star Wars that you know and might not be what you expect to find. This rulebook is designed with the idea of playing the Star Wars universe in a "realistic" fashion, not in a cinematic space opera type. To that purpose, the Star Wars technologies depicted in this book have been "modified" to reflect a more real science approach: In this book, the Storm trooper armor cannot be pierced by Ewok arrows. In this book, it's not possible to navigate a speeder bike going 500mph through a dense forest. In this book, people usually die when hit by a blaster shot, and in this book Storm trooper usually hit what they aim for...

"In fact, no one on Tatooine fires and destroys with this kind of efficiency. Only Imperial troops would mount an attack on a sandcrawlers with this kind of cold accuracy."

Obi-Wan Kenobi

So, you say, what will I find in this book and what period does it cover?

We have decided to concentrate our efforts on no period in specific. The Star Wars timeline spans over more than 25,000 years and we did not want to exclude any period (be it the Ancient Era, the era of the Old Republic, the Golden Age of the Sith, the Clone Wars, The Galactic Empire, or the New Republic). Most of the information contained in this book has been designed by the authors of Star Wars novels, computer games, comics, and of course... the six epic Star Wars movies.

A great deal of effort has been made to make sure that this gaming variant respects the flavor of the Star Wars genre and its spirit. We hope we have succeeded.

GURPS stands for "Generic Universal RolePlaying System," however; the guidelines in this rulebook are derived from the fourth edition and specified towards the Star Wars universe.

Disclaimer

The material contained in this book is drawn from the works of George Lucas, his collaborators and other Sci-fi authors who have helped the Star Wars phenomenon to grow since its birth in the late 70s. Most of the material referred to in this book is owned under copyright laws by George Lucas (Lucasfilm Ltd) and/ or/ either 20th Century Fox. All names, trademarks and logos used in this book are used without permission either given or implied by the copyright owners.

About GURPS

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Feedback

If you have read this book and have any comments, criticisms, ideas or you even want to report errors, such as typos and consistency errors, please contact me. You can use the following link ([Contact me](#)). Especially in the phase in which this book isn't finished yet, the feedback is most welcome.

When all goes well, a new release will be uploaded as soon as possible but at least once every month. See page 1 of this book to determine which release you've got and when a new update will be released. You can download these newer versions with the p2p program "emule" or you can download it at my website using the following link ([My website](#)).

GLOSSARY

GURPS is a roleplaying game (RPG). Like any hobby, gaming has its own unique language. To help you understand the concepts and terms used in this game (and other RPGs), we'll start with a few definitions:

RolePlaying Game (RPG):

A game in which players take on the personalities of imaginary individuals, or characters, in a fictional or historical setting, and try to act as those characters would.

Game Master (GM):

The referee, who chooses the adventure, talks to the players through it, judges the results, and gives out bonus points.

Character:

Any being – person, animal, robot, etc. – that is played by the GM or a player.

Non-Player Character (NPC):

Any character played by the GM.

Player Character (PC):

A character created and played by one of the players.

Statistics:

The numerical values that describe a character, piece of equipment, etc., taken collectively. These are often called "stats".

Party:

A group of PCs taking part in the same adventure.

Game World:

A background for play; a setting. "World" might mean "planet", but it could also refer to a region and historical period... or even an entire universe.

Adventure:

The basic “unit” of play in a roleplaying game, representing a single mission or plot. It might require several sessions of play, or just one play session.

Encounter:

One “scene” of an adventure, usually a meeting between the PCs and one or more NPCs.

Campaign:

A continuing series of adventures. A campaign will usually have a continuing cast of PCs, and the same GM (or team GMs). It may move from one game world to another, with a logical reason.

Race:

The species to which you belong. Nonhuman characters (Twilek, Wookiee, or Rodian, for example) are common in Star Wars RPGs.

Notation Conventions

The following mathematical and scientific constants have been used in the design of this book:

- pc (parsec) = 3.26 light-years or 19.234×10^{12} miles or 30.8572×10^{12} km
- ly (light-year) = 5.9×10^{12} miles or 9.461×10^{12} km
- ly = 186,000 miles/s or 298,262 km/s
- AU (Astronomical Unit) = distance from Coruscant to its sun or 100 million miles.
- Mach 1 = speed of sound at sea level at 20°C; 760 mph or 340 m/s
- 1 G = 11 y/s^2 (33 feet/s²) or 10.1 m/s^2 (G of Coruscant)

- MGLT = Modern Galactic Light Time or megalight; 1 m/s or 1 y/s
- MGLT (2) = 1 m/s^2 (2 turns/45°) or 1 y/s^2
- sV (spherical volume) = $4/3\pi R^3$
- t (ton) = 1 m³ or 1,000 kg or 2,000 lbs
- Kt (Kiloton, vessels and ships) = 1,000 m³ or 1,000,000 kg
- 1 mile = 1,760 yards = 5,280 feet = 63,360 inches
- 1 mile = 1,609.34 meters
- 1 yard = 91.44 centimeters or 3 feet or 36 inch
- 1 foot = 30.48 centimeters or 12 inch
- 1 inch = 2.54 centimeters

GURPS References

The GURPS Star Wars book is not a game in itself. Ownership of the Basic Set (GURPS 4th Edition Basic Set Characters & GURPS 4th Edition Basic Set Campaigns) is required. In this book, references are made to other books. The following abbreviations are used when referring to GURPS Books:

- GURPS 4th Edition Basic Set (BS)
- GURPS 4th Edition Fantasy (FA)
- GURPS 4th Edition Magic (MA)
- GURPS 4th Edition Powers (PO)
- GURPS 4th Edition Space (SP)
- GURPS 4th Edition Bio-Tech (BT)
- GURPS 4th Edition Ultra-Tech (UT)
- GURPS 4th Edition Vehicles (VE)
- GURPS 4th Edition Traveler Interstellar Wars (IW)
- GURPS 4th Edition Martial Arts (MA)

1. ALIEN SPECIES

There are roughly 5 millions forms of sentient beings in the Vordarian Beltway galaxy. These cannot be listed and described in this book (not even when adding a few supplements). In this first sourcebook, a selection has been made to enter only those species which can be seen in the six Star Wars movies. This only should describe 220 different alien species.

Racial Template Format

The following is a sample of the format that was used in designing the templates for this book. Next to each heading is a short definition that describes what that heading includes. By following this format, you should be able to create your own alien races with ease. The templates given in this book are guidelines. If the GM or the player thinks they have a character on which the template does not fit, feel free to change it. But remember to give it an explanation why the template has been changed and role-play this out.

Attribute Adjustment:

Some aliens are stronger or weaker than human norm, while others are smarter or dumber. In the GURPS 4th Edition system, a race's inherent strengths or weaknesses are shown by modifying the attributes of the race. These modifications are only added once, during the character creation. Example: A player wants to create an Arcona character. The Arcona get a +1 to HT. The player spends 10 points on HT, raising it to 11. Some GMs set limits on attributes during creation. If the limitation is +/- 2 than a Human would have attributes varying from 8 to 12. The Arcona would have a HT of 9 to 13.

Secondary Characteristic Adjustment:

Some aliens are stronger or weaker than human norm, while others are faster or keener. In the GURPS 4th Edition system, a race's inherent strengths or weaknesses are shown by modifying the secondary attributes of the race. These modifications are only added once, during the character creation. Example: A player wants to create an Anzati character. The Anzati get a +2 to Per. The player spends 10 points on Per, raising it to 12. Some GMs set limits on attributes during creation. If the limitation is +/- 2 than a human would have attributes varying from 8 to 12. The Anzati would have a Per of 10 to 12 (not counting in any other modifiers from e.g., IQ).

Note: The Size Modifier is based upon the average height of the species. Creating a character of a different height and gains another SM than normally, will also be reflected in the points cost of other attributes such as ST. Take this into consideration when altering the size while shifting into another SM.

Origin:

The planet or system the race originally hails from. This does not mean that the character has to be from the same planet or system that his or her race originates.

Tech Level:

The TL or technological advancement of the alien race. The TL of the Empire and the Rebel Alliance/New Republic is 11. Please note that this is the racial average. Spaceports, for example, would have a higher TL than the wilderness areas. Keep this in mind when creating characters, and adjust the point cost accordingly.

Racial Advantages:

These are the special abilities, which distinguish the character from other races.

Racial Disadvantages:

These are the "handicaps", which also distinguish the character from other races.

Free Skills:

Skills such as Area Knowledge and Native language that species who grew up on their homeworld would receive. A character receives these skills at the highest free default level unless otherwise noted. These skills are free of cost and should not be added into the character's point total.

Several story factors must be considered when adding these free skills. The first thing to take into consideration is that many characters may have been born and raised away from their home planet. In this case, simply change the area knowledge to the area the character grew up around.

Also if the character grew up away from his species he may not know his racial language. If this is the case simply replace the native language with the language the character grew up speaking.

Racially Learned Skills and Racial Skill Bonuses:

Alien races often have skills at which they excel. These skills will either be represented as Racial Skill Penalties or Bonuses, a +/- to a skill level, or they will receive a Racially Learned Skill, a certain skill at a specified level. The character's total cost has been adjusted to reflect the presence of these skills.

Please note that if the character was raised away from his race, that he or she may not have certain skills. Physical skills will never differ, but the character may not have skills that represent the character's culture.

This is also the area where suggested skills for the race will be listed. These skills will be listed in parenthesis.

Features/Taboos:

A "feature" is a not on how the race differs from humanity when that difference does not grant an advantage or a disadvantage. Features cost 0 points.

A "taboo trait" is an attribute level, advantage, disadvantage, or skill that is off limits to members of the race. This, too, is worth 0 points. Normally, only mundane traits are labeled "taboo", as exotic or supernatural traits require the GM's permission in any case.

Names:

The most common way the alien race names their characters, and also a few sample names.

Description:

A description of the alien race and their history. Some descriptions cannot be tracked back in their character profile. If the player is experienced enough, he may take these descriptions as perk or quirks.

Notes:

Notes to the reader.

CP:

Point cost of the alien race to use during character creation. I have attempted to keep the point cost low, to allow versatility during character creation.

Playing an Alien Species

Playing an alien species is a lot more complicated than just a compilation of traits written down on a character sheet. Some aliens are so strange to our human understanding and philosophy that these races are not recommended as PCs. Some GM might

even set a base race CP limit. A good starting point is a base race CP limit of half the total CP limit.

Create Your Own Species

Below is given a blank sheet to make your own template of an alien species. This is the same format with which this nook designed its species.

GMs and players should feel free to create their own species or recreate a species listed in the Star Wars Databank or Wookieepedia. If you want to create a new species but are uncertain how to define its statistics, feel free to contact me or post on the [Steve Jackson Games' forums](#).

ALIEN SPECIES TEMPLATE

Species Name

Attribute Adjustment:

Secondary Characteristic Adjustment:

Origin:

Tech Level:

Racial Advantages:

Racial Disadvantages:

Free Skills:

Racially Learned Skills and Racial Skill Bonuses:

Features/Taboos:

Names:

Description:

Notes:

CP:

Type	CP
Attribute Adjustment	
Secondary Characteristic Adjustment	
Tech Level	
Racial Advantages	
Racial Disadvantages	
Racially Learned Skills and Racial Bonuses	
TOTAL	

-A-

Abinyshi



Attribute Adjustment:

ST-1 [-10pts]

Secondary Characteristic Adjustment:

SM-1

Planet/System of Origin:

Inysh

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

Striker (Tail, Crushing, Long +1, +100%, Cannot Parry, -40%) [+8pts]; Unfazeable [+15pts]

Racial Disadvantages:

Cold-Blooded [-5pts]

Free Skills:

Language (Abinysh, Native); Area Knowledge (Inysh)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Unknown

Description:

The Abinyshi are a short, relative slender, yellow-green reptilian species from Inysh. They possess two dark, pupilless eyes that are set close together. Their face has few features aside from a slight horizontal slit of a mouth; their nose and ears, while existent, are very minute and barely noticeable. The species has a large tail that assists in balance and is used as an appendage and weapon.

A gentle people, the Abinyshi take a rather passive view of life. They prefer to let events flow around them rather than take an active role in changing their circumstances. This philosophy has had disastrous consequences for Inysh.

The Abinyshi have played a minor but constant role in galactic history for many centuries. They developed space travel at about the same time as the Humans, and though their techniques and technology never compared to that of the Corellians and Duros, they have long enjoyed the technology provided by their allies. Their small population limited their ability to colonize any territories outside their home system.

Their primary contributions have included culinary and academic developments; several fine restaurants serve Abinyshi cuisine and Abinyshi literature is still devoured by university students throughout the galaxy. The popularity of Abinyshi culture has waned greatly over the past few decades as the Abinyshi traveling the stars slowed to a trickle. Most people believe the Abinyshi destroyed themselves in a cataclysmic civil war.

In truth, the Empire nearly decimated Inysh and its people. Scouts and Mining Guild officials discovered that Inysh had massive kalonterium reserves. The Imperial mining efforts that followed all but destroyed the Inysh ecology, and devastated the indigenous flora and fauna.

Mining production slacked off considerably as alternative high-grade ores, like doonium and meleenium, became available in other systems. Eventually, the Imperial mining installations packed up and left the Abinyshi to suffer in their ruined world.

Years ago, Abinyshi traders and merchants were a relatively common sight in regional space lanes. Abinyshi now seldom leave their world; continued persecution by the Empire has prompted them to become rather reclusive. Those who do travel tend to stick to regions with relatively light Imperial presence (such as the Corporate Sector or the Periphery) and very rarely discuss anything pertaining to their origin. Individuals who come across an Abinyshi most often take the being to be just another reptilian alien.

Surprisingly, the Abinyshi have little to say, good or bad, about the Empire, though the Empire has given them plenty of reasons to oppose it. Millennia ago, their culture learned to, live with all that the universe presented, and to simply let much of the galaxy's trivial concerns pass them by.

Note:

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+23
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	0
TOTAL	+3

Abyssin



Attribute Adjustment:

ST+1 [+10pts]; IQ-2 [-40pts]; HT+1 [+10]

Secondary Characteristic Adjustment:

None

Origin:

Byss

Tech Level:

9 - Low TL-2 [-10pts]

Racial Advantages:

Claws (Sharp) [+5pts]; Regeneration (Fast) [+50pts]; Rapid Healing [0pt]; Extended Lifespan [+6pts]

Racial Disadvantages:

Reputation-2 (Violent Race, Almost Everyone, x1, All the time, x1) [-10pts]; One Eye [-15pts]

Free Skills:

Language (Abyssin, Native); Area Knowledge (Byss)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Desert) at Per [+2pts]; Brawling at DX [+1pt]

Features/Taboos:

None

Names:

The Abyssin favor a short, usually disyllabic, given name. Examples of names include Vormak, Myo, and Sadie.

Description:

The Abyssin are Humanoid Bipeds that have long limbs and well muscled bodies. They have greenish-tan skin and long arms that reach to the ground when they walk. Their hands end in sharp claws. Their upper and lower jaws protrude slightly, forcing their teeth to be visible unless the Abyssin makes a concentrated effort to keep his or her teeth from view. The most alien feature on the Abyssin is the single eye in the centre of their foreheads. The pupil of the eye is slit much like that of a reptile, and it has twin lenses and dual focal planes, which allows the Abyssin some measure of depth perception.

The Abyssin have incredible regenerative ability, and actually consume their own body mass and rebuild cells. An average Abyssin body cell is replaced every 80 hours. Many of the normal organs found in pairs in other races are singular in the Abyssin, but can be regenerated if injured.

The regenerative ability of the Abyssin has also greatly affected their culture. This means that most Abyssin will resort to violence first and worry about consequences later.

The Abyssin love violence and fighting and this approach to physical violence confuses many offworlders. In fact, many offworlders believe that they are a savage and brutal race. While the Abyssin love physical combat, they are slightly less pleased about blaster battles, and are even less pleased to be involved in a starship battle (after all, you cannot regenerate after a ship explodes and your atoms are scattered across space). This dislike of starship battles, has made some Abyssin severely disliking starships altogether.

It should be noted that the Abyssin themselves, do not think of their race as violent or savage. Even during the most violent "bleeding", most of the Abyssin involved will be injured, not killed.

They are a nomadic race, with no substantial exports, and traders have relatively ignored the planet. The primary visitors to the planet are slavers who come to export the Abyssin themselves. When two tribes of Abyssin meet, they will enter into a Trade (if water and food are plentiful, gaunt, weapons, or young are exchanged) or a Bleeding (a fight for water rights).

Although Abyssin can live to be over 300 years in age, their ability to regenerate gradually decreases. Those Abyssin who can no longer regenerate themselves usually walk into the desert and die. Younger Abyssin ritually stone those that refuse to die.

Notes:

An Abyssin can be seen in Episode IV - A New Hope in the cantina after Obi-Wan slices off Ponda's arm.

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	0
Tech Level	-10
Racial Advantages	+61
Racial Disadvantages	-27
Racially Learned Skills and Racial Bonuses	+3
TOTAL	+7

Adarian



Attribute Adjustment:

IQ+2 [+40pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Adari

Tech Level:

11

Racial Advantages:

Acute Senses (Hearing+2, Vision+2) [+8pts]; Innate Attack (Long Call, 2d fat, 4 yards+100%, Malediction, +200%, Limited Use 3/day, -20%) [+56pts]

Racial Disadvantages:

Sense of Duty (Large Group - Higher Caste) [-10pts]; Indecisive [-10pts]; Stubbornness [-5pts]

Free Skills:

Language (Adarese, Native); Area Knowledge (Adari)

Racially Learned Skills and Racial Skill Bonuses:

Business Acumen+1 [+10pts]

Features/Taboos:

Hairless, elongated head with a hole.

Names:

Unknown

Description:

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.

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 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 business.

Adarians are hairless humanoids with elongated heads that have a hole, clear through from one side to the other. Adults stand about 5 foot 6 inches 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.

Archaeologists believe that Adarians did not originate on Adari 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.

Long Call:

An Adarian can emit a subsonic call by inflating his throat pouch and vibrating the air-filled sack. This call can be heard up to 12 miles away by other Adarians.

Members of other species within 4 yards take 2d points of sonic (fatigue) damage, or half damage with a winning contest (Adarian's Will versus target's HT-1). If the target fails his save he's also stunned for 1 turn in addition to the damage taken. 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 2d points of sonic (fatigue) damage (no save allowed), but is not stunned.

Note:

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

CP:

Type	CP
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Attribute Adjustment	+30
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+64
Racial Disadvantages	-25
Racially Learned Skills and Racial Bonuses	+10
TOTAL	+79

Adnerem



Attribute Adjustment:

IQ+1 [+20pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]; SM+1

Planet/System of Origin:

Adner

Tech Level:

11

Racial Advantages:

Protected Sense (Vision+1) [+5pts]; High Manual Dexterity+1 [+5pts]; Subsonic Hearing [+5pts]

Racial Disadvantages:

Fanaticism (Steris) [-15pts]; Uncongenial [0pts]

Free Skills:

Language (Adnerem); Area Knowledge (Adner)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Unknown

Description:

Adnerem are a tall, slender, dark-grey species dominant on the planet Adner. The Adnerem's head is triangular with a wide brain pan and narrowing face. At the top of the head is a fleshy-looking lump, which may appear to Humans to be a tumor. It is, in fact, a firm, hollow, echo chamber which functions as an ear. Adnerem are bald, except for a vestigial strip of hair at the lower back of the head. Female Adnerem often grow this small patch of hair long and decorate their braids with jewelry.

The Adnerem hand is four-digitated and highly flexible, but lacks a true opposable thumb. Adnerem can grow exceptionally long and sturdy nails, and the wealthy and influential often grow their nails to extraordinary lengths as a sign of their idleness. Their eyelids are narrow to protect against the overall brightness of Adner's twin suns and the eyes are lightly colored, usually blue or green.

Adnerem are descended from a scavenger/ hunter precursor species. Their distant ancestors were semi-social and banded together in tribe packs of five to twenty. This has carried on to Adnerem today, influencing their modern temperament and culture. They remain omnivorous and opportunistic.

Outwardly calm and dispassionate, inwardly intense, the Adnerem are deeply devoted to systematic pragmatism. Each Adnerem increases his position in life by improving his steris (Adner's primary socio-economic family unit; plural steri). While some individual Adnerem work hard to increase the influence and wealth of their steris, most do so out of self-interest.

The Adnerem have no social classes and judge people for the power of their steris and the position they have earned in it, not for accidents of birth. Having no cultural concept of rank, they have difficulty in dealing with aliens who consider social position to be an important consideration.

Adnerem are fairly asocial and introverted, and spend a great deal of their private time alone. Social gatherings are very small, usually in groups of less than five. Adnerem in a group of more than ten members are almost always silent (public places are very quiet), but two interacting Adnerem can be as active as ten aliens, leading to the phrase "Two Adnerem are a party, four a dinner, and six a funeral."

Sometimes, a pair of Adnerem forms a close friendship, a non-sexual bonding called sterika. The two partners become very close and come to regard their pairing as an entity. There is no rational explanation for this behavior; it seems to be a spontaneous event that usually follows a period of individual or communal stress. Only about 10% of Adnerem are sterika, Adnerem do not usually form especially strong emotional attachments to individuals.

Adnerem steri occasionally engage in low-level raid-wars, usually when the goals of powerful steri clash or a coalition of lesser steri rise to challenge a dominant steris. A raid-war does not aim to annihilate the enemy (who may become a useful ally or tool in the future) it seeks simply to adjust the dynamic balance between steri. Most raid-wars are fast and conducted on a small scale.

For the most part, the Adnerem are a stay-at-home species, preferring to excel and compete amongst themselves. Offworld, they almost always travel with other steris members. Some steri have hired themselves out to corporations as management teams on small-to-medium sized projects.

The Adnerem do not trust the whims of the galactic economy and invest in maintaining their planetary self-sufficiency rather than making their economy dependent on foreign investment and imports. They have funded this course by investing and entertainment industries, both on-planet and off. Hundreds of thousands of tourists and thrill-seekers flock to the casinos, theme parks and pleasure houses of Adner, which after 2,000 years of practice, are very adept at thrilling and pampering the crowds. These entertainment facilities are run by large steri with Adnerem management and alien employees.

Note:

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	-2
Tech Level	0
Racial Advantages	+15
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	+18

Advozsec



Attribute Adjustment:

IQ+1 [+10pts]

Secondary Characteristic Adjustment:

None

Origin:

Riflor

Tech Level:

11

Racial Advantages:

Dark Vision [+25pts]

Racial Disadvantages:

Pessimism [-10pts]

Free Skills:

Language (Advozsec, Native); Area Knowledge (Riflor)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

Horn

Names:

Unknown

Description:

The Advozsec race is characterized by their short stature, large black eyes, and enlarged cranium. Their skulls are punctuated by a short thick horn, which protrudes from the centre of their forehead. Their ears are pointed and their large eyes allow them to see in the murky light caused by Riflor's dense, ash-filled atmosphere.

Riflor's constant tectonic activity has instilled a sense of skepticism and pessimism in most of the Advozsec personalities. The race seems to be in a constant battle against the planet's condition and Advozsec cities are continually being rebuilt after natural disasters. The Advozsec are an herbivorous race, and their technological level mirrors much of the galaxies, although they tend to build it on a smaller, more transportable scale.

Notes:

A single member of the species is referred to as Advozse. Also, an Advozse can be seen in the cantina in Episode IV – A New Hope.

CP:

Type	CP
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Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+25
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	0
TOTAL	+25

Aganof



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

SM+1

Planet/System of Origin:

Kuras III

Tech Level:

0 Low TL-11 [-55pts]

Racial Advantages:

360° Vision (Easy to Hit, -20%) [+20pts]; Extra Legs (7 or more, Cannot Kick, -50%) [+8pts]; Extra Mouths+3 [+15pts]; Tunneling [+30pts]; Vibration Sense [+10pts]

Racial Disadvantages:

Blindness [-50pts]; Cannot Speak (Mute) [-25pts]; Deafness [-20pts]; Dependency (Moisture, Very Common, Constantly, x5) [-25pts]; No Fine Manipulator [-30pts]; Pacifism (Total Nonviolence) [-30pts]; Space Sickness [-10pts];

Free Skills:

Language (Aganof, Native); Area Knowledge (Kuras III caves)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Unknown

Description:

The Aganof are a large, androgynous species native to the unexplored world of Kuras III in Elrood sector (they are not the only sentient species on the planet). They have approximately one dozen small appendages for movement (the exact number varies with the individual), with several touch-sensitive pairs of appendages running along their bodies. Their backs have heat-dissipating flaps and olfactory sensors on large flexible stalks. The flaps are also coated with a digestive acid that is used to break down foods; small mouths are nestled underneath the flaps. Each end of the body contains a long, jointed limb that ends in a shelled claw.

This species lives, works and breeds in the damp, cool caves of Kuras III. The Aganof must live in these caves; since only these locations provide enough moisture for them to survive (they absorb moisture through all of their appendages). They feed on vegetation, insects and a large variety of small herbivores. Aganof reproduce in their cool, dark caves of their world, they have both male and female characteristics and lay fertilized eggs.

The Aganof have only the senses of taste, smell and touch (touch is their primary sense). They communicate by creating vibrations with the shelled claw. The vibrations are modulated with a special organ within the claw called the "sender." The sender codes the vibrations into a sort of language that the other Aganof can understand.

Nearby Aganof can detect the vibrations and decipher their meaning (actual distance depends on many factors, including soil composition and competing vibrations). Like speech, this communication can be perceived by all who are within the reception distance.

Aganof language is icon-based; recipients get pictures in their minds instead of words. Thus, if an Aganof wanted to ask if a character was an "alien" who came from outer space, the character would get a picture of himself, falling from a cave in the ceiling to the ground (Aganof cannot conceive of the sky), plus the feeling that the pictures were interrogative.

The Aganof are an intelligent species, with a society and a culture. All the Aganof born in the same cave are essentially a tribal unit. The eldest Aganof is the adviser of the cave-fellows, and thus his opinion is given more weight than any others in the cave-unit. The Aganof tribes peacefully co-exist with one another, with intertribal meetings quite common (their purpose being to share stories, trade knowledge and exchange tribe members for mating purposes). The Aganof have stories, songs and even a form of art involving the arranging of the dead and decomposing bodies of their departed fellows.

A favorite Aganof pastime is having philosophical debates and intellectual arguments. Among the issues debates are what lies above "the ground" (since their limited senses cannot detect very much about the world around them; the concept of space is completely alien to them).

Aganof are tranquil, calm and friendly. Their society is a peaceful one, and there is not even a word in their vocabulary for "war". They understand defense against predators, but not organized aggression and murder of other intelligent creatures. Conflict among members of their own species is almost unknown.

The Aganof have no idea there is a galactic civil war going on, and would have a very difficult time understanding the issues at stake. Both the concepts of outer space and warfare would have to be explained to them. Even if the Empire came to their world and enslaved them, they would have a difficult time distinguishing between the Empire and those who would fight it, possibly meaning that the Aganof would learn to fear and even attack all Humans and aliens from beyond their world...

Note:

Aganof PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	-55
Racial Advantages	+83
Racial Disadvantages	-190
Racially Learned Skills and Racial Bonuses	0
TOTAL	-162

Akwin



Attribute Adjustment:

ST+1 [+10pts]

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Lazerian IV

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Hearing+1) [+2pts]; Acute Senses (Acute Vision+1, Underwater Only, -50%) [+1pt]; Amphibious [+10pts]; Doesn't Breathe (Gills) [+10pts]; Enhanced Move (Water+1' [+20pts]; Extra Arms (Flippers) [0pts]; Night Vision+2 (Underwater Only, -50%) [+1pt]; Pressure Support+2 [+10pts]; Speak Underwater [+5pts]

Racial Disadvantages:

Bad Sight (not in water, -80%) [-5pt]; Pacifism (Total Nonviolence) [-30pts]; Secret (Racial) [-5pts]; Dislike (Xenophobia) [-1pt]

Free Skills:

Language (Akwin); Area Knowledge (Lazerian IV)

Racially Learned Skills and Racial Skill Bonuses:

Swimming skill at HT+4 [+12pts]

Features/Taboos:

Tail

Names:

Unknown

Description:

The Akwin are an aquatic mammalian species native to Lazerian IV, a world claimed by Human colonists. Their bodies have six limbs. The first pair of limbs are regular arms located at the shoulders, which end in a pair of hands. The second pair of limbs also resembles arms, except that instead of hands, the arms have flippers. Akwin use this set of limbs to steer themselves through the water. The final set of limbs, located at the hips, are normal legs, which end in webbed feet. From the lower back of the Akwin, fins and a tail stick out. Their blue-green bodies are tough and muscular, enabling them to withstand the pressure of the depths.

Akwin have elongated skulls, with a mouth, pair of eyes and two blowholes. Cilia grow from their heads and faces and could be mistaken for hair, with colors ranging from white and silver to green, blue, and black. Akwin also have gills on their necks, directly below the jaw.

Akwin are amphibious, but they have no real desire to spend much time on land. Their eyes are configured in such a way as to help them see in the dark depths of the ocean. Their hearing is also very acute. The Akwin diet consists of small sea creatures which they raise on "ranches," and many aquatic plants which they grow on special underwater farms.

As a species, the Akwin are peaceful sea-dwellers who live in huge cities on the ocean floor. Each city exists as a separate city-state, ruled by a king or queen.

Technologically, the Akwin are on par with the Human Lazerians who dwell on the dry land, though the former have no interest in space travel. The Akwin have made tremendous strides in perfecting water-resistant technology. Although the Akwin love swimming, they have developed their own fast-moving craft so they can travel vast distances quickly. The Akwin even have their own ore mines and manufacturing plants, though they are careful not to take too much from them or damage the environment.

The Akwin enjoy music, coral-sculpting, and drama. They keep historical records of their people, who evolved from savage sea creatures tens of thousands of years ago. Communication between the Akwin is hand-led by either spoken word or limb gestures.

The Akwin do not encourage contact with the Lazerians. In the Akwin world view, the Lazerians live on land, the Akwin live in the sea and both are content. Akwin see no reason to disrupt the situation. There is, in fact, a hint that the Akwin consider themselves to be superior to the Lazerians, after all, they can live on land or sea while the Lazerians are confined to the soil. This point of view has been reinforced in the Akwin's minds by the fact that, while the Akwin know much about the Lazerians, the Lazerians have yet to even establish the existence of the Akwin. There are stories and rumors of sea-folk, but most of these are dismissed as mirages, legends or the effect of too much drink. The Akwin are amazed at this short-sighted reaction. As a result, official Akwin policy is to perpetuate the Lazerian idea of myths, since in the Akwin mind, the Lazerians are clearly "not ready as a species" to deal with the idea of sharing the planet with another advanced civilization.

It would probably alarm the Lazerians (and the Empire as well) if they knew just how much the Akwin know about the surface-dwellers. Thanks to scouting parties and monitoring routine planetary broadcasts, the Akwin have a full understanding of Lazerian culture and geography. The Akwin are not impressed, they see Lazerian society as stagnant and uninspired. The only way the Akwin would make their presence known were if the Lazerians dumped pollutants into the sea. Fortunately, the Lazerians are as proud of their environment as the Akwin, and take steps not to damage the ecosystem.

They tend to look down on races who cannot breathe air and water, though this will not rule out communication and cooperation. They keep to themselves, and do not go out of their way to seek out alien contact. If the Akwin should meet an alien aquatic race, they would be more willing to make contact.

The Akwin are aware of the existence of the galactic civil war, thanks to their interception of transmissions from both sides. At this time, the Akwin consider the war the logical result of immature species. If a Quarren or a Mon Calamari were to approach the Akwin, this view could change in favor of the Alliance. Since the Lazerians are pro-Imperial, the consequences of this could be severe.

Note:

Akwin PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0

Racial Advantages	+59
Racial Disadvantages	-41
Racially Learned Skills and Racial Bonuses	+12
TOTAL	+40

Aleena



Attribute Adjustment:

ST-2 [-20pts]

Secondary Characteristic Adjustment:

SM-1

Origin:

Aleen

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

None

Free Skills:

Language (Aleen, Native); Area Knowledge (Aleen)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Ratts Tyerel

Description:

The Aleena are a short and stocky race averaging up to 1 yard in height. Although their height may be small, the transportation they use are mostly large and overpowered vehicles. The Aleena who are more closely to nature than technology tend to use the Can-cell animals (seen in Episode III on Kashyyyk).

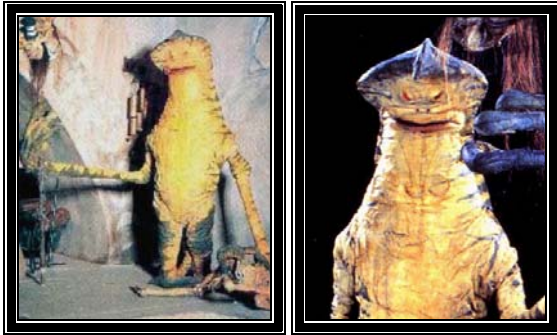
Notes:

An Aleena can be seen in the Boonta Eve Race in Episode I - The Phantom Menace.

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	-20

Amanin



Attribute Adjustment:

ST+1 [+9pts]; HT+3 [+30pts]; IQ-1 [-10pts]

Secondary Characteristic Adjustment:

Basic Move -1 (Walking) [-5pts]; SM+1

Origin:

Maridun

Tech Level:

3 - Low TL-8 [-40pts]

Racial Advantages:

Brachiator [+5pts]; Enhanced Move x4 (Ground/Roll) [+20pts];
Infravision [+10pts]; Regrowth (+40pts)

Racial Disadvantages:

Odious Racial Habit-3 (Expel undigested material from their mouths) [-15pts]

Free Skills:

Language (Amanin, Native); Area Knowledge (Maridun);
Camouflage

Racially Learned Skills and Racial Skill Bonuses:

Brawling at DX [+1pt]; Survival (Forest) at Per-1 [+1pt] (Also see
Brachiator advantage for more free skills)

Features/Taboos:

Language (Amanin, Written)

Names:

Unknown

Description:

The Amanin are a race of tall, flat-bodied planarian that inhabit the forests and plains of the planet Maridun. The Amanin skin is wrinkly, moist, and sensitive to drying. The front of their bodies has deep yellow coloration, while the rear hood, which runs from the neck to the feet, is green. They also have a striped camouflage pattern along the sides of the body that enables them to both hide from predators in their environment, and hunt more effectively. The Amanin have small mouths, which function as both a way to eat, and a way to expel undigested material from their bodies. This process is very unsettling to the majority of other sentient species. Their mouth is also the location of their reproductive organs, and this makes it very difficult for other species to tell the difference between male and female Amanin. The Amanin bulbous eyes are a deep, dark red color, and they can see easily in dark conditions. They have extremely long arms that enable them to easily swing in the branches of the jungles on Maridun, and have enormous hands that are roughly half a yard long. Each hand sports long claws, which, combined with the hands' size, enable them to grasp and ensnare struggling prey. They have short legs, which hinder their

walking movement severely, but their unusual body shape enables them to roll along the ground at great speeds, making them swift in their natural environment. They have the ability to regenerate lost limbs and organs, and their brains are actually a network of small bundles of nerves that, along with other vital organs, are distributed throughout their bodies. This combination makes the Amanin very difficult to kill.

The Amanin are forest dwelling creatures. They establish their homes in the high treetops of the forests on their planet. The majority of Amanin are slow to anger, but once their temper rises, the result is bloody. They tend to have good sense of humor, but most species tend to think it slightly morbid.

The leaders of the Amanin are shamans and lore keepers, and these leaders are charged with remembering the oral history of the past. The Amanin have a different perception of time, then the rest of the galaxy. They only see time as having two parts, a beginning and an ending. When an Amanin tries to convey time to other beings, they do it by relating it to past events. This can be incredibly aggravating to companions of an Amani (singular form of Amanin).

The Amanin society is set up in social groups that control small forests on Maridun. The forests are usually surrounded by vast grasslands. When a social group grows to large for the forest to support the Amanin society, the extra young adults travel into the grasslands, which are called Gruntak, to find another suitable forest to live in. An uninhabited forest is rare, and the group usually attempts to seize the forest from other Amanin holding it. The bloody battles are called Takitals, and they make up a large portion of the lore keepers tales.

They are a tribal people with a very primitive level of technology, and while most Amani are skeptical and fearful of high tech devices, their society is changing rapidly. When the Empire first discovered Maridun, the Amanin reacted well to their first contact with the offworlders. They were both curious and interested with the visitors. The Empire established a small mining facility on the planet and stationed a small force of Imperial Troopers on the planet, to protect the Imperial resources. The Amanin soon found them tricked by the Empire into selling their own people into slavery, and the once peaceful groups of Amanin became distrustful and fearful. During the Galactic Civil War, the Empire shifted its resources to other places, and soon the planet became inhabited by smugglers and other small groups of criminals, who took over the abandoned imperial facilities. The young Amanin, after hearing exciting stories of Amanin who left and returned, are leaving the forests and moving into the new spaceports. There have been accounts of some of them are returning to the forests with blasters and other technology, which they see as magic, and easily taking over the primitive tribes, who still live there. The majority of lore keepers is seeing these changes as signs of corruption and is trying to counter the events that have changed their world, but the Imperial presence on Maridun may have changed the Amanin society forever.

The Amanin can be found serving as laborers, mercenaries, bounty hunters, and scouts throughout the galaxy. Despite their large, unusual appearance and tendency to carry long, hand-held weapons, which are decorated with "trophies" of their past victories, they prefer to remain unnoticed in spaceport crowds.

Notes:

An Amanin can be seen in Jabba's Palace in Episode VI: return of the Jedi.

CP:

Type	CP
Attribute Adjustment	+29
Secondary Characteristic Adjustment	-5
Tech Level	-40
Racial Advantages	+75
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+46

Anomid



Attribute Adjustment:

ST-1 [-10pts]; DX-1 [-20pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Yablari system

Tech Level:

12 - High TL+1 [+5pts]

Racial Advantages:

Wealth (Wealthy) [+20pts]

Racial Disadvantages:

Cannot Speak (Mute) [-25pts]; Pacifism (Self Defense Only) [-15pts]

Free Skills:

Language (Anomid Sign Language, Native); Area Knowledge (Yablari)

Racially Learned Skills and Racial Skill Bonuses:

Anomid characters may pick two Mechanics [+10pts] each, and one engineer skill [+12pts]

Features/Taboos:

Language (Any, Spoken without Anomid Vocalizer Mask)

Names:

Unknown

Description: A humanoid alien race native to the Yablari system, the Anomid are born without vocal cords. This requires that the immature Anomid wear complex masks, which synthesize the sounds necessary for communication with others. These masks are very large, covering all but the Anomid's eyes and forehead. They dress in long, hooded robes made from pure dendrite. Most Anomids have pale, translucent skin and wide eyes, and their ears are large and leaf-like in shape. Anomids have six toes on each foot.

Their technology is fairly sophisticated, and the Anomid have become very wealthy selling it in the galaxy. A peaceful race, they supported the Old Republic for 15,000 years before the onset of the New Order. Their own political system was divided in its support during the Galactic Civil War, but they sided with the Empire in an effort to meet their homeworld's needs.

Note:

Anomid PC is not recommended.

CP:

Type	CP
Attribute Adjustment	-50
Secondary Characteristic Adjustment	0
Tech Level	+5
Racial Advantages	+20
Racial Disadvantages	-40
Racially Learned Skills and Racial Bonuses	+32
TOTAL	-33

Anx



Attribute Adjustment:

ST+2 [+16pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

SM+2

Planet/System of Origin:

Gravlex Mex

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

Easy to Read (when fins are visible) [-10pts]; Fanaticism (Galactic Republic) [-15pts]; Phobias (Auto Phobia) [-15pts]

Free Skills:

Language (Anx, Native); Area Knowledge (Gravlex Mex)

Racially Learned Skills and Racial Skill Bonuses:

Language - Shusugant (Accented) [+4pts]; Physiology at IQ+4 [+20pts]

Features/Taboos:

None

Names:

Example of Anx names are Graxol Kelvyyn, Horox Ryyder, Theen Fida, and Drexol Ryyd.

Description:

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 Shusugant, a squat species of spacefaring warriors. Although

the Shusugant 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, specially 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.

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

Anx average 4 yards 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 skin, and particularly the fins beneath their crests, change color to reflect their emotions. When traveling among aliens, Anx often wear scowled 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 parodies of old men. An Anx's large, muscular tail serves as a counterbalance for running.

Modified Skill:

Physiology - The Anx may use their knowledge to enhance damage with any unarmed Martial Arts skill. Add 1d to the damage dealt.

Note:

Anx are giants (size modifier +2; -20%). Anx PCs are not recommended

CP:

Type	CP
Attribute Adjustment	-4
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-40
Racially Learned Skills and Racial Bonuses	+24
TOTAL	-20

Anzati



Attribute Adjustment:

ST+1 [+10pts]; DX+1 [+20pts]

Secondary Characteristic Adjustment:

Per+2 [+10pts]

Origin:

Anzat

Tech Level:

11

Racial Advantages:

Extended Lifespan 8 [+16pts]; Longevity [+2pts]; Proboscises (Special Attack, see below) [+5pts]

Racial Disadvantages:

Odious Racial Habit (drinks blood and feeds on brain "energy") [-15pts]

Free Skills:

Language (Anzati, Native); Area Knowledge (Choose one planet or system)

Racially Learned Skills and Racial Skill Bonuses:

All Anzati get the Force power Sense but not its associated talent and abilities [+10pts]

Features/Taboos:

None

Names:

The Anzati are so rare that there are rarely two of them in the same sector, let alone the same conversation. For this reason, Anzati rarely name their offspring. Often times though, due to their constant need for victims, Anzat will take human-like names in order to blend in with the surrounding populace. Examples of names include Anzat of Anzati, Dannik Jerriko, and Nikkos Tyriss.

Description:

The Anzati are a race of humanoids, that closely resemble humans on the outside, but those who do not sense the danger that exist within these predatory creatures, will soon wish they had. Believed to be a myth to most of the galaxy, the Anzati are in fact real. Tall, gaunt and largely humanoid in appearance, except for the prehensile proboscises coiled in their cheek pockets. These proboscises are long tubular organs, which can extend out from their nostrils, to pierce the brains of Anzati's victim. The Anzati places his face close to his or her victim, and then the proboscises extend through the victim's nasal cavity, and burrow into the brain. The Anzati then "suck" out the brain and it's energies as "soup" or "luck".

Little is known of Anzat, the planet that these creatures hail from, and they don't appear to have any sort of biological rhythm. They simply exist, and when they require rest, they drop into a deep coma-like state. Anzati can live over a thousand years, and they most commonly find employment as bounty hunters or assassins.

Rules on Anzati Proboscises:

The Anzati proboscises are fairly useless in the average melee. For an Anzati to attack with the proboscises, they must somehow incapacitate the victim or attack while the victim is incapacitated. This can be done by knocking them unconscious, attacking them while sleeping, or restraining them in a way that the proboscises can reach into the victim's nostrils and pierce the brain.

For every minute the Anzati spends feeding on a victim, the victim loses 3 HT. If the victims HT ever drop below 0, he dies. If the attack is ceased before the victim is dead, the victim must somehow escape the Anzati in order to survive. For the next two days, he is physically, mentally, and spiritually exhausted suffering a -4 penalty to all his rolls (his "Luck" has been stolen). After that, he suffers a -2 penalty for the next week continuing to gain more strength back. For the final week, the character suffers a -1 penalty to all his rolls, until he regains his strength. Characters with any advantages of Luck, cannot use them during the recovery time.

The Anzati refer to this as stealing a victim's luck. This superstition probably exists, because of the fact that most victims don't survive for very long after this ordeal. The term probably originated from an Anzati who fed on low-lives (bounty hunters, beggars, smugglers, and the like), a group of people who are

always in the need of their wits, otherwise they would be found dead in a gutter. An Anzati attack causes physical and mental weakness that causes vulnerability in the victim. Rivals and enemies with vendettas probably took advantage of this weakness, attacking while the victim is not fully functional. This cycle repeated itself and the superstition is born.

The Anzati will avoid assaults on Jedi or other powerful Force-users. A Force-user who has control over his mind, able to block out unwanted probing of his thoughts and feelings, can block out the Anzati’s form of receptive telepathy. The Anzati however is able to determine that the person is a Force-user and sense how powerful he is. Usually, the Anzati will come to the conclusion, that the risk involved is not worth the effort, and go and find easier prey. Many Anzati will stalk especially tasty looking prey for cycles, even years; just to feed on that person. After all, when you are able to live for thousands of years, what is a year or two.

Sense - The Anzati have focused this power to feed on their victims. The usage is very similar to the way Force-users use it, sensing strength in the Force, but with one important difference. Due to the thousand of years spent using this power, the Anzati have developed the ability to not only sense presence of the Force, but they can use it to determine the “life force or luck” of the target. Any target with the advantages Blessed and/or Luck will be considered tasty. Characters that are Cursed or have Unluckiness will be left alone.

Example: When Dannik Jerriko, an Anzati in the Mos Eisley cantina, first noticed Ben and Luke, he was able to sense that Ben was a Jedi master and that Luke was strong with the Force. He immediately decided that Ben was far too much trouble to feed on, and contemplated feeding on Luke. It was when he noticed Solo that he focused on him. His “luck” was strong and tasty, and then he followed him to docking bay 94, where Solo made his escape. Dannik could not let such a tasty morsel get away, and he knew that Solo was wanted by Jabba. So he went to Jabba’s Palace to wait for him. After all, time is on his side.

Notes:

Anzati PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	+10
Tech Level	0
Racial Advantages	+23
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+10
TOTAL	+58

Aqualish



Origin:

Ando

Tech Level:

12 – High TL+1 [+5pts]

Features/Taboos:

Clawed or Webbed hands

Names:

The Aqualish favor two names (both given), usually disyllabic. Examples of names include Ponda Baba, Unda Lagor, and Calfta Bongi.

Description:

A walrus-faced race of bipeds from the planet Ando. The race is divided into two distinct sub-races of Aqualish society. The higher caste, the Aquala, has hands, which are articulated webs with opposable thumbs, and the lower caste, the Quara, has clawed hands. The distinction between the sub-races is greater than the slight physical differences between them. The Aquala, the web handed subspecies, hold governmental and commercial positions, and the Quara, the claw handed subspecies are usually left to become bounty hunters, smugglers, and other dregs of society. Both species are a belligerent and hotheaded, but they are technologically advanced race.

Both species are known throughout the galaxy for their bad temper and the ease they get into fights and into trouble.

The Aquala live in vast sailing ships and floating cities, while the Quara live on the planet’s small islands. The two sub-races have a long history of civil war. The Aquala, who blamed the Quara for the declining harvests of fish, initiated the war. The bloody war between the subspecies was ended by an exploration starship. The starship landed on the surface of Ando, and unintentionally united the two feuding factions against the “trespassers”. The crew was slaughtered, and the once non-technical Aqualish discovered how to fly the “alien” starship. Soon after, they learned how to build starships of their own, and the Aqualish took the stars. The old subspecies feud resurfaced, and the two factions took their age-old battle to Ando’s sister planet, which ended in the planet’s destruction.

When the Empire arrived to conquer the system, the war-loving Aqualish tried to overthrow the. The sheer might of the Empire battered the Aqualish into submission, but it instilled a deep bitterness in the Aqualish culture against offworlders.

Aquala

Attribute Adjustment:

ST+1 [+10pts]

Secondary Characteristic Adjustment:

None

Racial Advantages:

Amphibious [+10pts]; Doesn’t Breathe (Gills, -50%) [+10pts]

Racial Disadvantages:

Bad Temper [-10pts]; Racial Reputation-2 (Bully, Almost Everyone, x1, Sometimes, x½) [-5pts], Bully [-10pts]

Free Skills:

Language (Aqualish, Native); Area Knowledge (Ando)

Racially Learned Skills and Racial Skill Bonuses:

Swimming skill at HT [+1pt]

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	+5
Racial Advantages	+20
Racial Disadvantages	-25
Racially Learned Skills and Racial Bonuses	+1
TOTAL	+11

Quara

Attribute Adjustment:

ST+1 [+10pts]

Secondary Characteristic Adjustment:

None

Racial Advantages:

Amphibious [+10pts]; Doesn't Breathe (Gills, -50%) [+10pts]

Racial Disadvantages:

Bad Temper [-10pts]; Reputation-2 (Bully (Almost Everyone, x1; Sometimes, x½) [-5pts], Bully [-10pts])

Free Skills:

Language (Aqualish, Native); Area Knowledge (Ando); Swimming

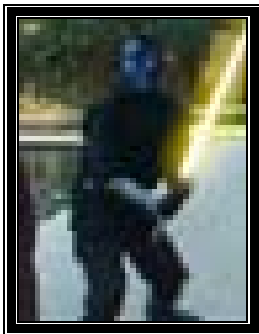
Racially Learned Skills and Racial Skill Bonuses:

None

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	+5
Racial Advantages	+20
Racial Disadvantages	-25
Racially Learned Skills and Racial Bonuses	0
TOTAL	+10

Aquar



Attribute Adjustment:

None

Planet/System of Origin:

Velusia

Tech Level:

7 - Low TL-4 [-20pts]

Racial Advantages:

Doesn't Breathe (Gills, -50%) [+10pts]

Racial Disadvantages:

None

Language and Other Free Skills:

Language (Basic, Native); Area Knowledge (Velusia)

Racially Learned Skills and Racial Skill Bonuses:

An Aquar receives Swimming at HT+4 [+12pts]

Features/Taboos:

None

Names:

Unknown

Description:

The Aquar are an offshoot of Humans who have evolved to their current state after thousands of years on Velusia. An Aquar appears roughly Human, with the following exceptions: The skin is blue to green and, on close inspection, covered with fine scales. The fingers and toes are partially webbed, and hair color tends to be green. An Aquar's eyes are large. The nose is flat with three horizontal slits for nostrils, similar in appearance to gills.

The Aquar used to inhabit the volcanic islands in loose tribes, but now most live in Mount Hollow, employed by NMC (Nexcor Mining Corporation) or providing support services to the corporation. The recent generation of Aquar has been seduced by technology and shuns the simple customs of the species, much to the dismay of their elders.

Aquar wear plain, form-fitting clothes and are dedicated workers skilled in aquatic pursuits. Although unfamiliar with modern technology, they are quick to adapt it to their use. NMC is ruthlessly recruiting the Aquar into its ranks as employees. If the trend continues, the Aquar's primitive culture could be forgotten in a few generations.

Note:

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	-20
Tech Level	+10
Racial Advantages	0
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	+12
TOTAL	+2

Arcona



Attribute Adjustment:

HT+1 [+10pts]

Secondary Characteristic Adjustment:

None

Origin:

Cona

Tech Level:

11

Racial Advantages:

Acute Senses (Hearing+2, Taste/Smell+2 [+8pts]; Claws (Talons) [+8pts]; Damage Resistance 1 (Tough Skin, -40%, Physical, -20%) [+2pts]

Racial Disadvantages:

Bad Sight (Near Sighted, Cannot be corrected) [-25pts]; Addiction (Salt, Cheap, Legal, Hallucinogenic, Lethal, Highly Addictive [-25pts])

Free Skills:

Language (Arcona, Native); Area Knowledge (Cona)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

The Arcona favor two names the first of which is a nest name, and are common among all males in the nest (the “nest” is the family unit in Arcona society). Female nest-members affix an “a” onto their names. E.g., Dutana Leara, of the Dutan Nest. The second name is a simple given name. Sometimes, especially if one of the names is very short, Arcona tend to run the two together, and write them with a hyphen. Examples of names include Terrafin Vegath Tist, Gezzov-tak, Dutan Kelliv, Dutan Lee, Dutana Leara, Hem Dazon, Kal Mpon, Kal Nkai, and Shlith-Dan.

Description:

Arcona are scale less, bipedal reptiles with triangular shaped heads and large, marble-like eyes. Between their eyes is a tiny bulbous knob that is used as a heat sensor and supplement to their eyesight. Their skin ranges in color from dark mahogany and gray to deep black, and bears a resemblance to fibrous wood. Arcona have sharp talons on their hands that enable them to dig through soil or other substances quickly. The Arcona do not dig or burrow very often, if ever. Scholars tend to believe that during the Arcona’s evolution, they possibly made nests for their young by digging in the soil. Although this is just speculation, the fact remains that these talons can also be used in combat if necessary (both thr/imp and sw/cut damage).

The most peculiar thing about the Arcona is their susceptibility to becoming addicted to salt. This is caused by the absence of salt in their environment. A salt addicted Arcona can be determined by their glowing yellow eyes. This is a result of a chemical interaction between the salt and their optic nerves. This chemical interaction also causes the Arcona to hallucinate. Increased levels of salt also break down the pancreatic ability to convert ammonia into a water-conserving enzyme, and are thus deadly to the Arcona.

Arcona society is a very communal society based upon the percept that the rights of the whole group outweigh the rights of the individual. Primarily the “group” is the Arcona’s family; also called a Grand Nest, although this can include any group that follows the rules of the society.

The Arcona’s are farmers by nature, tilling Cona’s rich tropical soil. They have also incorporated themselves in all sorts of galactic affairs and activities, although many prefer the comforts of spaceports, if they are not living on Cona.

Notes:

An Arcona can be seen in the Mos Eisley cantina in Episode IV: A New Hope.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+18
Racial Disadvantages	-50
Racially Learned Skills and Racial Bonuses	0
TOTAL	-22

Arkanian



Attribute Adjustment:

DX-1 [-20pts]; IQ+1 [+20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

None

Origin:

Arkania

Tech Level:

11

Racial Advantages:

Wealth (Comfortable) [+10pts]; Claws (Blunt) [+3pts]

Racial Disadvantages:

Reputation-1 (Mad Scientist, Almost Everyone, x1, All the time, x1) [-5pts]; Overconfidence [-5pts]

Free Skills:

Language (Arkanian, Native); Area Knowledge (Arkania)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Examples names are Dolvan Genarik, Jaro Salaban, Kalor Nelprin, Maraël Korvota, and Sulan Bek.

Description:

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. Arkania is known for its elaborate 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 micro circuitry, 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.

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 belief kept them from joining the New Republic.

Arkanians are a robust near-Human species with solid white eyes and clawed four-fingered hands.

Their homeworld Arkania is a frigid, inhospitable world located in the Perave system in the colonies region.

Notes:

Many Arkanian personal shield deflectors can be obtained in the game Knight of the Old Republic.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+13
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	0
TOTAL	+13

Ayrou



Attribute Adjustment:

HT-1 [-10pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]; HP-1 [-2pts]; SM+1

Origin:

Maya Kovel

Tech Level:

11

Racial Advantages:

Appearance+1 (Attractive) [+4pts]; Reputation+1 (Trustworthy, Almost Everyone, x1, All the time, x1) [+5pts]; Flexibility (Double-Jointed) [+15pts]; Rapier Wit [+5pts]

Racial Disadvantages:

Curious [-5pts]

Free Skills:

Language (Ayrou, Native); Area Knowledge (Maya Kovel)

Racially Learned Skills and Racial Skill Bonuses:

An Ayrou receives Fast Talk at IQ+1 [+4pts]

Features/Taboos:

None

Names:

Typical names are: Chee'ad, Tircee, Noreek, Kuusa, and Tessyn.

Description:

The Ayrou are willowy humanoids from the planet Maya Kovel, a windswept Outer Rim world with a thin acrid atmosphere, 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, and 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 simple "practical".

Ayrou are strong-willed individualists, wily negotiators, and tireless collectors, for information about anything and everything. Despite their relentless drive, they 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.

A typical Ayrou is tall and thin, standing almost 7 feet tall but weighing only 135 lbs. 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.

Notes:

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	+3
Tech Level	0
Racial Advantages	+29
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+21

Balosar



Attribute Adjustment:

DX+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Balosar

Tech Level:

11

Racial Advantages:

Acute Sense (Acute Hearing+4, Antennapalps are sensitive to sound when they are extended) [+8pts]; Resistant (Poison, Very Common, Immunity x½) [+5pts]

Racial Disadvantages:

Appearance-2 (Unattractive) [-4pts]

Free Skills:

Language (Balosar, Native); Area Knowledge (Balosar)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are Vaya Bar'jaraka, Nina Dar'Eboros, Elan Sleazebaggano, and Zirk Mer'darro.

Description:

Balosar 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.

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 or wrong.

A Balosar has coarse hair, a frail-looking frame, and retractable antennapalps atop their head. The average Balosar stands about 5'2" tall, and most have sickly complexions from a lack of sunlight and clean air.

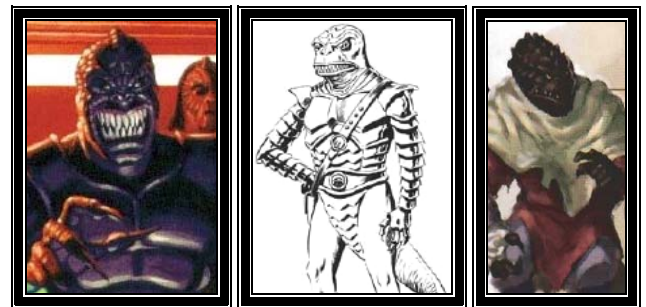
Notes:

A Balosar can be seen in Episode II: Attack of the Clones in the bar where one tries to sell some death sticks to Obi-Wan.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+13
Racial Disadvantages	-4
Racially Learned Skills and Racial Bonuses	0
TOTAL	+14

Barabel



Attribute Adjustment:

ST+1 [+9pts]; DX+1 [+20pts]; IQ-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

SM+1

Planet/System of Origin:

Barab I

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

Damage Resistance (Scales, Physical 2, -20%, Energy 1, -20%) [+12pts]; Infravision [+10pts]; Radiation Tolerance /5 [+10pts]; Teeth (Sharp) [+1pts]

Racial Disadvantages:

Sense of Duty (Loyalty to Jedi, Large group) (-5pts); Reputation-4 (Savage Warriors and Accomplished Hunters, Almost Everyone, x1, Sometimes, x½) [-10pts]

Free Skills:

Language (Barabel, Native); Area Knowledge (Barab I)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

Tail

Names:

The Barabel favor one name (given). Examples of names include Shahtul, Vangar, Baraduk, Shallamar, and Tibor.

Description:

The Barabel are a race of bipedal reptiles that inhabit the dark, humid world of Barab I. They are covered head to tail with horny, black scales made of keratin that functions as a natural armor, and their mouths are filled with sharp, needle like teeth reaching lengths of 2 inches or more. They are natural hunters, well adapted at finding prey in the harsh environment on their world. The Barabel's eyes enable them to see in the infrared spectrum, giving them an advantage over their prey, and unlike some aggressive species, they temper their aggressive behavior with intelligence, cunning, and cooperation that is often necessary to achieve a goal. They also have a natural resistance to radiation, which they most likely developed due to the close proximity of the Barab system's red dwarf star.

The Barab are extremely loyal to their families, and often show surprising amounts of affection for their young. Outside of that group all other creatures and offworlders are met with aggression. As mentioned before, that unlike other aggressive species, the Barabel temper that aggression with intelligence. When the Imperials first settled on the planet, many big game hunters flocked there to bring home a Barabel head for mounting on their wall. This enraged the Barabel leaders and they retaliated. The Imperial governor at the time noticed their cunning and intelligence, and began shipping Barabel off world for use as shockboxers, mercenaries, and commandos.

Barabels have a reputation as fierce warriors and competent hunters, and many Barabel left to pursue careers as bounty hunters. The race is well feared, and those who are familiar with the race tend to stay clear of them.

Strangely enough, the savage Barabels have a deep respect for Jedi Knights, even though they have little aptitude for sensing the Force. They will almost always yield to the commands of a Jedi, and a few Barabel have tried to emulate their beliefs despite their lack of being able to sense the Force.

Note:

CP:

Type	CP
Attribute Adjustment	+19
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+33
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	32

Baragwin



Attribute Adjustment:

DX-1 [-20pts]; IQ+1 [+20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

Basic Move -1 [-5pts]

Origin:

Unknown

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Taste and Smell+4) [+8pts]; Damage Resistance 1 (Though Skin, -40%, Physical, -20%) [+2pts]; Discriminatory Smell [+15pts]

Racial Disadvantages:

Ham-Fisted-3 [-5pts]

Free Skills:

Language (Any, Native); Area Knowledge (Planet that the character resides on)

Racially Learned Skills and Racial Skill Bonuses:

One Mechanic Skill at IQ [+2pts]; Engineer (Small Arms) at IQ-1 [+2pts]; Language (Local Tongue, Accented) [+4pts]

Features/Taboos:

None

Names:

The Baragwin favor two names. The first is a given name. The second is the name of the homeworld or culture that they belong to. Since the Baragwin species has been widely spread across the galaxy, this can say a lot about an individual. Examples of names are Hermi Odle, Dagel Igara, Idalli Kodrue, and Digo Fadani.

Description:

The origin 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 weapon 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 remain 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 mega-corporations 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

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, and it often lets them identify potential foes.

As being 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.

The Baragwins are hunchbacked, humanoid saurians with massive heads nearly as wide as their shoulders and three digits on each massive hand. Their skin is though, wrinkled, and ranges in color from drab green to dark olive. Their nostrils are broad and frequently seen to twitch.

Notes:

Hermie Odle, a member of Jabba the Hutt's court was a Baragwin

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+24
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	+8
TOTAL	32

Bartokk



Attribute Adjustment:

ST+1 [+10pts]; IQ-3 [-60pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

An unnamed, rocky world located in the Outer Rim. Only members of the species know its location. For gaming references we call this planet Bartokk.

Tech Level:

9 - Low TL-2 [-10pts]

Racial Advantages:

Damage Resistance 2 (Though Skin, -40%, Physical, -20%) [+4pts]; Claws (Sharp) [+5pts]; Extra Arms+2 [+20pts]; Regeneration (Fast) [+50pts]; Regrowth [+40pts]; Racial Memory M+15pts]

Racial Disadvantages:

Reaction-2 (Almost Everyone but your own race, x1, Occasionally, x½) [-7pts];

Free Skills:

Area Knowledge (Bartokk); Bartokk are capable of speech but have no spoken or written language of their own.

Racially Learned Skills and Racial Skill Bonuses:

Bartokk receive the Climb Skill at DX+2 [+8 pts]

Features/Taboos:

None

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, Lufkk, or simply "Bartokk".

Description:

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.

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

A Bartokk resembles a bipedal insectoid with a thick carapace, a small head, large multifaceted eyes, and four arms tipped with razor-sharp claws.

Note:

Bartokk PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	-40
Secondary Characteristic Adjustment	0
Tech Level	-10
Racial Advantages	+134
Racial Disadvantages	-7
Racially Learned Skills and Racial Bonuses	+8
TOTAL	85

Berrite



Attribute Adjustment:

DX-2 [-24pts]; IQ-2 [-40pts]

Secondary Characteristic Adjustment:

HP+3 [+6pts]

Planet/System of Origin:

Berri

Tech Level:

11

Racial Advantages:

Claws (Sharp, Leg-Claws) [+5pts]; Extra Legs+2 [+5pts]; Sonar [+20pts]

Racial Disadvantages:

Bad Sight [-10pts]; Hard of Hearing [-10pts]; No Fine Manipulator [-30pts]

Free Skills:

Language (Berrite, Native); Area Knowledge (Berrite)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:**Description:**

The Berrites are a race of slug-like centaurians, the Berrites have a short stature and sluggish appearance. Their thick bodies are covered in heavy wrinkles of skin, and are supported by four stout legs and wide, three-clawed feet. Their upper torsos are humanoid, with two arms that end in spade-like hands. They have small, deep-set eyes and an open mouth, with five breather tubes along each side of their face.

They have developed geothermal energy sources, and have developed huge factories around this readily available power source. They have learned to cultivate their aspect of dullness when engaged with other races, for it allows them to scan their immediate surroundings with ultrasonic waves. This causes unknowing adversaries to underestimate the Berrite abilities while allowing the Berrite to gain a measure of defense.

Berrites are hermaphroditic, and have problems understanding the male/female differences.

Note:**CP:**

Type	CP
Attribute Adjustment	-64
Secondary Characteristic Adjustment	+6
Tech Level	0
Racial Advantages	+30
Racial Disadvantages	-50
Racially Learned Skills and Racial Bonuses	0
TOTAL	-78

Besalisk

**Attribute Adjustment:**

ST+1 [+10pts]; DX-1 [-20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

None

Origin:

Ojom

Tech Level:

11

Racial Advantages:

Extra Arms+2 [+20pts]

Racial Disadvantages:

Appearance-1 (Sweating) [-5pts]

Free Skills:

Language (Besalisk, Native); Area Knowledge (Ojom); Area Knowledge (Ojom's Spaceports)

Racially Learned Skills and Racial Skill Bonuses:

Besalisks acquire the Swimming Skill at HT+2 [+4pts] and Survival (Arctic) at Per+4 [+16pts]

Features/Taboos:

None

Names:

Examples of Besalisk names are Lexia Trexor, Taster Dannex, Dexter Jettster, Rysken Mokksi, and Henk Zessek

Description:

Besalisks evolved from large flightless avian, though they are often mistaken for 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.

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.

Besalisks are stocky humanoids with thick arms, a bony headcrest surrounded on either side by short feathers, and a wide mouth with a large elastic sack dangling from it.

Male Besalisks have four arms, while female Besalisks can have as many as eight arms.

Food Stores:

Besalisks can go without food for 8 days. They can go without water for 3 days (see Starvation & Dehydration on page 426 of the GURPS 4th Edition Basic Set).

Notes:

A Besalisk can be seen in Episode II: Attack of the Clones when Obi-Wan turns to Dexter Jettster for some information.

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+20
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	+20
TOTAL	+15

Bimm



Attribute Adjustment:

ST-2 [-20pts]

Secondary Characteristic Adjustment:

SM-1

Planet/System of Origin:

Bimmisaari

Tech Level:

11

Racial Advantages:

Voice [+10pts]

Racial Disadvantages:

None

Free Skills:

Language (Bimm, Native); Area Knowledge (Bimmisaari)

Racially Learned Skills and Racial Skill Bonuses:

The near-Human Bimm get the Literature at IQ [+4pts] and Public Speaking at IQ+1 [+4pts]. Because of their haggling, the furred Bimm get the merchant skill at IQ+2 [+8pts]

Features/Taboos:

None

Names:

The Bimm favor two names, one of which they receive at birth, normally followed by a second name chosen in honor of a favorite ancestor or epic hero from a cherished ballad or story. Examples of names are Rycar Ryjerd, Jarel Rulinam, Roki Morjara, and Rav Mjalu.

Description:

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 town (or Bimm enclaves on other worlds) are always treated as honored guests.

Both species of Bimms are mild-mannered and cordial. The near-Human Bimms greatly value storytelling, particularly tales of heroic adventures. Far 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.

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).

The second species of Bimms are also small beings, with females slightly taller than males on average. They are floppy-eared humanoids covered in short fur that ranges in color from tan to 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.

Note:

You can read about Bimms in the Thrawn Trilogy where Han, Luke and Leia are ambushed by Noghri commandoes on Bimmisaari.

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+10
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	+8
TOTAL	-2

Bith



Attribute Adjustment:

ST-1 [-10pts]; IQ+3 [+60pts]; HT-2 [-20pts]

Secondary Characteristic Adjustment:

Per+1 [+5pts]

Origin:

Clak'dor VII

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Taste and Smell+1) [+2pts]; Doesn't Sleep [+20pts]; Fearlessness+5 [+10pts]; Microscopic Vision+3 [+15pts]; High manual Dexterity+1 [+5pts]

Racial Disadvantages:

Bad Sight (Nearsighted, Cannot be fixed) [-25pts]

Free Skills:

Language (Bith, Native); Area Knowledge (Clak'dor VII); See the advantage of High Manual Dexterity (see BS page 59).

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

The Bith favor a name followed by a shorter, often apostrophe family name. Examples of names include Da'n, Doikk Na'ts, Ichabel Go'nt, Tedn Dahai, Herian I'ngre, Angor Farn, Barquin D'an, Brin Da'p, Nalan Cheel, and Nara Deega.

Description:

The Bith are a highly passive race of biped humanoids with pale skin, long splayed fingers, and large skulls. They have huge black eyes, with no eyelids. Their lack of eyelids is because Bith have evolved past the need for sleep. Their large eyes allow them to see in minute detail, but they are incredibly near-sighted. Both the thumb and their pinky finger on each and are opposable, and this enables the Bith to excel at skills that require the use of manual dexterity, such as pick pocketing, surgery, musical instruments, and fine tool operation. Their basic intelligence is unequalled, and they excel at abstract thinking, although they lack certain instinctual emotions like fear and passion. The Biths' mechanical abilities are sought throughout the galaxy, and they can be seen employed by the Empire, various private corporations, and the Alliance/Republic.

The Bith's ancestral origins are still a mystery to many. The reason it still remains a mystery is mostly because of the fact that their bodies contain no residual traces of any former life from that they

have evolved from. This may have been caused by the way the race procreates. Bith mating is not a passionate experience, and has been fine tuned to a science over the years. Because of this, the Bith have lost their ability to procreate sexually. When a Bith wishes to procreate, he or she will bring their genetic material to a computer mating service, located on their home planet of Clak'dor VII, for analysis to find prospective mates. Once a mate is chosen, Bith children are then created from the genetic material, which is combined, fertilized, and incubated for a year. After the year is up, one of the parents will pick up the child and then raise it.

The Bith are native to the planet Clak'dor VII, in the Mayagil system. They quickly developed advanced technology, and unfortunately for the Bith, among the advancements included the development of biological and chemical warfare weapons. Soon a war broke out between the city-states of Nozho and Weogar, based on the patent rights of to a new stardrive engine. In the war the use of these potent weapons of mass destruction, destroyed their once beautiful planet, and left the Bith with two choices remaining bound on the dead planet or travel to the stars. The survivors of the war built hermetically sealed cities, although they soon realized that it would be better if they expanded to the stars. This whole experience has had a tremendous effect on the Bith. They have developed a very passive attitude toward the rest of the galaxy, and developed a great deal of tolerance as well.

The chemical warfare between the two city-states occurred just before the Galactic Civil War. Just after the ecological ruin of the planet, the Empire offered and provided the Bith with great amount of aid to assist the Bith in recovering their world from its ecological ruin (unlike Honoghr, the homeworld of the Noghri where the Empire did everything possible to keep that planet in shambles). In return the Bith worked hard to propagate the ideals of the Empire, providing support for the computer programming and reviewing the designs of all new Imperial equipment for the Imperial military.

Notes:

Many Biths can be seen in the Star Wars movies, mostly as entertainers.

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+52
Racial Disadvantages	-25
Racially Learned Skills and Racial Bonuses	0
TOTAL	+62

Blood Carver



Attribute Adjustment:

DX+1 [+20pts]; IQ-1 [-20pts]

Planet/System of Origin:

Batorine

Tech Level:

Racial Advantages:

Flexibility (Double-Jointed) [+15pts]; Claws (Sharp) [+5pts]

Racial Disadvantages:

Reputation -2 (Wealthy characters, Large Class of People, x½) [-5pts]

Free Skills:

Language (Batorese, Native), a language that uses sounds as well as scent and skin coloration to a lesser degree. It is difficult for others, including protocol droids, to understand Batorese and impossible for others to speak it; Area Knowledge (Batorine)

Racially Learned Skills and Racial Skill Bonuses:

Stealth Skill at DX [+2pts]

Features/Taboos:

None

Names:

Examples are Ke Daiv, Pa Gara, Mu Fiev, and Va Tosh.

Description:

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.

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.

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.

Blood Carvers are triple-jointed humanoids with iridescent gold skin, wide beaklike noses, and beady black eyes. They typically wear close-fitting clothing that allows them to move quietly, and they sport tribal tattoos along the ridge of their nose flaps.

Note:**CP:**

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+20
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	+2
TOTAL	17

Bothan

**Attribute Adjustment:**

DX+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

None

Origin:

Bothawui

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

Reputation-2 (Untrustworthy Opportunist, Almost Everyone, x1, Sometimes, x½) (-5pts); Easy to Read (changes in Fur) [-10pts]

Free Skills:

Language (Bothan, Native); Area Knowledge (Bothawui)

Racially Learned Skills and Racial Skill Bonuses:

Diplomacy skill at IQ [+4pts]; Electronics Operation (Communication) at IQ [+2pts]; Intelligence Analysis/TL11 at IQ-1 [+2pts]; Surveillance at IQ [+2pts]

Features/Taboos:

None

Names:

The Bothan favors a given name followed by a family name with the final suffix as a clan nobility symbol (the suffix "lya" indicates the clan Alya, arguable the most powerful clan). Lack of this suffix signifies dishonor. In extreme cases, a Bothan may have even his family name removed, becoming a complete exile from Bothan society.

Examples of names include Borsk Fey'lya, Tav Breil'lya, Koth melan, Peshk Vri'syk, Asyr Sei'lar, Eurrsk Thri'ag, Girov Dza'tey, Velst Naro, Bem Lyu'kji, Kursk Mal'ia, Staarn, Ceok Orou'cya, Askar Rayl'skar, Morst Tayl'skar, Escra Plo'kre, Karka Kre'fey, Laryn Kre'fey, Lisak Dan'kre, and Tereb Ab'lon.

Description:

The Bothans are a humanoid race that hails from the planet Bothawui and several other colonies throughout the galaxy. They are furry, bipedal creatures, and are known as masters of brokering information. The Bothan spy network based on Bothawui rivals the best that the Old Republic, the Empire, and even the New Republic could create.

The reason for this advanced spy network is partly due to the peculiar cultural evolution of their species. Bothawui, the Bothans has many predators, but it has no indigenous draft animals. This caused the Bothan foot soldiers, early in their history, to carry the necessary equipment, and heavy armaments into battle. The Bothans soon grew disgusted with the inefficient methods of combat and they began to learn how to attack opponents using subterfuge and through political means. Through the years of evolution they became masters of gathering intelligence and using it for political gain.

Assassination is rare in Bothan society, as a Bothan statesman will most likely resign when allies began to desert him and/or an embarrassing scandal is revealed. Many other races in the galaxy view the Bothan as untrustworthy opportunist, and refer to their political methods as "the Bothan Way".

Notes:

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+10
TOTAL	+5

Brubb



Attribute Adjustment:

ST+1 [+10pts]; IQ-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Baros

Tech Level:

5 - Low TL-6 [-30pts]

Racial Advantages:

Chameleon+2 [+10pts]; Damage Resistance 2 (Tough Skin, -40%, Physical, -20%) (+4pts); Enhanced Defenses (Dodge+1) [+15pts]

Racial Disadvantages:

Hard of Hearing [-10pts]; Cold-Blooded [-5pts]

Free Skills:

Language (Brubb, Native); Area Knowledge (Baros)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Unknown

Description:

The Brubb are a green-grey skinned reptilian race native to the planet Baros. They are vaguely humanoid in appearance. Their faces are flat and conical, and dominated by bony ridges around their eyes. A topknot of hair sprouts from the head of the males, while the females are hairless. Their noses are used only for breathing, as their sense of smell is found in their forked tongues. They are herbivorous in nature. Females lay a single egg every Barosian year, and very often die during childbirth; so much of Brubb society is dominated by males. Brubbs are virtually deaf, which is probably genetic but is an excellent adaptation to the harsh winds on Baros. Brubbs are intensely social creatures, and organize themselves into groups known as habas. They were subjugated by Thrawn, during his reign of terror.

The Brubb homeworld, Baros, is a low-tech world with little to promise Brubb society. Any able-bodied Brubb will work hard to get off world to make their fortune. Brubbs are often employed as mercenaries and hired guns.

Note:

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	-30
Racial Advantages	+31
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	-14

-C-

Caamas

Tech Level:

11

Racial Advantages:

Reputation+1 (Artistic, wise, and peaceful) [+5pts]; Racial Memory (Active) [+40pts]; Eidetic Memory [+5pts]

Racial Disadvantages:

Pacifism (Total Nonviolence) [-30pts]

Free Skills:

Language (Caamasi, Native); Area Knowledge (Caamas)

Racially Learned Skills and Racial Skill Bonuses:

A Caamasi get one Artist skill at IQ [+4pts] and Diplomacy at IQ-1 [+2pts]

Features/Taboos:

None

Caamasi



Attribute Adjustment:

ST-1 [-10pts]; IQ+2 [+40pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Names:

Examples of names are Elegos A'kla, Ylenic It'kla, Releqy, Tegas Sulkec, and Megli Likarin.

Description:

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 Caamasi 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 Kerilt, though there was once a considerable colony on Alderaan. The Alderaanians Caamasi also met their end by way of the Emperor's whim.

Caamasi display a unique ability to share memories, which they call memnnii. A Caamasi can effectively record a memory in her mind so that it is never forgotten. Experiencing memnnii is as vivid as participating in the events in question. Using a sort of telepathy, a Caamasi can share memnnii with another Caamasi, or in some cases, a Jedi or other Force user. Caamasi sometimes intermarry between clans specifically to share memnnii with their entire culture. The desire to spread memnnii 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 memnnii 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.

Caamasi are thoughtful, contemplative pacifists. They enjoy exploration, artistic pursuits, and conversation. They are generous, considerate, and slow to pass judgment.

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.

Note:

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+50
Racial Disadvantages	-30
Racially Learned Skills and Racial Bonuses	+6
TOTAL	+46

Caarite



Attribute Adjustment:

HT-1 [-10pts]

Secondary Characteristic Adjustment:

SM-1

Planet/System of Origin:

Caarimon

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

Charisma+2 [+10pts]

Racial Disadvantages:

Reputation-2 (Opportunist, Almost Everyone, x1, Sometimes, x½) [-5pts]; Selfish (-5pts)

Free Skills:

Language (Caarimala, Native); Area Knowledge (Caarimon)

Racially Learned Skills and Racial Skill Bonuses:

Acting skill at IQ [+2pts]; Merchant skill at IQ+1 [+4pts]; Survival (Jungle) at Per-1 [+1pts]

Features/Taboos:

None

Names:

Some examples are Velin Wir, Thurm Loogg, Belrem Mar, Fiana Jor, and Zoda Brell

Description:

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.

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.

Caarites stand little over 1 yard tall, 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.

Note:

The temperature comfort zone falls between 50° and 105°F (10° – 40.5°C)

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+10
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+7
TOTAL	-8

Cathar

**Attribute Adjustment:**

ST+1 [+10pts]; DX+1 [+20pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

None

Origin:

Cathar

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Hearing+2, Acute taste and Smell+1) [+6pts]; Catfall (+10pts); Claws (Sharp) [+5pts]; Teeth (Sharp) [+1pt]

Racial Disadvantages:

Impulsiveness [-10pts]; Berserk [-10pts]; Sleepy (½ of the time) [-8pts]

Free Skills:

Language (Catharese, Native); Area Knowledge (Cathar)

Racially Learned Skills and Racial Skill Bonuses:

Stealth skill at DX+1 [+4pts]

Features/Taboos:

Tail

Names:

Crado, Elashi, Feeth, Juhani, Larducias, Manshara, Nodon, Nonak, Stragos, Sylvar, and Tinisho.

Description:

The Cathars 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.

Cathars 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.

Cathars have leonine features and flowing manes, with males' manes generally larger than those of females. Male Cathars have short beards and two tusks jutting from the lower jaw, while females merely have impressive fangs along the upper jaw.

Notes:

A Cathar may be encountered and taken into your group in Knights of the Old Republic.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+22
Racial Disadvantages	-28
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+8

Celegian

**Attribute Adjustment:**

DX-1 [-12pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

SM+1

Planet/System of Origin:

Celegia

Tech Level:

11

Racial Advantages:

Extended Lifespan+3 [+6pts]; Flight (Costs Fatigue, -10%) [+36pts]; Telecommunication (Telesend, Telepathic Brainwaves) [+30pts]; Vibration Sense (Universal, +50%) [+15pts]

Racial Disadvantages:

No Fine Manipulators [-30pts]; No Legs (Aerial/Aquatic) [0pts]; Cannot Speak (Mute) [-25pts]; Blindness [-50pts]; Deafness [-30pts]; Cowardice [-10pts]; Dependency (Cyanogen gas, Very Common, Constantly, x5) [-25pts]

Free Skills:

Celegians communicate using a sophisticated form of telepathy. They possess no spoken or written language. Area Knowledge - Celegia

Racially Learned Skills and Racial Skill Bonuses:

Mathematics - Cryptology at IQ+2 [+12pts]

Features/Taboos:

None

Names:

Unknown

Description:

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 jellyfish like 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.

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.

A Celegian's body resembles a brain-like organism with a mass of tentacles floating beneath it. The brain averages 4 feet in diameter, and the tentacles vary in length from 6 feet to 8 feet. Away from their homeworld, Celegians are always encountered within some sort of mobile life-support chamber, usually made of transparisteel.

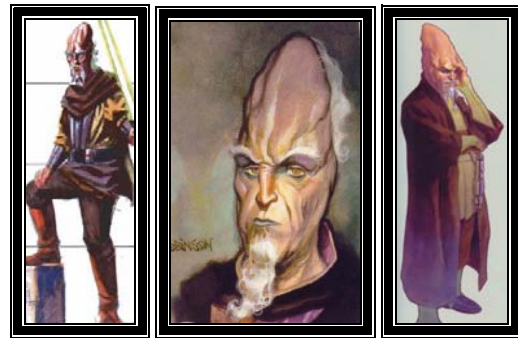
Note:

Celegian PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	+8
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+87
Racial Disadvantages	-170
Racially Learned Skills and Racial Bonuses	+12
TOTAL	-63

Cerean



Attribute Adjustment:

IQ+1 [+20pts]

Secondary Characteristic Adjustment:

None

Origin:

Cerea

Tech Level:

11

Racial Advantages:

Combat Reflexes [+15pts]; Common Sense [+10pts]

Racial Disadvantages:

Pacifism (Self-Defense Only) [-15pts]

Free Skills:

Language (Cerean, Native); Area Knowledge (Cerea)

Racially Learned Skills and Racial Skill Bonuses:

Mathematical - Cryptology skill at IQ+3 [+16pts]; Meditation at Will-1 [+2pts]. A Cerean Force-user studies both the Light Side and the Dark Side of the Force. The number of Light Side Force abilities and Dark Side Force abilities must be in balance.

Features/Taboos:

None

Names:

Examples of names are Ki-Adi Mundi, So Leet, Sylvn, Ti-Dal, Maj-Odo, Skeel, Kordren, and Bin-Garda

Description:

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 humanoids 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 tents and ways of the Jedi order very alluring.

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

Notes:

A Cerean can be seen in Episodes I to III.

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+25
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+18
TOTAL	+48

Chadra-Fan



Attribute Adjustment:

ST-2 [-20pts]; DX+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

SM-1

Origin:

Chad IV

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Taste and Smell+3) [+6pts]; Dark Vision [+25pts]; Discriminatory Smell [+15pts]

Racial Disadvantages:

Phobia (Thalassophobia) [-10pts]

Free Skills:

Language (Chadra-Fan, Native); Area Knowledge (Chad IV)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

There are many different standards for naming on Chad IV. Often males are given two names, while some groups only give them one. Females almost always have only one given name. In one particular group, the first letter of both names (usually separated from the main body by an apostrophe) indicates a social position or occupation ("T" indicates an engineer, for instance).

Example of names include Tachak Tandar, Yarbolk Yemm, Kabe, Chan, Fandar, Fugo, Tutti Snibit, and Trubor.

Description:

the fourth planet revolving around a blue white star in the Chad system are a species of aliens known as Chadra-Fan. The Chadra-Fan are a race of humanoids with mouse-like faces, large ears, flat noses with four nostrils and seven senses (touch, sight, dark vision, hearing, taste, smell and chemoreceptive smell). Because the Chadra-Fan have two senses of smell, they rely on their sense of smell heavily. The largest of their four nostrils detects water-soluble odors, while the inner two nostrils contain specialized chemoreceptors.

The Chadra-Fan have suffered greatly from the large number of tidal waves that have torn their society apart over the millennia. This has instilled an innate fear of drowning in the Chadra-Fan. Even just the threat of drowning causes them to go into shock. Despite this, the Chadra-Fan are good-natured beings, who will pursue any sort of action if they believe it will give them enjoyment. They seem to like almost every being they encounter, and they love to tinker with technological things. Any technological device left within reach of the Chadra-Fan has the potential to be disassembled and then reconstructed, usually resulting in a bizarre malfunction. Many droids, who have had the unfortunate circumstance of making the acquaintance of the Chadra-Fan, tend to have a pathological fear of them because of this bizarre trait.

They live in a clan-based society in which inter-clan marriages are welcomed. The wedded individual is then accepted into the smaller clan, increasing the clan's size and strength.

Notes:

A Chadra-Fan can be seen in the Mos Eisley Cantina in Episode IV – A New Hope.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+46
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	0
TOTAL	+26

Chagrian



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

Per+1 [+5pts]

Origin:

Champala in the Chagria system

Tech Level:

11

Racial Advantages:

Radiation Tolerance /100 [+30pts]

Racial Disadvantages:

No Sense of Taste [-5pts]

Free Skills:

Language (Chagri, Native); Area Knowledge (Champala)

Racially Learned Skills and Racial Skill Bonuses:

Chagri get one Law skill at IQ [+4pts]

Features/Taboos:

Horns; Lethorn

Names:

Example names are Mas Amedda, Belar Tasseva, Myn Seda, Shiran Vallendri, and Ketrias Gorran.

Description:

The Chagrians are a species of well muscled humanoids and are characterized by their unique skull-structure. The average Chagri is tall, with pale, bluish skin. Their faces are quite fierce in appearance, although they can be very loyal and trustworthy. Two large horns sprout out from the skull. The bone structure, which supports them, gives the Chagri an enlarged forehead. In addition to these horns, a pair of thick, pointed lobes, known as lethorn, emerges from the males' jowls and drapes across their chest. Their enlarged head is padded by layers of tissue while their blue skin protects against harmful radiation.

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 Chagri 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.

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.

Notes:

A Chagri can be seen at the Galactic Senate in the first three episodes.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+30
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+34

Charon

**Attribute Adjustment:**

ST+1 [+10pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

HP+1 [+2pts]

Planet/System of Origin:

Otherspace

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

Damage Resistance 2 (Carapace, Physical, -20%) [+8 pts]; Extra Arms+2 [+20pts]; Extra Legs+2 [+5pts]; Claws (Blunt) [+3pts]; Binding 1 (Web, Engulfing, +60%, Sticky, +20%, Only Damaged by Burning and Cutting, +20%) [+4pts]

Racial Disadvantages:

Appearance (Monstrous) [-20pts]. Bloodlust [-10pts] and Fanaticism (Prophet of the Void) [-15pts] or Enemy (Cult of Death) [-25pts]

Free Skills:

Language (Charon, Native); Area Knowledge (Otherspace)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Charons who serve the Prophet of the Void do not have personal names. The 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, and Tin'soth.

Description:

Most Charons 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 unsolved 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 figure 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 willing 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.

Charons who serve the Prophet of the Void believe in entropy, and they strive relentlessly to destroy all life. Charons 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 mechanical nature.

A Charon possesses both humanoid and arachnid qualities. A Charon has 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.

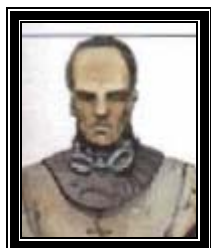
Note:

Charon PCs are not recommended. Possible Charon PCs only appear after the Battle of Endor and follow the Illuminated One.

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	+2
Tech Level	-5
Racial Advantages	+40
Racial Disadvantages	-45
Racially Learned Skills and Racial Bonuses	0
TOTAL	+22

Chev



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Origin:

Vinsoth

Tech Level:

10 – Low TL-1 [-5pts]

Racial Advantages:

None

Racial Disadvantages:

Social Stigma (Subjugated to Chevin) [-20pts]

Free Skills:

Language (Chev, Native); Area Knowledge (Vinsoth)

Racially Learned Skills and Racial Skill Bonuses:

Chevs acquire four land-based survival skills at Per [+8pts] and Language (Chevin, Accented) [+4pts]

Features/Taboos:

None

Names:

Examples names are Afrec, Amencia, Brophar, Inchef, Percifel, Sajan, Varel, and Zethan.

Description:

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 thought 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, aspect 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 troops at "group rates."

Unlike many other slave populations, the Chev are well educated and as informed about the galaxy at large as their Chevin masters, perhaps even more so. The Chevin have always taken good 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 repulsoflifts, 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 communication 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 The 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.

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.

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 tem.)

Chevs usually dress in simple, sturdy garments but wear whatever style of clothing seems most practical for their line of work.

Notes:

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	0
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+12
TOTAL	-13

Chevin



Attribute Adjustment:

ST+1 [+10pts]; DX-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Vinsoth

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

Damage Reduction 1 (Thick Skin, -40%, Physical, -20%) (+2pts); Reputation+1 (Criminals, Almost Everyone, x1, All the time, x1) [+5pts]; Extended Lifespan+1 [+2pts]

Racial Disadvantages:

Reputation-1 (Non-criminals, Almost Everyone, x1, All the time, x1) [-5pts]; Code of Honor (Professional) [-5pts]

Free Skills:

Language (Chevin, Native); Area Knowledge (Vinsoth)

Racially Learned Skills and Racial Skill Bonuses:

Chevin acquire the Merchant (Illegal Goods) at IQ [+2pts]

Features/Taboos:

None

Names:

The Chevin are given a single name at birth. However, many Chevin will take on the name of another person as a surname over the course of their lives, in honor of that being. This tradition dictates that only one honorary name may be added, and it is considered very disrespectful to change it once it is taken. Examples of names include Ephant Mon, Goorin, Hagalor, Negna Mundro, Osman, and Pedna Scotian.

Description:

The Chevin are a migratory pachydermoid species native to the planet Vinsoth. Chevin society remains primitive to galactic standards. Before the 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 confirming 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 foodstuff 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 niche for themselves in the galactic criminal underworld, becoming known to the galaxy at large as 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."

Most Chevin are simple creatures interested only in acquiring money, power, and status. They use intrigue, manipulation of beings in places of authority, careful investment, and outright theft. They tend to stay clear of direct involvement with specific political factions or power groups, attempting all the time 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 honesty in return.

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 the ground and their heavily lidded eyes appear to be solid black and pupil less.

Notes:

A Chevin can be seen in Jabba's Palace in Episode VI Return of the Jedi.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	-5
Tech Level	-5
Racial Advantages	+9
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-9

Chiss



Attribute Adjustment:

IQ+1 [+20pts]

Secondary Characteristic Adjustment:

None

Origin:

Csilla

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

Pacifism (Self-Defense Only) [-15pts]; Overconfidence [-5pts]

Free Skills:

Language (Cheunh, Native); Area Knowledge (Csilla)

Racially Learned Skills and Racial Skill Bonuses:

Tactics skill and Strategy skill at IQ [+8pts]

Features/Taboos:

None

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, and Zilvad.

Description:

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 non-military 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.

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 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.

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' 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 it signifies some 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.

Notes:

None

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+8
TOTAL	+8

Clawdite



Attribute Adjustment:

ST-1 [-10pts]

Secondary Characteristic Adjustment:

None

Origin:

Zolan

Tech Level:

11

Racial Advantages:

Radiation Tolerance /2 [+5pts]; Shapeshifting¹ (Morph, Cosmetic, -50%, Mass Conservation, -20%, Retains Shape, -20%) [90% of CP+100]

Racial Disadvantages:

Loner [-5pts]; Maintenance (1 person, daily, x1) [-10pts]; Selfish [-5pts]; Social Stigma (Minority Group) [-10pts]

Free Skills:

Language (Clawdite, Native), the spoken language consists of hissing sibilants punctuated by guttural croaks; Area Knowledge (Any one planet but Zolan)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are: Zam Wessel, Eru Massest, Pritt Kesso, Pessk Maseel, and Zapes Orn.

Description:

Clawdites are genetic variants of Zolanders, a species from the Mid Rim planet 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 the 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 shape shifting abilities that allow them to change 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 yellow to green skin with special oils to prevent splitting. A talented shape shifter can assume the appearance of any medium-sized humanoid species of similar mass and posture, though the epidermis cannot duplicate

the features of a specific individual. The wrinkles skin of a Weequay is an easy match, but no Clawdite can assume the posture of a Dug or generate extra flesh needed to create an Ithorian hammerhead. Clothes and jewelry can also be mimicked, provided they lie close to the skin.

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.

Notes:

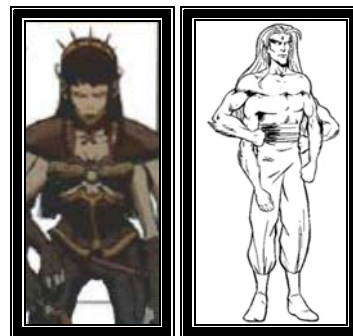
A Clawdite can be seen in Episode II Attack of the Clones as the female bounty hunter who tried to assassinate senator Amidala.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages ¹	+5
Racial Disadvantages	-30
Racially Learned Skills and Racial Bonuses	0
TOTAL	-35

¹ Cost of Morph is not included. The CP cost of Morph is calculated after the CP of the character is known (see BS 84 & 85).

Codru-Ji



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Munto Codru

Tech Level:

3 Low TL-8 [-40pts]

Racial Advantages:

Extra Arms+2 [+20pts]; Ambidexterity [+5pts]

Racial Disadvantages:

None

Free Skills:

Language (Codruese, Native), a language of snarls, throaty barks, and other canine noises mixed with a complex vocabulary and many strange idioms; Area Knowledge (Munto Codru)

Racially Learned Skills and Racial Skill Bonuses:

Codru-Ji acquire the Climbing skill at DX [+2pts]

Features/Taboos:

None

Names:

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 (such as Adaavi, Deceven, jorrd, Ketanna, Merasska, Raiko, Veasani, and Zallfric).

Description:

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 more than intense negotiations, 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.

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.

Codru-Ji are humanoids with four arms and long, pointed ears. Codru-Ji adults stand about 5 foot 4 tall. Barely resembling their parents, Codru-Ji children are often mistaken for pets by uninformed beings.

Note:

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	-40
Racial Advantages	+25
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-13

Colicoid



Attribute Adjustment:

DX+1 [+20pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM+1

Planet/System of Origin:

Colla IV

Tech Level:

11

Racial Advantages:

Damage Resistance 2 (Armored Carapaces, Physical, -20%) [+8pts]; Extra Legs +2 (+5pts); Extra Attack (Tail) [+25pts]; Striker (Tail, Piercing, Cannot Parry, -40%, Limited Arc, -40%) [+1pts]; Acute Senses (Acute Smell+2, Acute Vision +2) [+8pts]; Mind Shield+1 [+4pts]

Racial Disadvantages:

Callous [-5pts]; Greed [-15pts]; Reputation-2 (Cannibalism, Almost Everyone, x1, All the time, x1) [-10pts]; Reputation-2 (Ruthless, Almost Everyone, x1, All the time, x1) [-10pts]; Short Lifespan-1 [-10pts]

Free Skills:

Language (Colicoid, Native), the Colicoid language involves clicks and humming noises from their antennae and jointing legs, which is difficult to interpret and impossible for other species to reproduce. 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; Area Knowledge (Colla IV)

Racially Learned Skills and Racial Skill Bonuses:

Colicoids get one Merchant skill at IQ [+2pts]

Features/Taboos:

None

Names:

Example names are: Bzhat, G'zhar, Kyrrik, J'kilkrizt, T'karzhk, and Ytil.

Description:

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 the Force skill Mind Trick.

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 Colicoid's 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.

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.

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 acute sense of smell.

Note:

Colicoids PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	+40

Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+51
Racial Disadvantages	-50
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+38

Cragmoloid



Attribute Adjustment:

ST+2 [+16pts]; DX-1 [-20pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

Per+1 [+5pts]; SM+2

Planet/System of Origin:

Ankus

Tech Level:

11

Racial Advantages:

Damage Resistance 2 (Thick Skin, -40%, Physical, -20%) [+4pts]; Extra Attack (Gore Attack) [+25pts]; Striker (Tusks, Blunt, Cannot Parry, -40%) [+3pts]; Lifting ST+2 [+6pts]

Racial Disadvantages:

Truthfulness [-5pts]; Intolerance (Dishonorable People) [-5pts]; Pacifism (Self-Defense Only) [-15pts]

Free Skills:

Language (Cragii, Native); Area Knowledge (Ankus)

Racially Learned Skills and Racial Skill Bonuses:

Cragmoloid get the Intimidation skill at Will [+2pts]. Size and ST modifiers are not included and must be added.

Features/Taboos:

None

Names:

Example names are: Akoom, Darak, Ormoj, Rooty, Urum, and Vuula.

Description:

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

An extremely proud and clan-orientated people, Cragmoloids sink into 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

Cragmoloids resemble 10 feet tall anthropomorphic elephants with tusks and thick leathery hides. They have tiny red, beady eyes.

Note:

Cragmoloid PC is not recommended.

CP:

Type	CP
Attribute Adjustment	-24
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+38
Racial Disadvantages	-25
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-4

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Dantari



Attribute Adjustment:

ST+1 [+10pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Dantooine

Tech Level:

0 Low TL-11 [-55pts]

Racial Advantages:

None

Racial Disadvantages:

None

Free Skills:

Language (Dantari, Native), Dantari have a spoken language as well as a crude written language known by a learned few; Area Knowledge (Dantooine)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are: Dayan, Esada, Jendar, Norr, Norra, Tuber, and Uladi.

Description:

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 (e.g., Cathounds) 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 three times in the past. Master Jè-Di settled there 25,000 years before the Battle of Yavin, Master Vodo-Siosk Baas was last known to live in the Jedi enclave on Dantooine just before it was destroyed 21,000 years later, and refugees from the volcanic world of Eol Sha made a new home on Dantooine seven years after the 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 belief systems. The Dantari tattooed themselves with crude images of Imperial crests, AT-ATs, blaster rifles, and in 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. 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.

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

Note:

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	-55
Racial Advantages	0
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	-65

Dashade



Attribute Adjustment:

DX+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Planet/System of Origin:

Urkupp

Tech Level:

11

Racial Advantages:

Reputation +5 (Power groups, x½, Occasionally, x¼) [+3pts]; Radiation Tolerance /2 [+5pts]; Force Static (Resistible, -50% [+15pts]; Heat Dissipation+1 [+21pts]

Racial Disadvantages:

Reputation -5 (Commoners, x½, Occasionally, x¼) [-3pts]; Overconfidence [-5pts]

Free Skills:

Language (Dashadi, Native); Area Knowledge (Urkupp or any other planet where they live on)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Examples of names are: Alaris, Koth, Ket Maliss, Tel Sorath, Nos Kellex, and Tessem Kel.

Description:

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 prowess and Force resistance as a means to show Padawans (and even over-confident Jedi Knights) the danger of relying to 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.

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 employees only so long as they profit from the relationship and are allowed to demonstrate their combat prowess.

The Dashade are hairless humanoids with high foreheads, beady eyes, and lamprey-like mouths. Adults of the species stand between 5 foot 8 and 7 foot tall, with no difference in height between males and females. Their skin colors are olive green, dark gray, or black, and they have orange, red, or black eyes.

Note:

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+44
Racial Disadvantages	-8
Racially Learned Skills and Racial Bonuses	0
TOTAL	+51

Defel



Attribute Adjustment:

ST+1 [+10pts]; DX+1 [+20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

None

Origin:

AfEl

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Hearing+2, Acute Taste +2 and Smell+2 [+12pts]; Claws (Sharp) [+5pts]; Obscure (Normal Vision+10 (Always On, -50%, Personal, Defensive, +50%) [+20pts]; Ultravision [0pts]

Racial Disadvantages:

Overconfidence [-5pts]; Reputation-1 (Considered a Myth (Almost Everyone, x1, All the time, x1) [-5pts]; Code of Honor (Always Follows His Word) [-5pts]

Free Skills:

Language (Defel, Native); Area Knowledge (AfEl)

Racially Learned Skills and Racial Skill Bonuses:

Blind Fighting skill at Per-1 [+4pts]; Stealth skill at DX-1 [+1pt]

Features/Taboos:

None

Names:

The Defel favor short single names, frequently containing an apostrophe. Examples of names include Kl'aal, Defeen, Vex, Dourlas, Freel, Glasfir'a'lik, Gr'vesh, Morr, Yarchur, and Zomil.

Description:

The Defel come from AfEl high gravity world that orbits an ultraviolet supergiant star known as Ka'Dedus. AfEl has no ozone layer and ultraviolet light passes freely to the surface while other gasses in the atmosphere block out other wavelengths of light. Every lifeform on AfEl, having evolved in the alien environment, can only see in the ultraviolet spectrum, and the Defel are no exception. Some of the predatory lifeforms, including the Defel, have also adjusted to the high amounts of ultraviolet light in another fashion. They absorb the light around them, and can only be seen clearly in ultraviolet light.

In normal light, the Defel appear to be nothing but bipedal shadows, with red colored eyes and long white fangs. However, if viewed in ultraviolet light, the Defel take on a much different appearance. Under ultraviolet light, the Defel are stocky, furry, and range in color from brilliant yellow to crystalline azure. They have long, yellowed, sharp claws and their noses a lime green color.

The majority of Defel live under the surface of their home planet, and they are considered supernatural, even mythological creatures, to most of the galaxy. Defel society is based on honor and cooperation. If you give your word to a Defel, you should keep your word, or he will mark you as traitorous, and a betrayed, angry Defel is the last thing most people want.

They are also somewhat overconfident with the fact that they remain unnoticed when sneaking about, and it is because of this overconfidence, that they often ignore surveillance equipment and characters that might have special perception abilities that can detect the skulking Defel.

Notes:

A Defel can be seen in the Mos Eisley Cantina in Episode IV: A New Hope.

Defel PCs are not recommended.

CP:

Type	CP
Attributes	+40
Secondary Characteristics	0
Tech Level	0
Racial Advantages	+37
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+5
TOTAL	+67

Devaronian



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Origin:

Davaron

Tech Level:

11

Racial Advantages:

Teeth (Sharp Teeth) [+1pt]; Striker (Horns, Males Only, -20%, Clumsy -3, -60%, Limited Arc, -40%) [+1pts]

Racial Disadvantages:

Compulsive Behavior (Devaronian Wanderlust, Males Only, -20%) [-4pts]; Reputation-1 (Aggressive, Females only, -20%, Almost Everyone, x1, All the time, x1) (-4pts); Increased Consumption [-10]

Free Skills:

Language (Devaronian, Native); Area Knowledge (Devaron)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

The Devaronian first name is an ordinary given name, the surname is the name of the city in which they were born. The Devish, a sub-species of the Devaronian, have names that are in the form of Name'from'City, where the middle name is a simple preposition (as, from, for, of with). Traditionally, both races of Devaronians also choose for themselves less formal nicknames for use in everyday speech (which translate into anything from Cold Food to Moonlight). A few examples of names include Kardue'sai'Malloc (nicknamed Labria), Mlar'nkai'Kambric, Dmaynel Kiph, Elassar Targon, Kapp Dendo, Jubal, Trynic, Ulicx Vinaq, Vilmarh Gahrk, and Lak Jit.

Description:

Devaronian are mammalian, biped race and hail from the planet Devaron. The species is one of the most unusual species in the galaxy, primarily because the males and females of the race differ so drastically. The males have red tinted skin and are completely hairless. They also have short horns on their heads, which they take great pride in and groom quite regularly. The females, however, are covered in a mat of fur that ranges in color from white to dark brown and they are without horns.

The two genders differ more than just in appearance. The males of the species are docile and non-aggressive. When a male

Devaronian begins going through puberty, he begins to feel drawn to explore. This "wanderlust" leads the males to live exciting lives full of action and adventure, and this makes them unreliable and undependable.

Devaronian males are commonly seen sights in almost every spaceport. There they can be found in nearly every line of work possible. Devaronian males usually don't stay in one spaceport for very long, because it is in their nature to roam and wander. They send as much money back to their families on Devaron, but they seldom return.

Females, however, are incredibly aggressive by nature and tend to dominate their culture. They are very reliable, and the majority of them are not at all interested in adventure and traveling the stars. They would prefer to stay at home and let the affairs and comforts of the galaxy come to them. Females rarely leave the comforts of home.

The Devaronian race is believed to have descended from a race of primates, which reside in the mountains on Devaron. It is also believed that their horns were an evolutionary mutation that enabled them to fend off predatory birds that soar in the sky of Devaron. Devaronians are primarily carnivores and have an incredible metabolism. They also were one of the first races to develop a stardrive and learn the secrets of space travel.

Notes:

A Devaronian can be seen in the Mos Eisley cantina in Episode IV - A New Hope.

CP:

Type	CP
Attributes	0
Secondary Characteristics	0
Tech Level	0
Racial Advantages	+2
Racial Disadvantages	-13
Racially Learned Skills and Racial Bonuses	0
TOTAL	-11

Devlikk



Attribute Adjustment:

DX+1 [+20pts]

Secondary Characteristic Adjustment:

None

Origin:

Ord Radama

Tech Level:

11

Racial Advantages:

Claws (Sharp) [+5pts]

Racial Disadvantages:

On The Edge [-15pts]; Short Lifespan 3 [-30pts]

Free Skills:

Language (Devlikk, Native); Area Knowledge (Ord Radama)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

An example is Wan Sandage.

Description:

The Devlikk are a species of heart-shaped, green-skinned aliens whose average lifespan is around 10 standard years. It is because of this age that they are thrill seekers by nature.

Notes:

A Devlikk can be seen at the Boonta Eve the podrace in Episode I: The Phantom Menace.

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+5
Racial Disadvantages	-45
Racially Learned Skills and Racial Bonuses	0
TOTAL	-20

Draethos



Attribute Adjustment:

IQ+1 [+20pts]

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Thosa

Tech Level:

11

Racial Advantages:

Extended Lifespan 3 [+6pts]; Damage Resistance 2 (Tough Skin, -40%, Physical, -20%) [+4pts]; Night Vision+1 [+1pt]; Telecommunication (Telesend, Telepathic Brainwaves) [+30pts]; Fit [+5pts]

Racial Disadvantages:

Compulsive Behavior (Learning, Exiled Draethos) [-15pts]

Free Skills:

Language (Draethos, Native), their spoken language sounds like a flurry of cacophonous clicks and sighs; Area Knowledge (Thosa)

Racially Learned Skills and Racial Skill Bonuses:

Exiled Draethos get one or more IQ-based skills worth of 15 points.

Features/Taboos:

None

Names:

Examples of names are Odan-Urr, Omal-Zan, Uval-Nor, Shal-Orl, and Tyan-Ruu.

Description:

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 desolate 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.

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.

Draethos are slender, tightly muscled humanoids that average 5 foot 10 tall. Their coarse, scaly skin ranges in color from violet to mauve to gray. Their eyes are black, pupil less, and set into the sides of their sloped head. They have webbed hands, and their lipless mouths give the illusion of a large overbite.

Note:

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+46
Racial Disadvantages	(-15)
Racially Learned Skills and Racial Bonuses	(+15)
TOTAL	+66

Drall



Attribute Adjustment:

ST-1 [-10pts]; DX-1 [-20pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

SM-1

Planet/System of Origin:

Drall

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

Claws (Sharp) [+5pts]

Racial Disadvantages:

Truthfulness [-5pts]

Free Skills:

Language (Drallish, Native); Area Knowledge (Drall)

Racially Learned Skills and Racial Skill Bonuses:

A Drall get the Science! skill at IQ [+24pts]. This is a wildcard skill (see BS page 175)

Features/Taboos:

None

Names:

Examples of names are Driggs, Ebrihim, Garth, Gredda, Hedreg, Marcha, and Norghar.

Description:

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 heads 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 mega-corporations as researchers or medical specialists, one of Drall's main exports, aside from scientific knowledge, is processed medicinal herbs, although a few make good livings as information brokers.

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 other to behave in a similar fashion.

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 3 feet and 5 feet tall, with most females being taller and more solidly built than the males.

Note:

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+5
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	+24
TOTAL	+9

Dressellian



Attribute Adjustment:

ST+1 [+10pts]; DX+1 [+20pts]

Secondary Characteristic Adjustment:

None

Origin:

Dressel

Tech Level:

5 (11) - Low TL-6 [-30pts] The Dressellian were supported by the Bothan during the Galactic Civil War. After the conflict, the Dressellians were accepted into the New Republic. Despite this fact, the planet's inhabitants are still quite primitive, and many of the Dressellians would still have the Low TL disadvantage. If you

wish to play a character without the disadvantage, buy off the disadvantage at character creation or one level at a time during gameplay.

Racial Advantages:

Fearlessness+2 [+4pts]

Racial Disadvantages:

Bad temper [-10pts]

Free Skills:

Language (Dressellese, Native); Area Knowledge (Dressel)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

The Dressellian favor one name, given, traditionally derived from those of close relatives or friends. Examples of names include Dreefa, Errillan, Leerayem, Orrimaarko, Parskeer, Pyrron Nox, Reef, and Tremorra.

Description:

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.

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.

Dressellians have elongated hairless heads, wrinkled flesh, and wiry bodies. The wrinkled skin has earned them the callous nickname "prune face," to which all Dressellians take offense.

Notes:

Dressellian commandos can be seen on the flagship Home One in Episode VI: Return of the Jedi.

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	0
Tech Level	-30
Racial Advantages	+4
Racial Disadvantages	-10

Racially Learned Skills and Racial Bonuses	0
TOTAL	-6

Dug



Attribute Adjustment:

ST+1 [+10pts]; DX+2 [+40pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

SM-1

Origin:

Malastare

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

Brachiator [+5pts]; Extra Limbs (Foot Manipulators, -30%) [+14pts]; Improved G-Tolerance [+10pts]

Racial Disadvantages:

Bully [-10pts]; Bad Temper [-10pts]; Selfish [-5pts]; Social Stigma (Inferior Race) [-5pts]

Free Skills:

Language (Dug, Native); 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; Area Knowledge (Malastare)

Racially Learned Skills and Racial Skill Bonuses:

See Brachiator advantage for more free skills.

Features/Taboos:

None

Names:

Examples of names include Drodwa, Flugo, Gorlok, Langro Dis, Luvagwa, Pugwis, Rewulga, Sebulba, and Sloor.

Description:

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 (1.7G) 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 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 ancestry that includes legendary heroes and patriots.

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.

Dugs possess four strong, spidery limbs, ear fins, and an 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 3 foot 2 tall.

Notes:

A Dug named Sebulba can be seen in Episode I: The Phantom Menace.

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+29
Racial Disadvantages	-30
Racially Learned Skills and Racial Bonuses	0
TOTAL	+24

Duinuogwuin



Attribute Adjustment:

ST+7 [+28pts]; IQ+3 [+60pts]; HT+7 [+70pts]

Secondary Characteristic Adjustment:

SM+6

Planet/System of Origin:

The location of the Duinuogwuin homeworld remains a mystery, except perhaps to the oldest Star Dragons. Members of the species are known to inhabit inhospitable planetoids as well as hospitable worlds such as Barab I, Cona, and Iego. For gaming purposes the home planet of the Duinuogwuin is called Duinuogwuin.

Tech Level:

11

Racial Advantages:

Extended Lifespan+6 [+12pts]; Damage Resistance 14 (Scales, Physical & Energy, -10%) (+63pts); Flight (Spaceflight, +50%, Wings, -25%) [+50pts]; Extra Attack (Jaws) [+25pts]; Striker (Jaws, Piercing, Limited Arc, -40%) [+3pts]; Claws (Long Talons) [+11pts]; Innate Attack (Burning+3 [+15pts]; Vacuum Support [+5pts]; Sealed [+15pts]; Temperature Tolerance [+35pts]; Radiation Tolerance /100 [+30pts]; Doesn't Eat & Drink [+20pts]; Doesn't Breathe [+20pts]; Extra Legs +6 [+10pts]

Racial Disadvantages:

Secret (Home planet) [-5pts], Genetic Flaw [-10pts]

Free Skills:

Language (Duinuogwuin, Native), a language of hissing sibilants and guttural growls that other species can't duplicate with their puny vocal cords; Area Knowledge (Duinuogwuin)

Racially Learned Skills and Racial Skill Bonuses:

Navigation (Hyperspace) skill at IQ+4 [+16pts]

Features/Taboos:

None

Names:

Example names are Ir'cara'shuhl, Shalyx'har'zan, Vir'anax'sath, Zephata'ru'tor' and Flax'Supt'ai.

Description:

Often called "Star Dragons," the Duinuogwuin are enormous serpentine multipeeds with gossamer wings. Most Star Dragons encountered in the galaxy average 30 feet long, although specimens ten times that size have been encountered.

On any world except those with extremely low gravity, it would prove impossible for the delicate wings of the Duinuogwuin to take the strain of lifting their massive bodies against the pull of gravity; therefore, it seems likely that their bodies conceal some organ that functions as a repulsorlift mechanism. Since Xenobiologists have never had the occasion to study Duinuogwuin anatomy, this theory is purely hypothetical.

Duinuogwuin have the ability to fly through space. In order to brave the vacuum without protective equipment, Star Dragons can recycle water and oxygen as well as hermetically seal their bodies against the loss of these necessities. Their self-sufficient physiology also allows them to survive in harsh planetary environments.

Duinuogwuin can exhale superheated gases capable of scorching or melting anything short of plastisteel. The ability to generate such heat suggests the Duinuogwuin have some method of generating immense amounts of energy, possibly some sort of organic cold fusion.

When two Star Dragons mate, the chance is great that the offspring will be non-intelligent. Such creatures become raving monsters that the parent must either destroy or isolate. This assumed genetic flaw may account for the number of Duinuogwuin scientists interested in undoing the species' hereditary infirmity through the study of nuclear physics and biological genetics.

The Duinuogwuin are intelligent, wise, and noble isolationists who prize their solitude and privacy, although they enjoy each other's company immensely. Although they loathe violence, Star Dragons do not shirk from punishing the deserving. Because they live a long time, Star Dragons are rarely startled or surprised by the actions of others.

Star Dragons are secretive about their pasts, and they treat inquiries into their nature and physiologies with polite indifference at best. Due to the cosmic nature of their contemplations, many Duinuogwuin tend to be absent-minded and pre-occupied.

Star Dragons are covered with large scales that give them a reptilian appearance, yet their floppy ears are distinctly mammalian, their sharply keeled sternums and overdeveloped pectoral muscles are avian, and their segmented bodies are arthropodal. Duinuogwuin have one pair of legs per body segment, while their diaphanous, gossamer wings are attached to the upper portion of each segment (the wingspan usually being one-and-a-half times their length). A Duinuogwuin holds the body segment closest to its head erect, and the legs on this segment have evolved for use as arms and hands.

The scales on a Star Dragon's face are so fine that they resemble pebbly skin, and the irises of a Star Dragon's eyes sparkle as though covered with glitter, while the shapes of the pupils are irregular and vary with the Duinuogwuin's mood. The Star Dragon's scales are basically gray, although this coloration varies greatly within that tone, from dirty white to silver to pale blue to black.

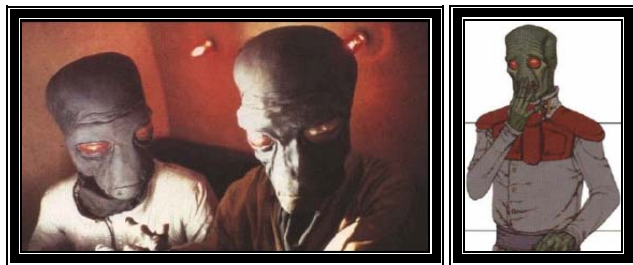
Note:

Duinuogwuin PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	+158
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+314
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+16
TOTAL	+473

Duro



Attribute Adjustment:

ST-1 [-10pts]

Secondary Characteristic Adjustment:

None

Origin:

Duro

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

None

Free Skills:

Language (Durose, Native); Area Knowledge (Duro or Duro space stations)

Racially Learned Skills and Racial Skill Bonuses:

Navigation (Hyperspace) skill at IQ [+2pts]; Piloting (Low- or High-Performance Spacecraft) at DX-1 [+1pt] (see BS page 214 for this DX-/IQ-based skill).

Features/Taboos:

None

Names:

The Duros favor one name or a given name followed by a surname. In most cases, surnames are only adopted when the given name is a common one. Examples of names include Ellor, Ellors Madak, Krudar, Lai Nootka, Areta Bell, Baniss Keeg, Bringe, Phobos, Chachi, Kir Vantai, Chidee, Croig, Dassid, Dustangle, Oso Nim, Dustini, Geneer, Hav, Leslomy Tacema, Hes Glillto, Jiuk'chtna, Jivis, Kadlo, Monnda Tebbo, Ohwun DeMaal, Rana, Toryn, Dorai, Klis Joo, and Jenssar SoBilles.

Description:

The Duros are tall, hairless humanoids from the Duro system. During the Old republic era, the planet Duro became more and more polluted until it reached a point at which it could not support life anymore. The Duros build automated farms and the population was steadily moved to the 20 orbiting space stations.

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.

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

Duros have large eyes and wide, lipless mouths which dominate their nose less faces. Their skin color ranges from blue-gray to deep azure. A Duros skin color can change to green when he's feeling sick.

Notes:

Many Duros can be seen in the Mos Eisley cantina in Episode IV - A New Hope.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	+3
TOTAL	-7

Ebranite



Attribute Adjustment:

ST-1 [+10pts]; DX+1 [+20pts]

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Ebra

Tech Level:

0 – Low TL-11 [-55pts]

Racial Advantages:

Extra Arms+4 [+40pts]; Brachiator [+5pts]

Racial Disadvantages:

Bad Temper [-10pts]; Sense of Duty (Small Group, family, clan) (-5pts); Phobias (Technophobia) [-5pts or -15pts when TL comes above 4]

Free Skills:

Language (Ebranese, Native) A language of honks, growls, and moans. Written Ebranese uses a primitive pictographic representation of past events; Area Knowledge (Ebra)

Racially Learned Skills and Racial Skill Bonuses:

None

Names:

Boda Etaan, Groex Gal, Eretha Narra, Rith Tar'arak, Erox Vor'an.

Description:

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 the uppermost left arm at birth, and they remain loyal to their respective thildas until death. A council, or ghantar, leads each thildas. 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.

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.

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 pupil less eyes. Ebranite adult stand about 4.8 feet tall.

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.

Note:

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	0
Tech Level	-55
Racial Advantages	+45
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	0
TOTAL	0

Elom



Attribute Adjustment:

ST+1 [+10pts]; DX-1 [-20pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

HP+2 [+4pts]; SM-1

Origin:

Elom

Tech Level:

0 Low TL-11 [-55pts]

Racial Advantages:

Claws (Sharp) [+5pts]; Damage Resistance 2 (Tough Skin, -40%, Physical, -20%) [+4pts]; Night Vision 1 [+1pt]

Racial Disadvantages:

Gullibility [-10pts]; Pacifism (Self-Defense Only) [-15pts]; Day Blindness [-10pts]

Free Skills:

Language (Elom, Native), the structure of the Elom mouth makes it difficult for them to speak any other language and can only learn them up to Broken and it takes twice as long to learn a new language; Area Knowledge (Elom)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Arctic) skill at Per-1 [+1pt]; Language (Elomin, Accented) [+4pts]

Features/Taboos:

None

Names:

Unknown

Description:

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 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 lommite. 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 centre 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.

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.

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 4.9 feet tall as adults.

Notes:

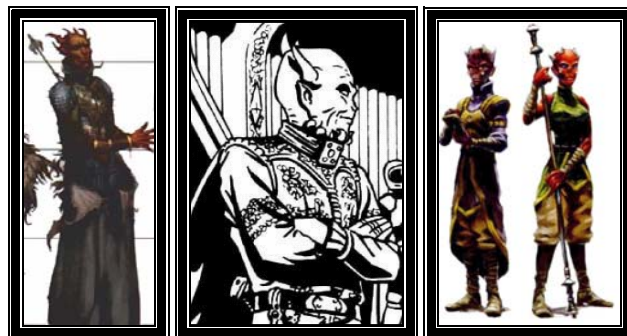
An Elom can be seen in Jabba's Palace in Episode VI - Return of the Jedi.

Elom PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	+4
Tech Level	-55
Racial Advantages	+12
Racial Disadvantages	-35
Racially Learned Skills and Racial Bonuses	+1
TOTAL	-63

Elomin



Attribute Adjustment:

ST-1 [-10pts]

Secondary Characteristic Adjustment:

None

Origin:

Elom

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

Phobias (Xenophobia) [-15pts]

Free Skills:

Language (Elomin, Native); Area Knowledge (Elom)

Racially Learned Skills and Racial Skill Bonuses:

Mathematics (Statistics) skill at IQ+2 [+12pts]

Features/Taboos:

None

Names:

The Elomin favor a single given name, sometimes followed by one or two additional names. These added surnames denote rank and social stature, and are only adopted by prestigious individuals. Examples of names include Brafid, Rennimdius B'thog Indriummseg, Verrinnefra B'thog Indriummseg, Monjai, Notoganarech, Rattagegach, Theosidic Sirrap Treblif, and Laerron Woern.

Description:

For several centuries, the galaxy believed the Elomin were the only sentient on the frigid 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 slugthrowing 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 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 off-world 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.

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 got 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.

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 pupil less eyes are usually bright blue or red.

Notes:

As of five years after the Battle of Endor, Elomin were active members of the New Republic military, with Elomin in charge of task forces. One particular Elomin task force was destroyed by Grand Admiral Thrawn near the Obroa-Skai system. Thrawn took advantage of the species' dislike of disorder to disorient them with an otherwise simple Marg Sabl closure maneuver.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+12
TOTAL	-13

Em'liy



Attribute Adjustment:

HT+1 [+10pts]

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Shalyvane

Tech Level:

10 Low TL-1 [-5pts]

Racial Advantages:

Fearlessness+1 [+2pts]; Modular Abilities (Spirit of Battle, 4 slots with 7 points, Physical, +100%, Limited Use, -40%, Temporary Disadvantage, -60%) [+41pts]; Protected Sense (Protected Vision and Hearing +1) [+10pts]

Racial Disadvantages:

Code of Honor (Warriors Code) [-10]

Free Skills:

Language (Em'liy, Native); Area Knowledge (Shalyvane)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Desert) skill at Per-1 [+1pt]; Stealth skill at DX-1 [+1pt]

Features/Taboos:

None

Names:

Example names are Evir'zan, Jelevos, Ji'kata, Karien, Neth, Shanzar, and Tez'ra.

Description:

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 action, but the Spirit of Battle helps refine that control.

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.

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.

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.

Spirit of Battle:

Once per day, by focusing on his or her mind on combat, an Em'liy can enter the Spirit of Battle. In this state, the Em'liy temporarily gains +2 ST, Enhanced Dodge +1, +2 Will, and +2 FP.

The Spirit of battle lasts for a number of turns equal to 5 + the Em'liy's HT score. An Em'liy can end the Spirit of Battle at any time voluntarily (as a free maneuver). Upon ending the Spirit of

Battle, the Em'liy becomes fatigued (-2 ST, -2 DX, can't run, charge of make all-out attacks) for a number of turns equal to the time spent in the sprit 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.

Note:

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+53
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+50

Etti



Attribute Adjustment:

ST-1 [-10pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]

Planet/System of Origin:

Etti IV

Tech Level:

11

Racial Advantages:

Appearance (Attractive) [+4pts]; Fashion Sense [+5pts]

Racial Disadvantages:

Likes (Luxury) [-1pt]

Free Skills:

Language (Etti, Native); Area Knowledge (Etti IV)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Unknown

Description:

The Etti were a near-Human species native to the Galactic Core. They fled persecution in the Core and settled on Etti IV in AR 5,000.

The Etti are a race which concern itself only with outward appearance and the acquisition of greater luxury. Etti, while genetically Human, tend to have lighter, less muscular physique than the Human norm, possibly as a result of generations of pampered living. Their flesh is relatively soft and pale, and their hair is among the most finely textured in their region. Etti often have aquiline features, giving them a haughty look of superiority.

Note:

The Etti come from Shadows of the Empire, a d6 scenario from WEG.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	-2
Tech Level	0
Racial Advantages	+9
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	0
TOTAL	-4

Ewok



Attribute Adjustment:

ST-2 [-20pts]; DX+1 [+20pts]; IQ-1 [-20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

Basic Move-1 [-5pts]; SM-2

Origin:

Forest moon of Endor

Tech Level:

3 (4) Low TL-8 [-40pts]

Racial Advantages:

Acute Sense (Acute Smell+3) [+6pts]; Chameleon 1 [+5pts]; Discriminatory Smell [+15pts]; Damage Resistance 1 (Fur, Physical, -20%, Flexible, -20%) [+4pts]

Racial Disadvantages:

Curious [-5pts]; Illiteracy (Native) [-3pts]

Free Skills:

Language (Ewokese, Native) they have no written form of their language; Area Knowledge (Forest Moon of Endor); Piloting - Ewok Glider at DX-2 [0pts].

Racially Learned Skills and Racial Skill Bonuses:

Survival (Forest) skill at Per [+2pts]; Tracking skill at Per [+2pts]

Features/Taboos:

None

Names:

The Ewoks have a single given name. These names often have religious or tribal significance, and they are almost composed of two syllables (like much of the Ewok language). The warriors of a certain Ewok tribe have names followed by the honorific Warrick, perhaps in honor of the legendary Ewok warrior by that name. A tribe's foremost warrior has the additional "W." placed between their given name and the Warrick appellation. Examples of names include Arbo, Asha, Weechee, Bozzie, Wicket W. Warrick, Latara, Chirpa, DeeJ, Graak, Ebab, Erpham Warrick, Grael, Gwig, Kaink, Wiley, Kamida, Pondo, Widdle, Kazak, Zephee, Keoulkeech, Logray, Kneesaa, Bandi, Leeni, Iumat, Mookiee, Malani, Nippet, Salina, Norky, Paploo, Ra-Lee, Ponto, Romba, Shodu, Teebo, Tippet, Batcheela, Warok, Warwick, Willy, Winda, Chukha-Trok, and Zarak.

Description:

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.

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.

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

Ewoks are furry bipeds that average about 3 feet tall. Their thick fur varies widely in color and pattern. They often wear hoods, decorative feathers, and animal bones.

Notes:

Ewoks can be seen in Episode VI - Return of The Jedi and in The Ewok Adventures -Caravan of Courage/ The Battle for Endor.

CP:

Type	CP
Attribute Adjustment	-30
Secondary Characteristic Adjustment	-5
Tech Level	-40
Racial Advantages	+30
Racial Disadvantages	-8
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-49

-F-

Falleen



Attribute Adjustment:

IQ+1[(+20pts); HT+1[(+10pts)]

Secondary Characteristic Adjustment:

None

Origin:

Falleen

Tech Level:

11

Racial Advantages:

Charisma+1 [+5pts]; Breath Holding+1 [+2pts]; Amphibious [+10pts], Affliction+1 (Pheromones, Appearance Reaction+1, +50%, Area Effect 4 yards, +100%, Emanation, -20%, Sense-Based - Smell, +150%) [+28pts]; Appearance (Attractive) [+4pts]

Racial Disadvantages:

Cold-Blooded (<50°) [-5pts]; Intolerance (All but Falleen) [-10pts]

Free Skills:

Language (Falleen, Native); Area Knowledge (Falleen)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

The Falleen favor one name (given). Examples of names include Xizor, Xzuhal, Miaxi, Haxim, Azool, and Savan.

Description:

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 the 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.

After the Yuuzhan Vong invaded the galaxy, the Falleen were forced to flee the alien invaders, who subjugated their homeworld shortly after the Battle of Fondor.

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.

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.

Notes:

Encountering a member Falleen race is very rare and highly unlikely. The race is so rare that the GM may want to disallow PCs to play them. Of course this is always the GM's option.

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+49
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	+64

Farghul



Attribute Adjustment:

ST-1 [-10pts]; DX+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Farrfin

Tech Level:

11

Racial Advantages:

Fashion Sense [+5pts]; Charisma+1 [+5pts]; Teeth (Fangs) [+2pts]; Claws (Sharp) [+5pts]; Extra Attack (Tail) [+25pts]; Binding (Tail+5, No Parry, -5%, Melee Attack 1-4, -15%) [+8pts]; Rapier Wit [+5pts]

Racial Disadvantages:

Pacifism (Self-Defense Only) [-15pts]

Free Skills:

Language (Farghul, Native); Area Knowledge (Farrfin)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Breela, Creifax, Delfas, Lyrrin, Pashira, Rish, Shanifer, Terasa, and Terath.

Description:

The Farghul are feline humanoids from the world of Farrfin. 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 Farrfin, they usually wear elaborate 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. Farrfin 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, Farrfin joined the New Republic, but the world almost instantly became a hotbed of corruption and petty confidence schemes.

The Farghul in general have playful and mischievous personalities. They delight in puns, plays-on-words, slight-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.

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.

Note:

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+55

Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	+40

Feeorin



Attribute Adjustment:

ST+1 [+9pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

SM+1

Planet/System of Origin:

Unknown

Tech Level:

11

Racial Advantages:

Unaging (Up to 400 years) [+15pts]; Night Vision 2 [+2pts]; Fit (Very Fit) [+15pts]; Less Sleep [+2pts]

Racial Disadvantages:

Reputation -2 (Brutal & Dangerous, Almost Everyone, x1, All the time, x1) [-10pts]

Free Skills:

Language (Feeorin, Native)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Bral, Crayl, Dod, Dreyla, Kren, Nor, Nym, Pryn, Sayla, and Zun.

Description:

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.

Ike 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.

Feeorins are well-muscled humanoids who average over 7 feet 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.

Note:

CP:

Type	CP
Attribute Adjustment	+19
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+34
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	0
TOTAL	+43

Fia



Attribute Adjustment:

ST-1 [-10pts]; DX+1 [+20pts]

Secondary Characteristic Adjustment:

SM-1

Planet/System of Origin:

Galantos

Tech Level:

11

Racial Advantages:

Perfect Balance [+15pts]; Terrain Adaptation (Gelatinous Surface) [+5pts]

Racial Disadvantages:

None

Free Skills:

Language (Fian, Native); Area Knowledge (Galantos)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Jobath Knox, and Brabe

Description:

Fia are a rare sight in the galaxy. Quick to run and slow to anger, they are friendly among their own kind but wary of outsiders. This squat, compact species enjoys a greater resistance to injury and disease than most. Fia encountered away from Galantos are more outgoing, but they long for the strange beauty of their rolling, gelatinous homepools.

The Fia have evolved to move about on the glutinous, oscillating surface of their organic pools. They are squat, bottom-heavy species with paddle-shaped feet. Fia have a keen sense of balance, and the species has evolved a vital immunity to motion sickness. Fia do not feel comfortable on solid ground; they associate a rigid motionless surface, particularly the dead wastelands outside their gelatin seas, with death itself.

The habitable areas of Galantos are few, even for the Fia. The Fian population has remained sparse, so as not to overtax their environment. Half a million Fia live on the planet, with perhaps ten thousand found elsewhere in the Farlax sector. Almost no Fia live in the greater galaxy outside the core.

A Fian hermit would be a shocking sight to his fellows. For this reason, the number of communities on the planet is low, and many gelatin seas are uninhabited. The smallest villages are clusters of fiber-and-stone houses surrounded by rings of thorny arbu trees, which protect the inhabitants from skree-skaters and other predators. The largest cities such as Gal'fian'deprisi, are modern constructions that incorporate ferrocrete and transparisteel. All Fian structures are engineered to move in concert with the rolling surface beneath them and can withstand all but the most violent "gelquakes." The Fia get much of their building material from mines in the outlying wastelands.

Fian culture is organized around seventeen Gods of Age, from Hus'yoyu (birth to age six) to Erio'anum (age ninety-seven to death). As a Fia ages, he or she worships a new god each time a life stage has expired. Often, this change in worship results in significant behavioral changes. A Fia who was shy and studious may turn gregarious or seductive upon reaching a milestone birthday.

Note:

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+20
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	+30

Filordus



Attribute Adjustment:

ST-1 [-10pts]; DX-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

Basic Move+2 [+10pts]; SM-1

Planet/System of Origin:

Filordis

Tech Level:

11

Racial Advantages:

Extra Arms+2 (Foot manipulators) [+14pts];

Racial Disadvantages:

Uncontrollable Appetite (Consumables) [-15pts]; Unfit [-5pts]; Temporary Disadvantage (Unfit, Basic Move, Extra Arms (-19% of 19) [-4pts])

Free Skills:

Language Filordian, Native); Area Knowledge (Filordis)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Anazzar, Birkalz, Dreevan, Furran, Grizztil, Hizkal, Nirzu, Nuri Gneppe, Surlan, and Zebbil.

Description:

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, and 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. Most Filordi are persistent, resourceful, creative, and ruthlessly opportunistic.

Filordi stand 4.8 feet tall on average and have six limbs. Two arms hang from a Filordus' 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.

Note:

CP:

Type	CP
Attribute Adjustment	-20

Secondary Characteristic Adjustment	+10
Tech Level	0
Racial Advantages	+14
Racial Disadvantages	-24
Racially Learned Skills and Racial Bonuses	0
TOTAL	-20

Frozian



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

Will+1 [+5pts]; SM+1

Planet/System of Origin:

Froz

Tech Level:

11

Racial Advantages:

Peripheral Vision [+15pts]; Flexibility (Double Jointed) [+15pts]; Fur (Very Thin Fur) [+1pt]; Longevity [+2pts]; Cultural Adaptability (Xeno Adaptability, Only after Imperial rule) [+20pts]

Racial Disadvantages:

Honesty [-10pts]; Manic Depressive, Only after Imperial rule) [-20pts]; Selfless [-5pts]; Truthfulness [-5pts]

Free Skills:

Language (Frozian, Native); Area Knowledge (Froz or whatever planet they live on)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Carlisgontoris, Micamberlecto, Rocatrinicel, and Scorylance.

Description:

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 Rebel 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 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.

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.

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 9 feet tall, on average, with males and females having comparable builds.

Note:

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+33(+53)
Racial Disadvantages	-20(-40)
Racially Learned Skills and Racial Bonuses	0
TOTAL	+18

-G-

Gados



Attribute Adjustment:

DX+2 [+40pts]; HT-2 [-20pts]

Secondary Characteristic Adjustment:

HP-4 [-8pts]

Planet/System of Origin:

Abregado-rae

Tech Level:

11

Racial Advantages:

Flexibility (Double Jointed, No Erotic Art) [+15pts]; Perfect Balance [+15pts]

Racial Disadvantages:

None

Free Skills:

Language (Basic, Native); Area Knowledge (Abrogado-rae)

Racially Learned Skills and Racial Skill Bonuses:

Acrobatics skill at DX+1 [+4pts]

Features/Taboos:

None

Names:

Example of a name is Trarr.

Description:

As a rule, the Gados are an agreeable lot. Most are friendly towards strangers and tolerant of odd quirks. Their limberness and agility help make up for their fragile physiques. Gados aliens can somersault almost indefinitely, rolling rapidly into a room to surprise their foes.

Their internal organs are laid out in long ribbons running the length of their bodies. For this reason, every part of a Gados' body is a critical part; a blaster bolt in the foot is as life threatening as a shot to the chest. A Gados who has to amputate any part of his body will almost certainly die.

Most people are unfamiliar with the Gados species, except for those who remember the Alsakan Circo-Menagerie from their childhoods. Leaping Tee, a Gados family of tumblers and acrobats, still performs with the Alsakan show at sold-out venues across the galaxy.

Not all Gados are as agile as the members of the Tee family, but compared to most species, their bodies are impossible to supple. Their skeletons are composed of small knots of bone connected by

ligaments and muscle. Gados seem to be wound up like springs, and are capable of prodigious leaps.

The Gados are an extremely adaptable people. Since Abregado-rae's first colonization, they have welcomed offworlders with open arms. The accepting nature of the planet's natives cemented Abregado-rae's reputation as a smuggler's heaven, until the unfortunate rise of the Tunde regime. Basic has all but replaced the ancient Gados tongue as the official language. If the species' adaptability has a downside, it is that the Gados have almost no sense of species history. There is no Gados cuisine, no Gados art, and no Gados culture. Almost everything in a modern Abregado-rae city has been imported from somewhere else. The feeling that they lost their heritage long ago induces a deep melancholy in many Gados.

Note:

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	-8
Tech Level	0
Racial Advantages	+30
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+46

Gammorean



Attribute Adjustment:

ST+2 [+20pts]; IQ-3 [-60pts]

Secondary Characteristic Adjustment:

HP+1 [+2pts]

Origin:

Gamorr

Tech Level:

3 Low TL-8 [-40pts]

Racial Advantages:

Dark Vision [+25pts]; Combat Reflexes [+15pts]; Damage Resistance 2 (Tough Skin, -40%, Physical, -20%) [+4pts]; Striker (Horns, Piercing, Limited Arc, -40%) [+3pts]; Striker (Tusks, Crushing, Cannot Parry, -40%, Limited Arc -40%) [1pt]

Racial Disadvantages:

Short Lifespan 1 [-10pts]; Bloodlust [-10pts]; Reputation-4 (Violent, Almost Everyone, x1 All the time, x1) [-20pts]; Intolerance-5 (Ranged Weapons and droids) [-10pts]

Free Skills:

Language (Gamorrean, Native), can't speak any other language but can learn to understand them; Area Knowledge (Gamorr)

Racially Learned Skills and Racial Skill Bonuses:

Brawling skill at DX+2 [+4pts]; Melee Weapon (Arg'garok) at DX+2 [+8pts] or Melee Weapon (Thogk) at DX+2 [+8pts]

Features/Taboos:

None

Names:

Gamorreans favor one given name, usually limited to one or two syllables (though the rare educated Gamorreans sometimes change their name to longer, less grunt-like versions). Examples include Gartogg, Rogua, Ortugg, Venorra, Xob, Steef, Gorge, Greel, Grefnakk, Gundruk, Kufbrug, Lugh, Bullyak, Ugbuzz, Draughckt, Tolra, Tront, Warlug, Fruck, Gakfedd, Krok, Ugnmush, Mugshub, Snogrutt, Snorg, Voort, Gorrt, Ithmir, Jos, Kinfarg, Jubnuk, Klagg, and Tarkil Hroka.

Description:

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 (Thogk) and axes (arg'garok). 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; or 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 opportunity to bash, hack, and slash.

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.

Gamorreans have thick green skin covering powerful muscles. Close-set eyes, a thick snout, tusks, and small horns give them a distinctive look.

Notes:

Gamorreans can be seen at Jabba's Palace in Episode VI - Return of the Jedi. Gamorrean PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	-40
Secondary Characteristic Adjustment	+2
Tech Level	-40
Racial Advantages	+48
Racial Disadvantages	-50
Racially Learned Skills and Racial Bonuses	+12
TOTAL	-68

Gand



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

Gand

Tech Level:

11

Racial Advantages:

Damage Resistance 2 (Exoskeleton, /Physical, -20%, Can't wear armor, -40%) [+4pts]

Racial Disadvantages:

Dependency (Ammonia, Very Common, Constantly, x5) [-25pts]; Selfless [-5pts]

Free Skills:

Language (Gand, Native), Gand are incapable of speaking Basic, although a few have appropriate vocal cords and mouths. Most Gand rely on translator droids of various kinds to be understood; Area Knowledge (Gand)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

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 Wiamdi, Vytor Shrike, Zuckuss, and Zukvir.

Description:

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 exoskeleton. When they travel off their homeworld, most Gand wear a breathing apparatus that supplies them with ammonia in specifically regulated amounts.

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.

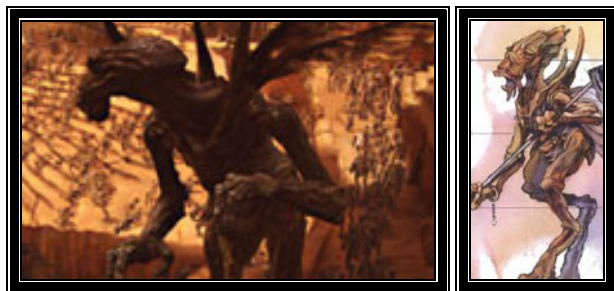
The Gand have three fingers on each hand and stand 5.3 feet tall on average. Their bodies are covered by durable exoskeletons that vary in color from green to gray to brown.

Note:

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	+4
Racial Advantages	-30
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	
TOTAL	-26

Geonosian



Origin:

Geonosis

Tech Level:

11

Features/Taboos:

None

Names:

Examples of names are: Deetle, Eorlax, Hadiss, Krylla, Lysslo, Mazzag, Poggle, Qorn, Sollas, and Vikkal.

Description:

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 radiation that occasionally showers their world, though Geonosians actually live underground to escape the 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.

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.

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.

Note:

Geonosians can be seen in Episode 2: Attack of the Clones and in Episode III – Revenge of the Sith.

Aristocrat

Attribute Adjustment:

DX+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

None

Racial Advantages:

Damage Resistance 1 (Thick Skin, -40%, Physical, -20%) [+2pts]; Radiation Tolerance /2 [+5pts]; Dark Vision (Color Vision) [+30pts]; Wealth (Wealthy) [+20pts]; Status+1 (see Wealth and Status, page 26) [0pts]; Flight (Winged, -25%, Gliding, -50%) [+10pts]

Racial Disadvantages:

Greed [-15pts]; Intolerance (Other Species) [-2pt]; Jealousy-2 [-10pts]; Megalomania [-10pts]

Free Skills:

Language (Geonosian, Native); Area Knowledge (Geonosis)

Racially Learned Skills and Racial Skill Bonuses:

None

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+67
Racial Disadvantages	-37
Racially Learned Skills and Racial Bonuses	0
TOTAL	+40

Warrior

Attribute Adjustment:

ST+1 [+10pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

None

Racial Advantages:

Damage Resistance 1 (Thick Skin, -40%, Physical, -20%) (+2pts); Radiation Tolerance /2 [+5pts]; Dark Vision (Color Vision) [+30pts]; Flight (Winged, -25%, Gliding, -50%) [+10pts]

Racial Disadvantages:

Wealth (Poor) [-15pts]; Status-1 [-5pts]; Intolerance (Other Species) [-1pt]

Free Skills:

Language (Geonosian, Native); Area Knowledge (Geonosis)

Racially Learned Skills and Racial Skill Bonuses:

None

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+47
Racial Disadvantages	-21
Racially Learned Skills and Racial Bonuses	0
TOTAL	+16

Gran



Attribute Adjustment:

IQ-1 [-20pts]

Secondary Characteristic Adjustment:

None

Origin:

Kinyen

Tech Level:

11

Racial Advantages:

Infravision (3 eyes on stalks, -20%) [+8pts]

Racial Disadvantages:

Pacifism (Self Defense Only) [-15pts]

Free Skills:

Language (Gran, Native); Area Knowledge (Kinyen)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

The Gran favor to short, often monosyllabic names. Gran encountered offworld often times hyphenate their names or take completely different names all together. This usually denoted being in exile, either literal or personal, and is usually an early sign of Gran separation syndrome. A few examples of names include Ree-Yees, Vee Naaq, Boe Vixe, Cera Vixe, Rae Vixe, Aks Moe, Mawhonic, Baskol Yearsim, and Ainlee Teem.

Description:

A race of three-eyed humanoids native to the planet Kinyen. Their eyes are set out away from their heads on thick stalks, and they have large ears. Their eyes are adapted for seeing the visible spectrum as well as the infrared spectrum. They evolved from an herbivorous species, and have two stomachs to digest their food. The females have three breasts, which they use to suckle their young. In general, Gran are peaceful and hospitable, and no violent conflicts have been noted in their 10,000-year history.

They are strongly attached to their families and their race in general; all Gran mate for life, with the survivor usually dying of a broken heart shortly after its mate's death. Their infrared sight allows the Gran to detect their companion's emotional state. The Gran race was hesitant to join the galactic community of the Old Republic, fearing that huge distances would dilute their cultural bond, but in the end they did join. After the birth of the New Order, the Gran organized peaceful protests against Palpatine's rule. However, the Empire quickly subjugated them. On their own, the Gran developed space travel, and have developed a healthy trade route with the Herglics.

Notes:

Gran can be seen at the Boonta Eve race and at the Republic Senate in Episode I – The Phantom Menace and in the game Dark Force II - Jedi Knight.

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+8
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	-27

Gungan



Attribute Adjustment:

Ankura HT+2 (+20pts); Otolla DX+1 (+20pts)

Secondary Characteristic Adjustment:

None

Origin:

Naboo

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Hearing+3) [+6pts]; Amphibious [+10pts]; Doesn't Breathe (Gills, -50%) [+10pts]

Racial Disadvantages:

Sense of Duty (To Honor a life debt) [-10pts]; Social Stigma (Many other races consider the Gungans to be Buffoons) [-5pts]

Free Skills:

Language (Gungan, Native); Area Knowledge (Naboo)

Racially Learned Skills and Racial Skill Bonuses:

Swimming skill at HT+1 [+2pts]

Features/Taboos:

None

Names:

The Gungans favor a given name, usually one word, but sometimes two or three. Examples of names include Tarpals, Nass, Ceel, Jar Jar Binks, Been, and Teers.

Description:

This species of humanoids amphibians was naïve to the planet Naboo. There are two distinct races of Gungans: the Ankura and the Otolla. The average Otolla Gungan has a tall, muscular body with long arm and short legs, and can exist on either land or in the water. Their heads are crowned with a pair of large frills that can be extended when frightened. Their eyes sit atop short, thick stalks. The Ankura Gungans grow incredibly large, to the point where their immense weight begins to compact their skeletons, and their eyes are hooded with heavy brows instead of sitting atop

short stalks. Ankura Gungans also have green skin, where the Otolla Gungans have reddish skin.

During much of their existence on Naboo, the Gungans took great pains to avoid contact with their human neighbors, and even built huge underwater cities to escape contact. However, fringe elements of both species realized that they couldn't survive without the other, and specialized trading relationships were set up. While either government did not officially recognize these relationships, they were vital to the survival of each species.

The Gungan, like the Wookiee race, have a distinct concept of the life debt. Any Gungan who is saved by another being must submit to the life debt or be punished by their Gods. Despite their amphibious appearance, Gungans are quite technologically advanced. Their immense bubble cities are found in the depths of Naboo's seas, and are made of groupings of round force fields. The fields are permeable only to slow-moving objects, and can be penetrated by a Gungan walking through them. However, the force fields hold back the incredible pressures of the water that surrounds them. The Gungans also had an advanced shielding technology, which they applied to small, hand-held shields as well as huge hemispheres that protected an entire army. Like the bubble fields, these shields were only permeable by slow-moving objects, and they absorbed energy like a sponge.

Notes:

Previous to Episode I, the race is very suspicious of outsiders and dislikes other "superior" races. This is represented as a Racial Quirk: Dislikes Outsiders.

Jar Jar Binks excluded, Gungans can be seen in Episode I - The Phantom Menace.

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+26
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+33

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11

Racial Advantages:

Empathy [+5pts]; Infravision [+10pts]; Striker (Female tongue, Cutting; Accessibility - Only H'nemthe males, -30%; Limited Arc, -40%; Limited Usage - Only after mating, -40%; Cannot Parry, -40%) (+0pts)

Racial Disadvantages:

Reputation-4 (Females eviscerate the males after mating (Almost Everyone, x1, Sometimes, x½) [-10pts])

Free Skills:

Language(H'nemthean, Native); Area Knowledge (H'nemthe)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Examples are Garriel, H'rassh, Liakkor, S'basso, Vir'roc, and Vishki.

Description:

H'nemthe



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Origin:

H'nemthe

Tech Level:

H'nemthe are a deeply passionate and spiritual people. Male H'nemthe compromise 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 the 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.

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 naïve about matters outside the home.

An 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.

H'nemthe is 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.

Notes:

An H'nemthe can be seen at the Mos Eisley cantina in Episode IV – A New Hope.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+15
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	0
TOTAL	+5

Herglic



Attribute Adjustment:

ST+1 [+9pts]; HT+2 [+20pts]

Secondary Characteristic Adjustment:

HP+2 [+4pts]; SM+1

Planet/System of Origin:

Giju

Tech Level:

11

Racial Advantages:

Damage Resistance 2 (Thick Skin, -40%, Physical, -20%) [+4pts];

Racial Disadvantages:

Compulsive Behavior (Gambling) [-5pts]; Curious [-5pts]; Duty (Family) [-2pts]; Reputation-2 ((Former) Imperial Supporter) (Almost Everyone, x1, All the time, x1) [-10pts]

Free Skills:

Language (Herglic, Native); Area Knowledge (Giju)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Unknown

Description:

Herglics are large bipeds, which Xenobiologists believe may be related to or evolved from aquatic mammals. They are about the same size as humans in height but are extremely wide due to the layers of protective blubber that lies underneath the Herglic's skin. They have smooth, rubbery, hairless skin that ranges in color from pale blue to dull black. Although the Herglics still breath through blowholes, that are located on the tops of their heads, the Herglics have lost every other trait that points to the possible water based origin of the species.

It has been documented, that the Herglics were first exploring their system and neighboring systems around the same time that the Corellians were first exploring theirs. The Herglics soon met other space faring races, and because of their steady temperament and naturally inquisitive personalities, they were accepted with open arms into the galactic community and the Old Republic. Their angular freighters soon became a common sight in spaceports of the Old Republic, and Herglic communities began to form in various locations around the Galaxy.

When Palpatine made his rise to power, the Herglic suffered dearly. The newly formed Empire seized control of Herglic manufacturing centers and starship construction sites. Although, the Herglic desperately fought back against the Empire, the result was an endless slaughter of the Herglic troops. The Herglic government decided that it was utile to fight back against such a superior enemy, and they submitted to the Emperor's forces. Because they openly joined the Empire, the Herglic soon found that the galactic community distrusted them. Many people believe that even after the end of the New Order that the neutral Herglics are still working with Imperial forces. While individually this may be true, but as a whole the Herglic race just wants to prosper and holds no allegiance to the fallen Empire.

The majority of Herglics hail from trading families and guilds. They tend to have strong work ethic and are extremely loyal to their families. They have an innate curiosity concerning Sabacc and other games of chance. Once a Herglic is introduced to a new game he will feverishly spend the majority of his free time, and money trying to develop a system that will make him rich.

Herglics can be seen throughout the galaxy, but they are more likely seen on technologically advanced worlds.

Note:

The negative Reputation applies only to Imperial or post Imperial settings.

CP:

Type	CP
Attribute Adjustment	+29
Secondary Characteristic Adjustment	+4
Tech Level	0
Racial Advantages	+4
Racial Disadvantages	-24
Racially Learned Skills and Racial Bonuses	0

Ho'Din



Attribute Adjustment:

ST+1 [+9pts]; DX-1 [-20pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Moltok

Tech Level:

11

Racial Advantages:

Reputation+1 (Gentle, Almost Everyone, x1, All the time, x1) [+5pts]

Racial Disadvantages:

Cold-Blooded [-10pts]; Dislikes (Industrialization) [-1pt]

Free Skills:

Language (Ho'Din, Native), a language 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; Area Knowledge (Moltok)

Racially Learned Skills and Racial Skill Bonuses:

Climbing skill at DX [+2pts]; Survival (Jungle and Volcanic) at Per [+4pts]

Features/Taboos:

None

Names:

Examples of names are Baji, Ism Oolos, Kutu, Par'tah, Plett, Spero and Usta.

Description:

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 thought to believe that those who strive to preserve nature in life ill 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 conduct natural medicines, some of which have cured plagues on distant worlds.

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.

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 stand about 9 feet tall.

Their 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.

Notes:

The quirk Dislikes - Industrialization only applies after the parasitic plague.

CP:

Type	CP
Attribute Adjustment	-11
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+5
Racial Disadvantages	-11
Racially Learned Skills and Racial Bonuses	+6
TOTAL	-11

Houk



Attribute Adjustment:

ST+2 [+20pts]; DX-1 [-20pts]; HT+1 [+10pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

None

Origin:

Lijuter

Tech Level:

11

Racial Advantages:

Damage Resistance 2 (Thick Skin, -40%, Physical, -20%) (+4pts); Reputation+1 (Bully, Criminals, x½, All the Time, x1) (+2pts)

Racial Disadvantages:

Bad Temper [-10pts]; Bully [-10pts]; No Sense of Humor [-10pts]; Reputation-2 (Untrustworthy, Almost Everyone, x1, All the time, x1) [-10pts]; Reputation-1 (Bully, Almost Everyone but Criminals, x%) [-3pts]

Free Skills:

Language (Houk, Native); Area Knowledge (Lijuter)

Racially Learned Skills and Racial Skill Bonuses:

Intimidation skill at Will [+2pts]

Features/Taboos:

None

Names:

Examples names are Gorb Drig, Egame Fass, Agamor Krin, Vlogr Nat, Roath Vogog and Krelba Voss.

Description:

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 a Houk."

Houk are humorless, short tempered beings who use their strength to antagonize weaker beings. Their propensity for deceit and skullduggery 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.

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 7 feet 2 tall.

Lijuter, is 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.

Notes:

Houk may add a maximum of +4 due to their ST and +1 for their Reputation as Bully to their Intimidation skill

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+6
Racial Disadvantages	-33
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-35

Hutt



Attribute Adjustment:

ST+2 [+16pts]; DX-3 [-60pts]; IQ+2 [40pts]; HT+2 [+20pts]

Secondary Characteristic Adjustment:

HP+3 [+6pts]; Will+1 [+5pts]; SM+2

Origin:

Varl, later on Nal Hutta

Tech Level:

11

Racial Advantages:

Reduced Consumption 2 (Cast iron Stomach, -50%) [+2pts]; Damage Resistance 1 (Thick Skin, -40%, Physical, -20%) [+2pts]; Dark Vision [+25pts]; Extended Lifespan 3 [+6pts]; Longevity [+2pts]; Force Static (Resistible, -50%) [+15pts]

Racial Disadvantages:

Cold-Blooded (<50°) [-5pts]; Gluttony [-5pts]; Greed [-15pts]; Intolerance-1 (All other races) [-1pt]; Megalomania [-10pts]; No Legs (Semi Aquatic, Slithers) [0pts]; Overconfidence [-5pts]; Sense of Duty (Clan) [-10pts]; Vow (Never kill the messenger from other Hutts, Major) [-10pts]

Free Skills:

Language (Huttese, Native), they consider their own language superior to Basic and usually demand that lesser beings address them in their native tongue; Area Knowledge (Varl or Nal Hutta or Nar Shaddaa)

Racially Learned Skills and Racial Skill Bonuses:

Intimidation skill at Will+1 [+4pts]; Leadership skill at IQ [+2pts]; Persuade skill at Will-1 [+2pts]

Features/Taboos:

None

Names:

Examples names are Borga, Churabba, Dalla, Durga, Gardulla, Grelb, Grondo, Issualla, Jabba, Krova, Mardoc, Mika, Nalluda, Popara, Shala, Yarella, Zonnos, and Zordo.

Description:

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 centre 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 slug like 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.

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 his kajidic, without which a Hutt is nothing but a lowly commoner.

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 13 feet long and weighs 1,500 kilograms.

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 Y'Toub 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.

Notes:

Hutts can be seen in Episodes I, IV and VI.
Hutt PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	+16
Secondary Characteristic Adjustment	+11
Tech Level	0
Racial Advantages	+52
Racial Disadvantages	-61
Racially Learned Skills and Racial Bonuses	+8
TOTAL	+26

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Iktotchi



Attribute Adjustment:

DX-1 [-20pts]

Secondary Characteristic Adjustment:

None

Origin:

The moon Iktotchon orbiting Iktotch

Tech Level:

11

Racial Advantages:

Damage Resistance 1 (Thick Skin, -40%, Physical, -20%) (+2pts); Force Sensitive [+5pts]; Farseeing (Precognition, Costs Fatigue, -5%; Preparation Required, -20%; Uncontrollable, -10%; Unreliable, -80%) [1pt]

Racial Disadvantages:

Secret (Doombringer, Utter Rejection by Non-Force users) [-10pts]

Free Skills:

Language (Iktotchese, Native); Area Knowledge (Iktotchon)

Racially Learned Skills and Racial Skill Bonuses:

Iktotchi character gain either the Crewman skill at IQ+2 [+4pts] or Engineer at IQ [+4pts] or Pilot (High Performance Spacecraft) at DX+1 [+4pts]

Features/Taboos:

None

Names:

Example names are Arctan, Vleese, Daedar Xiese, Liiren Baelar, Niira Korl, Saesee Tiin, and Seer Vanee.

Description:

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 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 Galactic 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.

Galactic 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 vision of the Iktotchi.

Iktotchi are sensitive beings who hide their deep emotions behind façade of quiet stoicism. They respect diversity and adapt quickly to 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 gift sometimes seem more like a curse.

The Iktotchi have tough hairless skin that protects them from the fierce winds of their homeworld. Both males and females have downward-curving horns, although the horns of males are somewhat larger. Their hands are broad, and have thick fingers.

Notes:

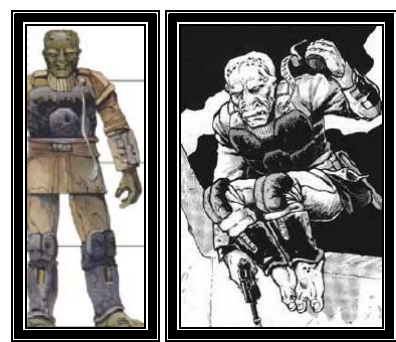
The limitation Uncontrollable for the Force Power Farseeing is deleted as soon as the character has both bought at least one Sense Talent and the appropriate Force Training – Attuned.

An Iktotchi Jedi Master can be seen in Episodes I, II, and III.

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+8
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-18

Iotran



Attribute Adjustment:

HT+1 [+10pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

None

Origin:

Iotra

Tech Level:

10 – Low TL-1 [-5pts]

Racial Advantages:

Allies (IPF, Almost all of the time, x3, Power 100%, Size of Group 11-20, x8) [+120pts]; Rank (Military) [0pts];

Racial Disadvantages:

Duty (IPF, Almost all the time, Extremely Hazardous) (-20pts); Fanaticism (Military Hierarchy) [-15pts]; Intolerance (Non-Militaristic Civilizations) [-5pts]; Reputation-1 (Militaristic, Everyone but Iotrans, x½) [-3pts]

Free Skills:

Language (Tranese, Native), a rich language that has simple, precise sentence constructions and words. Most Iotrans find Basic inelegant and convoluted; Area Knowledge (Iotra)

Racially Learned Skills and Racial Skill Bonuses:

Soldier skill at IQ+1 [+4pts]; Tactics skill at IQ-1 [+2pts]

Features/Taboos:

None

Names:

Example names are: Terika Etan, Mirip Pag, Dira Shal, Rodick Tag, Anvon Trigm, and Rova Zad.

Description:

Iotrans are atheistic sentients 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 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.

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.

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 typically wears militaristic or utilitarian clothing.

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.

Notes:

Iotran PC is not recommended. A character playing an Iotran PC should be considered an outcast and thus has no Allies and Rank and no Duty and Fanaticism.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+120
Racial Disadvantages	-43
Racially Learned Skills and Racial Bonuses	+6
TOTAL	+68

Ishi Tib



Attribute Adjustment:

DX-1 [-20pts]; IQ+2 [+40pts]

Secondary Characteristic Adjustment:

None

Origin:

Tibrin

Tech Level:

11

Racial Advantages:

Amphibious [+10pts]; Doesn’t Breathe (Gills, -50%) [+10pts]; Speak Underwater [+5pts]; Striker (Beak, Piercing, Limited Arc – Straight Ahead, -40%) [+3pts]

Racial Disadvantages:

Berserk (Only when taken damage, -50%) [-5pts]; Dependency (Brin, Saltwater solution, Very Common, Daily, x3) [-15pts]; Obsession (Environmentalist, Resist quite rarely) [-20pts]

Free Skills:

Language (Tibrinese, Native); Area Knowledge (Tibrin)

Racially Learned Skills and Racial Skill Bonuses:

Swimming skill at HT +2 [+4pts]

Features/Taboos:

None

Names:

Example names are Jund Voon, Koth-Morr, Kenjil Mang, Sciltra Rega, Harc Seff, Thillis-Brn, Shasa Tiel, and Troc Slatter.

Description:

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 the 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 brim solution similar to the oceans of Tibrin, or they will die of dehydration.

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.

Ishi Tib 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.

Their homeworld Tibrin is located in the Mid Rim and 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.

Notes:

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+28
Racial Disadvantages	-40
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+12

Issori



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Origin:

Issor

Tech Level:

11

Racial Advantages:

Amphibious [+10pts]

Racial Disadvantages:

Reputation-1 (Rambunctious and Disreputable, Almost Everyone but Issorians, $\frac{2}{3}$, Occasionally, $\frac{x}{3}$) [-1pt]

Free Skills:

Language (Issorian, Native); Area Knowledge (Issor)

Racially Learned Skills and Racial Skill Bonuses:

Swimming at HT+1 [+2pts]

Features/Taboos:

None

Names:

Unknown

Description:

The Issori are tall, pale-skinned bipeds with webbed hands and feet; they are hairless except for their heads. The Issori face is covered with wrinkles, usually the result of loose skin, evolution, or old age. Some, however, serve a purpose, like the wrinkles between the eyes and mouth. These function as olfactory organs, equally effective in and out of water.

The Issori have dwelled on the scarce land of Issor for untold millennia. The early Issori cities were mostly primitive ports where each settlement could trade extensively with others. Eventually, the Issori discovered the aquatic Odenji, their cousin species. They were thrilled to find new beings to interact, trade, and dwell with them. The Issori gladly shared their (then) feudal-level technology with the Odenji, and soon the two species were living and working together in large numbers.

The Issori and Odenji made scientific progress like never before, and within a few centuries they found themselves with information-level technology. They immediately began a space program and a search for intelligent life. After many years, and after colonizing the other planets of the system (and establishing their dominance over the Humans of Trulalis), the Issori and Odenji received a response to their galactic search when a Corellian scout team came to visit the planet. Despite their

surprise at finding other beings in the galaxy, the species joined the galactic community.

Several centuries ago, the Odenji entered a species-wide sadness known as the melanncho. The Issori tried to help the Odenji through this troubling period but were ultimately unsuccessful. As an unfortunate result of the melanncho, the Issori are far more widespread than their cousin species today.

The Issori are governed by a bicameral legislature consisting of the Tribe of Issori and the Tribe of Odenji. Members of both houses are elected by their respective species to serve for life, and their laws affect the entire system.

The Issori have merged their own space-level technological achievements with those brought to their planet by others. They have an active export market for their quality industrial products, and are always on the lookout for more. They import several billion computers and droids a year.

Many believe the Issori to be a rambunctious and disreputable group, but this is not true; there are Issori of every conceivable temperament. The myth has been perpetuated through the exploits of more famous Issori, many of whom are smugglers and pirates.

Notes:

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+10
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+11

Ithorian



Attribute Adjustment:

DX-1 [-20pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

None

Origin:

Ithor in the Ottega system or any herd ship

Tech Level:

11

Racial Advantages:

Affliction (Sound Attack, Jet, Sense-Based - Hearing, +150%, Symptoms - Stunning & Deafness, +20%, Costs Fatigue, -10%) [+26pts]; Penetrating Voice [+1pt]; Reputation+2 (Pacifists, Almost Everyone, x1, All the time, x1) [+10pts]

Racial Disadvantages:

Pacifism (Self Defense) [-15pts]

Free Skills:

Language (Stereophonic Ithorese, Native); Area Knowledge (Ithor or any herd ship)

Racially Learned Skills and Racial Skill Bonuses:

Expert (Ecology) skill at IQ [+4pts]; Farming skill at IQ [+2pts]; Gardening at IQ+1 [+2pts]

Features/Taboos:

None

Names:

Examples names are Chandra Hobat, Deneb Both, Erd Lumas, Fandomar, Momaw Nadon, Oraltor, Phontos, Tendau Bendon, Thulls, Tol Ado, Tomla El, Whuvumm, Worlohp, and Umwaw Moolis.

Description:

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 effort 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.

Ithorians tend to be calm, peaceful, tranquil, and gentle.

Ithorians are humanoid, ranging in height from 6 feet to 7 feet 8 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 and can even be used as a deafening attack.

Their homeworld Ithor is a jungle planet located in the Mid Rim. The Yuuzhan Vong ravage Ithor during the New Jedi Order era and render it uninhabitable.

Notes:

An Ithorian can be seen at the Mos Eisley cantina in Episode IV – A New Hope.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+37
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+8
TOTAL	+30

-J-

Jawa

**Attribute Adjustment:**

ST-2 [-20pts]; DX+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM-2

Origin:

Tatooine

Tech Level:

10 Low TL-1 [-5pts]

Racial Advantages:

Night Vision [+1pt]

Racial Disadvantages:

Cowardice [-10pts]; Illiteracy (Native) [-3pts]; Odious Racial Habits (Odor) [-5pts]; Reputation-1 (Thieves and Swindlers, Almost Everyone but Tusken, x½, All the time, x1) [-3pts]

Free Skills:

Language (Jawa, Native); Area Knowledge (Tatooine)

Racially Learned Skills and Racial Skill Bonuses:

Language (Jawa Trade Language, spoken Native) [+3pts]; Scrounging skill at Per+2 [+4pts]

Features/Taboos:

None

Names:

Jawas favor a given name followed by a clan name. A few examples are Aved Luun, Dathcha, Eet Ptaa, Jek Nkik, Ik'tal, Het Nkik, Hrar Kkak, Rkik Dnec, and Tteel Kkak.

Description:

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 sandcrawlers. These vehicles also contain workshops and storage chambers cluttered with treasure or junk, depending on how one views scrap.

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.

Jawas stand 3 feet 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 dwelt with Jawas would disagree.

Notes:

Jawas can be seen in Episodes I, II, IV and VI.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	-5
Tech Level	-5
Racial Advantages	+1
Racial Disadvantages	-26
Racially Learned Skills and Racial Bonuses	+7
TOTAL	-28

Jenet



Attribute Adjustment:

ST-1 [-10pts]; DX+1 [+20pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Basic Move+1 [+5pts]

Origin:

Garban

Tech Level:

11

Racial Advantages:

Eidetic Memory [+5pts]; Night Vision [+1pt]

Racial Disadvantages:

Illiteracy (Native) [-3pts]; Odious Racial Habit (Tactless) [-10pts]; Reaction-2 (Petulant & Insufferable, Almost Everyone, x1, All the time, x1) [-10pts]

Free Skills:

Language (Jenet, spoken Native); Area Knowledge (Garban)

Racially Learned Skills and Racial Skill Bonuses:

Climbing skill at DX+1 [+4pts]; and the Swimming skill at HT [+1pt]

Features/Taboos:

None

Names:

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".

Description:

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 cooped 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 explain the society's lack of written records. They prefer to live in underground warrens and aren't fond of tall buildings.

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.

Jenets are 4 foot 9 tall humanoids with pale pink skin, beady red eyes, tufts of white fur, and stiff whiskers.

Garban is a temperate world in the Outer Rim's Tau Sakar system. The Jenet's primarily live in vast subterranean warrens deep below the planet's surface.

Notes:

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+6
Racial Disadvantages	-23
Racially Learned Skills and Racial Bonuses	+5
TOTAL	+23

-K-

Kalduu



Attribute Adjustment:

ST-2 [-12pts]; IQ+2 [+40pts]

Secondary Characteristic Adjustment:

SM-2

Origin:

Ropagi II

Tech Level:

0 – Low TL-11 [-55pts]

Racial Advantages:

Extended Lifespan 2 [+4pts]; Extra Arms+2 (Extra-Flexible, +50%, No Physical Attack, -50%) [+20pts]; Flight (Low Ceiling 10 foot, -20%) [+32pts]; Telecommunication (Telesend, Telepathic Brainwaves) [+30pts];

Racial Disadvantages:

No Fine Manipulators [-30pts]; No Legs (Arial) [0pts]; Dependency (Carbon dioxide, Very Common, Constantly, x5) [-25pts]

Free Skills:

Area Knowledge (Ropagi II)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Unknown

Description:

The Kalduu are native to Ropagi II. They have transparent, hemispherical bodies and four tentacles streaming from underneath. They float on air and often travel in groups of three, moving in complete silence. Kalduu eat airborne bacteria as well as germs and viruses from their hosts, and breathe in carbon dioxide and exhale oxygen. Lacking vocal chords, the Kalduu communicate by telepathy. Reproduction is done by fission. The average Kalduu lives for about 500 years.

Kalduu harness their mental powers by placing their tentacles on the temples and back of the neck of the recipient. They can then manifest their mental partner. They can also form a group of mind if two or more of the creatures are within 60 yards of one another. This benefit extends to their hosts as well. A group mind shares their thoughts in seconds, no words or gestures need be included.

The near human Ropagu and the Kalduu are longstanding friends, enjoying a symbiotic relationship in which the Ropagu gain the benefit of the Kalduu intellect and medical services, and the Kalduu consumes the harmful viruses in the Ropagu's bodies (this is done when they use their tentacles to physically contact others).

An average adult Kalduu is about 3 foot tall.

Notes:

Kalduu PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	+28
Secondary Characteristic Adjustment	0
Tech Level	-55
Racial Advantages	+82
Racial Disadvantages	-55
Racially Learned Skills and Racial Bonuses	0
TOTAL	0

Kaminoan



Attribute Adjustment:

HT+1 [+10pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]; SM+1

Origin:

Kamino

Tech Level:

11

Racial Advantages:

Reputation+1 (Cloners, Large class of people - Traders, x½, Occasionally, x½) [+1pt]; Voice [+10pts]

Racial Disadvantages:

Dislikes (Physical Imperfection) [-1pt]

Free Skills:

Language (Kaminoan, Native); Are Knowledge (Kamino)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Open Ocean) skill at Per [+2pts]; one other Survival skill at Per-1 [+1pt]

Features/Taboos:

Long neck

Names:

Examples of names are Aya Lim, Lama Su, Maru Lan, Tau Shel, Taga Sai, Seva Ke, and Taun We.

Description:

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 identifiable 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 other 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.

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.

Kaminoans are slim, bipedal beings with pale skin and dark eyes. They stand 7 foot to 9 foot 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 headcrest.

Kamino is a stormy ocean world located on the edge of Wild Space.

Notes:

Kaminoans can be seen in Episode II: Attack of the Clones.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	-2
Tech Level	0
Racial Advantages	+11
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	+3
TOTAL	+21

Kel Dor



Attribute Adjustment:

DX+1 [+20pts]; IQ+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

None

Origin:

Dorin

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

Code of Honor (Gentlemen's, Minor) [-5pts]; Dependency (Dorin Atmosphere, Rare, Constantly, x5) [-150pts]

Free Skills:

Language (Kel Dor, Native); Area Knowledge (Dorin)

Racially Learned Skills and Racial Skill Bonuses:

Mechanic (Breath Masks and Goggles) at IQ [+4pts]

Features/Taboos:

None

Names:

Example names are Dom Tlo, Eorin Zal, Plo Koon, Roor Trevol, Torin Dol, Xol Kenyak, and Yem Nemnin.

Description:

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 cycles 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.

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.

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.

Notes:

Kel Dor can be seen in Episodes I to III.
Kel Dor PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-155
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-121

Kerestian



Attribute Adjustment:

ST+1 [+9pts]; DX+1 [+20pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Kerest

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

Bloodlust (After 1,000 BBY) [-10pts]

Free Skills:

Language (Kerestese, Native); Area Knowledge (Kerest)

Racially Learned Skills and Racial Skill Bonuses:

Kerestians get one land-based survival skill at Per [+2pts] and the Thrown Weapon (Darkstick) skill at DX-1 [+2pts]

Features/Taboos:

None

Names:

Examples of names are Anzella, Galasett, Meergolo, Milacass, Ossune, Sallabas, and Andov Syn.

Description:

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 the ship wide 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.

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.

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 6 foot 11 tall.

Notes:

The template given here is assumed to be for the barbaric Kerestian. They are the ones who are likely venture away from their society. If you play a Kerestian of the "lost" colonies, just ignore the Bloodlust disadvantage.

CP:

Type	CP
Attribute Adjustment	+9
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-10(0)
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+3(+13)

Khil



Attribute Adjustment:

IQ-1 [-20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

None

Origin:

Belnar

Tech Level:

11

Racial Advantages:

Doesn't Breathe (Oxygen Combustion, Filter air through hullepi) [+10pts]; Voice (Only on Aliens, -30%) [+7pts]

Racial Disadvantages:

Attentative [-1pts]

Free Skills:

Language (Khilese, Native), Khil produce the language by breathing through hullepi of different lengths, and so far no other species has been able to reproduce it; Area Knowledge (Belnar)

Racially Learned Skills and Racial Skill Bonuses:

Musical Instrument skills at IQ-1 [+2pts]; Singing skill at HT+1 [+2pts]

Features/Taboos:

None

Names:

Examples of names are Geld Bernar, Grelde Farnor, Tarlo Ganar, and Revel Mallinor.

Description:

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 for of Rebel operations. The Khil hid Rebel operatives in their cities, smuggled weapons and supplies 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 high risks will undoubtedly be put to the test once more as the Yuuzhan Vong conquer more of the galaxy.

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.

Khil are hairless humanoids with ghastly-colored skin and a mass of fleshy strands instead of a mouth, Khil vary in height from 4 feet to 7 feet tall. They filter air through their facial strands (called hullepi).

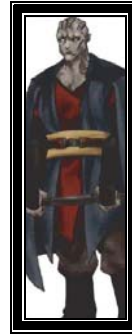
The Khil evolved on the Colonies world of Belnar, but they have spread throughout the galaxy. They prefer worlds with a mixture of dank, marshy climates and wide open spaces.

Notes:

CP:

Type	CP
Attribute Adjustment	-30
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+17
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-10

Khommite



Attribute Adjustment:

IQ+1 [+20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

None

Origin:

Khomm

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

Social Stigma (Clone, Only on Aliens, -30%) [-4pts]

Free Skills:

Language (Basic, Native); Area Knowledge (Khomm)

Racially Learned Skills and Racial Skill Bonuses:

Khommites can have any skill useable in a profession up to 4 points.

Features/Taboos:

None

Names:

Khommites have a predefined name followed by a number. The number reflects the number of predecessors (e.g., Brell 142 had 142 predecessors, Brell and 141 clones of Brell). Examples are Brell 142, Dorsk 81, Edor 76, Kaell 116, Kiros 65, Rosk 102, Sestra 49, and Telsa 89.

Description:

Khommites are a species of clones created from a race that stopped developing over a thousand years ago. At that time, the Khommites 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 Khommites 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 Khommites reconsidered the benefits of pure conformity without innovation. Since then, a few have left Khomm to follow the example of Dorsk 81.

Among Khommites, conformity is more important than creativity. Consequently, Khommites are usually intelligent yet narrow-minded; most of them are set in their ways and not very innovative or imaginative.

Khommites are a hairless species of near-Humans. Small ridges run across the top of a Khommite's head.

Their homeworld Khomm is a pale green planet in the Deep Core.

Notes:

Khommites PCs appear seldom. Force-users are so rare that the GM might forbid them to be played by players.

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-4
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+30

Kian'thar



Attribute Adjustment:

DX-1 [-20pts]; IQ-1 [-20pts]; HT-1 [+10pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]

Origin:

Shaum Hii

Tech Level:

7 - Low TL-4 [-20pts]

Racial Advantages:

Amphibious [+10pts]; Damage Resistance 1 (Scaly Hides, Physical, -20%) (+4pts); Doesn't Breathe (Gills, -50%) [+10pts]; Empathy [+15pts]; Talent (Animal Friend) [+5pts]; Nictitating Membrane [+1pt]

Racial Disadvantages:

Reputation-2 (People are wary of their Empathic ability, Almost Everyone, x1, Sometimes, x½) [-5pts]

Free Skills:

Language (Kian'thar, Native); Area Knowledge (Shaum Hii)

Racially Learned Skills and Racial Skill Bonuses:

Swimming skill at HT+3 [+8pts]; see Talent (Animal Friend) for more skills (BS page 90).

Features/Taboos:

None

Names:

Example names are Khral'Nas, Kreetáh, Lileag'Mak, Uiegis'Nevz, and Ttul'Thar.

Description:

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 animas 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 Lilun (or Progressives). The Lith'lon prefer not to deal with offworlders, while the Lilun 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.

Kian'thar are natural empathths 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.

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 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.

Notes:

CP:

Type	CP
Attribute Adjustment	-30
Secondary Characteristic Adjustment	+5
Tech Level	-20
Racial Advantages	+45
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	+8
TOTAL	+3

Kitonak



Attribute Adjustment:

DX-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

HP+1 [+2pts]; Will+1 [+5pts]; SM-1

Origin:

Kirido III

Tech Level:

1 - Low TL-10 [-50pts]

Racial Advantages:

Damage Resistance 2 (Thick Leather Skin, -40%, Physical, -20%) (+4pts); Doesn't Breathe (Oxygen Storage, 25 times as long as usual) [+10pts]; Eidetic Memory [+5pts]; Fearlessness [+2pts]; Indomitable [+15pts]; Talent (Musical Ability) [+5pts];

Racial Disadvantages:

Decreased Time Rate [-100pts]; Illiteracy (Native) [-3pts]

Free Skills:

Language (Kitonese, spoken Native); Area Knowledge (Kirido III)

Racially Learned Skills and Racial Skill Bonuses:

See Talent (Musical Ability) (BS, page 90) for more skills.

Features/Taboos:

None

Names:

Example of names are Anarin, Enkor, Gorlak, Nert, Norzek, Rufar, Runk, Snit, Terno, and Werg.

Description:

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.

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 trivial 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 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.

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 enable them to store oxygen for up to 4 hours. An adult Kitonak stands 3 feet 3 to 5 feet tall.

Their homeworld is Kirido III, an arid planet in the Outer Rime. Winds whip sand clouds across the planet's surface at speeds that often exceed 275 miles per hour.

Notes:

Kitonak can be seen at Jabba's Pace in Episode VI - Return of the Jedi.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	+7
Tech Level	-50
Racial Advantages	+41
Racial Disadvantages	-103
Racially Learned Skills and Racial Bonuses	0
TOTAL	-115

Klatooinian



Attribute Adjustment:

DX+1 [+20pts]; HT+1 [+10pts]; IQ-2 [-40pts]

Secondary Characteristic Adjustment:

Will+2 [+10pts]

Origin:

Klatooine

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

Social Stigma (Subjugated, Hutts) [-20pts]; Code of Honor (Klatooinian Code, Patience, Strength, Respect for elders) [-10pts]

Free Skills:

Language (Huttese, Native), the original Klatooinian language exists only in ancient texts and is known to but a few Klatooinians; Area Knowledge (Klatooine)

Racially Learned Skills and Racial Skill Bonuses:

Beam Weapon (Blaster Pistol and Blaster Rifle) at DX+2 [+8pts]; Melee Weapon (Vibro-weapons of choice) for [+12pts]

Features/Taboos:

None

Names:

The Klatooinians favor a brief given name, which is sometimes followed by a title. Barada is a very common name for a Klatooinian male, in honor of the historical figure Barada M'Begg. A few examples of names include Barada, Bekure, Chokk, Drekk, Jarakar, Kuuvat, Massa, Rokar, and Sovara.

Description:

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 ha 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 vibro-blade and blaster.

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.

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.

Their homeworld Klatooine is a desert world located in the Outer Rim.

Notes:

Klatooinian mercenaries can be seen in Episode VI – Return of the Jedi.

The template given is for a Klatooinian during the 25,000 years of subjugation. After that period, disregard the disadvantage Social Stigma and replace all Beam Weapon skills with Slugthrower skills and Vibro-Weapon Skills with non-powered melee weapon skills.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	+10
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-30
Racially Learned Skills and Racial Bonuses	+20
TOTAL	-10

Koorivar

**Attribute Adjustment:**

IQ+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]

Origin:

Kooriva

Tech Level:

11

Racial Advantages:

Longevity [+2pts]; Talent (Business Acumen) [+10pts]; Rank (Merchant) [0pts]; Striker (Horn, Crushing, Cannot Parry, -40%, Limited Arc, -40%, Weak, -50%) [+1pts]; Wealth (Comfortable) [+10pts]

Racial Disadvantages:

Cowardice [-10pts]; Reputation-1 (Shady Arms Dealers, All Traders, x½, Occasionally, x½) [+1pt]

Free Skills:

Language (Koorivar, Native), combines whispers and soft sibilants with gentle hand gestures; Area Knowledge (Kooriva)

Racially Learned Skills and Racial Skill Bonuses:

Body Language skill at Per [+2pts]; see Talent (Business Acumen) (BS page 90) for details.

Features/Taboos:

None

Names:

Example names are Passel Argente, Shand Essil, Terrem Jesond, Denaria Kee, Menas Neyrr, and Easo Vantara.

Description:

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 mind 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 the 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 gun-shy Koorivar merchants to either legitimize their business dealings or use extreme measures to hide their illegal trade enterprises.

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 though predicament before resorting to violence.

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 extended down the bridge of the nose. A brightly colored, almost leaf-like spiraling horn rises from the top of a Koorivar’s head.

Their homeworld Kooriva is a tropical Inner Rim world with vast oceans and sprawling rain forests.

Notes:

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+23
Racial Disadvantages	-11
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+29

Krevaaki



Attribute Adjustment:

IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]

Origin:

Krevas

Tech Level:

11

Racial Advantages:

Damage Resistance 2 (Shell, Torso only, -10%) [+9pts]; Extra Legs+4 [+10pts]; Flexibility [+5pts]; Longevity [+2pts]

Racial Disadvantages:

Appearance (Hideous) [-20pts]; Pacifism (Self-Defense Only) [-15pts]; Selfless [-5pts]

Free Skills:

Language (Kreva, Native); Area Knowledge (Krevas)

Racially Learned Skills and Racial Skill Bonuses:

Hidden Lore (Jedi Lore) skill at IQ-1 [+1pts]

Features/Taboos:

None

Names:

Examples of names are Chal-Vosa, Craasadi, Jol Kion-Tas, Visto Skaasad, and Vodo-Siosk Baas.

Description:

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 object.

Other species’ xenophobia has taken its toll on Krevaaki society, which prompts many spacefaring Krevaaki to cloak their tentacled lower bodies.

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.

An adult Krevaaki 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.

Their homeworld Krevas is a swampy world located in the Outer Rim.

Notes:

CP:

Type	CP
Attribute Adjustment	+20

Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+26
Racial Disadvantages	-40
Racially Learned Skills and Racial Bonuses	+1
TOTAL	+12

Krish



Attribute Adjustment:

ST+1 [+10pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; HP+1 [+2pts]

Origin:

Sanza

Tech Level:

11

Racial Advantages:

Fearlessness [+2pts]; Teeth [+1pt]

Racial Disadvantages:

Code of Honor (Challenge) [-1pts]; Likes (Games & Gambling) [-1pt]; On The Edge [-15pts]; Reputation-1 (Selfish Gamblers, Almost Everyone, x1, Occasional, x½) [-1pt]; Sadism [-15pts]; Selfish [-5pts]

Free Skills:

Language (Krish, Native); Area Knowledge (Sanza)

Racially Learned Skills and Racial Skill Bonuses:

Games skill at IQ+3 [+8pts]

Features/Taboos:

None

Names:

Examples of names are Endelor Darvat, Gamgalon, Tyro Viveca, and Ligg Panat.

Description:

Krish love games. Their economy and culture are based on gaming, gambling, and rigorous sports. The higher the stakes are, the more intriguing the game is.

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.

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.

Krish have muscular bodies, flat noses, stringy black hair, and wide mouths filled with rows of small, pointy teeth. Krish grin widely even when only mildly amused.

Their homeworld Sanza is 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.

Notes:

Krish PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	-3
Tech Level	0
Racial Advantages	+3
Racial Disadvantages	-38
Racially Learned Skills and Racial Bonuses	+8
TOTAL	-40

Kubaz



Attribute Adjustment:

ST-1 [-10pts]; DX+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

None

Origin:

Kubindi

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

None

Racial Disadvantages:

Honesty [-10pts]; Intolerance (Sentient Insectoids) [-5pts]; Susceptible-1 (Red Wavelengths of Light, Very Common, Results in Blindness) [-4pts]

Free Skills:

Language (Kubazi, Native); Area Knowledge (Kubindi)

Racially Learned Skills and Racial Skill Bonuses:

Kubaz get one Current Affairs skill of choice at IQ+2 [+4pts]

Features/Taboos:

None

Names:

The Kubaz favor one given name followed by family name, depending on place of origin and upbringing. A few examples of names are Garindan, Lorindan, Shuzz, Tavvar Va'ran, Taratan, Thwim, Totolaya, and Zubindi Ebsuk.

Description:

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 insectoids 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 on 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.

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.

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.

Their homeworld Kubindi is a planet in the Ku'Bakai system, located in the Outer Rim.

Notes:

A Kubaz can be seen in Episode IV – A New Hope where Garindan leads the Imperial Troops to docking 94 in Mos Eisley.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	0
Racial Disadvantages	-19
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-20

Kushiban



Attribute Adjustment:

ST-4 [-40pts]; DX+2 [+40pts]

Secondary Characteristic Adjustment:

SM-3

Origin:

Kushibah

Tech Level:

1 – Low TL-10 [-50pts]

Racial Advantages:

Danger Sense [+15pts]; Fur (0pts); Longevity [+2pts]; Peripheral Vision [+15pts]; Pitiable [+5pts]

Racial Disadvantages:

Easy To Read [-10pts]; Semi-Upright [-5pts]

Free Skills:

Language (Kushiban, Native); Area Knowledge (Kushibah)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

Tail

Names:

Examples of names are Asani, Cerlyk, Ikrit, Mabbik, Mirax, Pritsi, Sibble, Tieko, and Widdimur.

Description:

Kushiban 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 three 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.

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.

Kushibans are 2 feet 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.

Their homeworld Kushibah is a lush and unindustrialized planet in the Outer Rim.

Notes:

Kushiban PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	-50
Racial Advantages	+37
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	-72

-L-

Lannik



Attribute Adjustment:

DX+1 [+20pts]

Secondary Characteristic Adjustment:

SM -1

Origin:

Lannik

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

Fearlessness [+4pts]

Racial Disadvantages:

None

Free Skills:

Language (Lannik, Native); Area Knowledge (Lannik)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Examples of names are D'lassik Elipor, Even Piell, Finux Zug, Meeda Odd, Rcardo Soofle, and Tivec Nuin.

Description:

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 of their homeworld.

Though often hotheaded and temperamental, Lannik tend forward a fearlessness that enables them to think clearly at all times, even when faced with extremely dangerous situations.

Adult Lannik stand 3 feet 11 to 4 feet 3 tall and weigh between 70 and 90 pounds. 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.

Their homeworld Lannik is located in the Mid Rim.

Notes:

A Jedi Lannik can be seen in Episode I - The Phantom Menace.

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+4
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	+19

Lepi



Attribute Adjustment:

ST-1 [-10pts]; DX+1 [+20pts]

Secondary Characteristic Adjustment:

None

Origin:

Coachelle Prime

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Hearing+1) [+2pts]; Fur (0pts)

Racial Disadvantages:

Code of Honor (Family) [-5pts]; Gregarious [-10pts]

Free Skills:

Language (Lepese, Native); Area Knowledge (Coachelle Prime)

Racially Learned Skills and Racial Skill Bonuses:

Jumping skill at DX+4 [+12pts]

Features/Taboos:

None

Names:

Examples of names are Augdon, Gagen, Javilla, Jaxxon, Lupher, Maximont, Nevlin, Roonis, Saper, and Zylo.

Description:

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.

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.

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.

Their homeworld Coachelle Prime is located in the Mid Rim system of Coachelle.

Notes:

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+2
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+12
TOTAL	+9

-M-

Meerian



Attribute Adjustment:

DX-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

SM-1

Origin:

Bandomeer

Tech Level:

10 Low TL-1 [-5pts]

Racial Advantages:

Filter Lungs [+5pts]

Racial Disadvantages:

None

Free Skills:

Language (Meerian, Native); Area Knowledge (Bandomeer)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Examples of names are GanFel, GilVog, HerZan, JegLor, LirTan, RonTha, SonTag, VeerTa, And WinLos.

Description:

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.

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.

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 3.9 to 5.3 feet tall.

Notes:

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+5
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	-10

Menahuun



Attribute Adjustment:

ST-1 [-10pts]; DX+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]; SM-1

Origin:

Lamaredd

Tech Level:

3 - Low TL-8 [-40pts]

Racial Advantages:

Acute Senses (Acute Vision+1) [+2pts]; Fur [0pts]; Long Arms (SM+1) [0pts]

Racial Disadvantages:

Bowlegged [0pts]; Code of Honor (Settle Conflicts by Force) [-5pts]; No Sense of Smell [-1pt]

Free Skills:

Language (Menahu, Native); Area Knowledge (Lamaredd)

Racially Learned Skills and Racial Skill Bonuses:

Climbing skill at DX [+2pts]; Running skill at HT [+2pts]

Features/Taboos:

None

Names:

Examples of names are Chylla, Eeytch, Henecho, Keychu, Suka, Teetch, T'kol, and Uucheyek.

Description:

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.

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 resolve conflicts by force, either through duels or all-out war.

The typical Menahuun stands 4 feet tall on wire 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.

Their homeworld Lamaredd is a largely untamed world in the Lamaro system in the Outer Rim.

Notes:

CP:

Type	CP
Attribute Adjustment	
Secondary Characteristic Adjustment	
Tech Level	
Racial Advantages	
Racial Disadvantages	
Racially Learned Skills and Racial Bonuses	
TOTAL	

Meri



Attribute Adjustment:

ST+1 [+10pts]

Secondary Characteristic Adjustment:

Basic Move+1 [+5pts]

Origin:

Merisee

Tech Level:

11

Racial Advantages:

High Manual Dexterity+1 [+5pts]

Racial Disadvantages:

None

Free Skills:

Language (Merisian, Native)

Racially Learned Skills and Racial Skill Bonuses:

Meteorology/TL11 at IQ+1 [+4pts]

Features/Taboos:

None

Names:

Honn Dangel

Description:

The Meris are denizens of Merisee in the Elrood sector. A Meris is humanoid, with dark-blue skin, a pronounced eyebrow ridge and a conical ridge on the top of the head. The webbed hands have both an opposable thumb and end finger, giving them greater dexterity. Inward-spiraling cartilage leads to the ear canal and several thick folds of skin drape around the neck. Meris move with a fluid grace and have amazing coordination.

The Meris share their homeworld with another species called the Teltiors. Separated by vast and violent seas, the two species grew without any knowledge of the other, and when contact came, it resulted in a bloody conflict lasting hundreds of years.

While once a true race of warriors, the Meris have learned how to peacefully coexist with the Teltiors. Many Meris have applied their intelligence to farming and healing, but there are many others who have gone into varied fields, such as starship engineering, business, soldiering, and numerous other common occupations. Merisee is a major agricultural producer for the Elrood sector.

The Meris are a friendly people, but do not blindly trust those who haven't proven themselves worthy. Like most other species, Meris have a wide range of personalities and behaviors, some are extremely peaceful, while others are quick to anger and fight. The Meris are a hard-working people, many of them whom spend time in quiet contemplation playing mental exercise games like holochess.

Notes:

None

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+5
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+24

Miraluka



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Origin:

Alpheridies

Tech Level:

11

Racial Advantages:

Force Perception [+15pts]; Force Sensitive [+5pts]; Injury Tolerance (No Eyes) [+5pts]

Racial Disadvantages:

Attentive [-1pt]; Selfless [-5pts]; Unnatural Features (Eyeless sockets [0pts])

Free Skills:

Language (Mirakulese, Native); Area Knowledge (Alpheridies)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

No eyes

Names:

Examples of names are Damaya Guru, Eloun Kooladi, Embrul Joff, Jerec, Shoaneb Culu, and Zebron Tadro.

Description:

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 refer 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.

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.

In almost every aspect they look like Humans except they have nearly featureless eye sockets. They tend to cover their eyeless visages with decorative cloth.

Their homeworld Alpheridies is a planet in the Abron system, which lies on the spinward edge of the Expansion Region.

Notes:

Jerec in Dark Forces II – Jedi Knight, is a Miraluka.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+25
Racial Disadvantages	-6
Racially Learned Skills and Racial Bonuses	0
TOTAL	+19

Mon Calamari



Attribute Adjustment:

DX-1 [-20pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]

Origin:

Mon Calamari

Tech Level:

11

Racial Advantages:

Amphibious [+10pts]; Doesn't Breathe (Gills, -50%) [+10pts]; Nictitating Membrane [+1pt]; Peripheral Vision (Easy To Hit, -20%) [+12pts]; Pressure Support [+10pts]; Reputation+1 (Starship Designer, Almost Everyone, x1, All the time, x1) [+5pts]; Speak Underwater [+5pts]

Racial Disadvantages:

Dependency (Moist, Very Common, Daily, x3, Only in arid or non-moist environments, +30%) [-10pts]

Free Skills:

Language (Mon Calamarian, Native); Area Knowledge (Calamari)

Racially Learned Skills and Racial Skill Bonuses:

Engineer (Starships/TL11) skill at IQ-1 [+2pts]; Language (Quarrenese, Broken) [+2pts]

Features/Taboos:

None

Names:

Mon Calamari always favor one name (except for rare cases, where descendants of renowned explorers or travelers will take on a distinctive second name for honor and clarity). A few examples include Ackbar, Akanseh, Arboga, Bant, Basz Maliyu, Cilghal, Elphel, Ibtisam, Jesmin, Jhermiti, Kalbrac, Legassi, Odanni, Onoma, Oro, Perit, Ragab, Rekara, Rekush, Rutralli Optor, Sesfan, Shenir Rix, Tekba, Toklar, Tralphka, Tuz, and Zgorth'sth.

Description:

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.

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.

They smell of salt and the sea, with high-domed heads, large eyes, and smooth, mottled skin.

Their homeworld, Mon Calamari, is a watery, technological planet in the Outer Rim.

Notes:

Mon Calamari can be seen in Episode VI – Return of the Jedi on the Mon Calamari cruiser, Home One.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+53
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+52

Morseerian



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Origin:

Morseeria

Tech Level:

11

Racial Advantages:

Extra Arms+2 [+20pts]

Racial Disadvantages:

Dependency (Methane-rich Atmosphere, Rare, Constantly, x5) [-150pts]; Secret (Morseerian Home System, Possible Death) [-30pts]

Free Skills:

Language (Morseerian, Native); Area Knowledge (Morseeria)

Racially Learned Skills and Racial Skill Bonuses:

Environment Suit/TL11 skill at DX [+2pts]

Features/Taboos:

None

Names:

Examples of names are Bargeth Relb, Flyrl Sacorbel, Myor Devker, Nabrun Leids, Nilek Rillion, and Shalthan Leeru.

Description:

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 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 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.

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.

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.

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, pupil less eyes, a tiny nose, and a narrow triangular mouth. Males and females stand between 4 feet 8 and 5 feet 4 tall, and both genders have builds reminiscent of baseline Human teenagers.

Their homeworld is unknown but is purported to lie somewhere in the Outer Rim. For gaming purposes the system is called Morseeria.

Notes:

Morseerian PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+20
Racial Disadvantages	-180
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-158

Mrlssi



Attribute Adjustment:

ST-2 [-20pts]; IQ+2 [+40pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]; SM-2

Origin:

The beautiful world of Mrlssi is located in the Colonies region.

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Vision+8) [+16pts]; Claws (Sharp) [+5pts]; Gadgeteer [+25pts]

Racial Disadvantages:

No Sense of Humor (Only on other species, -30%) [-7pts]; Restricted Vision (Tunnel Vision) [-30pts]

Free Skills:

Language (Mrlsstese, Native), their high piping voices grate on some species, while other find them charming; Area Knowledge (Mrlsst)

Racially Learned Skills and Racial Skill Bonuses:

Mrlssi may choose any Repair and/or Engineer skill for a total of [+8pts]

Features/Taboos:

None

Names:

Examples of names are Crlisst Herssek, Kepor Dagwa, Krssibel Waray, Pagda Luwa, and Virssl Jasst.

Description:

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. Student of many different

species attend the expensive universities taught by brilliant Mrlssi scholars.

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.

Mrlssi are short, flightless, avian humanoids with blue to green 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 1 foot 6 and 4 feet 3 tall.

Notes:

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+46
Racial Disadvantages	-37
Racially Learned Skills and Racial Bonuses	+8
TOTAL	+32

Muun



Attribute Adjustment:

ST-1 [-9pts]; IQ+2 [+40pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]; SM+1

Origin:

Muunilinst

Tech Level:

11

Racial Advantages:

Lightning Calculator [+2pts]; Social Regard (Respected) [+5pts]; Talent (Business Acumen or Mathematical Ability) [+10pts]

Racial Disadvantages:

Cowardice (Careful) [-1pt]; Fearfulness [-2pts]; Greed [-15pts]; Homesick [-1pt]

Free Skills:

Language (Muun, Native), 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; Area Knowledge (Muunilinst)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Examples of names are Ta'hat Gar, San Hill, Marhu Koss, Emont O'ode, and Vedo Sillib.

Description:

Muunilinst, the Muun homeworld, has been the financial center of the galaxy for millennia. When the galactic civilization realized a need for 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.

After their joining with Count Dooku and the Separatists and, the defeat against the Grand Army of the Republic, they were put of commission; resulting in a wide spread inflation of the Republic credit. Quickly after the inflation, the Imperials conceded that no species was better equipped to oversee the galactic economy, and they were unwilling to risk further inflation. Imperial administrators were tasked with monitoring the Muuns to ensure that Imperial credits would not find their way into Rebel Alliance coffers. Only when the New Republic had been founded, the monetary system and the InterGalactic Banking clan were fully reinstalled.

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.

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.

The average Muun stands about 6 foot 2 tall and has an elongated, almost featureless head and rail-thin body.

The Muun 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.

Notes:

Muun can be seen in Episode II – Attack of the Clones and in Episode II – Revenge of the Sith as the Banking Clan who have allies with Count Dooku and the Separatists.

CP:

Type	CP
Attribute Adjustment	+31
Secondary Characteristic Adjustment	-2
Tech Level	0
Racial Advantages	+17
Racial Disadvantages	-19
Racially Learned Skills and Racial Bonuses	0
TOTAL	+27

Myneyrshi



Attribute Adjustment:

IQ-1 [-20pts]

Secondary Characteristic Adjustment:

None

Origin:

Wayland

Tech Level:

2 – Low TL-9 [-45pts]

Racial Advantages:

Damage Resistance 2 (Crystalline Skin, -40%, Can't wear armor, -40%, Hardened+2, +40%) [+6pts]; Extra Arms+2 [+20pts]

Racial Disadvantages:

Dislikes (Humans) [-1pt]; Illiteracy (Native) [-3pts]; Phobia (Technophobia) [-15pts]

Free Skills:

Language (Myneyrsh, spoken Native); Area Knowledge (Wayland)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are Chyresh, Eychani, Orychee, and Panaysha.

Description:

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.

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.

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 Myneyrshi 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.

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.

Their homeworld Wayland is a remote and unremarkable jungle world in the Outer Rim.

Notes:

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	0
Tech Level	-45
Racial Advantages	+26
Racial Disadvantages	-19
Racially Learned Skills and Racial Bonuses	0
TOTAL	-58

-N-

Nagai



Attribute Adjustment:

DX+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

None

Origin:

Nagi

Tech Level:

11

Racial Advantages:

Charisma [+5pts]; Combat Reflexes [+15pts]; Voice [+10pts]

Racial Disadvantages:

Code of Honor (Nagai) [-5pts]; Social Stigma (Subjugated, Tof) [-20pts]

Free Skills:

Language (Nagaian, Native); Area Knowledge (Nagi)

Racially Learned Skills and Racial Skill Bonuses:

The Nagai may learn any vibro-weapon skill for a total of [+2pts]

Features/Taboos:

None

Names:

Examples of names are Den Siva, Harmon Sho, Hol B'shaki, Krai H'voc, Lusubrin T'shkali, Mendo, Nir Kento, Ozrei, Rei, Sin Shai, Tai, and Taru.

Description:

The Nagai are mysterious, knife-wielding warriors with unshakable charisma and 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 nigh-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.

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 bizarre, some would say cruel, sense of humor borne from year of adversity. Even this is sometimes used as a weapon to throw an enemy off-balance long enough for the Nagai to strike.

Nagai are gaunt humanoids. 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 o 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. Naga clothing and hairstyles are diverse, revealing the species' penchant for individualistic expression.

Their homeworld, Nagi, is a world located in the Unknown Regions on the fringe of the galaxy. Few non-Nagai know its exact location.

Notes:

During the Tof oppression (from 296 BBY) both disadvantages apply. After the Tof oppression only the Code of Honor - Nagai applies. Before the Tof oppression none of the disadvantages listed here apply.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+30
Racial Disadvantages	-25
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+17

Nautolan



Attribute Adjustment:

IQ-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

None

Origin:

Glee Anselm

Tech Level:

11

Racial Advantages:

Amphibious [+10pts]; Damage Resistance 1 (Rubbery hides, -40%) [+3pts]; Discriminatory Smell (Pheromones, Underwater only, -50%) [+7pts]; Empathy (Pheromones, Underwater only, -50%) [+7pts]; Night Vision [+1pt]; Speak Underwater [+5pts]

Racial Disadvantages:

None

Free Skills:

Language (Nautula, Native, underwater only); Area Knowledge (Glee Anselm)

Racially Learned Skills and Racial Skill Bonuses:

Language (Anselmian or Basic at Native) [+6pts]; the Swimming skill at HT+2 [+4pts]

Features/Taboos:

None

Names:

Examples of names are Garn, Hiskar Dorset, Kit Fisto, Ploss Niklos, Renko Losa, and Setel Yast.

Description:

Although amphibious, Nautolans feel more at home in the water than on the 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, sub-aquatic 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.

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.

Nautolans are amphibious humanoids with mottled green skin and shark-like 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.

Their homeworld Glee Anselm is a planet of vast swamps, lakes, and seas and is located in the Mid Rim.

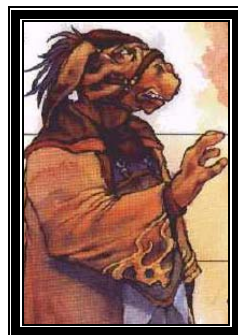
Notes:

A Jedi Nautolan can be seen in Episodes I to III.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+32
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	+10
TOTAL	+32

Nazzar



Attribute Adjustment:

ST+1 [+9pts]; DX+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM+1

Origin:

Nazzri

Tech Level:

11

Racial Advantages:

Fur [0pts]; Longevity [+2pts]

Racial Disadvantages:

Fanaticism (Teachings of Ulizra) [-15pts]; Phobia (Xenophobia) [-15pts]; Reputation-2 (Teachings of Ulizra, Almost Everyone but own race, x1, All the Time, x1) [-10pts]

Free Skills:

Language (Nazzar, Native); Area Knowledge (Nazzri)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are Brryg Tallak, Drnn Rogar, Orri Toq, Srrn Kanas, and Vrrk Jikat.

Description:

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 religious oligarchy. Throughout the last five era of play, the Nazzar government supports strict adherence to the tenets of the fourteen sect of Ulizra, their state religion. These tents 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 bogeri, a kind of self-imposed exile taken to seek spiritual truth. The length of a bogeri 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 Palpatine 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.

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.

Nazzar stand over 6 feet 6 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.

Their homeworld, Nazzri, is a temperate and verdant world in the Mid Rim.

Notes:

CP:

Type	CP
Attribute Adjustment	+29
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+2
Racial Disadvantages	-40
Racially Learned Skills and Racial Bonuses	
TOTAL	-4

Neimoidian



Attribute Adjustment:

ST-1 [-10pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]; Will+1 [+5pts]

Origin:

Neimoidia

Tech Level:

11

Racial Advantages:

Fashion Sense [+5pts]; Higher Purpose (Acquire Wealth and Power) [+5pts]; Talent (Business Acumen+1) [+10pts]; Wealthy [+20pts]

Racial Disadvantages:

Cowardice [-10pts]; Fearfulness-1 [-2pts]; Greed [-15pts]; Reputation-1 (Shrewd and Deceitful, Almost Everyone but own race, x1, All the time, x1) [-5pts]

Free Skills:

Language (Neimoidian, Native); Area Knowledge (Neimoidia); also see the advantage Talent (Business Acumen) for more skills (see BS page 90).

Racially Learned Skills and Racial Skill Bonuses:

Language (Pak Mak, Native, gesturer/nonverbal, -50%) [+3pts]; Language (Galactic Basic, Accented) [+4pts]

Features/Taboos:

None

Names:

Example names are Daultay Dofine, Hath Monchat, Jumel Arrant, Kund Ekor, Lott Dod, Lufa Danak, Nute Gunray, Rune Haako, and Tey How.

Description:

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 elaborated 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 result of a failed scheme.

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.

Neimoidians 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.

Their homeworld, Neimoidia, is a small and humid world located in the Colonies Region.

Notes:

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	+3
Tech Level	0
Racial Advantages	+40
Racial Disadvantages	-32
Racially Learned Skills and Racial Bonuses	+7
TOTAL	+28

Neti



Attribute Adjustment:

DX-2 {-40pts}; IQ+1 [+20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]; SM+2

Origin:

Ryyk or Myrkr

Tech Level:

11

Racial Advantages:

Damage Resistance 1 (Tough Skin, -40%, Physical, -20%) [+2pts]; Doesn’t Breathe (Oxygen Absorption, -25%) [+15pts]; Doesn’t Eat [+10pts]; Extended Lifespan+6 [+12pts]; Force Sensitive [+5pts]; Growth+2 [+20pts]; Reduced Consumption+3 [+6pts]; Shrinking+2 [+10pts]

Racial Disadvantages:

Dependency (Very Common, Daily, x3) [-15pts]

Free Skills:

Language (Neti, Native), the Neti language uses a combination of verbal and gesture elements, making it difficult to learn. Other species cannot comprehend this language better than Broken; Area Knowledge (Ryyk or Myrkr)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example of names are Frond Dra-Ioor, Od Bnar, Shal Koom, and Tuwan Urlu.

Description:

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 4,000 BBY, 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 at will. A skilled Neti can morph its shape to a roughly humanoid sized form, a squat quadrupedal shape, or a solid treelike mass anywhere from 6 feet to 30 feet 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.

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.

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. Root-like appendages serve as feet. When resting, an adult Neti generally appears as a 15 feet tall tree.

Their homeworld Ryyk is 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.

Notes:

Neti PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+80
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	+90

Nikto



Origin:

Kintan

Tech Level:

11

Features/Taboos:

None

Description:

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 expression 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.

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.

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.

Their homeworld Kintan is a radioactive planet located in the Outer Rim.

Racial Advantages:

Damage Resistance 2 (Tough Skin, -40%, Physical, -20%) [+4pts]; Single-Minded [+5pts]

Racial Disadvantages:

Social Stigma (Subjugated) [-20pts]

Free Skills:

Language (Nikto, Native); Area Knowledge (Kintan or any Hutt occupied world)

Racially Learned Skills and Racial Skill Bonuses:

Language (Huttese, Native) [+6pts]

Names:

Example names are Calliose, D'we'mouk, Ga'p'tashi, Giran, Ma'w'wshiye, Nour'we'sha, Nysad, Po'me'nuk, Tu'rse'yulr, Vedain, Vizam, Way'w'nok, and Wumdi.

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.

Attribute Adjustment:

ST+1 [+10pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Racial Advantages:

Claws (Blunt) [+3pts]; Filter Lungs [+5pts]

Racial Disadvantages:

None

Racially Learned Skills and Racial Skill Bonuses:

Climbing at DX [+2pts]; Survival (Mountain) at Per [+2pts]

CP: Esral'sa'Nikto

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+17
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+10
TOTAL	+12

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'elts 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.

Attribute Adjustment:

ST+1 [+10pts]; IQ-1 [-20pts]; +1 HT [+10pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Racial Advantages:

Breath-Holding+1 [+2pts]

Racial Disadvantages:

None

Racially Learned Skills and Racial Skill Bonuses:

Survival (Island/Beach) at Per [+2pts]

CP: Gluss'sa'Nikto

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+11
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+8
TOTAL	-6

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 flaps 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.

Attribute Adjustment:

ST+1 [+10pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

None

Racial Advantages:

Acute Hearing+2 [+4pts]; Acute Taste and Smell (Smell+2) [+4pts]; Claws (Sharp) [+5pts]

Racial Disadvantages:

None

Racially Learned Skills and Racial Skill Bonuses:

Climbing at DX [+2pts]; Survival (Woodland) at Per [+2pts]

CP: Kadas'sa'Nikto

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+22
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+10
TOTAL	+2

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 cheeks. Red Nikto can survive for up to a week without water.

Attribute Adjustment:

IQ-1 [-20pts]; +1 HT [+10pts]

Secondary Characteristic Adjustment:

None

Racial Advantages:

Reduced Consumption 3 (water only, -50%) [+3pts]

Racial Disadvantages:

None

Racially Learned Skills and Racial Skill Bonuses:

Survival (Desert) at Per [+2pts]

CP: Kajain'sa'Nikto

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+12
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+8
TOTAL	-10

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 back of their head. These tubes allow them to sense ultrasonic vibrations.

Force users are more common among the southern Nikto than any other Nikto subspecies.

Attribute Adjustment:

DX+1 [+20pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

None

Racial Advantages:

Acute Hearing+2 [+4pts]; Vibration Sense [+10pts]

Racial Disadvantages:

None

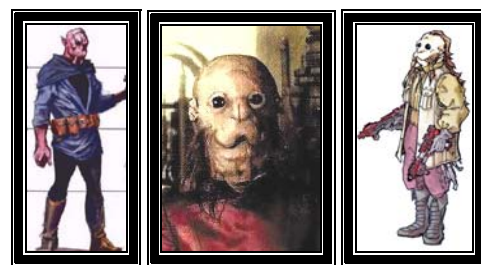
Racially Learned Skills and Racial Skill Bonuses:

Survival (Swamp & Jungle) at Per [+4pts]

CP: M'shento'su'Nikto

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+23
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+10
TOTAL	+13

Nimbanel



Attribute Adjustment:

IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Nimban

Tech Level:

11

Racial Advantages:

Language Talent [+10pts]

Racial Disadvantages:

Reputation-1 (Bureaucrats, Almost Everyone but own race, x1, All the time, x1) [-5pts]; Social Stigma (Subjugated) [-20pts]; Proud (Intelligence, efficiency, and work ethics) [0pts]

Free Skills:

Language (Nimbanese, Native); Area Knowledge (Nimban)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic & Huttese, Native) [+8pts]; Administration at IQ+1 [+4pts]; Computer Operation/TL11 at IQ [+1pt]

Features/Taboos:

None

Names:

Examples of names are Alee Aroval, Beels Lebeleb, Gallo Memm, Lhojugg, Mosep Binneed, Nirbella Tanless, Pok Nar-Ten, Prenlarr Brelm, and Sarab Mullo.

Description:

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, any 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.

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.

Nimbanels are reptilian humanoids with bald heads, pale skin, round dark eyes, and snouts framed by tufts of cheek hair.

Their homeworld Nimban is a planet in the Outer Rim.

Notes:

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+10
Racial Disadvantages	-25
Racially Learned Skills and Racial Bonuses	+13
TOTAL	+13

Noehon



Attribute Adjustment:

DX+1 [+20pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

SM-1

Origin:

Noe'ha'on

Tech Level:

11

Racial Advantages:

Ambidexterity [+5pts]; Extra Arms+2 [+20pts]

Racial Disadvantages:

Cannot Speak [-15pts]; Illiteracy (Native) [-3pts]; Short Lifespan 1 [-10pts]

Free Skills:

Language (Noehonese, Native) (incorporates scent with mandible clicks and shrill sounds, spoken only); Area Knowledge (Noe'ha'on)

Racially Learned Skills and Racial Skill Bonuses:

Climbing at DX+1 [+4pts]

Features/Taboos:

None

Names:

Examples of names are Gi'kha, Hark'r, Ki'nakra, Ri'zat, Tir'uh, and Zak'r.

Description:

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”.

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. Noehons 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.

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. No Noehon to date has opted to learn (or possessed the aptitude to learn) the ways of the Jedi.

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 3 feet 7 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.

Their homeworld Noe’ha’on is a jungle world located in the Expansion Region

Notes:

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+25
Racial Disadvantages	-28
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+1

Noghri



Attribute Adjustment:

DX+1 [+20pts]

Secondary Characteristic Adjustment:

SM-1

Origin:

Honoghr

Tech Level:

TL 3 – Low TL-8

Racial Advantages:

Claws (Sharp) [+5pts]; Combat Reflexes [+15pts]; Discriminatory Smell [+15pts]; Reputation+1 (Natural-born hunter, Criminals and Imperial Agents, x½, Occasionally, x⅓) [+1pts]; Teeth (Sharp) [+1pt]

Racial Disadvantages:

Code of Honor (Battle Honor) [-10pts]; Reputation (Aggressive, Almost Everyone, x1, Occasionally, x⅓) [-1pts]; Duty (Serve Lord Vader, either Extremely Hazardous, Quite often) [-15pts] and Social Stigma (Subjugated) [-20pts] or Vow (Protect Legacy of Vader, Great Vow) [-15pts] and Secret (Republic Agent, Imprisonment) [-20pts]; Sense of Duty (Clan, Small Group) [-5pts]; No Sense of Humor [-10pts]; Bowlegged [0pts]

Free Skills:

Language (Honoghran, Native) sometimes called Noghrese; Area Knowledge (Honoghr)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Native) [+6pts]; Brawling at DX [+1pt]; Farming TL3 at IQ-1 [+1pt]; Fast-Draw (Knife) at DX+2 [+4pts]; Holdout at IQ+1 [+4pts]; Melee Weapon (Knife) at DX+2 [+4pts]; Observation at Per [+2pts]; Stealth at DX [+2pts]; Tracking at Per+1 [+4pts]

Features/Taboos:

None

Names:

Examples of names are Cakhmain clan Eikh’mir, Ekhrikhor clan Bakh’tor, Khabarakh clan Kihm’bar, Ovkhevarn clan Bakh’tor, Ruhk clan Baikh’vair, and Sikhisakh clan Tlakh’sar.

Description:

The Noghri are a small, compact humanoid species native to the isolated Outer Rim planet of Honoghr. 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 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.

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 Grand Admiral Thrawn 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 agent, as well as the allies, friends, and relatives of Leia Organa-Solo.

Noghri are fierce, dedicated warriors who place the honor of their clans and the safety of their charges above all. For a relative 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.

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 4 feet tall.

Notes:

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	-40
Racial Advantages	+37
Racial Disadvantages	-61
Racially Learned Skills and Racial Bonuses	+28
TOTAL	-16

Nosaurian



Attribute Adjustment:

DX+1 [+20pts]

Secondary Characteristic Adjustment:

SM-1

Origin:

New Plympto

Tech Level:

11

Racial Advantages:

Damage Resistance 1 (Tough Skin, -40%, Physical, -20%) [+2pts]; Striker (Horns, Piercing, Cannot Parry, -40%, Limited Arc – Front, -40%) [+1pt]

Racial Disadvantages:

Chummy (Gregarious, Except Humans, +10%) [-11pts]; Colorblindness [-10pts]; Cold-Blooded [-5pts]; Intolerance (Humans) [-5pts]; Odious Racial Habit (Braying) [-1pt]; Proud (Ancient Customs) [-1pt]

Free Skills:

Language (Nosaurian, Native); Area Knowledge (New Plympto)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example Names are Fefar Blackeye, Clegg Holdfast, Churra Leafhorn, and Moco Minkfruit.

Description:

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 reason most other species cannot phantom.

Nosaurians have black-and-white vision, a trait that is lately 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 would 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 Nosaurians 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 destruction.

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.

Nosaurians stand between 3 foot 11 and 4 foot 11 tall. They have four nimble fingers on each hand and posses 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 headdress. The horns are sharp enough to gore opponents.

Their homeworld New Plympto is a temperate planet in the Core Worlds region.

Notes:

A Nosaurian can be seen at the podraces in Episode I.

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+3
Racial Disadvantages	-22
Racially Learned Skills and Racial Bonuses	0
TOTAL	+1

Nuknog



Attribute Adjustment:

DX+1 [+20pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

Per+1 [+5pts]; Will-1 [-5pts]; SM-2

Origin:

Sump

Tech Level:

10 – Low TL-1 [-5pts]

Racial Advantages:

None

Racial Disadvantages:

Bad Temper [-10pts]; Berserk [-10pts]; Cold-Blooded [-5pts]; Intolerance (Other Species, Only after being freed) [-10pts]; Short Lifespan+1 (Only on Sump) [-10pts]; Slave Mentality (Only after 1,000 BBY) [-40 pts]; Social Stigma (Subjugated, Only between 1,000 BBY and being freed) [-20pts]; Wealth (Poor) [-15pts]

Free Skills:

Language (Nuknog, Native); Area Knowledge (Sump)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

Long neck

Names:

Examples of names are: Vek Bolko, Buhar Lod, Po Nulnik, Skoo Runkin, Ark Roose, and Noop Warko.

Description:

Nuknog are diminutive humanoids with small brains and short tempers. Nearly 1,000 BBY, 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.

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 scapegoat for their problems. The bravest Nuknog actually have the will and drive to rise above their meager lives, and they are rare indeed.

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 stand approximately 4 feet tall.

Their 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.

Notes:

Nuknog PCs are not recommended.

A Nuknog can be seen at the podraces in Episode I.

Some Disadvantages do not always apply; resulting in a total of Disadvantages of either -40pts, -90pts, -100pts, or -120pts.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	0
Racial Disadvantages	-40
Racially Learned Skills and Racial Bonuses	0
TOTAL	-45

-O-

Odenji

**Attribute Adjustment:**

None

Secondary Characteristic Adjustment:

None

Origin:

Issor

Tech Level:

11

Racial Advantages:

Amphibious [+10pts]; Doesn't Breathe (Gills, -50%) [+10pts]; Nictitating Membrane+1 [+1pt]; Pitiable [+5pts]; Speak Underwater [+5pts]

Racial Disadvantages:

Chronic Depression [-15pts]; Dislikes (either land-dwelling Odenji or underwater Odenji) [-1pt]

Free Skills:

Language (Issorian, Native); Area Knowledge (Issor)

Racially Learned Skills and Racial Skill Bonuses:

Swimming at HT+2 [+4pts]

Features/Taboos:

None

Names:

Unknown

Description:

The Odenji of Issor are medium-sized bipeds with smooth, hairless heads, and large, webbed hands and feet. Odenji skin color ranges from dark brown to tan. Members of the species have gills on the sides of their necks so they can breathe freely in and out of water. Where the Issori have olfactory wrinkles, the Odenji have four horizontal flaps of skin that serve the same purpose: facilitating the sense of smell.

The Odenji are a sad and pitiable species. After the melanncho, very few Odenji publicly express joy, pleasure or humor. This sadness manifests itself through the Odenji's apathetic attitude and unwillingness to assume positions of leadership.

The Odenji developed as a nomadic, underwater society that existed until the Odenji and Issori met for the first time. The Issori somehow persuaded the Odenji that life on the Issori surface was better than underwater, and the Odenji eventually relocated their entire culture to the land.

Forming a new Issori-Odenji government, the two species made rapid technological progress. Eventually, as the result of an Issori-Odenji experiment, Issor made contact with a space-faring culture, the Corellians. The Issorians gained access to considerably more advanced technology.

Several centuries ago, the Odenji entered into a period known as the melanncho. During this time, the amount of violent crime increased and depression among the species was at an all-time high. Eventually the period passed, but today many Odenji experience personal melanncho. Odenji do not intentionally try to be sad; most Odenji want very much to be happy and experience joy like members of other species. Unfortunately, they are unable to bring themselves to a happy emotional plateau.

No cause has been discovered for this strange, species-wide sadness, though several theories exist. Some scientists hypothesize that the melanncho was caused by a virus or strain of bacteria, one to which the Issori were immune. Imperial scientists, on the other hand, insist that the melanncho is simply a genetic dysfunction and that the Odenji would have eventually become extinct from it had they not had access to "human" medicine. A theory gaining much support among the Odenji themselves is that the melanncho, both species-wide and personal, is the result of the migration of the Odenji from their aquatic home to the land above. Many Odenji who believe this theory have created underwater communities, much to the dismay of their land dwelling brethren.

The Odenji have access to the space-level technology they developed with the Issori and offworlders. They allow the Issori to handle most of Issor's trade, but do help produce goods for sale. The groups of Odenji returning to the ocean shun this technology

and have returned to the feudal devices used by their ancestors before leaving the oceans.

Notes:

Odenji PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+31
Racial Disadvantages	-16
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+19

Omwati



Attribute Adjustment:

ST-1 [-10pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]

Origin:

Omwat

Tech Level:

9 - Low TL-2 (Before Imperial subjugation)[-10pts]

10 - Low TL-1 (During Imperial subjugation) [-5pts]

11 (After the Battle of Endor)

Racial Advantages:

Talent (Artificer+1) [+10pts]; Talent (Mathematical Ability+1) [+10pts]

Racial Disadvantages:

Skinny [-5pts]

Free Skills:

Language (Omwatese, Native); Area Knowledge (Omwat)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Examples of names are Giraal, Helix Lur, Orthan, Pillik, Xel Tanni, Qwi Xux, and Zalir.

Description:

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 honeycomb-like 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 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 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 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 then were dead.

Omwati explorers were eventually contacted by New Republic diplomats, but only after these Omwati terrorized a number off 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.

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. An Omwati values family above friendship and friendship above everything else.

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.

Their homeworld Omwat is an orange-green planet of savannas and mountains located in the Outer Rim

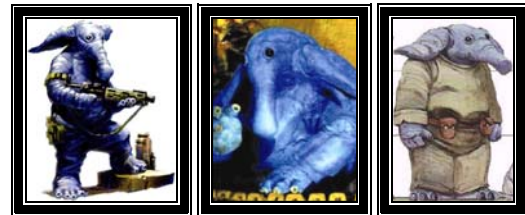
Notes:

Omwati PCs can be encountered any time when they originate from Coruscant. During the Imperial era, Omwati can be encountered as Imperial operatives. After the Battle of Endor, Omwati PCs may originate from Omwat.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+20
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	0
TOTAL	+30

Ortolan



Attribute Adjustment:

DX-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

HP+1 [+2pts]; SM-2

Origin:

Orto

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

Damage Resistance 1 (Tough Skin, -40%, Physical, -20%) [+2pts]; Discriminatory Smell [+15pts]; Fur [0pts]; Reduced Consumption 2 (Cast iron Stomach, -50%) [+2pts]; Subsonic Hearing [+5pts]; Ultrahearing [+5pts]

Racial Disadvantages:

Dislikes (Bright Light) [-1pt]; Gluttony (Resist quite rarely, x2) [-10pts]; Reputation-1 (Dimwitted, Almost everyone, x1, all the time, x1) [-5pts]

Free Skills:

Language (Ortolan, Native); Area Knowledge (Orto)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Native) [+6pts]; Survival (Arctic) at Per [+2pts]

Features/Taboos:

None

Names:

Examples of names are Bedo, Eembek, Miebat, Nabkess, Ooben, Rebo, Ruznee, and Ydde.

Description:

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.

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 even 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.

Ortolans have floppy ears, beady black eyes, long trunk-like 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, velvet-like blue fur hangs off their chubby bodies. Ortolan adults stand around 4 foot 1 in height.

Their homeworld Orto is a frozen wasteland located in the Outer Rim. The planet has a short and unpredictable growing season, and famines are common.

Notes:

An Ortolan can be seen at Jabba’s Palace in Episode VI.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	+2
Tech Level	-5
Racial Advantages	+29
Racial Disadvantages	-16
Racially Learned Skills and Racial Bonuses	+8
TOTAL	+8

-P-

Pacithhip



Attribute Adjustment:

ST+1 [+10pts]; DX-1 [-20pts]

Secondary Characteristic Adjustment:

None

Origin:

Shimia

Tech Level:

10 – Low TL-1 [-5pts]

Racial Advantages:

360° Vision [+25pts]; Cultural Adaptability (Xeno-Adaptability) [+20pts]; Damage Resistance 2 (Thick Skin, -40%, Physical, -20%) [+2pts]; Striker (Tusks, Piercing, Limited Arc Front, -40%) [+3pts]

Racial Disadvantages:

Sense of Duty (Authority) [-15pts]

Free Skills:

Language (Shimiese, Native); Area Knowledge (Shimia)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Native) [+6pts]

Features/Taboos:

None

Names:

Examples of names are Aruka, Gepto, Hukudi, Ketwol, Ossom Okwar, Runkara, and Sossil Wekwa.

Description:

Pacithhip 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 provide 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.

Rational and tolerant beings by nature, Pacithhips tend to accept the way things are and rarely question authority. The average Pacithhip heads the teaching 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.

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 a 360-degree vision. The average Pacithhip stands 4 foot 11 tall.

Their homeworld Shimia is 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.

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.

Notes:

A Pacithhip can be seen in the Cantina in Episode IV.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+50
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+6
TOTAL	+26

Paigun



Attribute Adjustment:

ST-1 [-10pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]; SM+1

Origin:

Paigu

Tech Level:

11

Racial Advantages:

Damage Resistance 1 (Though Skin, -40%, Physical, -20%) [+2pts]

Racial Disadvantages:

Overconfidence (Resist quite rarely, x2) [-10pts]; Dislike (Violence & Shows of emotion) [-1pt]

Free Skills:

Language (Paigun, Native) a language that contains virtually no imagery, metaphors, or euphemisms; Area Knowledge (Paigu)

Racially Learned Skills and Racial Skill Bonuses:

Mathematics/TL11 at IQ [+4pts]

Features/Taboos:

None

Names:

Example names are Hydek Ro, Kaithu Oka, Kitak Hu, Orik Supan, Ousak Nin, and Vikra Tha.

Description:

Paiguns are experts at mathematics and logic, traits that have made their homeworld of Paigu a center for innovation for the Commonality. Their world also boasts some of the most impressive architecture found anywhere in the Vorzyd Cluster, with massive towers that hold thousands of people and rise for miles to touch the storm-wracked sky of their homeworld.

Paigun are adroit theorists who spurn violence and shows of emotion, preferring to let others do their fighting for them. Their sagacity and calculated arrogance doesn't always sit well with their neighbors in the Vorzyd Cluster.

Paiguns are rail-thin bipeds with thick, warty gray-skin and shriveled, prune-like faces. They stand about 6 foot 8 tall, although males are generally shorter than females.

Their homeworld Paigu is a world ravaged by fierce lightning storms. The Paiguns have learned to tap into electrical storms as a source of power for their great cities.

Notes:

None

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	-2
Tech Level	0
Racial Advantages	+2
Racial Disadvantages	-11
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+3

Pa'lowick



Attribute Adjustment:

ST-1 [-10pts]; DX+1 [+20pts]

Secondary Characteristic Adjustment:

Wis+1 [+5pts]

Origin:

Lowick

Tech Level:

6 - Low TL-5 [-25pts]

Racial Advantages:

Amphibious [+10pts]; Breath-Holding+1 [+2pts]; Striker (Tusks, Piercing, Cannot Parry, -40%, Limited Arc Front, -40%) [+1pts]

Racial Disadvantages:

Proud (Pa'lowick Traditions) [-1pt]

Free Skills:

Language (Lowickese, Native); Area Knowledge (Lowick)

Racially Learned Skills and Racial Skill Bonuses:

Swimming at HT+1 [+2pts]

Features/Taboos:

None

Names:

Examples of names are Larisell Chatrunis, Aneeda Desha, Meep Erdles, Sal Orbego, Sy Snootles, and Roopak Weelak.

Description:

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 the 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 interest has had little impact on Pa'lowick society, as most Pa'lowicks could care less about event shaping the galactic community.

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.

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 stands about 5 foot 3 tall.

Their homeworld Lowick is a swampy planet in the Outer Rim.

Pa'lowicks rarely leave Lowick; those who 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.

Notes:

A Pa'lowick can be seen at Jabba's Palace in Episode VI.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	+5
Tech Level	-25
Racial Advantages	+13
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+4

Pau'an

**Attribute Adjustment:**

None

Secondary Characteristic Adjustment:

SM+1

Origin:

Utapau

Tech Level:

11

Racial Advantages:

Cultural Adaptability (Xeno-Adaptability) [+20pts]; Night Vision 1 [+2pts]; Social Regard (Feared+1) [+5pts]; Teeth (Fangs) [+2pts]

Racial Disadvantages:

Minor Handicap (Light Sensitive) [-1pts]

Free Skills:

Language (Pau'an, Native); Area Knowledge (Utapau)

Racially Learned Skills and Racial Skill Bonuses:

Administration at IQ-1 [+1pt]

Features/Taboos:

None

Names:

Example names are Lampay Fay, Timon Medon, Tion Medon, and Zyn Javeb.

Description:

One of the two species native to the sinkhole world of Utapau, Pau'ans were gaunt near-Humans who resided in cities lining the sinkhole walls. Pau'ans are also known as Utapau'ans. Pau'ans coexisted on Utapau with the stocky Utai.

The average Pau'an stood taller than a Human, standing about 6 foot 2 tall with a bald head striped with furrowed gray skin. They wore elaborate clothes intended to heighten their impressive stature. These beings appear frightening to some, with large, sunken black eyes and jagged, fang-like teeth used for tearing into raw meat. In fact, most Pau'ans were friendly, and were happy to welcome guests to their often overlooked world. Several thousand years of interaction with outsiders may in fact have caused them to evolve so as to appear more pleasing to humanoid visitors.

The Pau'ans once resided on the scrub-covered surface of Utapau, while the Utai made their homes in the planet's sinkholes. However, a climate change forced the Pau'ans underground, into the sinkholes. Over time, the two societies merged together to live in a mutually beneficial civilization. Pau'ans represented only about thirty percent of the population on Utapau, though as the

administrators and bureaucrats of the sinkhole cities, their influence made up for their lack of numbers.

Pau'an society was a blend of a variety of styles and cultures, borne from the ancient merger with the Utai. Built into the sinkhole walls, Utopaun settlements such as the Pau City spaceport were divided into different areas, each a mix of architectural styles and other-worldly design. Pau'ans developed an industrial society, despite their seemingly primitive, troglodyte image, though it is the Utai who carried out labor work on Utopau.

Sadly, the Pau'an culture was disturbed during the Clone Wars by the Confederacy of Independent Systems. The Utopau'ans attempted to remain neutral in the conflict, though Administrator Tion Medon was forced to host General Grievous and his allies on Utopau, turning the planet into a Separatist safehouse. With the arrival of Obi-Wan Kenobi, many Pau'ans fought back against the droid forces, though Utopau was subjugated once more with the formation of the Empire. Pau'ans captives were shipped as slaves for several Imperial projects including the colonization of Byss.

Notes:

Pau'ans can be seen during the Clone Wars in Episode III - Revenge of the Sith.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+29
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	+1
TOTAL	+29

Phindian



Attribute Adjustment:

IQ+1 [+20pts]

Secondary Characteristic Adjustment:

None

Origin:

Phindar

Tech Level:

12 - High TL+1 [+5pts]

Racial Advantages:

Arm DX+1 (Both Arms, Long+1, +100%) [+32pts]

Racial Disadvantages:

Reputation-1 (Contrary, Almost everyone but own race, x1, Almost all the time, x1) [-5pts]

Free Skills:

Language (Phindian, Native); Area Knowledge (Phindar)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Native) [+6pts]

Features/Taboos:

None

Names:

Examples of names are Banikou, Guerra Derida, Paxxi Derida, Gerpha, Hem, Karke, Meerka, and Teeyr Verke.

Description:

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.

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.

Phindians are thin, mournful-looking beings with dark skin that sometimes 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.

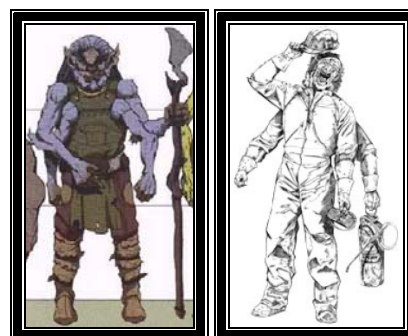
Their homeworld Phindar is a temperate Outer Rim planet.

Notes:

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	+5
Racial Advantages	+32
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	+6
TOTAL	+58

Pho Ph'eahian



Attribute Adjustment:

IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Pho Ph'eah

Tech Level:

11

Racial Advantages:

Extra Arms+2 [+20pts]; Temperature Tolerance+4 (Cold, -50%) [+2pts]

Racial Disadvantages:

Delusions (Sacred manifestations of the spirit) [-5pts]; Odious Racial Habit (Ritual cleaning) [-5pts]

Free Skills:

Language (Pho Ph'eahese, Native); Area Knowledge (Pho Ph'eah)

Racially Learned Skills and Racial Skill Bonuses:

Survival at Per+1 (Mountain) [+4pts]

Features/Taboos:

None

Names:

Examples of names are Cho'ree, Darshev, Fe'heon, Garv, Le'shar, Lo'pho'r, Rova, Shev, Veerzan, and Vo'ray.

Description:

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.

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.

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 5 foot 7 tall.

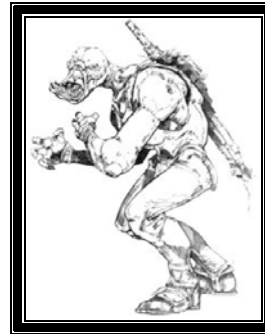
Their homeworld Pho Ph'eah is an Outer Rim world near the Corporate Sector. The planet's distant elliptical orbit keeps it far from its native sun most of the time. During these "dark" periods, the sun appears as a distant speck in Pho Ph'eah's sky, and the

Pho Ph'eahians must rely on their thermal layer of fur to keep them warm.

Notes:**CP:**

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+22
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+31

Poss'Nomin

**Attribute Adjustment:**

None

Secondary Characteristic Adjustment:

HP+1 [+2pts]; SM+1

Origin:

Illareen

Tech Level:

11

Racial Advantages:

Peripheral Vision (Large, -20%) [+12pts]; Teeth [0pts]

Racial Disadvantages:

Bowlegged [0pt]

Free Skills:

Language (Illarese, Native); Area Knowledge (Illareen)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Unknown

Description:

Somewhat larger than an average human (averaging about 6 foot 3), the Poss'Nomin, native to Illareen, have a thick build that is due more their sizable bone structure than muscular build. Their skin is almost uniformly red, though some races have black or brown-spotted forearms. They have wide faces with angular cheek bones rimmed with cartilage knobs, and a broad, flat nose. They

have great, shovel-like jaws filled with a mixture of flat and sharp teeth that betray their omnivorous nature.

Certainly the most striking aspect of the Poss’Nomin’s physical appearance is his three eyes; they are positioned next to one another horizontally, giving him a wide arc of vision. The large eyes are orange except for the iris, which ranges from dark blue to yellow. Each eye has two fleshy eyelids; the outer one is used primarily when sleeping.

The Poss’Nomin evolved along the eastern shores of Vhin, an island continent in the northern hemisphere of Illareen. The area was rich in resources, but due to sudden and intense climate changes, possibly the result of a solar flare, that took place within the span of a few centuries, the place became an uninhabitable wasteland.

Having few options, the Poss’Nomin left the shores for better lands beyond. They quickly spread throughout the continent, eventually building boats that could take them to new regions. Civilizations blossomed throughout the world and society prospered.

Within a few millennia, several powerful nations had emerged, each with differing priorities and forms of government. Conflicts began that soon led to a war on a global scale, something the Poss’Nomin had never before experienced.

It was during this period, scarcely a century ago, that Illareen was discovered by a party of spice traders. As the planet was previously unexplored, the traders decided to investigate. What they found was a fully developed species engaged in massive global warfare.

The Poss’Nomin immediately ceased their fighting in order to comprehend the nature of their visitors. Less than a decade after their initial contact with outsiders, the warring nations put aside their grievances and united in an effort to adopt the galaxy’s more advanced technology and become part of the galactic community. Today approximately one-third of the population has adopted galactic-standard technology.

Since they were discovered, many Poss’Nomin have taken to the stars, in search of the adventures and riches to be found within the rest of the galaxy. Many have traveled to the uncharted regions at the edge of the galaxy and even beyond.

Notes:

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	+2
Tech Level	0
Racial Advantages	+12
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	+14

Psadan



Attribute Adjustment:

ST+1 [+10pts]; DX-1 [-20pts]; IQ-2 [-40pts]; HT+2 [+20pts]

Secondary Characteristic Adjustment:

HP+1 [+2pts]

Origin:

Wayland

Tech Level:

2 - Low TL-9 [-45pts]

Racial Advantages:

Damage Reduction+4/+2 (Shell, Back, -40%/Tough Skin, -40%, Physical, -20%) [+10pts]; Mind Shield+5 (Force,-10%) [+18pts]

Racial Disadvantages:

Illiteracy (Native) [-3pts]; Vow (Nature Religion) [-1pt]

Free Skills:

Language (Psadan, Spoken Native); Area Knowledge (Wayland)

Racially Learned Skills and Racial Skill Bonuses:

Language (Myneyrshi, Spoken Accented) [+2pts]

Features/Taboos:

None

Names:

Examples of names are Ba’han, Da’yid, Lupec, Parla, Rhev, Rsidd, Sinni, Sy’nir, and Yaodi.

Description:

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 Psadans and Myneyrsh “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.

Psadans are nature worshippers 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.

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 4 foot 11 tall.

Their homeworld Wayland is a remote jungle world in the Outer Rim.

Notes:

CP:

Type	CP
Attribute Adjustment	-30
Secondary Characteristic Adjustment	+17
Tech Level	-45
Racial Advantages	+28
Racial Disadvantages	-4
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-32

-Q-

Qiraash



Attribute Adjustment:

IQ+1 [+20pts]

Secondary Characteristic Adjustment:

None

Origin:

Unknown

Tech Level:

11

Racial Advantages:

Farseeing [+17pts]; Force Sensitive [+5pts]

Racial Disadvantages:

None

Free Skills:

Language (Basic, Native); Area Knowledge (any one planet)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Leesub Sirln.

Description:

The Qiraash were pale-skinned near-Humans with large craniums. They may have had some level of natural precognition.

It has been theorized that Aurra Sing was a Qiraash, though she lacks the enlarged cranium and Human-sized fingers.

Notes:

Leesub Sirln can be seen at the Cantina in Episode IV.

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+17
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	+37

Quarren



Attribute Adjustment:

HT+1 [+10pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Mon Calamari

Tech Level:

11

Racial Advantages:

Amphibious [+10pts]; Damage Resistance 1 (Tough Skin, -40%, Physical, -20%) [+2pts]; Doesn't Breathe (Gills, -50%) [+10pts]; Nictitating Membrane+1 [+1pt]; Night Vision+4 [+4pt]; Pressure Support 2 [+10pts]; Speak Underwater [+5pts]

Racial Disadvantages:

Dependency (Moist, Very Common, Daily, x3, Only in arid or non-moist environments, +30%) [-10pts]; Dislike (Idealists) [-1pt]; Dislike (Optimists) [-1]

Free Skills:

Language (Quarrenese, Native); Area Knowledge (Mon Calamari)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Broken) [+2]; Language Mon Calamarian, Accented) [+4pts]; Swimming at HT+1 [+2pts]

Features/Taboos:

None

Names:

Examples of names are Kelmur Woig, Kruluk, Lyyr Zartoe, Moren Chonk, Nollo Kanx, Notha Dab, Nrin Vakil, Salin Glek, Seggor Tels, Tessek, Thulwuk Thur, Triogor Silus, Tsillin Wel, Vekker, Vuhig Worrik, Walif Merv, Wheade Daud, and Borun Call.

Description:

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 the 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.

Practical and conservative, Quarren tend to hate change and distrust anyone who displays overt optimism and idealism.

The Quarren have heads that resemble four-tentacle squids, hence the name "squid-head" that followed them to other worlds. They have leathery skin and suction-cupped fingers. Their eyes are typically bright blue or turquoise.

Their homeworld Mon Calamari is a watery, technological planet located in the Outer Rim.

Notes:

Quarren can be seen from Episodes I to III at the Republic Senate.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	+3
Tech Level	0
Racial Advantages	+42
Racial Disadvantages	-12
Racially Learned Skills and Racial Bonuses	+8
TOTAL	+51

Quermian



Attribute Adjustment:

ST-1 [-9pts]; DX+1 [+20pts]; HT-1 [-10pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]; Will+1 [+5pts]; SM+1

Origin:

Quermia

Tech Level:

11

Racial Advantages:

Claws (Blunt) [+3pts]; Compartmentalized Mind 1 [+50pts]; Extra Arms+2 (No physical attack) [+10pts]; Telecommunication (Biological, Racial, -10%, Sense Based - Vision, -20%) [+7pts]

Racial Disadvantages:

Broad-Minded [-1pt]; Pacifism (Self-Defense Only) [-15pts]; Vow (Keep racial telecommunication a secret) [-1]

Free Skills:

Language (Quermian, Native); Area Knowledge (Quermia)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Native) [+6pts]

Features/Taboos:

None

Names:

Examples of names are Yrrani Basa, Ayra Foon, Naaz Hola, Yarael Poof, and Tyan Maereth.

Description:

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 then 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 arts of Quermia brains, but so far no hard scientific evidence has been provided to confirm or deny psychic powers on the part of all Quermians.

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 with drew 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.

Quermians are a gentle, unassuming people. They embrace reason, shun violence, and enjoy interacting with members of other species and cultures.

Quermians have four arms, two clawed feet, and small bodies. The hands of one set arms contain 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 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 about 6 foot 3 tall, with no differences between males and females.

Their homeworld is the beautiful Outer Rim planet of Quermia.

Notes:

A Quermian can be seen at the Jedi Council in the first three episodes.

CP:

Type	CP
Attribute Adjustment	+21
Secondary Characteristic Adjustment	-7
Tech Level	0
Racial Advantages	+70
Racial Disadvantages	-17
Racially Learned Skills and Racial Bonuses	+6
TOTAL	+70

Quockran



Attribute Adjustment:

ST+1 [+9pts]; DX-2 [-40pts]; IQ+2 [40pts]; HT+2 [+20pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Quockra-4

Tech Level:

11

Racial Advantages:

Injury Tolerance (No Vitals) [+5pts]; Teeth (Sharp) [+1pt]

Racial Disadvantages:

Dependency (Moist, Very Common, Daily, x3, Only in arid or non-moist environments, +30%) [-10pts]; No Legs (Slithers) [0pts]; Phobia (Xenophobia, Resist quite rarely, x2) [-30pts]

Free Skills:

Language (Quockrese, Native); Area Knowledge (Quockra-4)

Racially Learned Skills and Racial Skill Bonuses:

Engineer/TL11 (Robotics) at IQ-1 or Mechanics/TL11 (Robotics) at IQ [+2pts]

Features/Taboos:

None

Names:

Unknown

Description:

The affairs of Quackra-4 seem to be populated and managed entirely by various types of alien droids. Many of the droids are Imperial manufacture, but some are of unknown design. Some of the Imperial models can speak with the visitors, but will not be able to tell them much about the world except that they really don't like it much. The other droids speak machine languages. In reality, the droids are merely the servants of the true masters of Quockra-4, enormous black-skinned slug-like creatures which live deep underground.

At one time, when the world had more moisture, the Quockrans lived on the surface. Then the climate changed becoming hotter and drier, and the delicate-skinned beings were forced to move underground. They only emerge on the surface at night, when the air is cool and damp.

Naturally xenophobic, the Quockrans intensely dislike dealing with aliens. They are completely indifferent to the affairs of the galaxy, and will not, in any imaginable circumstances, get involved in alien politics (e.g., the Rebellion). Their most basic desire is to be left alone. It was this desire to avoid dealing with outsiders that moved the Quockrans to engineer an entire society of droids to liaison with other species.

Notes:

CP:

Type	CP
Attribute Adjustment	+29
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+6
Racial Disadvantages	-40
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-3

Qwohog



Attribute Adjustment:

DX+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM-1

Origin:

Hirsi

Tech Level:

11

Racial Advantages:

Amphibious [+10pts]; Damage Resistance 2 (Scales) [+10pts]; Doesn't Breathe (Gills, -50%) [+10pts]; Nictitating Membrane+2 [+2pts]; Speak Underwater [+5pts]

Racial Disadvantages:

Disturbing Voice () [-10pts]; Weakness (Salt water, 1d per minute) [-20pts]

Free Skills:

Language (Qwohog, Native); Area Knowledge (Hirsi)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Native) [+6pts]; Swimming at HT+2 [+4pts]

Features/Taboos:

None

Names:

Examples of names are Ceyluun, Eelid, Falor, Indeeri, Jebel, Kei No Kay, K'zk, Melleod, Nemedor, Pol, Saryana, and Zaami.

Description:

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 Rebel' 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 damage 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 Anomids) that transform sound waves and subtle jaw movement into words.

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.

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 3 foot 11 tall.

Their homeworld Hirsi is 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.

Notes:

Qwohog use sound waves to communicate underwater. In air, these sound waves can only be heard out to a range of 4 yards, 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 heritage.

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+37
Racial Disadvantages	-30
Racially Learned Skills and Racial Bonuses	+10
TOTAL	+32

-R-

Rakata



Attribute Adjustment:

DX+1 [+20pts; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Lehon

Tech Level:

TL 3 - Low TL-8 [-40pts]

Racial Advantages:

360° Vision (Easy to hit, -20%) [+20pts]; Amphibious [+10pts]; Claws [0pts]

Racial Disadvantages:

Mundane Background (Force-related skills, advantages, and disadvantages) [-10pts]; Reputation-3 (Abrasive nature, Almost everyone but own clan, x%, All the time, x1) [-10pts]

Free Skills:

Language (Rakatan, Native); Area Knowledge (Lehon)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Unknown.

Description:

The Rakata (also known as the Builders) were a roughly humanoid species with distinctive amphibian features. They were a scientifically advanced people that developed early in galactic history. Long term use of the Dark Side of the Force corrupted their society and turned them into a race of merciless warriors. The Rakata used their potent Force-powered technologies to conquer and enslave every other species they came across throughout the known galaxy. During the reign of their Infinity Empire, they were characterized by their cruelty, savagery, and arrogance. They were known to strip entire planets of their resources, terraform worlds to fit their own shifting needs, kill entire slave workforces, and to eat and defile the bodies of slain enemies.

The Rakata were the original creators of the first hyperdrive engines. The Corellians, Duros, and various other civilizations adopted and modified it for their own needs after the fall of the Infinity Empire.

The Rakata were believed to have inadvertently seeded swaths of the galaxy with sentient life by transporting slave species to new worlds.

The Rakata are a Force Sensitive species until they were struck by a galactic plague. A mysterious mutation in the plague had caused to strip the builders of their powers. As the Force users were culled from the overall population at an ever increasing rate, the Rakata lost their ability to manipulate their own technology. Soon, they were forced to rely on inferior devices that were not dependent on the Force. Sensing weakness, slave species rebelled in large-scale insurrections on many member worlds and stemmed the total collapse of the Infinity Empire in 25,200 BBY

The Rakata have a large, almost cone shaped head, and their eyes are placed on short stalks on the side of their head granting them an exceptionally wide field of vision. They retain vestigial claws that they do not use in combat. They are tall (averaging about 6 foot 3) and thin, but contain strong wiry muscles. As a race they are very intelligent and nimble, but due to their odd look and abrasive nature, other races find them difficult to get along with.

Their homeworld Lehon (also called Rakata Prime) is located in the Rakata system which is protected by a disruptor field operated from the summit of a temple on the surface of Lehon. It was originally constructed to protect the Star Forge, but it was now used to protect the Rakata themselves.

Notes:

The Rakata can be seen in Knights of the Old Republic I and II. Rakata characters before the galactic plague are at TL11 [0pts], are Force Sensitive [+5pts] and don't have the Mundane Background disadvantage but have Overconfidence [-5pts] and are Callous [-5pts]. This totals the CP to +55 points.

CP:

Type	CP
Attribute Adjustment	+40
Secondary Characteristic Adjustment	0
Tech Level	-40
Racial Advantages	+30
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	0
TOTAL	+10

Ranat



Attribute Adjustment:

DX+1 [+20pts]; IQ-4 [-80pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

SM-2

Origin:

Rydar II or Aralia

Tech Level:

TL 3 - Low TL-8 [-40pts]

Racial Advantages:

Acute Senses+3 (Taste and Smell) [+12pts]; Claws [0pts]; Dark Vision [+25pts]; Flexibility [+5pts]; Fur [0pts]; Resistant (Diseases, Occasional) [+10pts]; Teeth (Sharp) [+1pt]; Tunneling [+30pts]

Racial Disadvantages:

Bloodlust [-10pts]; Bowlegged [-1pt]; Odious Racial Habit (Gnaw constantly) [-5pts]; Overconfidence [-5pts]; Reputation-1 (Vile and savage, Almost everyone except own race, x1, All the time, x1) [-5pts]; Reputation-4 (Human enmity, Humans only, x½, All the time, x1) [-10pts]; Sadism [-15pts]; Selfish [-5pts]; Semi-Upright [-5pts]; Short Lifespan 1 [-10pts]; Social Stigma (Minority Group) [-10pts]

Free Skills:

Language (Ranat, Native); Area Knowledge (Rydar II or Aralia)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

Tail

Names:

Examples of names are Engal Jeers, Kleef, Marbor, Nastra Paffik, Reegesek, Targan, Veerz, and Nevar Yalnal.

Description:

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 semi-sentient 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 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). After several severe incidents on Aralia, the Empire attempted to take control of the Ranat problem once and for all. The Empire hired "pest controller", but environmentalists challenged the Empire's decision and pointed out that they were violating Imperial Laws against harming a sentient race. The Empire's Bureaucrats soon found a way around the problem; they added the Ranats to the list of semi-intelligent species. This meant that the Ranats could hold no rights to property, and could be killed in self-defense. The Ranats were never completely wiped out. The New Republic never changed the Ranats semi-intelligent status, primarily because no one has ever opposed it.

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.

Ranats are selfish, aggressive, foul-tempered, obstinate, and treacherous beings who take whatever measure 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 board technological items and various trinkets of personal value.

A Ranat is a 1-yard-tall, thin, dirty, rodent-like creature with sharp incisors and a long, whip-like 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 to slip through narrow openings.

A Ranat's claws are prehensile, with opposable digits that allow it to grasp items with ease.

Their homeworld was 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.

Notes:

Ranat Force users are unheard of.

A Ranat can be seen at the Mos Eisley Cantina in Episode IV.

CP:

Type	CP
Attribute Adjustment	-50
Secondary Characteristic Adjustment	0
Tech Level	-40
Racial Advantages	+83
Racial Disadvantages	-81
Racially Learned Skills and Racial Bonuses	0
TOTAL	-88

Ranth



Attribute Adjustment:

DX+1 [+20pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Caraaz

Features/Taboos:

None

Names:

Examples of names are Foreez Ch'zori, Eshee Desat, Evasta Foosher, Feychar Paska, Jaastal Rasheer, and Tir'arr Zur.

Description:

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 path 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 architectures. 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 the 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.

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 Caraaz are slaves relocated by Imperial forces during the rebellion era.

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 monetary acts of violence. Civilized Ranth are more perceptive, introspective, and apathetic than their nomadic cousins. Nomadic Ranth are resolute, passionate, and calculating.

A Ranth has shimmering pale blue fur, sharp claws and fangs, dark eyes, and a bushy tail. A typical Ranth adult stands about 5 foot 5 tall.

Their homeworld Caraaz, located in the Outer Rim, 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.

Notes:

Civilized Ranth

Tech Level:

11

Racial Advantages:

Claws (Sharp) [+5pts]; Temperature Tolerance+4 (Cold, -50%) [+2pts]; Terrain Adaptation (Ice and Snow) [+10pts]

Racial Disadvantages:

Bad Temper [-10pts]; Intolerance-3 (Nomadic Ranth) [-5pts];

Free Skills:

Language (Ranth, Native); Area Knowledge (Caraaz Ice Cities)

Racially Learned Skills and Racial Skill Bonuses:

None

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+17
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	-3

Nomadic Ranth

Tech Level:

3 - Low TL-8 [-40pts]

Racial Advantages:

Claws (Sharp) [+5pts]; Combat reflexes [+15pts]; Temperature Tolerance+4 (Cold, -50%) [+2pts]; Terrain Adaptation (Ice and Snow) [+10pts]

Racial Disadvantages:

Bad Temper [-10pts]; Intolerance-3 (Civilized Ranth) [-5pts];

Free Skills:

Language (Ranth, Native); Area Knowledge (Caraaz Wastelands)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Arctic) at Per+2 [+8pts]

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	-5
Tech Level	-40
Racial Advantages	+32
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+8
TOTAL	-20

Rodian



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

Will-1 [-5pts]; Per+1 [+5pts]

Origin:

Rodia

Tech Level:

11

Racial Advantages:

Combat Reflexes [+15pts]; Enhanced Tracking+1 [+5pts]; High Manual Dexterity+1 [+5pts]

Racial Disadvantages:

Bad Smell [-10pts]; Obsession (Violence) [-5pts]; Reputation-2 (Violent hunters, Almost Everyone but own race, x1, Sometimes, x½) [-5pts]

Free Skills:

Language (Rodese, Native); Area Knowledge (Rodia)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic or Huttese, Broken) [+2pts]; Tracking at PER [+2pts]

Features/Taboos:

None

Names:

Examples of names are Andoomi Hui, Avaro Sookcool, Beedo, Chido, Clezo, Drooto Sploonore, Doda, Gorak Khzam, Greedo, Greeata, Griv, Gulek Lohn, Keerig, Kelko, Koobis Nu, Loa Tibeeme, Malo, Meris Gen, Navik, Ne'chak, Neela, Neesh, Pqweeduk, Revidjasa, Skee, Slerog Fenn, Teeko, Treetot, Tulagn, and Wald.

Description:

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 is. 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.

Rodians tend to be violent, tenacious, and dedicated.

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 3 foot 3 tall.

Their homeworld Rodia is an industrial Mid Rim planet choked with heavy rain forests.

Notes:

The Rodian Greedo can be seen fighting with Anakin in Mos Espa in Episode I and at the Mos Eisley Cantina in Episode IV.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+25
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+9

Ropagu



Attribute Adjustment:

ST-1 [-10pts]

Secondary Characteristic Adjustment:

HP-2 [-4pts]

Origin:

Ropagi II

Tech Level:

11

Racial Advantages:

Reputation+1 (Well paying employer All Mercenaries, x½, Occasionally, x½) [+1pts]

Racial Disadvantages:

Cowardice (Resist Quite Rarely, x2) [-20pts]; Intolerance-1 (Alien Species) [-5pts]; Secret (Fear of Violence, Serious Embarrassment) [-5pts]

Free Skills:

Language (Ropagese, Native); Area Knowledge (Ropagi II); Cultural Familiarity (Ropagu)

Racially Learned Skills and Racial Skill Bonuses:

Diplomacy at IQ+2 [+12pts]

Features/Taboos:

None

Names:

Unknown

Description:

The Ropagu are a frail people, tall and thin, thanks to the light gravity of their homeworld Ropagi II. The average Ropagu is 5 foot 11 tall, of relatively delicate frame, wispy dark hair, pink eyes, and pale skin. Many of the men sport mustaches or beards, a

badge of honor in the Ropagu society. Ropagu move with a catlike grace, and they talk in deliberate, measured tones.

The Ropagu carry no weapons and only allow their mercenary forces to go armed. Ropagu would much rather talk out any differences with an enemy than fight with him. But the pacifistic attitude of the Ropagu is not as noble as it at first might seem. Long ago, the Ropagu realized that they simply had no talent for fighting. Hence, they developed a fear of violence based on enlightened self-interest. The Ropagu thinkers took this fear and elevated it to an ideal, to make it sound less like cowardice and more like the attainment of an evolutionary plateau.

The Ropagu hire extensive muscle from offworld for all the thankless tasks such as freighter escort, Offworlder's Quarter security and starport security. The Ropagu pay well, either in credits or services rendered (such as computer and droid repair, overhaul, etc.). They don't enjoy mixing with foreigners, however, and restrict outsiders' movements to the city off Offworlder's Quarter.

The importation of firearms and other weapons of destruction are absolutely forbidden by Ropagu law. Anyone caught smuggling weapons anywhere on the planet, including the Offworlder's Quarter, is imprisoned for a minimum of two-years.

The near-Humans of Ropagi II share an unusual symbiotic relationship with domestic aliens known as the Kalduu.

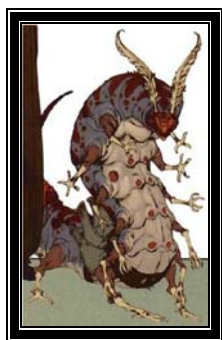
Notes:

Ropagu PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	-4
Tech Level	0
Racial Advantages	+1
Racial Disadvantages	-30
Racially Learned Skills and Racial Bonuses	+12
TOTAL	-31

Ruurian



Origin:

Ruuria

Tech Level:

11

Features/Taboos:

None

Names:

Examples Names are Amisus, Reeor Bufaali, Laalu Daorjay, Vobaa Eelunri, Bivikorn Phaanan, Skynx, and Tuur Raarbossi.

Description:

Ruurians are small caterpillar-like 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 butterfly-like 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.

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.

Ruurians are arthropodal beings with long tubular bodies, red multifaceted eyes, feathery antennae, and fur marked with re-brown rings. The average Ruurian larva stands about 3 foot 7 tall. Ruurian chroma-wings also have bright, colorful wings.

Their homeworld Ruuria is a warm, humid jungle world near the Corporate Sector. It boasts some of the finest institutes of higher learning, which specializes in intellectual sciences such as mathematics, physics, and philosophy.

Notes:

Chroma-wing PCs are not recommended.

When a Larva is middle aged (about 35 years) the profile is replaced with the Chroma-wing template.

Larva

Attribute Adjustment:

ST-1 (-10pts); IQ+2 [+40pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

SM-1

Racial Advantages:

Extra Arms+8 (Short, -50%) [+40pts]; Extra Legs +4 [+10pts]; Language Talent [+10pts]; Talent (Mathematical Ability+1 or Musical Ability+2) [+10pts]

Racial Disadvantages:

Duty (Caring the Elders, Almost all the time, Nonhazardous) [-10pts]; Short Lifespan-1 [-10pts]

Free Skills:

Language (Ruurese, Native); Area Knowledge (Ruuria)

Racially Learned Skills and Racial Skill Bonuses:

None

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+70
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	0
TOTAL	+70

Chroma-wing

Attribute Adjustment:

ST-1 [-10pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

SM-1

Racial Advantages:

Appearance (Beautiful/Handsome) [+12pts]; Flight (Winged, -25%) [+30pts]; Independent Income (Cared by Larva) [+1pt]

Racial Disadvantages:

Absent Mindedness [-15pts]; Fragile (Brittle, Wings only, x½) [-10pts]; Gluttony [-5pts]; Hidebound [-5pts]; Laziness [-10pts]; Lecherousness [-15pts]; Short Lifespan-1 [-10pts]; Sleepy (half of the time) [-8pts]

Free Skills:

Language (Ruurese, Native); Area Knowledge (Ruuria)

Racially Learned Skills and Racial Skill Bonuses:

Skills learned as Larva.

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+43
Racial Disadvantages	-78
Racially Learned Skills and Racial Bonuses	0
TOTAL	-55

Rybet



Origin:

Unknown

Tech Level:

11

Features/Taboos:

None

Names:

Examples names are Rilba Brink, Moruth Doole, Brilf Greepto, Gribbet, and Brayg Krenimee.

Description:

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 Huts, 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.

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.

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 lantern-like, with upper and lower eyelids that close across the center of the eye. Adult males stand between 3 foot 11 and 4 foot 11, while females stand between 4 foot 11 and 6 foot 3.

Notes:

Most other species find the notion of a Rybet Jedi laughable, and no Rybet has yet found the Jedi way of life alluring.

Females

Attribute Adjustment:

ST+1 [+10pts]; -1 DX [-20pts];

Secondary Characteristic Adjustment:

None

Racial Advantages:

Amphibious [+10pts]; Doesn't Breathe (Gills, -50%) [+10pts]; Early Maturation 2 [opts]

Racial Disadvantages:

Intolerance-5 (Opposite Sex, except once every ten years) [-10pts];
 Reputation-2 (sly, astute, impertinent opportunists, Spacefarers,
 x½, All the time, x1) [-5pts]; Selfish [-5pts]

Free Skills:

Language (Rybes, Native); Area Knowledge (One starship, orbital
 starbase or starport)

Racially Learned Skills and Racial Skill Bonuses:

Crewman/TL11 (Spacer) at IQ+1 [+2pts]

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+20
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+8

Males

Attribute Adjustment:

ST-1 [-10pts]; +1 DX [+20pts];

Secondary Characteristic Adjustment:

SM-1

Racial Advantages:

Amphibious [+10pts]; Doesn't Breathe (Gills, -50%) [+10pts]; Early
 Maturation 2 [0pts]

Racial Disadvantages:

Intolerance-5 (Opposite Sex, except once every ten years) [-10pts];
 Reputation-2 (sly, astute, impertinent opportunists, Spacefarers,
 x½, All the time, x1) [-5pts]; Selfish [-5pts]

Free Skills:

Language (Rybes, Native); Area Knowledge (One starship, orbital
 starbase or starport)

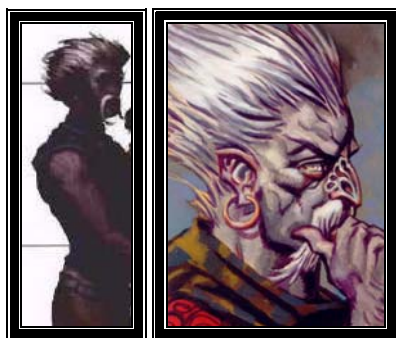
Racially Learned Skills and Racial Skill Bonuses:

Crewman/TL11 (Spacer) at IQ+1 [+2pts]

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+20
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+12

Ryn

**Attribute Adjustment:**

None

Secondary Characteristic Adjustment:

None

Origin:

Somewhere in the Core Worlds region

Tech Level:

11

Racial Advantages:

Extra Arms (Tail, Extra Flexible, +50%, No Physical Attack, -50%,
 Weak STx½, -50%) [+5pts]; Talent (Musical Ability+1) [+5pts];
 Teeth (Musical Beak) [+1pt]

Racial Disadvantages:

Odious Racial Habit-1 (Body odor) [-5pts]; Reputation-1 (thieves
 and confidence tricksters, Almost everyone but own race, x1, All
 the time, x1) [-5pt]

Free Skills:

Language (Ryn, Native); Area Knowledge (Anyone planet)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Accented) [+4pts]; Musical Instrument (Flute) at
 IQ-2 [+1pt]

Features/Taboos:

None

Names:

Example names are Clarani, Doumar, Droma, Gaph, Keizpol,
 Melisma, Mezza, Neldor, Ormarda, Reznim, Romany, R'vanna,
 Spaha, and Shimor.

Description:

The Ryns 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 posses a certain gypsy-like 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 contra dictionary 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 of thereof, the characteristic odor of the Ryn means
 that the "worst part" of a refugee camp is somewhere near the
 communal latrines.

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.

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 about 5 foot 5 tall.

Notes:

Ryn Force users are known to exist, but Ryn have yet to embrace any Jedi tradition.

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 Musical Instrument (Flute) skill check. Unless the Ryn has the Language (Binary, Spoken) skill, he cannot communicate with a droid in this fashion.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+11
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+5
TOTAL	+6

-S-

Sakiyan



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

Per+2 [+10]; SM+1

Origin:

Saki

Tech Level:

11

Racial Advantages:

Dark Vision [+25pts]

Racial Disadvantages:

Careful [-1pt]; Chauvinistic (Other species) [-1pt]; Dislikes (To be proven wrong) [-1pt]; No Sense of Humor [-10pts]

Free Skills:

Language (Sakiyan, Native); Area Knowledge (Saki)

Racially Learned Skills and Racial Skill Bonuses:

Engineer/TL11 (Repulsorlift Vehicles at IQ-1 or Mechanic/TL11 (Repulsorlift Vehicles) at IQ [+2pts])

Features/Taboos:

None

Names:

Example names are Ejaf Ya-Drun, Johr Penykh, Djas Puhr, Kol Rzas, Tudan Sal, Moja Skunax, and Vihn Thas.

Description:

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 the 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 motivator 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 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 Sakiyan have shown an interest in helping the Hapes Consortium and New Republic mount a counter-offensive.

Sakiyans are cautious in their dealings with other species and usually place the interest of themselves and their communities above others. They don't like to be proven wrong and have poor sense of humor.

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 around 6 foot 1 tall.

The Sakiyan homeworld is the tropical world of Saki, located near the astrographical center of Hutt Space in the Outer Rim.

Notes:

A Sakiyan named Djas Puhr can be seen sitting with Muftak the Talz and several other aliens in the cantina in Episode IV: A New Hope.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	+10
Tech Level	0
Racial Advantages	+25
Racial Disadvantages	-13
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+24

Sanyassan



Attribute Adjustment:

ST+1 [+9pts]; DX-1 [-20pts]; IQ-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Sanyassa IV

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

Damage Resistance 1(Tough Skin, -40%, Physical, -20%) [+2pts]

Racial Disadvantages:

Bad Temper (Resist quite rarely, x2) [-20pts]; Reputation-1 (Aggressive warriors & brawlers, Almost everyone but own race, x1, All the time, x1) [-5pts]

Free Skills:

Language (Sanyassan, Native); Area knowledge (Sanyassa IV)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Broken) [+2pts]; Intimidate at Will [+2pts]; Survival at Per (Choose one land-dweller specialization) [+2pts]

Features/Taboos:

None

Names:

Examples names are Dranjat, Jorat, Krenna, Kresho, Luryk, Maygo, S'Zingo, Terak, Terakaya, Urkreg, Vortek, and Zaykul.

Description:

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 billion surly Sanyassans, most of whom crave getting to the stars.

Most species known 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-make-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.

Brutal and unforgiving, Sanyassans are calculating predators and ruthless scavengers who respect only strength and steal whatever they can't make.

Sanyassans have leathery skin the color of clay. They stand about 6 foot 8 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.

The Sanyassan homeworld is the gloomy, stormy world of Sanyassa IV, located in the Outer Rim.

Notes:

Sanyassan marauders can be seen on Endor in "Ewoks: The Battle for Endor".

CP:

Type	CP
Attribute Adjustment	-21
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+2
Racial Disadvantages	-25
Racially Learned Skills and Racial Bonuses	+6
TOTAL	-43

Sarkan



Attribute Adjustment:

ST+1 [+9pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Sarka

Tech Level:

11

Racial Advantages:

Claws (Sharp Claws) [+5pts]; Damage Resistance 2 (Though Skin, -40%, Physical, -20%) [+4pts]; Night Vision 1 [+1pt]; Striker (Tail, crushing, Long+1, +100%, Cannot Parry, -40%, Limited Arc - Back, -40%) [+6pts]

Racial Disadvantages:

Code of Honor (Sarkan Code of Conduct) [-15pts]; Cold Blooded [-5pts]; Proud [-1pt]; Likes (Travel in groups of three) [-1pt]; Likes (Wear highly adorned outfits) [-1pt]

Free Skills:

Language (Sarkese, Native); Area Knowledge (Sarka)

Racially Learned Skills and Racial Skill Bonuses:

Brawling at DX+1 [+2pts]

Features/Taboos:

None

Names:

Example names are B'neer, Demesk, Fisuran, Ganis, Jilieren, Melas, Siran, Sonus, Tybellor, and U'vala.

Description:

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 return 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.

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.

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 around 2 foot 9 tall as adults.

The Sarkan homeworld is the gem-rich planet of Sarka, located in the Mid Rim.

Notes:

A Sarkan PC is not recommended.

CP:

Type	CP
Attribute Adjustment	+9
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+16
Racial Disadvantages	-23
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+4

Saurin



Attribute Adjustment:

ST+1 [+9pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Durkteel

Tech Level:

11

Racial Advantages:

Claws (Talons) [+8pts]; Damage Resistance 12 (Tough Hide, -40%, Physical, -20%) [+4pts]

Racial Disadvantages:

Cold Blooded [-5pts]

Free Skills:

Language (Dosh, Native); Area Knowledge (Durkteel)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are Gauron Nas Tal, Hrchek Kal Fas, and Sai'torr Kal Fas.

Description:

They were a reptilian subspecies of Trandoshan that evolved along a separate lineage from their ancestors, notably different in their physiology for featuring translucent eyes, and having adapted five-fingered hands, with shorter fingers than their genetic cousins. Their skin color has green and brown blends. An average adult Saurin stands about 6 foot 6 tall.

It is unknown if Saurins carried the Trandoshan ability to regenerate lost limbs, or held any of the basic beliefs, such as scoring kills to appease the deity The Scorekeeper.

The Saurin homeworld is the planet Durkteel located in the Mid Rim. In 22 BBY the Saurins allowed a RRM (Refugee Relief Movement) settlement on their planet.

Notes:

Two Saurins can be seen in the Mos Eisley Cantina in Star Wars Episode IV: A New Hope.

CP:

Type	CP
Attribute Adjustment	-11
Secondary Characteristic Adjustment	-0
Tech Level	0
Racial Advantages	+12
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	0
TOTAL	-4

Sauvax



Attribute Adjustment:

ST+1 [+10pts]; DX-1 [-12pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

None

Origin:

Leritor

Tech Level:

3 - Low TL-8 [-40pts]

Racial Advantages:

360° Vision (Easy to hit, -20%) [+20pts]; Acute Senses (Acute Hearing+2, Antennae) [+4pts]; Amphibious [+10pts]; Claws (Long Talons, Crushing) [+11pts]; Damage Resistance 4 (Carapace, Can't wear armor, -40%) [+12pts]; Doesn't Breathe (Oxygen Absorption, -25%) [+15pts]; Extra Legs 6 [+10pts]

Racial Disadvantages:

No Fine Manipulators [-30pts]; Likes (Own dwellings and tools) [-1pt]

Free Skills:

Language (Sauvax, Native); Area Knowledge (Leritor)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Island/Beach, Bank, Reef, and Salt-water Sea) at Per-1 [+4pts]; Swim at HT+1 [+2pts]

Features/Taboos:

None

Names:

Examples of names are Chuuvus, Gurruul, Juucsuur, Xruuvum, Muurbux, Tchuul, Uukk, and Vrujuun.

Description:

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, segmental legs; in water, they swim using their underbelly bristles and twin, rudder-like 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 won 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.

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.

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 about 5 foot 5 tall.

The Sauvax homeworld Leritor is a mineral-rich but otherwise unremarkable planet located near Bothan space in the Mid Rim.

Notes:

No Sauvax Force-users have ever been encountered.

CP:

Type	CP
Attribute Adjustment	+8
Secondary Characteristic Adjustment	0
Tech Level	-40

Racial Advantages	+82
Racial Disadvantages	-31
Racially Learned Skills and Racial Bonuses	+6
TOTAL	+25

Sedrian



Attribute Adjustment:

ST+2 [+16pts]

Secondary Characteristic Adjustment:

SM+2

Origin:

Sedri

Tech Level:

11

Racial Advantages:

Amphibious [+10pts]; Detect (Electric fields, Occasional) [+10pts]; Doesn't Breathe (Gills, -50%) [+10pts]; Extra Legs 4 (Cannot Kick, -50%) [+3pts]; Nictitating Membrane 1 [+1pt]; Pressure Support 1 [+5pts]; Speak Underwater [+5pts]

Racial Disadvantages:

Addiction (Golden Sun, Cheap, Totally Addictive, Legal, Psychological - Bad Temper) [-10pts]; No Legs (Semi-Aquatic) [0pts]

Free Skills:

Language (Sedrian, Native); Area Knowledge (Sedri)

Racially Learned Skills and Racial Skill Bonuses:

Swim at HT+1 [+2pts]

Features/Taboos:

None

Names:

Unknown

Description:

Sedrian society was based on the worship of the Golden Sun, a communal Force-sensitive intelligence living in a coral reef. Golden Sun was kept in a dome in the Sedrian capital city of Fitsay, where it provided source of energy for the Sedrians' early industrial technology. All Sedrian technology was based on energy from the Golden Sun, even their medical science was limited to laving the sick or injured in the Golden Sun's cavern so the Golden Sun could use Force Healing on them. The High Priests of Golden Sun was the ruler of Sedri. Ironically, though the Sedrians worshipped Golden Sun, they did not realize it was an intelligent living being.

Few Sedrians were found away from Sedri, primarily because separation from the Golden Sun made them agitated, anxious, and sometimes violent. Those who were found offworld were usually slaves. Some of these Sedrians worked as underwater researchers or explorers. Among the exceptions was the Shahlik family, who maintained the Imperial aquaria on Kailor V. This family, however, had lived away from Sedri for several generations.

After a Rebel Alliance group helped the Sedrians drive an Imperial garrison away from Sedri, the Sedrians became supporters of the Alliance, and later the New Republic. SedriMotors manufactured the Amphibion aquatic assault vessels used by the New Republic during the Battle of Mon Calamari in 10 ABY.

The Sedrians were aquatic mammals about 9 foot 10 long, covered in sleek yellow, brown, or gray fur. They had two arms with web-fingered hands, a pair of stabilizing fins at their hips, and legs were joined together into a pair of tail flukes. The whiskers on their head could detect movement or changing electric fields underwater. Unlike most aquatic mammals, Sedrians have both gills and lungs.

The Sedrian homeworld Sedri is an oceanic planet.

Notes:

A Sedrian PC is not recommended.

CP:

Type	CP
Attribute Adjustment	+16
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+44
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+52

Seikoshan



Attribute Adjustment:

ST+2 [+18pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Seikosha

Tech Level:

4 - Low TL-7 [-35pts]

Racial Advantages:

None

Racial Disadvantages:

None

Free Skills:

Language (Seikoshan, Native); Area Knowledge (Seikosha)

Racially Learned Skills and Racial Skill Bonuses:

Stranglestick skill at DX [+2pts]

Features/Taboos:

None

Names:

Unknown

Description:

The Seikoshans were sapient indigenous to Seikosha, a planet in the Breago system which remained neutral in the Galactic Civil War. They were very tall humanoids, standing 8 foot 2 tall, with pale green skin and unblinking red eyes. They were hairless but for a small amount of black hair on the top of their heads and had shallow crenellations from the bridge of their nose to their cranium.

They generally wear homespun cloth tunics and breeches, and carry their belongings in large backpacks.

They are generally even tempered, but a handful of rebel Seikoshans despise the despoilment of their planet and the mistreatment of their fellow Seikoshans by the new crime lords. These rebels are willing to embrace unfamiliar technologies and violent methods to remove unwelcome visitors.

Their homeworld Seikosha is an undeveloped jungle in the Breago system located in the Borderland region.

Notes:

This species is taken from the WEG book titled "The politics of Contraband". As soon as I have a copy of this book this species will be described in more detail.

CP:

Type	CP
Attribute Adjustment	+18
Secondary Characteristic Adjustment	0
Tech Level	-35
Racial Advantages	0
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-15

Sekct



Attribute Adjustment:

IQ-1 [-20pts]

Secondary Characteristic Adjustment:

SM-2

Origin:

Marca

Tech Level:

0 - Low TL-11 [-55pts]

Racial Advantages:

Amphibious [+10pts]; Arm DX+1 [+16pts]; High Manual Dexterity+1 [+5pts]; Teeth (Sharp) [+1pt]

Racial Disadvantages:

Code of Honor (Sekct Code of Honor) [-15pts]; Cold-Blooded [-10pts]; Bowlegged [-1pt]

Free Skills:

Language (Sekctese, Native); Area Knowledge (Marca)

Racially Learned Skills and Racial Skill Bonuses:

Stealth at DX-1 [+1pts]; One land-based and one water-based Survival skill at Per [+4pts]; Swimming at HT+1 [+2pts]; Tracking at Per [+2pts]

Features/Taboos:

None

Names:

Unknown

Description:

The only sentient life forms native to Marca, are a species of reptilian bipeds who call themselves the Sekct. They are small creatures, standing about one yard in height. They look like small, smooth-skinned lizards. Their eyes are large, and set into the front of the skull to provide stereoscopic vision. They have no external ears.

They walk upright on their hind legs, using their long tails for balance. Their forelimbs have two major joints, both of which are double-jointed, and are tipped with hands each with six slender fingers and an opposable thumb. These fingers are very dexterous, and suitable for delicate manipulation.

Sekct are amphibious, and equally at home on land or in the water. Their hind feet are webbed, allowing them to swim rapidly. Sekct range in color from dark, muddy brown to a light-tan. In general, the color of their skin lightens as they age, although the rate of change varies from individual to individual.

The small bipeds are fully parthenogenesis; that is all Sekct are female. Every two years, a sexually mature Sekct lays a leathery egg, from which hatches a single offspring. Theoretically, this offspring should be genetically identical to its parent; such is the nature of parthenogenesis. In the case of the Sekct, however, their genetic code is so susceptible to change that random mutations virtually ensure that each offspring is different from its parent. This susceptibility carries with it a high cost, only one egg in two ever hatches, and the Sekct are very sensitive to influences from the outside environment. Common environmental byproducts of industrialization would definitely threaten their ecology.

Sekct are sentient, but fairly primitive. They operate in hunter-gatherer bands of between 20 and 40 individuals. Each such band is led by a chief, referred to by the Sekct as "She-Who-Speaks". The chief is traditionally the strongest member of the band, although in some bands this is changing and the chief is the wisest Sekct. The Sekct are skillful hunters.

Despite their small size, Sekct are exceptionally strong. They are also highly skilled with the weapons they make from the bones of mosrk'teck and thunder lizards.

The creatures have no conception of writing or any mechanical device more sophisticated than a spear or club. They do have a highly developed oral tradition, and many Sekct ceremonies

involve hearing the “Ancient Words”, a form of epic poem, recited by She-Who-Speaks. The Ancient Words take many hours to recite in their entirety. Their native tongue is complex. Sekct have learned some Basic fro Humans over the years, but have an imperfect grasp of the language because they tend to translate it into a form more akin to their own tongue.

The Sekct have a well-developed code of honor, and believe in fairness of all things. To break an oath or an assumed obligation is the worst of all sins, punishable by expulsion and complete ostracism. Ostracized Sekct usually end up killing themselves within a couple of days.

Notes:

None

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	0
Tech Level	-55
Racial Advantages	+32
Racial Disadvantages	-26
Racially Learned Skills and Racial Bonuses	+9
TOTAL	-60

Selonian



Attribute Adjustment:

DX+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; Basic Move+1 [+5pts]; SM+1

Origin:

Selonia

Tech Level:

11

Racial Advantages:

Claws (Sharp) [+5pts]; Dark Vision [+25pts]

Racial Disadvantages:

No Sense of Humor [-10pts]; Obsession (Safety of Selonian Den) [-10pts]; Phobias (Agoraphobia) [-10pts]; Sexless (Sterile Females only) [0pts]; Truthfulness (Resist quite rarely, x2) [-10pts]

Free Skills:

Language (Selonian, Native); Area Knowledge (Selonia)

Racially Learned Skills and Racial Skill Bonuses:

Swimming at HT+1 [+2pts]

Features/Taboos:

Tail

Names:

Examples names are Cavisek, Chertyl, Ruluwoot, Dracmus, Kleyvits, Maronea, Salculd, and Vissica.

Description:

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 exists 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.

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 interest beyond the good of their den. They have deep psychological need to reach a consensus.

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 paw-like hands. Their thick tails improve their balance when walking upright, and their narrow faces 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 about 6 foot 7 tall, with females being the larger of the sexes.

Their homeworld Selonia is a temperate world located in the Core Worlds region. The planet’s surface consists of thousand islands separated by innumerable seas, inlets, and bays.

Notes:

None

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+30
Racial Disadvantages	-40
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+12

Selkath



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Origin:

Manaan

Tech Level:

11

Racial Advantages:

Amphibious [+10pts]; Claws (Sharp, Follow Up - Damage +1 Toxic, 0%, Cyclic - 10 seconds needs antidote, +50%) [+10pts]; Doesn't Breathe (Gills) [+10pts]; Pressure Support 2 [+10pts]; Speak Underwater [+5pts]

Racial Disadvantages:

Intolerance-1 (Other Species) [-5pts]; Vow (Great Vow never to use claws in an attack) [-15pts]; Vulnerability (Progenitor's sonic wailing, Rare, x2FP, Will-check when FP=0 or go insane) [-10pts]; Likes (Neutrality) [-1pt]

Free Skills:

Language (Selkath, Native); Area Knowledge (Manaan)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Open Ocean) at PER [+2pts]; Swimming at HT+1 [+2pts]

Features/Taboos:

None

Names:

Examples of names are Bwa'lass, Duula, Jhose, Kota, Naleshekan, Qual, Shaelas, Shasa, and Shelkar.

Description:

The Selkath are an aquatic sentient species, native to the ocean-covered planet of Manaan. Since Manaan was the only natural occurring source of kolto, the Selkath had great diplomatic sway during the Sith Civil War. At that time, they generally held tightly to their neutrality; however, a few farsighted Selkath would occasionally break their neutrality in secret, and arrange deals to help their preferred side. Eventually, the kolto market disappeared

and the galaxy abandoned the Selkath. It was not until the Rise of the Galactic Empire that the Selkath would have interaction with the galaxy again. After the fall of the Empire, the Selkath abandoned their neutrality and joined the New Republic.

As an aquatic species, the Selkath are very good swimmers. While their young need water to survive, once they mature they are able to breathe air. They resemble anthropomorphic sting rays and have blue- or green-colored skin, which is patterned for underwater camouflage. Their mouths are bracketed by cephalic lobes which presumably direct plankton into their mouths. They tend to stroke these during conversation, something similar to what Humans do with facial hair, such as mustaches. An average adult Selkath stands around 5 foot 3 tall.

All members of the Selkath race have retractable venom-tipped claws. Similar to Wookiees, the use of these claws in any form of combat or attack was considered dishonorable and a sign of madness; to do this was to give in to animal instincts unbecoming of a sentient species. When the Progenitor drove the Selkath at the Hrakert rift station insane, they used their claws to strike down Republic technicians.

A large female firaxan shark known as the Progenitor was seen as something of a deity to the Selkath, and she was believed to be their evolutionary ancestor. If that is true, than the smaller firaxa sharks are a non-sentient species related to the Selkath.

Notes:

Young Selkath must replace the Advantage Amphibious for the Disadvantage Aquatic and Doesn't Breathe becomes a 0-point Advantage.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+45
Racial Disadvantages	-31
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+18

Shawda Ubb



Attribute Adjustment:

ST-4 [-80pts]; HT-2 [-20pts]

Secondary Characteristic Adjustment:

Basic Move -1 [-5pts]; HP+1 [+2pts]; SM-4

Origin:

Manpha

Tech Level:

11

Racial Advantages:

Amphibious [+10pts]; Innate Attack (Spitting Acid, 1d cor, Cyclic – 10 seconds or clean with water, +50%, Side Effect – Incapacitation HT-1, Limit Use – 1/day, -40%, Reduced Range – /10, -100%) [+2pts]; Reduced Consumption 1 [+2pts]; Terrain Adaptation (Swamp) [0pts]

Racial Disadvantages:

None

Free Skills:

Language (Shawda Ubb, Native); Area Knowledge (Manpha)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Swamp) at PER+1 [+4pts]

Features/Taboos:

None

Names:

Example of a name: Rappertunie.

Description:

Shawda Ubb are diminutive amphibians from Manpha, a small, wet world located on the Corellian Trade Route in the Outer Rim Territories. The only 18 inch tall frog-like aliens have long, gangly limbs and wide-splayed fingers. Their rubbery skin is mottled greenish-gray, except on their pot-bellies, where it lightens to a subdued lime-green. Well-defined ridges run across the forehead, keeping Manpha's constant rains out of their eyes. The females lay one to three eggs a year, usually only one egg "quickens" and hatches.

Shawda Ubb feel most comfortable in small communities where everyone knows everyone. Hundreds of thousands of small towns and villages dot the marshlands and swamps of Manpha's single continent. Life is simple in these communities; the Shawda Ubb do not evidence much interest in adopting the technological trappings of a more advanced culture, though they have the means and capital to do so.

There are exceptions. Many of these small communities engage in cottage-industry oil-refining, pumping the rich petroleum that bubbles up out of the swamps into barrels. They sell their oil to the national oil companies based in the capital city of Shanpan. There, factories process the oil into high-grade plastics for export. A large network of orbital transports and shuttles has sprung up to service these numerous community oil cooperatives. Shanpan hosts the only spaceport on the planet.

Shawda Ubb subsist on swamp grasses and raw fish. Industries have grown up all around transporting foodstuffs from [place to place (particularly to Shanpan)], but they do not take well to cooked or processed food.

Notes:

One of the members in The Max Rebo Band in Episode VI – Return of the Jedi Special Edition, was a Shawda Ubb named Raptotwanalantonee (but uses the stage name Rappertunie).

CP:

Type	CP
Attribute Adjustment	-100
Secondary Characteristic Adjustment	-3
Tech Level	0
Racial Advantages	+14
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-85

Shistavanen



Attribute Adjustment:

DX+1 [+20pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

PER+2 [+10pts]

Origin:

Uvena Prime

Tech Level:

11

Racial Advantages:

Combat Reflexes [+15pts]; Night Vision [+9pts]; Reputation+1 (Shistavanen behavior, Almost everyone but own race, x1, All the time, x1) (+5pts); Teeth (Sharp) [+1pt]; Fur [+1pt]

Racial Disadvantages:

Bad Temper (Resist quite often) [-10pts]; Bully (Resist quite rarely, x2) [-20pts]; Frightens Animals [-10pts]; Phobia (Xenophobia, Resist quite often) [-15pts]; Bowlegged (-1pt)

Free Skills:

Language (Shistavanen, Native); Area Knowledge (Uvena Prime)

Racially Learned Skills and Racial Skill Bonuses:

Intimidation at Will (+ Reputation) [+2pts]; Shadowing at IQ [+2pts]; Stealth at DX [+2pts]; Tracking at PER [+2pts]

Features/Taboos:

None

Names:

Example names are Mar Balayan, Mal Biron, Kal Lup, Tar Lup, Shaalir Resh, Sirul Rosk, Riv Shiel, Caet Shrovl, and Lak Sivrak.

Description:

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 high developed senses, including the ability to see in near-total darkness.

As a species, Shistavanen 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.

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.

Adult Shistavanen stand around 5 foot 3 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.

The Shistavanen homeworld Uvena Prime is one of several habitable worlds in the Uvena system (located in the Outer Rim Territories).

Notes:

A Shistavanen can be seen at the Mos Eisley Cantina in Episode I: A New Hope.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	+10
Tech Level	0
Racial Advantages	+31
Racial Disadvantages	-56
Racially Learned Skills and Racial Bonuses	+8
TOTAL	-7

Siniteen



Attribute Adjustment:

ST-1 [-10pts]; IQ+3 [+60pts]

Secondary Characteristic Adjustment:

None

Origin:

Unknown

Tech Level:

11

Racial Advantages:

Lightning Calculator (Intuitive Mathematician) [+5pts]; Talent (Mathematical Ability+2) [+20pts]

Racial Disadvantages:

Dislike (wearing helmets) [-1pt]

Free Skills:

Language (Siniteen, Native); Area Knowledge (Any one planet)

Racially Learned Skills and Racial Skill Bonuses:

See Mathematical Ability.

Features/Taboos:

None

Names:

Unknown

Description:

Siniteen are hyper-intelligent humanoids. The Siniteen are characterized by their huge crania, which are ridged and convoluted as if their brains were directly under their skin. They have incredible mental abilities, and can process huge calculations in their heads. They are capable of calculating hyperspace jumps without any help of a navigation computer.

Notes:

A Siniteen, nicknamed "Brainiac" by BoShek, can be seen in the Mos Eisley Cantina in Episode I: A New Hope and in the Star Wars Holiday Special.

CP:

Type	CP
Attribute Adjustment	+50
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+25
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	+75

Skakoan



Attribute Adjustment:

DX-1 [-20pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Origin:

Skako

Tech Level:

11

Racial Advantages:

Pressure Support (x10) [0pts]

Racial Disadvantages:

Dependency (Methane, Very Common, Constantly, x5) [-25pts]; Intolerance-1 (Humans) [-5pts]; No Sense of Humor [-10pts]; Reputation-1 (Xenophobes, Almost everyone but own race, x1, All the time, x1) [-5pts]; Reputation (Heartless Automatons, Almost everyone but own race, x1, All the time, x1) [-5pts]; Secret (Concealing Skakoan pressure suit - appearance; voice; emotions) [-5pts]; Selfish (Resist quite often) [-5pts]; Skinny [-5pts]

Free Skills:

Language (Skako, Native); Area Knowledge (Skako)

Racially Learned Skills and Racial Skill Bonuses:

Environment Suit/TL11 (Skakoan Pressure Suit) at DX+1 [+4pts]

Features/Taboos:

None

Names:

Example names are Zona Dreon, Pel Karmek, Girt Marko, Oma Meng, Vol Meybor, Madeca Rex, Wat Tambor, Gekon Valt, and Taron Von.

Description:

Skakoans are a technologically advanced species that specializes in microelectronics, starship engineering, and cutting-edge manufacturing techniques.

During the times of the Old Republic, Skakoans were among the most influential species in the Techno Union, a galaxy-spanning consortium of mega-corporations 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.

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.

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, slit-like mouth set in a perpetual frown.

Skakoans are deadly 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. These synthesized vocalizers deliberately distort their wearer's speech patterns, adding to the species mystique.

An average Skakoan adult stands 5 foot 9 tall.

The Skakoan homeworld Skako is 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.

Notes:

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.

Skakoans can be seen in Episode II and III as representatives of the Techno Union at the Separatist Movement.

No Skakoan Force-users are known.

Before the end of the Clone Wars, the Disadvantages Intolerance (Humans) and Reputation (Xenophobes) should not be counted towards the Racial Template CP.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-65
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-61

Skrilling



Attribute Adjustment:

ST+1 [+10pts]; DX-1 [-20pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]

Origin:

Agriworld-2079

Tech Level:

11

Racial Advantages:

Affliction (Nauseating Vomit, Retching, +50%, Contact Agent, -30%, Melee Attack, -30%, Preparation Required - 1 minute, -20%) [+7pts]; Longevity [+2pts]; Pitiable [+5pts]; Reduced Consumption 4 (Cast Iron Stomach, -50%) [+4pts]; Single-Minded [+5pts]; Teeth (Sharp) [+1pt]; Voice (Whining) [+10pts]

Racial Disadvantages:

Greed (Resist quite often, x1) [-15pts]; Obsession [-5pts]; Pacifism (Self-Defense Only) [-15pts]; Status-1 (Beggars) [-5pts]

Free Skills:

Language (Skrilling, Native); Area Knowledge (Agriworld-2079)

Racially Learned Skills and Racial Skill Bonuses:

Fast-Talk at IQ+2 [+8pts]

Features/Taboos:

Head-crest

Names:

Examples of names are Vigik Ome, Doke Gerkin, Morgot, Peerce, Piret Mubikai, Threx Qaspi, Yettel Sarn, and Pote Snitkin.

Description:

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 here, 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 favor 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 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.

Slow-witted yet persistent, Skrillings are sulky, greedy scavengers with no grasp of cultural etiquette. They tend to be followers rather than leaders.

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 Skrillings bald head, extending from the forehead to the nape of the neck, Skrilling newborns use their head-crest to saw through the shell of the birth-eggs; the crest serves no other function. Adult Skrillings stand about 5 foot 7 tall.

The Skrilling homeworld, Agriworld-2079, is located on the spinward edge of the Mid Rim.

Notes:

A Skrilling can be seen at Jabba's Palace in Episode VI: Return of the Jedi.

CP:

Type	CP
Attribute Adjustment	-30
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+34
Racial Disadvantages	-40
Racially Learned Skills and Racial Bonuses	+8
TOTAL	-23

S'kytri



Attribute Adjustment:

ST+1 [+9pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]; Will+2 [+10pts]; SM+1

Origin:

Skye

Tech Level:

11

Racial Advantages:

Flight (Cannot Hoover, -15%, Winged, -25%) [+24pts]

Racial Disadvantages:

Overconfidence (Resist quite rarely, x2) [-10pts]; Pacifism (Self-Defense Only) [-15pts]; Likes (Skye Culture) [-1pt]; Proud [-1pt]

Free Skills:

Language (S'kytric, Native); Area Knowledge (Skye)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Native) [+6pts]

Features/Taboos:

None

Names:

Examples of names are Aragh, Daltrid, Deverén, Kailél, Kharys, Klarymére, Nebaél, Rordys, Shelryn, and Thyswar.

Description:

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 Klarymére, 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, closefitting coverings.

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.

S'kytri have thin, muscular physique 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 6 foot 10 tall, and S'kytri under 6 foot tall are considered "short" by the species standards.

Male S'kytri 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.

Their homeworld Skye is a mountainous and temperate world located in the Marat system (in the Outer Rim Territories).

Notes:

None

CP:

Type	CP
Attribute Adjustment	-1
Secondary Characteristic Adjustment	+8
Tech Level	0
Racial Advantages	+24
Racial Disadvantages	-27
Racially Learned Skills and Racial Bonuses	+6
TOTAL	+10

Sludir



Attribute Adjustment:

ST+1 [+9]; IQ-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

Basic Move+1 [+5pts]; SM+1

Origin:

Sluudren

Tech Level:

11

Racial Advantages:

Damage Resistance 1 (Hard Shell, Can't wear armor, -40%, Directional - Back, -40%, Hardened+1, +20%) [+2pts]; Extra Legs (6 Legs) [+10pts]; Fearlessness+2 [+4pts];

Racial Disadvantages:

Code of Honor (Battle Honor) [-10p]; Social Stigma (Subjugated, Only during the Rise of the Empire era) [-20pts]; Dislikes (Technophobia) [-1pt]; Illiteracy (Native) [-3pts]

Free Skills:

Language (Sludese, spoken Native); Area Knowledge (Sluudren)

Racially Learned Skills and Racial Skill Bonuses:

Intimidation at Will [+2pts]; Melee (Any) [+8pts]

Features/Taboos:

None

Names:

Examples of names are Chyanlev, Dukarz, Jyzatch, Kaylorz, Omze, Opolzur, Quintik Kahr, Ryzrytch, Shume, Webyllus, and Zanjest Rahm.

Description:

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 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 techno-phobic, Sludir seldom embrace advanced technologies such as space travel and blasters, preferring hand-to-hand combat and intimidation to settle disputes.

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 to etiquette and protocol, and acts of subterfuge appall them. They believe they deserve anything they can take by force.

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 sneer. Their thick manes are worn in different styles. A Sludir adult stands about 5 foot 9 tall and measures about 7 foot 7 long.

The Sludir homeworld Sluudren is a rugged and isolated world in the Outer Rim Territories.

Notes:

The CP is -1 during the Rise of the Empire era only.

CP:

Type	CP
Attribute Adjustment	-1
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+16
Racial Disadvantages	-14
Racially Learned Skills and Racial Bonuses	+10
TOTAL	+16

Sluissi



Attribute Adjustment:

DX-1 [-20pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Origin:

Sluiss Van

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Smell+2) [+4pts]; Claim to Hospitality (Any spacedock and starship) [+10pts]; Flexibility (Double-Jointed) [+15pts]; Reputation+2 (Starship Mechanics, Large Class of people – Starship captains, x½, All the time, x1) [+5pts]

Racial Disadvantages:

Cold-Blooded [-5pts]; Indecisive (Your spacecraft mechanics, x½, Resist quite rarely, x2) [-10pts]; No Legs (Slithers) [0pts]; Reputation-1 (Slow, Everyone but own race, x1, All the time, x1) [-5pts]; Likes (Gadgets) [-1pt]

Free Skills:

Language (Sluissese, Native); Area Knowledge (Sluiss Van)

Racially Learned Skills and Racial Skill Bonuses:

Mechanic/TL11 (Low- and/or High Performance Spacecraft) at IQ+2 [+8pts]

Features/Taboos:

None

Names:

Examples of names are Sirlahn Alsek, Ten Dome, Vsil Ejahsa, Lisahn L'sehl, Sekae N'sehnor, Mektiss Risohr, Hass Sonax, and Seeles Uslopos.

Description:

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 Sluiss 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 already declared lost causes. Even the Empire recognized that it was in its best interest not to rush the Sluissi technical crews at Sluiss Van.

Sluissi are patient, sociable, and easygoing 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.

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 hood-like 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 about 5 foot 7 tall.

Their homeworld Sluiss Van, a rocky industrial planet, is located in the Outer Rim Territories.

Notes:

None

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+34
Racial Disadvantages	-21
Racially Learned Skills and Racial Bonuses	+8
TOTAL	+21

Snivvian



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

SM-1

Origin:

Cadomai Prime

Tech Level:

11

Racial Advantages:

Damage Resistance 2 (Tough Skin, -40%, Physical, -20%) [+4pts]; Longevity+1 [+2pts]; Reputation+2 (Artist, Everybody, x1, All the time, x1) [+10pts]; Talent (Gifted Artist+1) [+10pts]; Temperature Tolerance+6 (Cold, -50%) [+3pts]

Racial Disadvantages:

None

Free Skills:

Language (Snivvian, Native); Area Knowledge (Cadomai Prime)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Examples of names are Bakken, Dezzen, Dezindna, Elinzelor, Geezum, Nejet, Prinzan, Rachalt Hyst, Rincholar, Seerna, Snaggletooth, Takeel, Thasca Knarr, Wiorkettle, Zereldspidar, and Zutton.

Description:

Snivvians evolved on a chilly planet with long winters, causing them to evolve thick skin that provides resistance to extreme cold temperatures. However, the climate on their homeworld proved so harsh that Snivvians spent months of their time in the 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 a 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 incarnate 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 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 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 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 extra galactic invaders.

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 dedicated to artistic pursuits. Such exceptions have actually brought down Snivvian civilizations over the millennia.

Snivvians are short, stocky humanoids, standing about 4 foot 8 tall as adults, with tough skin and sparse hair. Their faces are dominated by protruding snouts and pronounced canines.

Their homeworld Cadomai Prime is a cold world located in the Outer Rim Territories near the Corporate Sector.

Notes:

A Snivvian can be seen at Jabba’s sail barge in Episode VI – Return of the Jedi.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+29
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	+29

Spiner



Attribute Adjustment:

DX+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM+1

Origin:

Worxer

Tech Level:

9 - Low TL-2 [-10pts]

Racial Advantages:

Claws (Blunt) [+3pts]; Innate Attack (Spines, Impaling, Rate of Fire 1x10, +100%, Reduce Range /10, -30%, Limited Use - Once per day, -40%, Inaccurate-3, -15%) [+9pts]

Racial Disadvantages:

Berserk (Resist quite often, x1) [-10pts]; Reputation-1 (Violent Tendencies, Almost Everyone but own race, x1, Occasionally, x½) [-2pt]; Bowlegged [-1]; Sexless [0pts]

Free Skills:

Language (Worxi, Native, before 232 BBY) or Language Galactic Basic, Native, after 232 BBY); Area Knowledge (Worxer or any other planet)

Racially Learned Skills and Racial Skill Bonuses:

None, but many learn the skill Innate Attack (Projectile) and do not require a free hand (see BS page 201).

Features/Taboos:

Bird-like feet

Names:

Examples names are Briss, Devik, Fifter, Firril, Hedji, Jerrid, Meejen, Prikler, Toira, and Yaff.

Description:

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 at 232 BBY, 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 genetic flaws prevents Spinners from reproducing anywhere other than on their homeworld. The surviving population is gradually becoming sterile for a lack of nutrients found exclusively in their home sector of Elrood. 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.

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 introvert.

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 build, with both genders sanding about 6 foot 3 tall.

Their homeworld Worxer, also called Yablon, was a planet in the Degan Gas Clouds of the Elrood Sector in the Outer Rim.

Notes:

None

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	-5
Tech Level	-10
Racial Advantages	+12
Racial Disadvantages	-13
Racially Learned Skills and Racial Bonuses	0
TOTAL	+4

Squib



Attribute Adjustment:

ST-1 [-10pts]; DX+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM-1

Origin:

Skorr II

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Hearing+4) [+8pts]; Fearlessness+2 [+4pts]; Reputation+2 (Honest traders, Merchants, x½, All the time, x1) [+5pts]; Talent (Business Acumen+1) [+10pts]; Fur [+1pt];

Racial Disadvantages:

Curious (Resist quite rarely, x2) [-10pts]; Intolerance-1 (Liars and dishonest traders) [-1pt]; Overconfidence (Spies and master merchant, Resist quite rarely, x2) [-10pts]; Reputation-2 (Eager, obnoxious, frustrating laborers, Corporations & Governments, x½, All the time, x1) [-5pts]; Vow (Don't share secret data) [-5pts]; Likes (Strange gadgets) [-1pt]

Free Skills:

Language (Squibbian, Native); Area Knowledge (Korr II)

Racially Learned Skills and Racial Skill Bonuses:

Language (Galactic Basic, Broken) [+2pts]; Diplomacy at IQ [+4pts]

Features/Taboos:

None

Names:

Examples of names are Eebareebaveebeedee (Eebaree), Galaneever-marmalios (Galan), Meelawindemort (Meela), Sleerwinlpher-remalior (Wilpher), Spilferithimus-narlamos (Spilfer).

Description:

Squibs are short, overcurious, and overconfident mammalian humanoids with 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 handles, 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 Squib 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, repackage, 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 hey 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.

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.

Squibs are covered in fur that ranges in color from deep red to silvery blue. Thy 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 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 about 3 foot 1 tall.

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. Squib Force users are found on Skorr II, however.

Their homeworld Skorr II is a pleasant world in the Squab system (located in the Outer Rim Territories).

Notes:

None

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+28
Racial Disadvantages	-32
Racially Learned Skills and Racial Bonuses	+6
TOTAL	+7

Ssi-Ruu



Attribute Adjustment:

ST+1 [+9pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM+1

Origin:

Lwhekk

Tech Level:

11

Racial Advantages:

Claws (Sharp Claws) [+5pts]; Damage Resistance 2 (Scales, Can't wear armor, -40%) [+6pts]; Discriminatory Smell [+15pts]; Empathy (Olfactory smell) [+15pts]; Nictitating Membrane+1 [+1pt]; Striker (Tail, Crushing, Cannot parry, -40%, Limited arc, -40%) [+1pt]; Teeth (Sharp beak) [+1pt]

Racial Disadvantages:

Bad Sight (Nearsighted) [-25pts]; Fanaticism (Ssi-Ruuvi Empire) [-15pts]; Intolerance-3 (Aliens) [-10pts]; Mundane Background [-10pts]; Overconfidence (Resist occasionally, x1) [-5pts]; Phobias (Dying on unconsecrated ground, Resist quite rarely, x2) [-20pts]

Free Skills:

Language (Ssi-Ruuvi, Native); Area Knowledge (Lwhekk)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are Firwirrung, Ivpikkis, Kirrsirri, Shreeftut, Sh'tk'ith, and Skuwkrith.

Description:

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 from the religious caste, and sapphire-blue Ssi-Ruuk represent the noble caste. Back-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.

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.

Adult Ssi-Ruuk stand about 6 foot 6 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.

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.

Their homeworld Lwhekk is a planet located in the Unknown Regions.

Notes:

Ssi-Ruuk PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	+9
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+44
Racial Disadvantages	-85
Racially Learned Skills and Racial Bonuses	0
TOTAL	-37

Sullustan



Attribute Adjustment:

DX+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

None

Origin:

Sullust

Tech Level:

11

Racial Advantages:

Absolute Direction (3D Spatial Sense) [+10pts]; Acute Senses (Acute Hearing+2, Easy to hit, -20%) [+3pts]; Night Vision+5 (Easy to hit, -20%) [+4pts]

Racial Disadvantages:

Gregarious (Resist quite often, x1) [-10pts]; Curious (Resist quite rarely, x2) [-10pts]; Pacifism (Reluctant Killer) [-5pts]; Xenophilia (Resist quite often, x1) [-10pts]; Likes (Practical Jokes) [-1pt]

Free Skills:

Language (Sullustese, Native); Area Knowledge (Sullust)

Racially Learned Skills and Racial Skill Bonuses:

Climbing at DX+1 [+4pts]

Features/Taboos:

None

Names:

Examples of names are Aril Nunb, Aubro Ahntanda, Babalabbet Swoont, Bolabo Hujaan, Byun Tenab, Dllir Nep, Hiem Bryl, Huego Eib, Jub Vengu, Kalian Kol, Kyun Squnn, Lyat Tsayv, Lytos Urtell, Mian Hoob, Miim Te'Suub, Mowa Gundeeb, Nien Nunb, Nooni Dalvo, Nuutu Plunb, Rani Quanic, Riin Raas, Sassan Sareeta, Sian Tervv, Syub Snunb, and Voos.

Description:

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 galaxy wide 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.

Sullustans tend to be pragmatic, pleasant, and fond of practical jokes. 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.

Sullustans are humanoids with large round eyes, big ears, and jowls. Many Sullustans, after the age of 30 standard years, begin to experience corneal defects, and must be fitted with special visors. The average Sullustan stands about 5 foot 3 tall. Though some Sullustans hear the call of the Force, few attempt to follow its path.

Their homeworld Sullust is a volcanic technological world located in the Outer Rim Territories.

Notes:

At the age of 30, a Sullustan must make a HT roll to determine whether his sight is deteriorating or not. If the test is failed he will acquire the following disadvantage: Bad Sight (Farsighted or Nearsighted, Mitigator, -60%) [-15pts]. A second failure means the Sullustan is both Farsighted and Nearsighted for a total of [-30pts].

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+17
Racial Disadvantages	-36
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-5

Sunesi



Attribute Adjustment:

ST-1 [-10pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]

Origin:

Monor II

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Hearing+2) [+4pts]; Affliction+1 (Ultra high frequency noise, Disadvantage - Deafness, Malediction - Will versus PER, +100%, Sense Based - Hearing, -20%, Dissipation, -50%) [+3pts]; Protected Sense (Protected Hearing) [+5pts]; Resistance (Rare - Cirrifog crystals) [+5pts]; Ultrasonic Speech [+10pts]

Racial Disadvantages:

None

Free Skills:

Language (Sunese, Native); Area Knowledge (Monor II)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Examples of names are Agapos the Eight, Agapos the Ninth, Agapos the Tenth, Aquinos, Gnosos, Hoil, Nee, and possibly Rur.

Description:

The natives of Monor II are called the Sunesis, which in their language means "pilgrims". They are a unique alien species which

passes through two distinct physiological stages, the juvenile stage and the adult.

This metamorphosis from juvenile stage to adult Sunesi has predisposed these aliens to concepts of life after death. They view their role in the galaxy as to fulfill a destiny before they are uprooted, changed and set along a new path.

To outsiders, Sunesis in the juvenile phase seem to be little more than mindless beasts on the verge of sentience. They are covered in black fur, and have primitive eyes and ear holes with no flaps in their head region. The juvenile’s primary function is eating, and they are ravenous creatures. Monor II is covered with lush, succulent plant growth, and the Sunesi juveniles drink nectar and sap from many species of long stringy plants. To tap into these nutritious plants, juveniles have long curling feeding tubeless they thrust through drilling mouthparts. These specially shaped mouths do not allow formation of speech; however, juveniles are intelligent, particularly during the layer years in their state.

When juveniles approach adulthood, they enter a metamorphosis stage. Just before late-juveniles enter the change, they begin to excrete a cirrifog-derived “sweat” that hardens like plaster. When they awake from metamorphosis, they must escape the hardened shells on their own, typically without adult assistance.

In the adult phase, Sunesi have hairless, turquoise skin and a vaguely amphibian, yet pleasing appearance. Silvery ridges show through the skin where bone is present just beneath the surface, and muscles are attached to the sides of bony ridges. Their foreheads sport two melon-like cranial lobes which allow them to communicate using ultrasound; it also gives the local Imperials cause to call Sunesi adults “lumpheads”. Sunesis have large, round, dark eyes framed by brow crests, and their ears are round and can swivel. They clothe their slender bodies in long-sleeved tunics. Adult Sunesis stand about 5 foot 11 tall.

Notes:

The template given here are for adult Sunesis only.

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	-2
Tech Level	0
Racial Advantages	+27
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	-5

Svivreni



Attribute Adjustment:

HT+1 [+10pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]; Basic Move -2 [-10pts]; SM-2

Origin:

Svivren

Tech Level:

11

Racial Advantages:

Reputation+1 (Mining & metallurgic industries, Almost everyone, x1, All the time, x1) [+5pts]; Fur [+1pt]

Racial Disadvantages:

Reputation-2 (Svivreni Codes, Criminals, x½, All the time, x1) [-5pts]; Stubbornness [-5pts]

Free Skills:

Language (Svivreni, Native); Area Knowledge (Svivren)

Racially Learned Skills and Racial Skill Bonuses:

Metallurgy/TL11 at IQ [+2pts]

Features/Taboos:

None

Names:

Examples of names are Kitalic, Nirasic, Mihalik, and Casin Mak.

Description:

The Svivreni are a well-regarded equinoid species known for their work in the mining and metallurgic industries. Though officially nonaligned during the Empire’s reign, many individual Svivreni have assisted the Rebellion, and later the New Republic and Galactic Alliance. Most work in the private sector.

If asked to sum up the Svivreni in one word, a being would be hard-pressed to offer anything other than “stubborn”. Svivreni are nearly impossible to sway once they have made a decision. This trait bodes trouble for the Imperial forces under command of Grand Admiral Thrawn who, approximately five years after the Battle of Endor, attempt to move on the Svivreni homeworld and are met with stiff resistance.

Though short (usually less than 3 foot tall), Svivreni are heavily muscled and exceptionally resilient. Svivreni possess four-digit hands and cloven hooves, as well as hick heads with broad snouts, large eyes, and prick ears. Their bodies are almost completely covered in thick hair. Svivreni custom dictates that adults do not cut their hair, long hair among their kind is believed to be an indication of intelligence and fertility (older Svivreni males often have hair below their waists). Svivreni traditionally wear sleeveless tunics and work trousers that are covered with pouches and pockets for carrying the various tools used in the course of a day’s labor.

Their homeworld Svivren is a dangerous, mountain-studded Outer Rim world not far from Andalasa. Imperial forces moved on Svivren during the Thrawn crisis but were repelled. Svivren is known for its harsh laws: Weapons are not allowed on-world, aside from those carried by the heavily armed security troops. Violence on Svivren results in the immediate execution of the perpetrator. These Svivreni codes are criticized by groups throughout the galaxy, but crime on Svivren does remain low. Smugglers and other such scoundrels and rogues generally avoid the world.

Notes:

None

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+6
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+3

Swokes Swokes



Attribute Adjustment:
ST+1 [+10pts]; DX-1 [-20pts]; IQ-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:
None

Origin:
Makem Te

Tech Level:
10 - Low TL-1 [-5pts]

Racial Advantages:
Damage Resistance 1 (Though Skin, -40%, Physical, -20%) [+2pts]; High Pain Threshold [+10pts]; Regrowth [+40pts]; Striker (Horns, Crushing, Cannot parry, -40%) [+3pts]; Teeth (Fangs) [+2pts]

Racial Disadvantages:
Bully (Resist quite often, x1) [-10pts]; Reputation-1 (Contemptible tyrants, Almost Everyone but own race, x1, All the time, x1) [-5pts]

Free Skills:
Language (Swoken, Native); Area Knowledge (Makem Te)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:
None

Names:
Example names are Chako Chako, Gragra, Kruke Kruke, Machug, Sorpaat, and Wruuta Wruuta.

Description:
Swokes Swokes seem like a throwback to a more primitive form of life. Although their society remains underdeveloped by galactic standards, they can easily hold their own against better-equipped enemies due to their unique physiology. Their simple bodies lack all but most critical pain receptors, and they can regenerate lost limbs. These features make them nearly unstoppable in a fight.

Swokes Swokes are properly recognized as ruthless bullies and contemptible tyrants who crave some combination of wealth, fame, and power. Most members of the species are devoutly religious and, as such, wear small pouches that contain dried remains of their dead ancestors, usually fingers, gallstones, or teeth.

Swokes Swokes are bulky bipeds with nightmarish, fanged, horned heads, lidless eyes, and rubbery skin that vary in hue from green-gray to glistening off-white. They stand about 5 foot 7 tall.

Their homeworld Makem Te is located in the Outer Rim.

Notes:
A Swokes Swokes can be seen in Mos Espa in Episode I; A Phantom Menace.

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+57
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	+17

-T-

Talz



Attribute Adjustment:
ST+1 [+9pts]; IQ-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:
Will-1 [-5pts]; SM+1

Origin:

Alzoc III

Tech Level:
2 - Low TL-9 [-45pts]

Racial Advantages:
Claws (Talons) [+8pts]; Night Vision 9 [+9pts]; Protected Sense (Vision) [+5pts]; Temperature Tolerance+4 (Cold, Fur) [+4pts]

Racial Disadvantages:
Mundane Background [-10pts]; Short Liferspan_1 [-10pts]; Social Stigma (Subjugated, Before 5 ABY) [-20pts]

Free Skills:
Language (Talz, Native, Talz lack the vocal apparatus to speak any language other than their own); Area Knowledge (Alzoc III)

Racially Learned Skills and Racial Skill Bonuses:
Survival (Arctic) at PER+2 [+8pts]

Features/Taboos:
None

Names:

Examples names are Arvot, Bama Vook, Caldera Righim, Chup-Chup, Druffin, Forfur, Gar, Harra, Korl, Muftak, Reyf, Rugg, Toffik, Veefa, and Voruf.

Description:

The Talz are a culturally and technologically primitive species, and most Talz are unaware that a vast galactic civilization exists beyond their world.

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 Alzoc 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 existences of the Talz, not wanting to be burdened by the Senate regulations regarding the treatment and handling 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 officers. 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 contacts 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 comeas 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 blinded by bright flashes. Talz stand an average of 6 foot 7 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.

Talz are gentle, kind-hearted beings who are slow to anger. No Talz Force users are known to exist.

Their homeworld Alzoc III is a frigid world located in the Outer Rim system of Alzoc.

Notes:

A Talz, Muftak, can be seen at the Mos Eisley Cantina in Episode IV: A New Hope.

CP:

Type	CP
Attribute Adjustment	-1
Secondary Characteristic Adjustment	-5
Tech Level	-45
Racial Advantages	+26
Racial Disadvantages	-40
Racially Learned Skills and Racial Bonuses	+8
TOTAL	-57

Tarasin



Attribute Adjustment:

ST-1 [-10pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

None

Origin:

Cularin

Tech Level:

11

Racial Advantages:

Chameleon+1 [+5pts]; Damage Resistance 1 (Scales, Physical, -20%) [+4pts]; Force Sensitive [+5pts]; Sense Life [+11pts]

Racial Disadvantages:

Cold-Blooded [-5pts]; Secret (Force Sensitive, During Imperial Reign, Possible Death) [-30pts]; Social Stigma (Minority Group, Before the New Jedi Order era) [-10pts]; Vow (Live harmoniously with the land) (-5pts)

Free Skills:

Language (Tarasinese, Native); Area Knowledge (Cularin)

Racially Learned Skills and Racial Skill Bonuses:

Sign Language (Silent Communication, Broken) [+1pt]; Survival (Jungle) at PER+1 [+4pts]

Features/Taboos:

None

Names:

Example names are Cryalira, Dariana, Fissona, Meirana, Missira, Neliosa, Viransa, and Zyalana.

Description:

The Tarasin are a tribal species of omnivorous reptilian humanoids native to Cularin, a predominantly tropical world in the Expansion Region. 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 known 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 consuls 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 Iirstat-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.

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. Most Tarasin adventurers are curious about offworlders and new traditions. Force using Tarasin often serve as religious leaders.

The average Tarasin stands about 5 foot 3 tall and has a body covered with translucent scales. The skin beneath the scales changes color, reflecting the Tarasin 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.

Notes:

None

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+25

Racial Disadvantages	-50
Racially Learned Skills and Racial Bonuses	+5
TOTAL	-10

Tarro



Attribute Adjustment:

ST+1 [+9pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM+1

Origin:

Tililix

Tech Level:

11

Racial Advantages:

Claws (Sharp) [+5pts]; Teeth (Sharp) [+1pt]

Racial Disadvantages:

Loner (Resist quite rarely, x2) [-10pts]; Stubbornness [-5pts]

Free Skills:

Language (Tarrese, Native, similar to Galactic Basic); Area Knowledge (Tililix or any other planet after the Til destruction)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Accented) [+4pts]; Intimidation at Will [+2pts]

Features/Taboos:

None

Names:

Examples of names are Paraster Daskalion, Kassar Kosciusko, Masakayan, Qatak Qantaras, Terrant Skayanestro, and Ruskor Votaran.

Description:

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. Taro 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.

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.

Humanoid, with a large forehead, a thick brow, flat nose, and a broad mouth filled with sharp teeth, the average Tarro stands about 6 foot 2 tall. A Tarro has seven fingers on each hand that end in sharp claws.

Their 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.

Notes:

Tarro PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	+9
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+6
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-3

Tchuukthai



Attribute Adjustment:

ST+2 [+10pts]; DX-2 [-24pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Ambria

Tech Level:

0 Low TL-11 [-55pts]

Racial Advantages:

Extended Lifespan 1 [+2pts]; Claws (Blunt Claws) [+5pts]; Teeth (Fangs) [+2pts]; Damage Resistance 1 (Tough Skin, -40%, Physical, -20%) [+2pts]; Damage Resistance 4 (Armor Plating, Hardened+3, +60%, Physical, -20%, Can't Wear Armor, -40%, Torso and Head only, -10%) [+10pts]

Racial Disadvantages:

No Fine Manipulators [-30pts]; Secret (Serious Embarrassment) [-5pts]; Reputation-4 (Monstrous, other species only, -30%) [-14pts]; Horizontal [-10pts]

Language and other Free Skills:

Language (Tchuukthese, Native); Area Knowledge (Ambria)

Racially Learned Skills and Racial Skill Bonuses:

Intimidation skill at Will [+2pts]

Features/Taboos:

None

Names:

Example names are Bval, Drol, Gaarx, Huun, Nrak, Thon, Tkur, and Zvod.

Description:

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.

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.

Tchuukthai are hulking, quadrupedal brutes, with thick leathery skin, wide-set eyes, flaring nostrils, and sharp fangs. Bristling fur covers their chin, ankles and wrists, and armor plating protects their head, joints, and vital organs. An adult Tchuukthai stands 7 feet tall at the shoulder or 9 feet tall when standing upright on his or her hind legs. Tchuukthai who consorts with other species typically don clothing; others do not.

Notes:

Tchuukthai PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	-14
Secondary Characteristic Adjustment	0
Tech Level	-55
Racial Advantages	+21
Racial Disadvantages	-59
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-105

Teek



Attribute Adjustment:

ST-3 [-30pts]; +5 DX [+100pts]; IQ-1 [-20pts]; HT-2 [-20pts]

Secondary Characteristic Adjustment:

SM-8

Origin:

Forest moon of Endor

Tech Level:

3 - Low TL-8 [-40pts]

Racial Advantages:

Enhanced Move+4 (Costs Fatigue, -10%) [+72pts]; High Manual Dexterity+4 [+20pts]; Teeth (Sharp) [+1pt]; Fur [0pts]

Racial Disadvantages:

Code of Honor (Teek Trading) [-5pts]; Curious (Resist quite often, x1) [-5pts]; Kleptomania (Resist quite often, x1) [-15pts]; Odious Racial Habit (Annoying speech) [-5pts]; Short Lifespan 4 [-40pts]; Bowlegged [-1pt]

Free Skills:

Language (Teek, Native); Area Knowledge (Forest moon of Endor)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are Teek and Yeep.

Description:

Teeks are rodent-like, simian creatures that inhabit the forest moon of Endor. They have long, pointy ears and short, white fur. They have a set of buckteeth that makes them look unintelligent, and they're hands are amazingly quick and agile. They're language consists of undecipherable chattering noises, that many consider very annoying. An average adult Teek stands about 3 foot 1 tall.

On Endor, the Teeks fulfill the Scavenger niche in the ecological system, and they are packrats by nature. Although the Teeks are accomplished thieves, they do not consider themselves dishonest. When a Teek takes an item he will replace it with an item of equal value. Although what a Teek will consider "an equal value", will often differ from that of the object's original owner. Visitors to Endor, who have the misfortune of encountering the race, might find items such as hydrosappers and scanners missing, only to be replaced with nuts and beetle sells. Teeks wear rudimentary clothing with many pouches and pockets filled with items they have managed to collect.

The Teeks main defense is the short bursts of incredible speed, hat they use for fleeing from their enemies and victims of their thievery. Although many find their encounter with the creatures frightfully annoying, Teeks are generally good natured and well-meaning creatures.

Notes:

A Teek can be seen in the TV movie: Ewoks - The battle for Endor.

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	0
Tech Level	-40
Racial Advantages	+93
Racial Disadvantages	-71
Racially Learned Skills and Racial Bonuses	0
TOTAL	+12

Teltior



Attribute Adjustment:

ST+1 [+9pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Merisee

Tech Level:

11

Racial Advantages:

High Manual Dexterity+2 [+10pts]

Racial Disadvantages:

Dislike (Con men of their own species) [-1pt]

Free Skills:

Language (Teltiorese, Native); Area Knowledge (Merisee)

Racially Learned Skills and Racial Skill Bonuses:

Language (Galactic Basic or Merisian, Accented) [+4pts]

Features/Taboos:

None

Names:

Ceeva

Description:

The Teltiors are a tall humanoid race native to Merisee in the Elrood sector. They share their world with the Meris. The Teltiors have pale-blue to dark-blue or black skin. They have a prominent vestigial tail and three-fingered hands. The three fingers have

highly flexible joints, giving the Teltiors much greater manual dexterity than many other species. Teltiors traditionally wear their hair in long ponytails down the back, although many females shave their heads for convenience. The average Teltior stands about 6 foot 2 tall.

The Teltiors have shown a greater willingness to spread from their homeworld than the Meris, and many have found great success as traders and merchants. Although the Teltiors don't like to publicly speak of this, there are also many quite successful Teltior con men, including the infamous Ceeva, who bluffed her way into a high-stakes sabacc game with only 500 credits to her name. She managed to win the entire Unnibar system from Archduke Monlo of the Dentamma Nebula.

Notes:

None

CP:

Type	CP
Attribute Adjustment	+9
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+10
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+22

Temolak



Attribute Adjustment:

ST+1 [+9pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM+1

Origin:

Zirulast

Tech Level:

11

Racial Advantages:

Damage Resistance 1 (Tough Skin, -40%, Physical only, -20%) [+2pts]

Racial Disadvantages:

Broad-Minded [-1pt]; Likes (Discarded technological gadgets) [-1pt]

Free Skills:

Language (Temolish, Native); Area Knowledge (Zirulast or TSC assigned territory)

Racially Learned Skills and Racial Skill Bonuses:

Electronics Repair/TL11 at IQ+1 [+2]; Mechanic/TL11 at IQ [+2]

Features/Taboos:

None

Names:

Example names are Chaiza, Durakas, Eskavon, Kurun, Luzura, Orborus, Shalunas, Unkave, Zanzvost, and Zardanka.

Description:

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 ship a treasure trove, stripping the vessel of everything right down 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 other 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.

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.

Temolaks are muscular, heavy-set humanoids with clay-colored skin, scrunched faces, fanlike ridges along the chin, and small curved horns protruding from the cheekbones. Heir teeth are long and crooked, and their large nostrils flare when they speak. An adult Temolak stands about 6 foot 4 tall.

Their homeworld Zirulast is a dusty an dry world orbiting a white dwarf star of the same name in the Expansion Region. Rings of ice particles encircle the planet.

Notes:

None.

CP:

Type	CP
Attribute Adjustment	+29
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+2
Racial Disadvantages	-2
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+28

Thakwaash



Attribute Adjustment:

ST+2 [+16pts]; DX-1 [-20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM+2

Origin:

Thakwaa

Tech Level:

10 - Low TL-1 [-5pts]

Racial Advantages:

Damage Resistance 1 (Fur, Flexible, -20%, Physical, -20%) [+3pts]

Racial Disadvantages:

Split Personality (Resist quite often, Skills may be altered) [-15pts]

Free Skills:

Language (Thakwaese, Native); Area Knowledge (Thakwaa)

Racially Learned Skills and Racial Skill Bonuses:

Up to 15 CP may be spend on skills which change with each personality.

Features/Taboos:

None

Names:

Example names are Aythar Desh, Hohass Ekwesh, Shakwa Rehakas, Jiva Shelani, and Wec Taskelor.

Description:

Thakwaash are large humanoids who possess great strength. The entire species suffer 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. 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.

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.

Thakwaash average 9 foot 10 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.

Their homeworld Thakwaa 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.

Notes:

Thakwaash pc's are not recommended.

CP:

Type	CP
Attribute Adjustment	-4
Secondary Characteristic Adjustment	-5
Tech Level	-5
Racial Advantages	+3
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+15
TOTAL	-11

Theelin



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Origin:

Theelin - Unknown; half-Theelin any if Humans or near-Humans present.

Tech Level:

11

Racial Advantages:

Fashion Sense [+5pts]; Talent (Musical Ability+2) [+10pts]

Racial Disadvantages:

Unnatural Features (The Old Republic era+1, Fall of the Republic era+2, Rise of the Empire era+3, The Rebellion era+4, The New Republic era+5, see BS page 22) [-1pt/level]

Free Skills:

Language (Theelineese, Native); Area Knowledge (Any one planet)

Racially Learned Skills and Racial Skill Bonuses:

Language (Galactic Basic for Theelin, Native or any other Human or near Human language for half-Theelin, Native) [+6pts]

Features/Taboos:

Varies

Names:

Examples names are Diva Arroquitas, Diva Funquita, Diva Shaliqua, Rystáll Sant, and Shug Ninx.

Description:

The Theelin were a species of near-Humans notable for their artistic talent, their colorful appearance, and their unfortunate history.

Theelin performers and artists created many of the Galactic Republic's greatest work of arts. The Theelin Divas, an all-female religious order, were recognized by many scholars of music as the greatest singers in the galaxy.

Unfortunately for the Theelin, a series of mutations arose among their species during the last years of the Galactic Republic. These mutations led to genetic incompatibilities within their species, making it impossible to produce offspring. Even attempts to continue their species by cross-breeding with Humans and other near-Humans could not stop the Theelin slide towards extinction, due to the high infant mortality rates such couplings suffered from. They inevitably dwindled in number, only a few million Theelin and part-Theelin remained by the time the Republic fell, and pure Theelin were extinct by 10 ABY. Some of their greatest works were produced in these years, however, as an epitaph for a dying people.

Because of the rarity of the Theelin, many female Theelin and part-Theelin were named "Diva" at birth, in hopes that they would develop the musical talent necessary to continue the traditions of the Diva order. Their rarity also led a Hutt named Ingoda to collect Theelin and part-Theelin slaves. Diva Funquita and the half-Human Diva Shaliqua were two of his slaves.

The original appearance of the Theelin is uncertain, as almost all known "Theelin" were not full-blooded specimens, but hybrids. It is possible that some aspects of these individuals' appearances were not from their Theelin genes, but from other Human or near-Human ancestors, the differences could also be related to the very mutations that were plaguing the species. Most, however, had vividly colored hair and pale skin, sometimes with purple or reddish tones and often mottled with colorful spots. While Rystáll Sant, a Human/Theelin hybrid who was part of the Max Rebo Band, had six small horns on the sides of her head, these were absent from other known Theelin, except Diva Arroquitas. Sant also had unusually-shaped feet, an attribute she shared with Diva Shaliqua. Similarly, the half-Human outlaw tech Shug Ninx had three-fingered hands, while other people of Theelin blood had standard Human-like five-fingered hands. An average Theelin stands about 5 foot 7 tall.

Notes:

In any other era except The New Republic, deduct points as appropriate for the Unnatural Features disadvantage.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+15
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	+6
TOTAL	+16

Thisspasian



Attribute Adjustment:

ST+1 [+10pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Thisspasia

Tech Level:

11

Racial Advantages:

Claws (Sharp) [+5pts]; Constriction Attack (Tail) [+15pts]; Damage Resistance 1 (Scales, Lower body only, -20%, Physical, -20%, Can't wear armor, -40%) [+1pt]

Racial Disadvantages:

No Legs (Slithers) [0pts]; Personality Change (Missed meditation) [0pts]

Free Skills:

Language (Thisspasian, Native); Area Knowledge (Thisspasia)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are Dal Jassano, Oppo Rancisis, Kenko Sarapas, and Tersis Shandadi.

Description:

An ancient warrior species, Thisspasiaans 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 Thisspasiaans 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 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 Thisspasian; ironically, the Emperor sent one of his agent, an Emperor's Hand, to "deal with the embarrassment", eliminating the witless governor and enforcing a planetwide 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 hours of sleep per day, Thisspiasians typically spend 5 - 6 standard hours per day in a trancelike state akin to sleep.

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.

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 4 foot 11 tall.

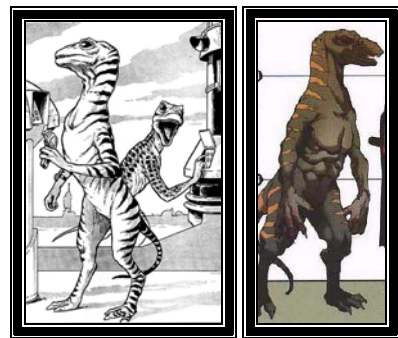
Their homeworld Thisspias is a temperate and rocky world located in the Expansion Region.

Notes:
None

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+21
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	+26

Tiss'shar



Attribute Adjustment:
IQ+1 [+20pts]

Secondary Characteristic Adjustment:
Will-1 [-5pts]

Origin:
Tiss'sharl

Tech Level:
11

Racial Advantages:
Damage Resistance 1 (Scales, Cannot wear armor, -40%) [+3pts]; Night Vision+2 [+2pts]; Reputation (Cunning assassins, Criminals, x½, All the time, x1) [+3pts]; Teeth (Sharp) [+1pt]

Racial Disadvantages:
Code of Honor (Professional) [-5pts]; Reputation-1 (Resourceful entrepreneurs, Almost everyone but own race, x1, All the time, x1) [-5pts]

Free Skills:
Language (Tiss'shar, Native); Area Knowledge (Tiss'sharl)

Racially Learned Skills and Racial Skill Bonuses:
Orl-ar: Acrobatics at DX [+4pts]
Isk-ar: Mechanic/TL11 at IQ+1 [+4pts]
Ask-ar: Sleight of Hand at DX [+4pts]
Kal-ar: Enthralment (Persuade) at Will [+4pts]
Nil-ar: Stealth at DX+1 [+4pts]
Sil-ar: Diplomacy at IQ [+4pts]

Features/Taboos:
Tail

Names:
Example names are Abin-Ral-Xufush, Heth-Lis-Fel, Kal-Tan-Shi, Lur-Sha-Han, San-Kur-Lor, and Uul-Rha-Shan.

Description:
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 know 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.

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.

Slender therapods, 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 5 foot 5 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 mask-like 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.

Their 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.

Notes:
None

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+9
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+18

Togorian



Attribute Adjustment:
ST+2 [+18pts]; DX-1 [-20pts]; IQ-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:
Will -1 [-5pts]; SM+1

Origin:
Togoria

Tech Level:

10 – Low TL-1 [-5pts]

Racial Advantages:
Claws (Sharp) [+5pts]; Fearlessness+4 [+8pts]; Night Vision+3 [+3pts]; Teeth (Sharp) [+1pt]; Fur [+1pt]

Racial Disadvantages:
Bad Temper (Resist quite rarely, x2) [-20pts]; Bloodlust (Resist quite rarely x2) [-20pts]; Intolerance-3 (Non-Togorian) [-10pts]; Reputation-2 (Ruthless Pirates, Almost everyone but own species, x1, All the time, x1) [-10pts]

Free Skills:
Language (Togorian, Native); Area Knowledge (Togoria)

Racially Learned Skills and Racial Skill Bonuses:
Language (Basic, Accented, Understand only) [+3pts]; Intimidation at Will+1 (see BS page 202 for more modifiers) [+4pts]; Melee Weapon (Broadsword or Vibro-sword) at DX+1 [average] [+4pts]

Features/Taboos:
None

Names:
Example names are Dankin, Dh'rang, H'sishi, Keta, Luurr, Mrrov, Muuurgh, Qrrulla, Rrowv, Ruukas, Sarrah, and Seendar.

Description:
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.

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.

Togorians ousted from his warband or exiled from Togoria for some offense will sometimes wander the galaxy in search of adventure of 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 Force users are rare and usually mistrusted and despised by other members of the species.

Muscular bipeds, Togorians stand 8 foot 2 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.

Their homeworld Togoria is a temperate Mid Rim world of sprawling savannas, great canyons (many containing isolated cities), and dense forests.

Notes:

Togorian PCs are not recommended.

CP:

Type	CP
Attribute Adjustment	-12
Secondary Characteristic Adjustment	-5
Tech Level	-5
Racial Advantages	+18
Racial Disadvantages	-60
Racially Learned Skills and Racial Bonuses	+11
TOTAL	-53

Togruta



Attribute Adjustment:

DX+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

PER+1 [+5pts]; Will+1 [+5pts]

Origin:

Shili

Tech Level:

11

Racial Advantages:

Claim to Hospitality (Togruta species) [+5pts]; Scanning Sense (Sonar) [+20pts]; Striker (Horns, Crushing, Cannot Parry, -40%, Limited Arc, -40%) [+1pts]; Teeth (Sharp) [+1pt]

Racial Disadvantages:

Reputation (Poisonous, Almost everybody but own race, x1, All the time, x1) [-5pts]; Attentive [-1pt]

Free Skills:

Language (Togruti, Native); Area Knowledge (Shili)

Racially Learned Skills and Racial Skill Bonuses:

Stealth at DX+1 [+4pts]

Features/Taboos:

Head-tails

Names:

Example names are Ashla, Creev Zrgaat, Dyani Zaan, Jir Taalan, Qusak Laal, Shaak Ti, and Vilka Searis.

Description:

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 yard-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 enjoy devouring thimians, small rodents native to Shili, using 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.

As noted above, Togruta society discourages independence, and yet many Togrutas have gained power and prestige through individuality. Strong-willed Togrutas who exhibit too much independence find life on Shili constricting and leave their homeworld to "hunt among the stars". Togrutas are social, forthright, perceptive, and attentive.

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 about 5 foot 7 tall.

The Togruta homeworld Shili is a temperate wilderness planet located in the Expansion Region. The Togrutas live in small communities hidden beneath the forest canopies or tucked away in hidden valleys.

Notes:

Shaak Ti, a Jedi, can be seen in Episodes I to III.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	+10
Tech Level	0
Racial Advantages	+27
Racial Disadvantages	-6
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+45

Toong



Attribute Adjustment:

DX+2 [+40pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Toong'1

Tech Level:

11

Racial Advantages:

Combat Reflexes [+15pts]; Payload 1 (Yowled cheeks) [+1pt]; Peripheral Vision [+15pts]

Racial Disadvantages:

Reputation-1 (Cowardice, Everybody but own race, x1, All the time, x1) [-5pts]; Stress Atavism (Moderate) [-15pts]; Stuttering (Alien contact, -10%) [-9pts]

Free Skills:

Language (Toongese, Native); Area Knowledge (Toong'1, before 32 BBY or Tund 32 BBY and later)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are Ben Quadrinaros, Derble Fonkin, Glef Wonkitz, Hyke Waulkon, and Tigona Minamore.

Description:

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 revelation 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 manifest 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'1 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 of farming efforts, and the Toong colonists enjoy minimal contact with other sentient species. A few rare Toong work outside the Toong'1 system or its colonies as accountants, mechanics, or even scouts an bounty hunters, but more often than not, they gravitate to positions where they don't have to interact with others.

Visitors to Toong'1 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.

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.

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 yowled cheeks can expand to store food (a legacy from the hairless rodents from which the species evolved). Adult Toong stand around 6 foot tall.

Their homeworld Toong'1 is located in the Outer Rim Territories. Shortly before the Battle of Naboo, the Toong are forced to the nearby world of Tund after Toong'1 is devastated by comet impacts.

Notes:

Ben Quadrinaros can be seen during the Podrace on Tatooine in Episode I - The Phantom Menace.
Hits to the Neck are applied as if hit the Face (see BS page 552)

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+31
Racial Disadvantages	-29
Racially Learned Skills and Racial Bonuses	0
TOTAL	+27

Toydarian



Attribute Adjustment:

ST-2 [-20pts]; DX+2 [+40pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

SM-1

Origin:

Toydoria

Tech Level:

11

Racial Advantages:

Flight (Lighter than air Lift, -10%, Small Wings, -10%, Costs Fatigue, -10%) [+28pts]; Mind Shield+5 (Force, -10%) [+18]; Rapier Wit [+5pts]

Racial Disadvantages:

Compulsive Behavior (Gambling, Resist quite often) [-5pts]

Free Skills:

Language (Toydarian, Native); Area Knowledge (Toydoria)

Racially Learned Skills and Racial Skill Bonuses:

Language (Galactic Basic or Huttese, Accented) [+4pts]

Features/Taboos:

None

Names:

Example names are Creducio, Farex, Gelt, Jink, Kelgwa, Oparro, Pwigiri, Quant, Rovello, Rylkra, Tigbwi, Tyra, Watto, and Zerpo.

Description:

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 sky of Toydoria is 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 technology. Like many other worlds within Hutt Space, Toydoria 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. Toydoria 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. No Toydarian Force users are known to exist.

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.

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 around 4 foot tall.

The murky Mid Rim world of Toydoria is located within the borders of Hutt Space.

Notes:

Watto can be seen at Mos Espa in Episodes I and II.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+51
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+60

Trandosha



Attribute Adjustment:

ST+1 [+10pts]; DX-1 [-20pts]

Secondary Characteristic Adjustment:

None

Origin:

Trandosha

Tech Level:

11

Racial Advantages:

Claws (Sharp) [+5pts]; Damage Resistance 1 (Scales, Physical only, -20%) [+4pts]; Infravision [+10pts]; Regrowth (9 years or younger) [+40pts]

Racial Disadvantages:

Berserk (Resist quite often) [-10pts]; Cold-Blooded [-5pts]; Intolerance-3 (Wookiees) [-5pts]; Selfish (Resist quite often) [-5pts]; Short Lifespan 1 [-10pts]; Social Stigma (Imperial supporters, Minority Group, see description) [-10pts]; Likes (Hunting) [-1pt]

Free Skills:

Language (Dosh, Native); Area Knowledge (Trandosha)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Desert) at PER [+2pts]; Tracking at PER [+2pts]

Features/Taboos:

None

Names:

Example names are Bossk, Corrsk, Cradossk, Dussk, Fusset, Grulluss, Juuus, Kallukoras, Krussk, Nakaron, Portha, Reosss, Ssung, Traggrissk, Tusserk, Yarroq, and Yavassk.

Description:

Trandoshans 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 Trandoshans 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 Trandoshans eager to profit from the tourist trade.

Trandoshans raided the Wookiee homeworld, attempting to plunder its natural resources. The Wookiees brought the matter to the Senate, but that did not discourage the Trandoshans. Terrible battles raged on both worlds until, finally, the Senate ruled in favor of the Wookiees and put an end to the Trandoshan 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 Trandoshan 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".

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 the 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.

Trandoshans stand about 5 foot 11 tall. Their scaly hides offer additional defense against attacks and range in color from sandy brown to glossy green.

Trandosha (also called Hsskor or Dosh) is an arid planet located in the Mid Rim. The planet orbits the same sun as Kashyyyk, the Wookiee homeworld.

Notes:

The feared bounty hunter Bossk can be seen on the SSD Executor in Episode IV – The Empire Strikes Back.

The advantage Regrowth [+40pts] and the disadvantage Social Stigma [-10pts] should be deducted if not appropriate.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+59
Racial Disadvantages	-46
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+7

Trianii



Attribute Adjustment:

Male: ST-1 [-10pts]; IQ+1 [+20pts]

Female: ST+1 [+10pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]

Origin:

Trian

Tech Level:

11

Racial Advantages:

Claws (Sharp) [+5pts]; Extra Attack (Tail) [+25pts]; Binding (Tail+5, No Parry, -5%, Melee Attack 1-4, -15%) [+8pts]; Fur [+1]

Racial Disadvantages:

Curious (Resist quite often) [-5pt]; Intolerance-3 (Corporate Sector) [-5pts]

Free Skills:

Language (Trianii, Native); Area Knowledge (Trian)

Racially Learned Skills and Racial Skill Bonuses:

Acrobatics at DX-1 [+2pts]; Climbing at DX [+2pts]

Features/Taboos:

None

Names:

Example names are Atuarre, Duarrid, Keeheen, Pakka, Reakhas, Shearran, and Tuunac.

Description:

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 code deemed acceptable to all. Spirituality infuses every element of Trianii society, from art to industry to commerce.

Trianii are fiercely independent, adventurous, and deeply spiritual. Most members of the species adhere to the moral codes of Trian's official religion, as well as their family's traditional religion. 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.

Humanoid, slender, with short colorful fur, feline facial features, sharp claws, and a prehensile tail, the average Trianii stands about 6 foot tall. Trianii fur comes in a variety of colors and patterns.

Trian lies 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.

Notes:

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+39
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+48

T'surr



Origin:

T'surr

Tech Level:

10 - Low TL-1 (-5pts)

Free Skills:

Language (T'surrese, Native); Area Knowledge (T'surr)

Racially Learned Skills and Racial Skill Bonuses:

Language (Basic, Accented) [+4pts]

Features/Taboos:

Names:

Example names are Datynask, Dyrago, Feyrr, Jeneyd, Krayn, Reythan, Shyntak, and Treykon.

Description:

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.

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.

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 lesser, but they are still drawn to violent, predatory professions. The galaxy has yet to face a T'surr Force-user.

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.

Hulking brutes, T'surr males stand around 8 foot 4 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 6 foot 7 tall. They also lack the mane of horns that contributes to the males' fierce appearance.

Their homeworld T'surr is 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.

Notes:

T'surr PCs are not recommended.

Males

Attribute Adjustment:

ST+2 [+18]; DX-2 [-40pts]

Secondary Characteristic Adjustment:

SM+1

Racial Advantages:

Acute Senses (Acute Hearing+1, Easy to Hit, -20%) [+2pts]; Damage Resistance 1 (Tough Skin, -40%, Physical, -20%) [+2pt];

Improved G-Tolerance+1G [+10pts]; Night Vision+1 [+1pt]; Peripheral Vision (4 Eyes, Easy to Hit, -20%) [+12pts]; Striker (Horns, Piercing, Cannot Parry, -40%, Clumsy, -20%) [+2pts]; Teeth (Sharp) [+1pt]

Racial Disadvantages:

Bully (Resist quite rarely, x2) [-20pts]; Intolerance-3 (Weaker Species) [-10pts]; Reputation-1 (Dangerous marauding killers, Almost everyone but own race, x1, All the time, x1) [-5pts]; Likes (Trophies) [-1pt]

CP:

Type	CP
Attribute Adjustment	-22
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+30
Racial Disadvantages	-36
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-29

Females

Attribute Adjustment:

ST+1 [+9pts]; DX-1 [-20pts]

Secondary Characteristic Adjustment:

SM+1

Racial Advantages:

Acute Senses (Acute Hearing+1, Easy to Hit, -20%) [+2pts]; Damage Resistance 1 (Tough Skin, -40%, Physical, -20%) [+1pt]; Improved G-Tolerance+1G [+10pts]; Night Vision+1 [+1pt]; Peripheral Vision (4 Eyes, Easy to Hit, -20%) [+12pts]; Teeth (Sharp) [+1pt]

Racial Disadvantages:

Bully (Resist quite rarely, x2) [-20pts]; Intolerance-3 (Weaker Species) [-10pts]

CP:

Type	CP
Attribute Adjustment	-11
Secondary Characteristic Adjustment	0
Tech Level	-5
Racial Advantages	+27
Racial Disadvantages	-30
Racially Learned Skills and Racial Bonuses	+6
TOTAL	-13

Tunroth



Attribute Adjustment:

ST+1 [+10pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

None

Origin:

Jiroch-Reslia

Tech Level:

11

Racial Advantages:

Reputation+1 (Excellent Hunters, Almost everyone, x1, All the time, x1) [+5pts]; Enhanced Tracking+1 [+5pts]

Racial Disadvantages:

Code of Honor (Use primitive weapons, Pre Reslian Purge) [-10pts] or Code of Honor (Use primitive weapons while hunting, Post Reslian Purge) [-5pts]

Free Skills:

Language (Tunrothese, Native); Area Knowledge (Reslia or Kalok or Saloch)

Racially Learned Skills and Racial Skill Bonuses:

Bow (klirun) at DX+1 [+4pts]

Features/Taboos:

Elongated Head

Names:

Example names are Kiran Tatch, Tonas Vucral, Rathe Palror, Xarcee Huwla.

Description:

The Tunroth were simple hunters before Duros scouts discovered them during an exploration of the Jiroch system nearly 9,000 BBY. Although access to galactic-level technology allowed the Tunroth to colonize their 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 Iotran 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 Iotran 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 stiiiran, 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.

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.

Muscular and hairless, the average Tunroth has 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 5 foot 7 tall. Their hands feature two opposable thumbs and a single finlike finger.

Their homeworld Jiroch-Reslia is 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.

Notes:

CP value is calculated for the Pre Reslian Purge.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+10
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-6

Tusken



Attribute Adjustment:

IQ-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM+1

Origin:

Tatooine

Tech Level:

9 - Low TL-2 [-10pts]

Racial Advantages:

Combat Reflexes [+15pts]

Racial Disadvantages:

Illiteracy (Native) [-3pts]; Intolerance-3 (Other Species) [-10pts]; Mundane Background [-10pts]; Phobias (Technophobia, Resist quite rarely, x2) [-30pts]; Reputation-4 (Brutal, Tatooine colonists, x½, All the time, x1) [-6pts]; Social Stigma (Second-class Citizen) [-5pts]; Vow (Always wear ancient custom clothing) [-5pts]

Free Skills:

Language (Tusken, Native, Spoken only); Area Knowledge (Tatooine)

Racially Learned Skills and Racial Skill Bonuses:

Animal Handling (Bantha) at IQ [+2pts]; Brawling at DX+1 [+2pts]; Melee Weapon (Gaderffii) at DX [+2pts]; Riding (Bantha) at DX [+2pts]; Stealth at DX [+2pts]; Survival (Desert) at PER+2 [+8pts]; Survival (Mountain) at PER [+2pts]

Features/Taboos:

Cannot be Force Sensitive

Names:

Example names are Grk'kkrs'arr, K'Sheek, Rrr'ur'R, RR'uruurrr, UroRRuR'R, and Ur'Ru'r.

Description:

Tusken, often called 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 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 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 population in subsequent years. Entire tribes were wiped out, and the survivors were driven into deep deserts.

The average Tusken 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 prefer to attack in large umbers, and even then, their targets are usually no more threatening than a moisture farm or ill-defended Jawa sandcrawlers.

Although technologically primitive by galactic standards, Tusken must make good use of whatever technological items they can scavenge from slain offworlders or Jawas.

Tusken use banthas, large herd animals native to Tatooine, as mounts during scouting missions and hunting expeditions. Some Tusken villages also use domesticated massifs as watchdogs.

Tusken hunters typically arm themselves with gaderffii sticks and slugthrower rifles.

The Sand People are ruthless tribal nomads who attack anyone they do not recognize, including members of other Tusken Raider tribes.

Roughly 6 foot 7 tall, Tusken 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.

Their homeworld Tatooine is a desert world located in the Outer Rim.

Notes:

Tusken PCs are not recommended.

Tusken Raiders can be seen in Episodes I, II and IV.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	-5
Tech Level	-10

Racial Advantages	+15
Racial Disadvantages	-69
Racially Learned Skills and Racial Bonuses	+20
TOTAL	-58

Twī'lek



Attribute Adjustment:
None

Secondary Characteristic Adjustment:
Will-1 [-5pts]

Origin:
Ryloth

Tech Level:
11

Racial Advantages:
Charisma+1 [+5pts]; Night Vision+1 [+1pt]; Resistant (Occasional, Disease – Fungus Infections) [+10pts]

Racial Disadvantages:
Careful [-1pt];

Free Skills:
Language (Ryl, Native); Area Knowledge (Ryloth)

Racially Learned Skills and Racial Skill Bonuses:
Language (Lekku, Native, Body language) [+3pts]

Features/Taboos:
None

Names:

Example names are Abdi Badawzi, Arali Dil, Bib Fortuna, Cesi Eirriss, Con Varra, Dahz Thulaka, Deel Surool, Dia Passik, Esm Arkhee, Firith Olan, Gida Luroon, Hid Togema, Jelahan Sirar, Klyto Sygnus, Koyi Kornad, Monsula Mora, Nawara Ven, Nolaa Tarkona, Om Free Taa, Pratari Cinn, Aalya Seura, Ree Shaba, Sil Vaturha, Skawn Bonduna, Slar-dan Ti Gardi, Tavri, and Tru’eb Cholak.

Description:
Twī’leks are humanoids native to Ryloth, a storm-swept planet in the Ryloth star system located 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. The average Twi’lek stands about 6 foot tall and their skin tones include shades of blue, white, green, and red. 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, Twi’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 Twi’lek corporate executives and ambassadors are no less common than unscrupulous Twi’lek freighter captains and crime lords.

Twī’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.

Notes:
Twī’leks can be seen in Episodes 1, 2, 3, and 6. Males tend to sharpen their teeth, if done so they gain the advantage Teeth (Sharp) [+1pt]

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+16
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	+3
TOTAL	+13

-U-

Ubese



Attribute Adjustment:
DX+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:
HP-1 [-2pts]

Origin:
Uba III, Uba IV or Ubertica

Tech Level:
11

Racial Advantages:
None

Racial Disadvantages:
Obsession (Advanced Technology, Resist quite often, x1) [-5pts]; Phobias (Xenophobia, Resist quite rarely, x2) [-30pts]

Free Skills:

Language (Ubese, Native); Area Knowledge (Uba III or Uba IV or Ubertica)

Racially Learned Skills and Racial Skill Bonuses:

Environment Suit/TL11 at DX+1 [+4pts]

Features/Taboos:

None

Names:

Example names are Arcuse, Boushh, Dusorra, Jorsu'un, Ourulos, Savax, Su'Suv, Wurran, and Zo'Tannath.

Description:

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 technology 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 won weapon systems, and their attitude 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 detected 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 on Uba called those who had been rescued Yrak Pootzek, a phrase implying cowardice or "impure" parentage. In truth, the Yrak Pootzek 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 a big mystery to them as it was to the rest of the galaxy.

Millennia passed, and both Ubese subspecies endured their respective worlds. Eventually, the Yrak Pootzek 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 protectors of the galaxy" for what happened to their culture and their 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 ell 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.

The hatred that the Yrak Pootzek 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.

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 around 5 foot 10 tall.

Their homeworld Uba III is 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.

Notes:

In episode VI – Return of the Jedi, Leia is disguised as an Ubese called Boushh.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	-2
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-35
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-23

Ugnaught



Attribute Adjustment:

DX-1 [-20pts]; IQ+1 [+20pts]; HT-1 [-10pts]

Secondary Characteristic Adjustment:

SM-1

Origin:

Gentes

Tech Level:

11

Racial Advantages:

Extended Lifespan+1 [+2pts]; Reputation+2 (Expert miners, Almost everyone, x1, Al the time, x1) [+10pts]; Talent (Artificer+1) [+10pts]

Racial Disadvantages:

Workaholic [-5pts]

Free Skills:

Language (Ugnaught, Native); Area Knowledge (Gentes or any other planet on which they work)

Racially Learned Skills and Racial Skill Bonuses:

See Talent (Artificer) BS page 90.

Features/Taboos:

None

Names:

Example names are Aiza'ran, Dzabba, Grugnak, Inkur, Klaazian, Kyood Vurd, Maz'zt, Ozz, Scizzic, Ugarte, Ugloste, Vinzrik, Y'nzella, and Yoxgit.

Description:

Tireless laborers and talented artisans, Ugnaughts hail from the distant Anoat system, where they have a pre-spaceflight 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, 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.

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.

Ugnaughts are stout humanoids with porcine facial features. Adults stand about 4 foot 3 tall

Their homeworld Gentes is located in the Outer Rim system of Anoat.

Notes:

The laborers on Cloud City in Episode IV - The Empire Strikes back are Ugnaughts.

Characters who have been taken as slaves must take the disadvantage Social Stigma (Subjugated) [-20pts]

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+22
Racial Disadvantages	-5
Racially Learned Skills and Racial Bonuses	0
TOTAL	+7

Umbaran



Attribute Adjustment:

HT-1 [-10pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]

Origin:

Umbara

Tech Level:

11

Racial Advantages:

Charisma+2 [+10pts]; Empathy [+15pts]; Ultravision [+10pts]; Social Regard+1 (Respected and Feared for influence ability) [+5pts]

Racial Disadvantages:

Callous [-5pts]; Obsession (Power and Influence, Resist quite rarely, x2) [-20pts]; Minor Handicap (Light Sensitive) [-1pts]

Free Skills:

Language (Umbarese, Native); Area Knowledge (Umbara)

Racially Learned Skills and Racial Skill Bonuses:

Current Affairs/TL11 (Politics) at IQ+2 [+4pts]; Diplomacy at IQ-1 [+2pts]; Enthralment (Persuade) at Will-1 [+2pts]; Enthralment (Suggest) at Will-1 [+2pts];

Features/Taboos:

None

Names:

Example names are Darth Ruin, Lesore Deyal, Vykan Fenn, Sly Moore, Mesyl Rant, Sivilin, Squa Tront, Arystul Yoci, and Zendra.

Description:

Umbarans hail from Umbara, a dark planet in the deepest reaches of the Ghost Nebula, a gloomy corner of the galaxy in the Outer Rim Territories. 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. Although no Umbaran has yet walked the path of the Jedi, Umbaran Force-users do exist across all eras.

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.

Umbarans are gaunt hauntingly pallid humanoids with sunken eyes. Umbarans stand about 5 foot 9 tall.

Notes:

Sly Moore is an Umbaran and can be seen in Episodes II and III as the Staff Aide of Chancellor Palpatine.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+40
Racial Disadvantages	-26
Racially Learned Skills and Racial Bonuses	+10
TOTAL	+29

Unknown Tridactyl Species



Attribute Adjustment:

ST-3 [-20pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Will+2 [+10pts]; Per+2 [+10pts]; SM-1

Origin:

Unknown

Tech Level:

11

Racial Advantages:

Force Sensitive [+5pts]; Extended Lifespan +4 [+8pts]

Racial Disadvantages:

None

Free Skills:

Language (Basic, Native); Area Knowledge (Any one planet)

Racially Learned Skills and Racial Skill Bonuses:

Not known. They are not so open minded and do not show their qualities to others.

Features/Taboos:

None

Names:

Examples are Bontu Sitmus, Minch, Yaddle, Yoda D'Kana, Seville Demetris D'Kana, and Vandar Tokare.

Description:

These small, wise creatures originate from an unknown world. Not much is known of them but the ones who travel into the galaxy are known to be all Force-sensitive. The two best known Jedi are Bontu Sitmus and his apprentice Yoda D'Kana.

They are short creatures and have a greenish or orange tanned skin. They have pointy ears and on each hand they have three fingers. Their feet have three frontal toes and two rear toes each. Their bodies look very fragile and weak, but this is well compensated by their wisdom and their connection to the Force. Their sharp teeth point to a carnivorous diet

Notes:

These Jedi can be seen in each Episode except Episode IV.

CP:

Type	CP
Attribute Adjustment	-0
Secondary Characteristic Adjustment	+20
Tech Level	0
Racial Advantages	+13

Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	+33

Utai



Attribute Adjustment:

ST-2 [-20pts]; HT+1 [+10]

Secondary Characteristic Adjustment:

Basic Move-1 [-5pts]; SM-1

Origin:

Utapau

Tech Level:

11

Racial Advantages:

Dark Vision [+25pts]; Night Vision 1 [+1pt];

Racial Disadvantages:

Minor Handicap (Light Sensitivity) [-1pt]

Free Skills:

Language (Pau'an, Native); Area Knowledge (Utapau)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None.

Names:

Example of names are Senin Vant.

Description:

One of the two near-Human species native to the sinkhole world of Utapau, the stocky Utai toiled as laborers in the sinkhole cities and caverns of their homeworld. Utai society existed side-by-side with that of the gaunt Pau'ans.

Where the Pau'ans were tall and thin, their Utai cousins were generally short and chubby, reaching about 4 foot in height. Utai had pale, hairless skin and large, oblong heads. Two glassy black yes protruded on thick stalks from the Utai's face, which was otherwise unremarkable, aside from a small, puckered mouth. Utai had stubby, four-fingered hands and were capable workers and mechanics.

An age ago, the Utai were the sole inhabitants of Utapau's plummeting sinkholes, living in dwellings nestled among the crevices of the rocky walls. A planetary climate change forced Utapau's other primary species, the Pau'ans, to migrate underground. The two species formed a mutually beneficial society, merging their disparate civilizations and generally living in peace.

A natural hierarchy formed, with the Pau'ans well placed as the rules and politicians of the Utopaun cities, while the more hands-on Utai served as laborers and workers. Utai also served as the keepers of the varactyl, super-fast lizard beasts used as mounts on Utapau, and over the years have learned how to tame the creatures.

Notes:

Utai can be seen at Pau City in Episode III - Revenge of the Sith.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+26
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	0
TOTAL	+10

-V-

Vaathkree

Tech Level:

11

Racial Advantages:

Damage Resistance 3 (Scales, Semi-Ablative, -10%, Cannot wear armor, -40%, Physical and Energy, -10%) [+6pts]; Reduced Consumption 3 [+6pts]; Reputation+1 (Devotion for Trade and Bartering, All merchant, x ½, Occasionally, x½) [+1pt]; Sanitized Metabolism {+1pt}

Racial Disadvantages:

Restricted Diet (Occasional, Lava) [-30pts]; Slow Eater [-10pts]; Likes (Trade and Barter) [-1pt]

Free Skills:

Language (Vaathkree, Native); Area Knowledge (Vaathkree)

Racially Learned Skills and Racial Skill Bonuses:

Language (Vaathkree Trade Language, Secret) [+3pts]; Merchant at IQ [+2pts]

Vaathkree



Attribute Adjustment:

DX-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

None

Origin:

Features/Taboos:

None

Names:

Example names are Grosteek and Valka.

Description:

The Vaathkree people evolved on the planet Vaathkree in the Vaath'kror system. They were covered by armored plates, making them appear to be made from stone and metal. Vaathkree were well-known for their devotion to trade and bartering. In fact, the name of their religion (roughly translated to Basic was "The Deal".

Vaathkree had a long lifespan (300 to 350 standard years) and a two-staged life cycle. They began their lives as small, shapeless non-sentients called Stonesingers. Stonesingers roamed the lava flats of Vaathkree, incorporating bits of stone and metal into their body structure. Their metabolism allowed them to absorb minerals which would be turned into tough armor scales on the outside of the skin. At about nine years of age, the Stonesingers were about one yard tall, but still had a fluid form. They also began to develop rudimentary intelligence, and were instructed by adult Vaathkree into the ways of The Deal.

As their minds developed, the young Stonesingers lost their fluidity, and had to choose a particular form. Since the Vaathkree had been active in the Galactic Republic for several millennia, this was usually a Human-sized humanoid form. Others choose variant forms suited to their chosen professions. Stonesingers became adult Vaathkree at about twenty years of age.

Concepts such as barter, haggling, sales technique, and supply and demand were deeply ingrained in Vaathkree culture. As a result, they were one of the most renowned trading species in the galaxy. Over time, the Vaathkree had developed a complicated trade language for discussing business matters. Non-Vaathkree found this language especially hard to decipher, which usually worked in the Vaathkree's favor.

Vaathkree also invented a two-dimensional artform known as Flatsculpt, similar in style to Paonidd Extrassa Art.

Notes:

The profile given here is for an adult Vaathkree only.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+14
Racial Disadvantages	-31
Racially Learned Skills and Racial Bonuses	+5
TOTAL	-22

Veknoid

**Attribute Adjustment:**

ST-1 [-10pts]

Secondary Characteristic Adjustment:

SM-1

Origin:

Monuus Mandel

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Hearing+2) [+4pts]; Teeth (Sharp) [+1pt]

Racial Disadvantages:

None

Free Skills:

Language (Veknoid, Native); Area Knowledge (Monuus Mandel)

Racially Learned Skills and Racial Skill Bonuses:

Language (Bothan, Broken) [+2pts]; Piloting/TL11 (choose one) at DX+1 [+4pts]

Features/Taboos:

None

Names:

Example names are Teemto Pagalies and Zao.

Description:

Veknoids, also known as Velkoids, were a species native to the Monuus Mandel, a moon of the Bothan colony Mandell. In 58 BBY during the Mandalorian Civil War, Vizsla planned to conquer it following the Battle of Concord Dawn.

Veknoids are a short species, averaging about 3 foot 11 tall. They have elongated heads, large grinding teeth and their skin colors ranges from khaki to brown.

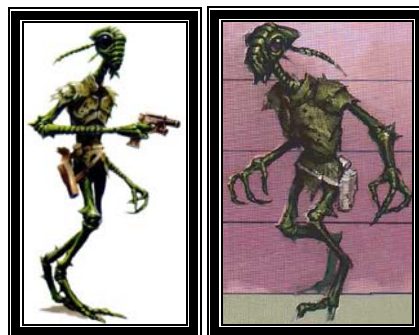
Notes:

Teemto Pagalies can be seen at the Boonta Eve podrace in Episode I – The Phantom Menace.

CP:

Type	CP
Attribute Adjustment	-10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+5
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	+6
TOTAL	+1

Verpine

**Attribute Adjustment:**

None

Secondary Characteristic Adjustment:

SM+1

Origin:

Unknown

Tech Level:

11

Racial Advantages:

Damage Resistance 2 (Physical, -20%) [+8pts]; Gadgeteer [+25pts]; Microscopic Vision+2 [+10pts]; Peripheral Vision (Large eyes, Easy to Hit, -20%) [+12pts]; Telecommunication (Radio, Racial, -20%) [+8pts]

Racial Disadvantages:

Duty (Absolute Democracy, Quite often, Nonhazardous) [-5pts]; Technophilia (Resist quite rarely, x2) [-20pts]

Free Skills:

Language (Verpine, Native); Area Knowledge (Roche Asteroid belt)

Racially Learned Skills and Racial Skill Bonuses:

Engineer/TL11 (choose one specialization) at IQ[+4]

Features/Taboos:

None

Names:

Example names are Fxz'et, Gargi, Jurfel, Kuli Ned'lx, Moegid, Pg'lax, Suskafoo, Zix, and Zraii.

Description:

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 semi-sentient drones that would be used as menial laborers. As Verpine society evolved and developed advanced technology, there ceased to be a need of 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's sympathy for the Rebel Alliance, although the species never officially joined the Rebellion, in part because the Emperor 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.

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 insectoid species) and enthusiastic. They will often make unauthorized "improvements" to starships and droids, inadvertently introducing some new quirks.

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 back of their heads allow them to communicate with one another over great distances by creating natural radio waves. Adult Verpine stand around 6 foot 3 tall.

The largest settlement of Verpine in the galaxy lies in the Roche asteroid belt, 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 belt 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.

Notes:

None

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+63
Racial Disadvantages	-25
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+42

Vodran



Attribute Adjustment:

IQ-2 [-40pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

None

Origin:

Vodran

Tech Level:

11

Racial Advantages:

Damage Resistance 1 (Tough Skin, -40%, Physical, -20%) [+2pts]

Racial Disadvantages:

Social Stigma (Subjugated) [-20pts]

Free Skills:

Language (Huttese, Native); Area Knowledge (Vodran)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Jungle) at PER [+2pts]

Features/Taboos:

No facial expressions.

Names:

Example names are Meldo Lycrri, Kl'ietu Mutela, Xenon Nnaksta, Lakren Plooru, and Saran Vydek.

Description:

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 diagonal 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.

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 behaviors such as etiquette or innuendo.

Humanoid, with leathery brown skin, black featureless eyes, a flat nose, and a face ringed by horny protrusions, the average Vodran stands about 5 foot 9 tall. A Vodran's underdeveloped facial muscles permit only a slight range of facial expressions.

Vodran, one of the 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.

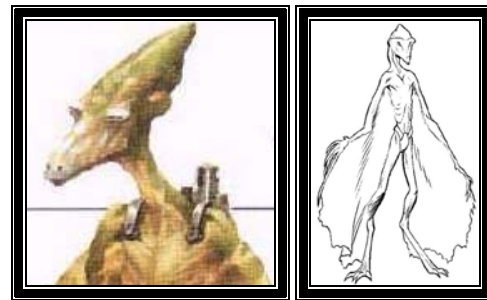
Notes:

Vodrans can be seen at Jabba's Palace and on the skiff in Episode VI – Return of the Jedi

CP:

Type	CP
Attribute Adjustment	-30
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+2
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-46

Vor



Attribute Adjustment:

IQ+1 [+20pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]; SM+1

Origin:

Vortex

Tech Level:

11

Racial Advantages:

Flight (Cannot Hoover, -15%) [+34pts]

Racial Disadvantages:

Cold-Blooded [-5pts]; Selfless (Resist quite rarely, x2) [-10pts]; Dislikes (Alien Affairs & Politics) [-1pt]

Free Skills:

Language (Votese, Native); Area Knowledge (Vortex)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

Hide Emotions

Names:

Example names are Deskalut, Inchiiri, Kaliopi, Krini-shen, Shaviri, Wiliran, and Yiruthir.

Description:

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 yards 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 a special event, and the Vors consider it their highest honor 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.

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. Vors suppress their emotions, remaining composed even in times of great joy, or tragedy and saving their emotional outbursts for private moments.

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 relative short, 3-yard wingspan. The average Vor stands about 6 foot 7 tall.

Their homeworld Vortex is 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 miles across the planet's surface.

Notes:

None

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	-2
Tech Level	0
Racial Advantages	+34
Racial Disadvantages	-16
Racially Learned Skills and Racial Bonuses	0
TOTAL	+36

Vorzydiak



Attribute Adjustment:

IQ+1 [+20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Vorzyd IV

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

Easy to Read [-10pts]; Hidebound [-5pts]; Stubbornness [-5pts]; Workaholic [-5pts]

Free Skills:

Language (Vorzydiak, Native); Area Knowledge (Vorzyd IV or any other colony in the Vorzyd Cluster)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are Jolos Aarn, Kel Razda, Segra Bezu, and Tyko Mez.

Description:

Vorzydiaks had already mastered sublight technology by the time Republic scouts encountered them in the Vorzyd Cluster. The Republic's gift of hyperdrive technology enabled the Vorzydiaks to further explore their region of space, and this new pursuit helped end centuries of social and political upheaval on nearly a dozen Vorzydiak worlds.

Vorzydiaks form close-knit families, which only heightens the agitation of young Vorzydiaks who rebel against their stifling, stagnant society.

Vorzydiaks are widely regarded as hard workers, but also as inflexible thinkers almost comically set in their ways. Rebellious and unruly Vorzydiaks youths commonly rail against the rigidity of their society with acts of vandalism or violence that border on the shockingly brutal.

Physically similar to Humans, Vorzydiaks are notable for their yellow skin and long antennae, whose motions serve as barometers for their moods. They average 5 foot 11 tall.

Vorzydiaks have colonies throughout the Vorzyd Cluster, although their largest population can be found on Vorzyd IV.

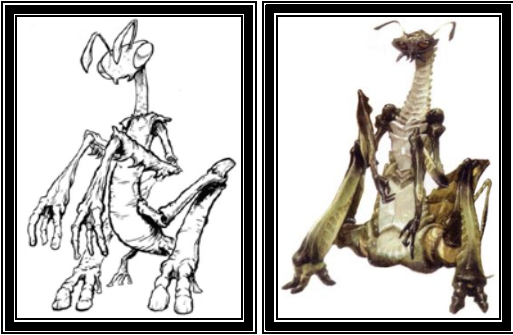
Notes:

None

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-25
Racially Learned Skills and Racial Bonuses	0
TOTAL	-10

Vratix



Attribute Adjustment:

DX-1 [-20pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Thyferra

Tech Level:

11

Racial Advantages:

360° Degree Vision (Easy to Hit, -20%) [+20pts]; Acute Senses (Acute Touch+2) [+4pts]; Damage Resistance 2 (Carapace, Can't wear armor, -40%) [+6pts]; Extended Lifespan 1 [+2pts]; Extra Legs (Four legs) [+5pts]; Healing (Xenohealing, +60%, Injuries Only, -20%) [+42pts]

Racial Disadvantages:

Easy to Read [-10pts]; Odious Racial Habit (Touching others) [-5pts];

Free Skills:

Language (Vratix, Native); Area Knowledge (Thyferra)

Racially Learned Skills and Racial Skill Bonuses:

Jumping at DX+2 [+4pts]

Features/Taboos:

Hive-mind; No creative expression

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.

Description:

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 Xucphra 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. Their 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' hive-like intelligence; for example, a Vratix might say, "We are pleased to meet you. Our name is Akarin."

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.

A Vratix has large compound eyes, a stalk-like neck, and six limbs sprouting from a cylindrical thorax and abdomen. Two triple-joined arms extend from the shoulders, ending in long, three-fingered hands. Vratix stand upright on four legs. The rearmost pair is 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 stand about 6 foot 6 tall. Most are greenish grey, though their carapaces usually darken with age.

Their homeworld Thyferra is 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.

Notes:

None

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+79
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+68

Vulptereen



Attribute Adjustment:

ST-2 [-20pts]

Secondary Characteristic Adjustment:

Basic Move -2 [-10pts]; SM-2

Origin:

Vulpter

Tech Level:

Racial Advantages:

Claws (Blunt) [+3pts]; Dark Vision (echolocation) [+25pts]; Hard to Kill 2 [+4pts]; Injury Tolerance (No brain) [+5pts]

Racial Disadvantages:

No Depth Perception [-15pts]

Free Skills:

Language (Vulpterish, Native); Area Knowledge (Vulpter)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are Dud Bolt, Lon Wert, Rina Fio, and Veltzz Arakyd.

Description:

Vulptereens were barrel-shaped aliens with shovel-like mouths from the planet Vulpter. They had six tusks protruding outward from their snouts, and two pointed ears on top. Their eyes were yellow-green, with black pupils capable of seeing in dark conditions, yet lacked good depth perception. This resulted in the use of echolocation in these conditions with a single, thin antenna, which rested on the snout.

Vulptereens' two arms ended in clawed hands, that if dismembered could result in aphasia since they lacked a central brain. However, they were quite hardy when exposed to a variety of environments and did not succumb to toxic conditions. An average Vulptereen stands about 3 feet tall.

Vulpter was the third and primary planet of the Vulpter system in the Deep Core, and the homeworld of both the Vulptereen and the garbage chasers. Vulpter was on the opposite site of the Carbonite Run from Empress Teta, with the destroyed Golud system in between.

Notes:

Dud Bolt, a podracer from Episode I, was a Vulptereen.

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	-10
Tech Level	0
Racial Advantages	+37
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	-8

Vuvrian

**Attribute Adjustment:**

ST-1 [-10pts]; IQ+1 [+20pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Vurdon Ka

Tech Level:

11

Racial Advantages:

360° Vision (Easy to hit, -20%) [+20pts]; Acute Senses (Acute Touch+4) [+8pts]; Charisma 2 (Xeno-Charisma) [+10pts]; Cultural Adaptability (Xeno-Adaptability) [+20pts]; Reputation+1 (Telepath or Force user, Almost everyone but Force users, x $\frac{2}{3}$, Occasionally, x $\frac{1}{3}$) [+1pts]; Sensitive Touch [+10pts]; Social Regard+1 (Respected) [+5pts]

Racial Disadvantages:

Low Pain Threshold [-10pts]; Phobias (Gerontophobia, Resist quite rarely, x2) [-10pts]; Xenophilia (Resist quite often, x1) [-10pts]

Free Skills:

Language (Vuvrian, Native); Area Knowledge (Vurdon Ka)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

Oblong-shaped head.

Names:

Example names are Cimilak, Gwent, Kirrewa, Milthea, Nilzilun, Serin, Swiegel, Weelax, and Wioslea.

Description:

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 exists 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 Vuvrians ages, his or 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.

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 personalities 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.

Vuvrians are a humanoid species with oblong-shaped insectoid heads, twelve eyes, and two antennae. Male and female Vuvrians both stand around 6 foot 7 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.

Their homeworld Vurdon Ka is 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, and the light of the sun is filtered by a heavy cloud layer that casts the world in a state of perpetual twilight.

Notes:

Wioslea, who bought Luke's X-34 landspeeder at Tatooine in Episode IV - A New Hope, is a Vuvrian.

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+74
Racial Disadvantages	-30
Racially Learned Skills and Racial Bonuses	0
TOTAL	+64

-W-

Weequay



Attribute Adjustment:

ST+1 [+10pts]; IQ-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Sriluur

Tech Level:

9 - Low TL-2 [-10pts]

Racial Advantages:

Racial Disadvantages:

Bad Temper (Resist quite often, x1) [-10pts]; Bloodlust (Resist quite rarely, x2) [-20pts]; Fanaticism (Quay) [-15pts]; Intolerance-1 (Houk) [-5pts]

Free Skills:

Language (Sriluurian, Native); Area Knowledge (Sriluur)

Racially Learned Skills and Racial Skill Bonuses:

Language (Pheromone, Secret) [+3pts]; Survival (Desert) at PER+1 [+4pts]

Features/Taboos:

Sriluurian (Pheromone) cannot be learned by other species.

Names:

Weequay lack individual names. Other species sometimes give them names (or nick-names) Sample names include Adazian Liebke, Ak-buz, Ak-rev, Diergu-Rea Dujnes'rd, Fyg, Grimorg, Labansat, Nort Toom, Plaan, Que-Mars Redath Gom, Solum'ke, Sora Bulg, and Tas Kee.

Description:

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.

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.

Humanoid, with leathery skin, a flat nose, lipless mouth and a bony frill along each jaw, the average Weequay stands about 5 foot 7 tall. Male Weequay have one or more long dark braids of hair collected into a topknot. Female Weequay are completely bald.

Their homeworld Sriluur is 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.

Notes:

Some of Jabba's henchmen in Episode VI – Return of the Jedi are Weequay.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	-5
Tech Level	-10
Racial Advantages	0
Racial Disadvantages	-50
Racially Learned Skills and Racial Bonuses	+7
TOTAL	-58

Whiphid



Attribute Adjustment:

ST+1 [+9pts]; IQ-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Toola

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Smell+4) [+8pts]; Claws (Sharp) [+5pts]; Longevity [+2pts]; Temperature Tolerance+4 (Cold, -50%) [+2pts]; Teeth (Sharp) [+1pt]; Terrain Adaptation (Snow and ice) [+10pts]; Fur [0pts]

Racial Disadvantages:

Gluttony (Resist quite often, x1) [-5pts]; Greed (Resist quite often) [-15pts]; Illiteracy (Native) [-3pts]

Free Skills:

Language (Whiphid, Native, Spoken only); Area Knowledge (Toola)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Arctic) at PER [+2pts]

Features/Taboos:

Names:

Example names are Aiks Fwa, Ch'unck, D'Whopp, Fillin Ta, Jempa, J'Quille, Jun Seros, K'Kruhk, Mubbin, Nurron Gep, Polrowl, Valarian, and Waroopa.

Description:

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.

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.

Whiphids are bulky bipeds with shaggy yellow-white or golden fur. The average Whiphid stands 8 foot 2 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.

Their homeworld Toola is 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.

Notes:

A Whiphid can be seen at Jabba's Palace in Episode VI – Return of the Jedi.

CP:

Type	CP
Attribute Adjustment	-1
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+28
Racial Disadvantages	-23
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+6

Wookiee



Attribute Adjustment:

ST+2 [+18pts]; DX-1 [-20pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Kashyyyk

Tech Level:

11

Racial Advantages:

Brachiator [+5pts]; Claws (Sharp [+5pts]; Damage Resistance 1 (Thick Fur, Heat & Cold, -20%) [+4pts]; Extended Lifespan 2 [+4pts]; Rapid Healing [+5pts]; Social Regard+1 (Respected) [+5pts]

Racial Disadvantages:

Berserk (Resist quite rarely, x2) [-20pts]; Cannot Speak (Galactic Basic) [-15pts]; Code of Honor (Family) [-5pts]; Intolerance-3 (Trandoshans) [-10pts]; (Sense of Duty (To Honor a life debt) [-10pts]; Social Stigma (Subjugated, up to BBY 3956 and 0 BBY until New Republic era) [-20pts]; Vow (Don't use claws in combat, Major Vow) [-10pts]

Free Skills:

Language (Shyriiwook, Native); Area Knowledge (Kashyyyk)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

Can't speak Galactic Basic or similar languages due to vocal limitations

Names:

Example names are Arrikabukk, Attichitcuk, Busurra, Chenlambec, Chewbacca, Dryanta, Frorral, Gaartatha, Grasheel, Grayyshk, Isshaddik, Jipirr, Kerritharr, Kichiir, Krototta, Lofryyhn, Lowbacca, Mallatobuk, Nagraao, Nawruun, Raabakyysh, Ralrra, Rorworr, Shoran, Tarkazza, Utchakkaloch, Yarua, and Yrrcanna.

Description:

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 became 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.

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.

Large arboreal humanoids covered in thick fur, Wookiees stand between 6 foot 7 and 7 foot 7 tall.

Their homeworld is the jungle world of Kashyyyk and is located in the Mid Rim. Wookiees build their communities amid the crowns and boughs of Kashyyyk's enormous wroshyr trees.

Notes:

Chewbacca who can be seen from Episode III to Episode VI is a Wookiee.

The total point value of a Wookiee during slavery (either by the Czerka Corporation or the Galactic Empire) is -69pts.

CP:

Type	CP
Attribute Adjustment	-2
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+28
Racial Disadvantages	-70
Racially Learned Skills and Racial Bonuses	0
TOTAL	-49

Woostoid



Attribute Adjustment:

ST-1 [-10pts]; IQ+2 [+40pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]

Origin:

Woostri

Tech Level:

11

Racial Advantages:

Common Sense [+10pts]; Longevity [+2pts]; Social Regard+1 (Respected) [+5pts]

Racial Disadvantages:

Combat Paralysis [-15]; Pacifism (Total Nonviolence) [-30pts]; Broad-Minded [-1pt]

Free Skills:

Language (Woostese, Native); Area Knowledge (Woostri)

Racially Learned Skills and Racial Skill Bonuses:

Computer Operation/TL11 at IQ+2 [+4pts]

Features/Taboos:

None

Names:

Example names are Wan Akida, Nizu Didarri, Cham Eklou, Bzann Jopol, Shiendi Lomu, Dria Shiko, and Shome Trahan.

Description:

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 database 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 miles 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 Woostoid 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.

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.

Woostoids have dark orange skin and thick red to brown hair. They have large bulbous black eyes that rarely blink. Traditionally, they wear long flowing robes of shiny, bright-colored materials. Adult Woostoids stand about 5 foot 9 tall.

Their homeworld Woostri is an advanced industrial world located in the Outer Rim.

Notes:
None

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	-2
Tech Level	0
Racial Advantages	+17
Racial Disadvantages	-46
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+3

Wroonian



Attribute Adjustment:
None

Secondary Characteristic Adjustment:
HP-1 [-2pts]

Origin:
Wroona

Tech Level:
11

Racial Advantages:
Longevity [+2pts]; Unfazeable [+15pts]

Racial Disadvantages:
Obsession (Acquiring wealth) [-1pt]

Free Skills:
Language (Wroonian, Native); Area Knowledge (Wroona)

Racially Learned Skills and Racial Skill Bonuses:
None

Features/Taboos:

Names:
Example names are Azoora, Asa Naga, Dasha Defano, Iona Wince, N. Papanoide, Lititshi, and Nell Indigo.

Description:
Wroonians come from Wroona, a small, blue world covered by great oceans and divided up by long continents, at the far edge of the Inner Rim planets in the same sector as the Bestine system. These near-Humans' distinguishing features are their blue skin and their dark-blue hair. They tend to be a bit smaller than average Humans, and more Lithe. Wroonians look Humans in most other respects. They are very similar to the Chiss and it has been suggested that the two species are related, although it is not known for sure. Their natural life span is slightly longer than the average Human life span.

Wroonian society has always emphasized personal gain and material possessions. Each Wroonian has a different sense of what possessions are valued most in life, and what kind of activities to profit from. Wealth could be measured in credits, land, the number of starships one has, or the number of contracts or jobs a Wroonian completes.

This need to obtain wealth is balanced by the Wroonians' carefree nature. If they were more dedicated and intense in grabbing at their material possessions, they could be called greedy, but the typical Wroonian seems friendly and easy-going. Nothing seems

to faze them. They're the kind of people who laugh at danger, scoff at challenges, and have a smile for you whether you're a friend or foe. They always have a cheery disposition about them. Call them the optimists of the galaxy if you want, but Wroonians would rather see the cargo hold half-full than half-empty.

Wroonians have evolved with the growing universe around them, although they haven't chosen to conquer the galaxy or meddle in everyone else's affairs. Wroona entered the space age along with everyone else. They're not big on developing their own technology, they just like to sit back and borrow everyone else's.

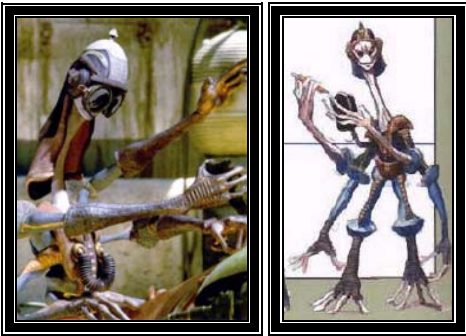
Notes:

While Wroonians had been part of the Expanded Universe for years, the first Wroonian to appear in the movies (Episode III) was played by George Lucas.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	-2
Tech Level	0
Racial Advantages	+17
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	0
TOTAL	+14

Xexto



Attribute Adjustment:

ST-1 [-10pts]; DX+2 [+20pts]

Secondary Characteristic Adjustment:

HP-1 [-2pts]; SM-1

Origin:

Troiken

Tech Level:

11

Racial Advantages:

Ambidexterity [+5pts]; Combat Reflexes [+15pts];
Compartmentalized Mind 1 [+50pts]; Extra Arms+2 [+20pts]

Racial Disadvantages:

On The Edge (Resist quite rarely, x2) [-30pts]

Free Skills:

Language (Xextese, Native)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

Long neck

Names:

Example names are Billibango, Freon Drevon, Gasvano, Medeon Holovar, and Olot Aleego.

Description:

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 the 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.

The difficult terrain and dangerous predators found on their homeworld have led many Xexto to admire and encourage risk-taking. Despite their thrill seeking 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 very angry.

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 about 4 foot 3 tall.

Their homeworld Troiken is 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.

-X-

Notes:

Olot Aleego can be seen at the Podraces in Mos Espa in Episode I – The Phantom Menace.

CP:

Attribute Adjustment	+10
Secondary Characteristic Adjustment	-2
Tech Level	0
Racial Advantages	+90
Racial Disadvantages	-30
Racially Learned Skills and Racial Bonuses	0
TOTAL	+68

Type	CP
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-Y-

Yarkora

**Attribute Adjustment:**

DX-1 [-20pts]

Secondary Characteristic Adjustment:

Will+1 [+5pts]

Origin:

Yarkora

Tech Level:

11

Racial Advantages:

Charisma 4 [+20pts]; Longevity [+2pts]

Racial Disadvantages:

Reputation-1 (Scoundrel, Almost everybody, x1, All the time, x1) [-5pts]; Vow (Yarkora Secrecy, Minor Vow) [-5pts];

Free Skills:

Language (Yarkora, Native)

Racially Learned Skills and Racial Skill Bonuses:

Acting at IQ-1 [+1pt]; Diplomacy at IQ-2 [+1pt]; Language (Galactic Basic, Native) [+6pts]

Features/Taboos:

The Yarkora culture is not included in the advantage Cultural Adaptability or Familiarity for other than Yarkora themselves.

Names:

Example names are Adaka-Vanac, Haesh-Rulan, Nemor-Jelak, Rault-Sanik, and Sealt-Marae.

Description:

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 effort 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.

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.

Humanoid, with large three-fingered hands, a long snout, wide nostrils, bushy tufts of hair, and short smooth fur, the average Yarkora stands about 6 foot 7 tall. Despite their stature, Yarkora somehow manage to get around without attracting too much attention.

The Yarkora homeworld remains a mystery. Xenoscientists speculate that Yarkora originated in an arid climate, evolving to become their homeworld's dominant sentient species.

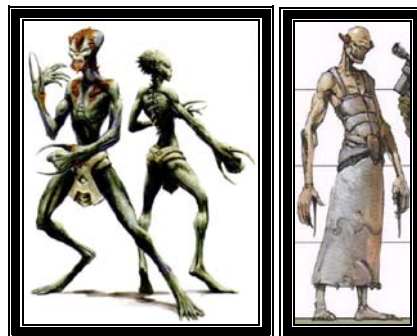
Notes:

All Yarkora encountered in the galaxy speak fluent Basic. The Yarkora have their own language, although they never speak it in the presence of others.

CP:

Type	CP
Attribute Adjustment	-20
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+22
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-1

Yevetha

**Attribute Adjustment:**

ST+1 [+9pts]; IQ-1 [-20pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

N'Zoth III

Tech Level:

11

Racial Advantages:

Ambidexterity [+5pts]; Claws (Talons, Retractable, +10%) [+9pts]; Damage Resistance+2 (Directional – Back, -40%, Physical, -20%) [+4pts]; Improved G-Tolerance [+5pts]; Peripheral Vision [+15pts]; Sanitized Metabolism [+1pts]

Racial Disadvantages:

Bloodlust (Resist quite often, x1) [-10pts]; Easy to Read (Males only) [-20pts]; Fanaticism (Yevetha culture & religion, Extreme) [-15pts]; Phobias (Xenophobia, Resist quite often) [-15pts]; Sadism (Resist quite often, x1) [-15pts]; Careful [-1pt]; Proud [-1pt]

Free Skills:

Language (Yevethan, Native); Area Knowledge (N'Zoth III or anyone Yevetha colony)

Racially Learned Skills and Racial Skill Bonuses:

Skill concerning repairing or modifying for a total of [+8pts]

Features/Taboos:

None

Names:

Example names are Kei, Kiv Truun, and Nil Spaar.

Description:

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 viceroy who is often called “The Blessed” leads their society. He sits at the center of a complex hierarchy, 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, Attentative, 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.

During the Yuuzhan Vong invasion, N'Zoth was bombed from orbit after a battle in which all Yevetha ships were destroyed. The bombing rendered the planet a molten wasteland, while the besieged Yevetha refused outside help. The species was rendered completely extinct, wiped out by a conquering species as brutal as their own.

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.

Yevetha are proud, dutiful, attentive, violent, and fatalistic beings who adhere to a strict societal hierarchy and remain unwaveringly loyal to their religious beliefs.

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 adult standing about 6 foot 7 tall.

No known Force traditions exist among the Yevetha.

Their homeworld is N'Zoth III, a dry gray-green world located in the system of the same name, in the Core Worlds region.

Notes:

The points cost given below is for a male Yevetha. Add 20 pts for a female.

CP:

Type	CP
Attribute Adjustment	-11
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+39
Racial Disadvantages	-77
Racially Learned Skills and Racial Bonuses	+8
TOTAL	-41

Yinchorri

**Attribute Adjustment:**

HT+1 [+10pts]

Secondary Characteristic Adjustment:

SM+1

Origin:

Yinchorr

Tech Level:

11

Racial Advantages:

Damage Resistance 1 (Tough skin, -40%, Physical, -20%) [+2pts]; Force Static (Resistible, -50%) [+15pts]

Racial Disadvantages:

Cold-Blooded [-5pts]; Fanaticism (Freedom) [-15pts]; Greed (Resist almost all the time, x ½) [-7pts]; Sense of Duty (Council of Elders) [-5pts]

Free Skills:

Language (Yinchorri, Native); Area Knowledge (Yinchorr)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example names are Denrak, Emterrk, Jetar, Jorek, Kardek, Merzok, Qayayir, Solhek, Varuk, and Vooma.

Description:

When the Yinchorr 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 Yinchorr 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 won 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 undiscovered 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 Yinchorr'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 Yinchorr 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 Yinchorr 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 Yinchorr, and shortly after the fall of Echo Base on Hoth, the Rebel bases in the Yinchorr 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 clutch-mates, 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 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.

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.

The Yinchorri are solidly built reptilian humanoids. Adults stand about 8 foot 4 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. Force using Yinchorri are extremely rare, and no Yinchorri has yet pursued the tradition of the Jedi.

Their homeworld Yinchorr is a rocky desert world located in the Outer Rim system of the same name.

Notes:

The Sense of Duty disadvantage may be extended to their family and the entire city-state they live in.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	+17
Racial Disadvantages	-32
Racially Learned Skills and Racial Bonuses	0
TOTAL	-5

Yuuzhan Vong



Attribute Adjustment:

ST+1 [+10pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]

Origin:

Unknown

Tech Level:

TL 11 – High TL+1 [+5pts]

Racial Advantages:

Fearlessness+2 [+4pts]; Force Static [+30pts]; Hard To Subdue (Energy Weapons) [+8pts]

Racial Disadvantages:

Fanaticism (Yun-Yammka) [-15pts]; Intolerance (Shamed Ones) [-10pts]; Phobias (Technophobia) [-15pts]; Sadism [-15pts]; Sense of Duty (Supreme Overlord) [-2pts]

Free Skills:

Language (Yuuzhan Vong, Native), few learn to speak other languages, instead relying on tizowyrms, small creatures that crawl into the user's ear, to translate for them; Area Knowledge (One Worldship)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Example of names are 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 Rapuung, Sheedao Shai, Taan, Tu Shoold, and Nen Yim.

Description:

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 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 lifeforms. 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 bravely 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. As 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 shaper's 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 castes include 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 manipulation 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 faction 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 too 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

Vordarian Beltway 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 invisible 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.

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 other, and defeating a Jedi in combat can bring a Yuuzhan Vong warrior great honor. Blasphemy against the gods is the most heinous crime a Yuuzhan Vong can commit and is punishable by a swift and ignoble death.

Yuuzhan Vong have sloping foreheads, pale skin (often scared 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.

Yuuzhan Vong originated on an unknown planet far outside the known galaxy. During The New Jedi Order era, they live in enormous bioengineered worldships.

Notes:

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 there cannot take Force advantages, Force Powers, and Force skills.

CP:

Type	CP
Attribute Adjustment	+20
Secondary Characteristic Adjustment	-5
Tech Level	+5
Racial Advantages	+42
Racial Disadvantages	-57
Racially Learned Skills and Racial Bonuses	0
TOTAL	+5

Yuzzem



Attribute Adjustment:

ST+2 [+18pts]; DX-1 [-20pts]; HT+1 [+10pts]

Secondary Characteristic Adjustment:

Will-2 [-10pts]; SM+1

Origin:

Ragna III

Tech Level:

11

Racial Advantages:

Acute Senses (Acute Smell+2) [+4pts]; Brachiator [+5pts]; Claws (Sharp) [+5pts]; Fearlessness+4 [+8pts]; Teeth (Sharp) [+1pt]; Temperature Tolerance+2 (Cold, -50%) [+1pts]; Fur [0pts]

Racial Disadvantages:

Berserk (Resist quite often, x1) [-10pts]; Code of Honor (Yuzzem) [-5pts]; Illiteracy (Native) [-3pts]

Free Skills:

Language (Yuzz, Native); Area Knowledge (Ragna III)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

Yuzzem get a +1 to intimidation rolls against aliens only who have a smaller size modifier.

Names:

Example names are Dek, Gor, Hin, Kee, Pok, Rha, and Wuk.

Description:

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.

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.

Humanoids with long snouts, thick brown fur, and long powerful arms that end in sharp claws, Yuzzem stand about 8 foot 2 tall. A Yuzzem's prominent lower jaw has two tusks that jut upward.

Their homeworld Ragna III is an arboreal planet located in the Mid Rim.

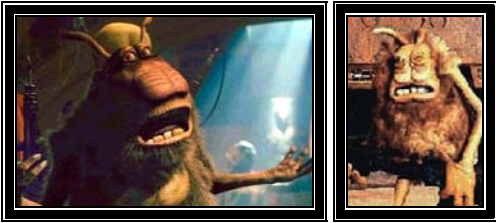
Notes:

None

CP:

Type	CP
Attribute Adjustment	+8
Secondary Characteristic Adjustment	-10
Tech Level	0
Racial Advantages	+24
Racial Disadvantages	-18
Racially Learned Skills and Racial Bonuses	0
TOTAL	+4

Yuzzum



Attribute Adjustment:

ST-1 [-10pts]; DX+1 [+20pts]

Secondary Characteristic Adjustment:

None

Origin:

Forest Moon of Endor

Tech Level:

3(4) – Low TL-8 [-40pts]

Racial Advantages:

Acute Senses (Acute Hearing+2) [+4pts]; Voice [+10pts]; Fur [0pts]

Racial Disadvantages:

Illiteracy (Native) [-3pts]; Short Lifespan 1 [-10pts]

Free Skills:

Language (Yuzzum, Native); Area Knowledge (Forest Moon of Endor)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Forest) skill at Per [+2pts]

Features/Taboos:

None

Names:

Example names are Bur, For, Joh Yowza, Lub, Mudi, and Shy Loba.

Description:

Primitive hunter-gatherers, Yuzzum employ spears and traps for hunting and defense, and they lack industrial technology. While their neighbors, the Ewoks, live in the trees of Endor's Forest Moon, Yuzzum occupy the forest floor and the savanna grasses of the Dragon's Pelt, where they hunt for ruggers (small, delicious rodents).

Because their language is based on song, Yuzzum have highly developed vocal cords and keen ears. When provided with a patient tutor, they can learn to sing in other languages. Most of the few Yuzzum who have left the Forest Moon are performers. Among them are Joh Yowza, who plies the Outer Rim with the Max Rebo Band during the Rebellion era, and "Fugitive" Fod, an outlaw singer working from the Corporate Sector during the New Jedi Order.

These furry beings are more savage than their Ewok neighbors, but their primitive and barbaric society belies great curiosity and cunning. Yuzzum are mindful, however, and get along well with outsiders who respect their beliefs and their territorial rights.

Yuzzum vary in appearance from tribe to tribe. Some Yuzzum display fangs and thick coats of hair, while others have blunt teeth and sparse fur. Their common traits include a round body supported by a pair of long, thin, stilt-like legs. They stand about 5 foot 7 tall.

Their homeworld is the Forest Moon of Endor, located in the Outer Rim.

Notes:

Joh Yowza can be seen at Jabba's Palace in Episode VI – Return of the Jedi.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	0
Tech Level	-40
Racial Advantages	+14
Racial Disadvantages	-13
Racially Learned Skills and Racial Bonuses	+2
TOTAL	-27

-Z-

Zabrak



Attribute Adjustment:

HT+1 [+10pts]

Secondary Characteristic Adjustment:

Will+2 [+10pts]; FP+1 [+3pts]

Origin:

Iridonia

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

Overconfidence (Resist quite often, x1) [-5pts]; Attentive [-1pt]

Free Skills:

Language (Zabrak, Native); Area Knowledge (Iridonia or one of the five colonies)

Racially Learned Skills and Racial Skill Bonuses:

Survival (Acid Wasteland, no defaults) at PER [+2pts]

Features/Taboos:

Vestigial horns

Names:

Example names are Aagh Odok, Agen Kolar, Eeth Koth, Eryl Jeth, Kaz Lo, Khameir Sarin, Kooth Aan, Orth Maag, Ro Vira, Sayla Voth, Shad Raal, Tiran Vos, Zag Leer, and Zyn Aador.

Description:

The Zabrak are a 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.

Zabrak tend to be dedicated, intense, and focused. They are sometimes considered single-minded.

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 about 5 foot 11 tall.

Their homeworld Iridonia is located in the Mid Rim. Deep canyons scar the planet's landscape. Great winds rip through these canyons, sometimes reaching over 125 miles per hour. Seas of frothing acid swirl up into "acid spouts" that soar hundreds of miles into the sky. Worse still, these acid seas are home to gigantic predators.

Notes:

Khameir Sarin, better known as Darth Maul, is a Zabrak and can be seen in Episode I – The Phantom Menace.

CP:

Type	CP
Attribute Adjustment	+10
Secondary Characteristic Adjustment	+13
Tech Level	0
Racial Advantages	0
Racial Disadvantages	-6
Racially Learned Skills and Racial Bonuses	+2
TOTAL	+19

ZeHethbra



Attribute Adjustment:

ST+1 [+9pts]

Secondary Characteristic Adjustment:

Will-1 [-5pts]; SM+1

Origin:

Zeheth

Tech Level:

11

Racial Advantages:

Affliction 1 (Spray Attack, Respiratory Agent, +50%, Emergencies only, -30%, Limited Use - 1 per day, -40%, Reduced Range /10, -30%) [+5pts]; Resistant (ZeHethbra spray, Rare, Totally Immune, x1 [+5pts]; Social Regard+1 (Feared) [+5pts]; Teeth (Fangs) [+2pts]; Fur [+1pt]

Racial Disadvantages:

Bad Temper (Resist quite rarely, x2) [-20pts]; Sense of Duty (Family and Clan, Small Group) [-5pts]

Free Skills:

Language (ZeHethbra, Native); Area Knowledge (Zeheth)

Racially Learned Skills and Racial Skill Bonuses:

Innate Attack (Spray Attack, Breath) at DX [+1pt]

Features/Taboos:

Small claws

Names:

Example names are Clyngunn, Fyntarr, Rygulan, and Sarnizak.

Description:

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.

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. A few ZeHethbra have explored the ways of the Jedi

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 paw-like hands have claws that add to their fierce appearance but are too small to deal significant damage in combat. A ZeHethbra adult stands about 6 foot 10 tall.

Their homeworld Zeheth is 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.

Notes:

None

CP:

Type	CP
Attribute Adjustment	+9
Secondary Characteristic Adjustment	-5
Tech Level	0
Racial Advantages	+18
Racial Disadvantages	-25
Racially Learned Skills and Racial Bonuses	+1
TOTAL	-2

Zeltron



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

HP-1 [-2pts]; Will-1 [-5pts]

Origin:

Zeltros

Tech Level:

11

Racial Advantages:

Affliction+1 (Pheromones, Social Reaction+1, +50%, Area Effect 4 yards, +100%, Emanation, -20%, Only on Humans and near-Humans, -20%, Sense-Based - Smell, +150%) [+26pts]; Appearance (Handsome or Beautiful) [+12pts]; Charisma 2 [+10pts]; Empathy [+15pts]; Reputation+2 (Fun loving and convivial, Large class of people - All Humans and near-Humans, x1/2, All the time, x1) [+5pts]; Talent (Smooth Operator+1) [+15pts]; High Metabolism [+1]

Racial Disadvantages:

Chummy (Gregarious) [-10pts]; Compulsive Behavior (Compulsive Carousing & Gambling) [-10pts]; Gluttony (Resist

quite often, x1) [-5pts]; Lecherousness (Resist quite often, x1) [-15pts]; Pacifism (Self-Defense Only) [-15pts]

Free Skills:

Language (Basic, Native)

Racially Learned Skills and Racial Skill Bonuses:

See Talent (Smooth Operator) on BS page 91.

Features/Taboos:

None

Names:

Example names are Adriav, Arno, Bahb, Dani, Froedi, Heigren, Impella, Jahn, Jahz, Jakira, Joi, Kainae, Kleral, Leonie, Luxa, Maeve, Mahd, Marruc, Nerus, Opalica, Rahuhl, Rhajani, Sian, Soleil, Spenori, Tamair, Tanai, Trix, Wlarem, and Yahja.

Description:

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.

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 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.

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.

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 5 foot 10 tall.

Their homeworld Zeltros is an idyllic planet located on the edge of the Outer Rim and the Unknown Regions.

Notes:

Zeltrons have many ancient languages, all of which have faded into obscurity. Zeltron prefer to speak Basic and dedicate time to master the many idioms that other cultures infuse into the language.

Luxa, a female Zeltron can be seen at the Citadel Station orbiting Telos IV in the game Knights of the Old Republic II.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	-7
Tech Level	0

Racial Advantages	+84
Racial Disadvantages	-55
Racially Learned Skills and Racial Bonuses	0
TOTAL	+22



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GURPS Star Wars Sentient Species requires the GURPS 4th Edition Basic Set, Powers, Space, and the Star Wars Sourcebook.

By Dark Lord Azagthoth





STAR WARS



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Dark Lord Azagthoth