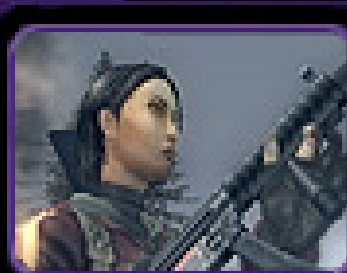
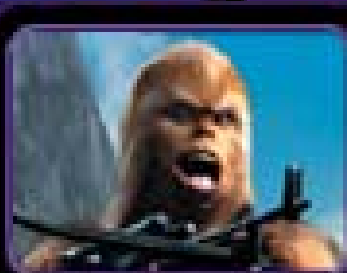


GURPS

Fourth Edition

STAR WARS

SOURCEBOOK



BY DARK LORD AZAGTHOTH

GURPS®

Fourth Edition



STAR WARS

ROLEPLAYING GAME

The **unofficial** Star Wars Sourcebook for GURPS fourth Edition
Last update: **15-07-2007** next update 09-09-2007

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

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STAR WARS
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The Way of the Jedi

*There is no emotion, there is peace.
There is no ignorance, there is knowledge.
There is no passion, there is serenity.
There is no chaos, there is light.
There is no death, there is the Force.*



The Way of the Sith

*Peace is a lie, there is only passion.
Through passion, I gain strength.
Through strength, I gain power.
Through power, I gain victory.
Through victory, my chains are broken.
The Force shall free me.*



The Way of the White Current

*Not to conquer, not to convert
but to find the place, where one belongs.*

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 m^3 or 1,000 kg or 2,000 lbs
- Kt (Kiloton, vessels and ships) = $1,000 \text{ m}^3$ 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)

1: THE STAR WARS UNIVERSE

CHRONOLOGY

The Galactic Calendars

During the many millennia, people have started counting and recalculating anew over and over again. Each race, planet or society has its own calendar. Therefore; we will only use the calendars that were used by the majority of the galaxy's space traveling population.

The first notable calendar was used by the free people after the reign of the Rakata Empire. Because of the sudden disappearance of the Rakata at 500 planets at the same time, the indigenous inhabitants started all a new reckoning, without knowing of other races doing the same at the exact same time.

Because no planet has the same length of day and year, the calendars became less synchronized. With the adaptation of the Rakata hyperdrive engine, systems came relatively closer to one another, colonies were established and a standardization of time was desperately needed. Each civilization wanted their calendar and timetable to be used across the galaxy and chaos arose.

In 7,308 BBY, the Galactic Republic introduced a new Galactic Standard Calendar with the foundation of the Galactic Republic and the Jedi Protectorate as the first year. Rather than using a planet's length of a day and year, the average bio-clock or natural cycle of all known sentient beings was used. This resulted in a 24-hour day. A year consisted out of 12 cycles. A cycle had 5 weeks which in its turn had 7 days. Though the Republic's calendar was widely used, planet's which had not been contacted by alien races still used their own, somewhat primitive time notification.

Only 25,000 years later, a new calendar was being introduced... by force. This was the time of senator Palpatine who declared himself Emperor and the birth of the Galactic Empire had started. After the fall of Emperor Palpatine, this calendar was kept intact. This was mostly because Palpatine made sure that every remnant of the Old Republic was forgotten. Libraries were destroyed, databases erased, memory banks of droid were swept and Jedi Holocrons which were found were destroyed.

Date markers are as follows:

- GSC - Galactic Standard Calendar
- GIC - Galactic Imperial Calendar
- BBY - Before Battle of Yavin
- ABY - After Battle of Yavin

Date notifications are as follows: Date Marker Year/CycleWeek.Day. For example: GSC 24,102/011.1, or GIC 04/125.7. Because BBY and ABY are players aids it is noted as 23,000 BBY.

A simple way to determine the correct year in another calendar is to add 25,000 towards the canon BBY calendar to get the Galactic Republic calendar or 19 to get the Galactic Imperial Calendar (or subtract 24,981 years from the Galactic Standard Calendar).

Historical Database

This history may deviate from official and other canonical sources. It was mostly developed through our personal studies of the phenomenon and whatever sources were available to us. Gaps

and uncertainties have been filled with our interpretation. This will be revised once more information is available.

Because many other sites (especially the Star Wars Wiki from Wookieepedia), dates are primarily mentioned in BBY and ABY.

The Pre-Republic Era

13.7 billion years BBY

The universe is formed through the universal event called the Big Bang. Galaxies, stellar and globular clusters form out the spatial miasma of hot gasses and cosmic rays.

10 billion years BBY

The Vordarian Beltway Galaxy, 850 trillion light years away from our Milky Way Galaxy, planetary systems near the galactic core are slowly forming. Among the first ones to evolve into full planetary star systems is the Coruscant star system.

7.5 billion years BBY

The first star in the Cularin system, named Morasil, is formed.

5 billion years BRE

Korriban and the Yavin system are formed.

3 billion years BBY

The Sharu race begins to evolve in the Rafa system.

2 billion years BBY

The Oseon system is created. A rogue star is believed to have passed too close to the system, disrupting the planet formation and creating an abnormally large asteroid belt.

80 million years BBY

Life emerges on Coruscant and on other planetary bodies across the galaxy.

10 million years BBY

Volcanic activity on Esseles begins to end.

7.5 million years BBY

First sentient species in the galaxy begin to evolve.

4 million years BBY

The Valley of the Giant Oysters on Mon Calamari begins to form.

3 million years BBY

An asteroid collides with the planet Vinsoth, killing most life on its surface. The remaining survivors evolve into the Chevin.

2,006,200 BBY

The Columi first evolve.

2,004,200 BBY

The Columi take to the trees and begin to develop for arboreal life.

2,002,200 BBY

The Columi learn to use tools.

2,002,000 BBY

The Columi, with their newly acquired skill of mining for minerals, begin building tree spanning cities.

2 million years BBY

The Columi achieve interstellar travel.
Wookiees begin to evolve on Kashyyyk.
Beggar's Canyon is formed on Tatooine.
Sullustans evolve underground on Sullust.

1 million years BBY

Feeling threatened by the Celestials, the Sharu go underground and hide their cities in order to protect themselves.
The Corellian system is presumably formed by the Architects.
The Hutts leave Varl and settle on the planet they dub Nal Hutta.
The Bith undergo a terrible war.

999,989 years BBY

By this time, most sentient species have begun keeping historical records, though they prove indecipherable to modern historians.

999,975 years BBY

Sernpidal takes Dobido as its moon.

750,000 years BBY

Goroth begins to develop intelligent life.

500,000 BBY

The Devaronians achieve space travel.
Naboo undergoes an ice age.
The Gree evolve.

499,989 BBY

By this time, most sentient species have records decipherable to modern historians.

300,000 BBY

The Gree civilization enters its golden age.

200,000 BBY

The Taungs of Coruscant attempt to conquer the 13 baeline Human nations of the Battalion of Zhell.
A volcano on Coruscant erupts decimating the Taung.
The Taung flee to the planet Roon.

199,989 BBY

The sky over Coruscant is finally free of ash.

130,000 BBY

Sith society begins (that is, the Sith species, not the Sith religion).

100,000 BBY

The planet Coruscant is now covered entirely by its principal city, later known as Galactic City.
The Sith race begins to develop their culture and civilization.
The Columi survey Coruscant and Duro, dismissing them as "primitive" disappointments.
The Kwa construct the Infinity Gate and the Star Temples on Dathomir.
Civilization on Goroth begins with an agricultural society.

95,000 BBY

The last time the lower levels of Coruscant see sunlight.

80,524 BBY

Sith magic is created on Korriban.

57,000 BBY

Utapau is colonized by humanoid species that would later evolve into the Pau'an and Utai species.

50,000 BBY

The Gree develop hypergates.

49,000 BBY

The Infinity Empire of the Rakata is established using a special form of hyperdrive.

40,000 BBY

Felucia is colonized by the Gossam
The Civilization on Garos IV is wiped out by a ground quake.

35,000 BBY

The Castle Lands of Oroboro are built by the Killiks on Alderaan.

30,000 BBY

The Infinity Empire reaches its peak and constructs the Star Forge.
The Killiks are driven from Alderaan and Alsakan.

29,000 BBY

The Kashi Mer Dynasty reaches its height.

28,000 BBY

The Rakata arrive on Korriban, but are eventually defeated by King Adas.

27,700 BBY

Reign of King Adas over the Sith ends.

27,500 BBY

The first Human colonists land on Alderaan.

27,000 BBY

Human colonists first arrive in the Tion Cluster.

26,000 BBY

The Morodins colonize Varonat.
The Library of Xer is built on Crinton's Point.
The Cult of M'dweshuu is formed on the Nikto homeworld of Kintan.
Alsakan is colonized by Humans from Coruscant in the colony ship, Kuat Explorer.

25,970 BBY

Churabba the Hutt takes over Kintan.

25,200 BBY

A major plague sweeps through the galaxy that kills only Rakata.
As a result of this, twinned with subject species rebellion, the Infinity Empire collapses.
The Kitel Phar dynasty is founded on Atrisia.

25,180 BBY

The Verpine colonize the Roche asteroid field.

25,130 BBY

The reign of Xim the Despot begins. Xim the despot rules a large portion of the galaxy. Xim is equipped with a War Droid army.

25,105 BBY

The Battle of Ko Vari and the First Battle of Vontor are fought between the Hutt Empire and the empire of Xim the Despot.

25,100 BBY

Both the Second and Third Battles of Vontor are fought between the Hutts and Xim the Despot.
According to Tionese history, Xim the Despot is killed at Vontor, but he is actually captured and later dies as a slave in the dungeons of Kossak on Evocar.
The Treaty of Vontor is signed.
The Hutts gain control of the Si'Klaata Cluster.

The Old Republic Era

25,000 BBY (GSC 0)

The Rakatan hyperdrive is adapted, manufactured, and widely distributed by the Corellians.
The Unification Wars are fought.
The Galactic Constitution is signed.
The Galactic Republic is formed.
Coruscant becomes the Republic's capital.
Merk Quanto is the first elected Supreme Chancellor.
The Jedi Order arises from the ashes of the Force Wars of Tython.
Jedi Knights establish a school on Ossus.
The Perlemian Trade Route is founded, linking Coruscant with Ossus.

24,980 BBY (GSC 20)

Rana Mas Trehalt, legendary Queen of Duro, dies.
Dasid becomes King of Duro.

24,500 BBY (GSC 500)

The first war between the Jedi begins, when some of their number are drawn to the Dark Side, forming the Legions of Lettow.

24,400 BBY (GSC 600)

The Dark Jedi lose the war.

24,000 BBY (GSC 1,000)

Hosk Station is constructed on the surface of Kalarba's largest moon.
The Tionese War is fought between the Galactic Republic and the Honorable Union of Desevro & Tion.

23,900 BBY (GSC 1,100)

The former worlds of the Union, (with the exception of Desevro), join the Galactic Republic as a member sector with Tion as the capital.

22,000 BBY (GSC 3,000)

The planet Nubia is settled.

20,100 BBY (GSC 4,900)

The Inner Rim is settled.

20,000 BBY (GSC 5,000)

The Galactic Republic's Great Manifest Period begins.
The Etti flee persecution in the Core and eventually settle on Etti IV.

19,997 BBY (GSC 5,003)

An indigenous sapient species of Neona goes extinct.

18,000 BBY (GSC 7,000)

Bureau of Ships and Services is created.

17,522 BBY (GSC 7,478)

Haruun Kal is colonized for the first time.

17,000 BBY (GSC 8,000)

The Alsakan Conflicts begin.
The Great Manifest Period ends.
The Indecta era begins.

16,950BBY (GSC 8,050)

The Arkadians settle Xexto subjects on Quermia for a genetic experiment.

15,500 BBY (GSC 9,500)

The Duinuogwuin Contention.
The first portable high-energy blade is constructed (though unstable and inefficiently guzzled power from a belt-mounted power supply).
The University of Coruscant is founded by Borz'Mat'oh and Supreme Chancellor Fillorean.

15,100 BBY (GSC 9,900)

The Anomids of Yablari develop hyperdrive.

15,000 BBY (GSC 10,000)

The Indecta era ends.
Yablari joins the Galactic Republic
Neimoidia is finally considered a separate culture from Duro.
Ando joins the Republic.
The planet Dahrtag is settled.
The Aquala and the Quara fight in a civil war.
The Hutts take over Evocar

14,975 BBY (GSC 10,025)

Necropolis is colonized.

14,000 BBY (GSC 11,000)

Vulta joins the Galactic Republic.

13,975 BBY (GSC 11,025)

The Duros discover Sneeve.

13,720 BBY (GSC 11,280)

The Herglic Trade Empire collapses.

13,000 BBY (GSC 12,000)

Lan Barell is discovered.

12,720 BBY (GSC 12,280)

The Herglic establish contact with the human colonists of the nearby Tapani Sector and join the Galactic Republic soon after.

12,500 BBY (GSC 12,500)

The slave trade becomes an everyday part of life on Ryloth.

12,000 BBY (GSC 13,000)

Ord Mantell is colonized by Corellian colonists as an advanced military outpost for the Republic.
The Pius Dea Crusades begin.
The Galactic Museum is established on Coruscant.

11,975 BBY (GSC 13,025)

Morseer is settled.

11,720 BBY (GSC 13,280)

The Twelve Kingdoms Era in the Tapani Sector begins.

11,708 BBY (GSC 13,292)

First contact between the Mrlssi and Humans occurs.

11,500 BBY (GSC 13,500)

Female Jedi Knight Halbret brings together a contingent of Jedi Knights to defeat a powerful Dark Jedi who has enslaved the Kathol species.

11,000 BBY (GSC 14,000)

End of the Pius Dea Crusades.

10,019 BBY (GSC 14,971)

The Corellians discover New Plympto.

10,000 BBY (GSC 15,000)

Gravlex Med is briefly occupied by Shusugaunt conquerors.

The Lost City of the Jedi is constructed on Yavin IV.

Abregado-rae is discovered by Galactic Republic scouts.

Kinyen recorded history begins.

The Great Library of Ropagi II is built by the Ropagu.

9,997 BBY (GSC 15,003)

Fortress Barlos is built on Pochi.

9,990 BBY (GSC 15,010)

Lightsabers are invented.

Kaja Cinis, a Civian built the first lightsaber using a very rare Kyber crystal. Only three of these crystals exist.

9,988 BBY (GSC 15,012)

Adumar is settled.

9,000 BBY (GSC 16,000)

The Rianitus Period begins.

8,296 BBY (GSC 16,704)

Start of the Sullustan Calendar.

8,000 BBY (GSC 17,000)

The Republic establishes an outpost on the planet Malastare's eastern continent. Gran colonists arrive over the following millennia and begin to displace the native Dugs.

The Rianitus Period ends.

7,720 BBY (GSC 17,280)

The Twelve Kingdoms Era in the Tapani Sector ends.

7,700 BBY (GSC 17,300)

The war between the Meris and Teltiors on Merisee begins.

7,600 BBY (GSC 17,400)

Gorothites develop hyperdrive.

7,500 BBY (GSC 17,500)

Goroth Prime joins the Galactic Republic.

7,328 BBY (GSC 17,762)

The Tapani Sector joins the Galactic Republic.

The Mrlsst Academy is established on Mrlsst.

7,308 BBY (GSC 17,782)

The Galactic Standard Calendar is developed.

7,299 BBY (GSC 17,701)

Ishanna is colonized.

7,032 BBY (GSC 17,968)

The "Elders" engage in warfare with the Gungans, forcing the Gungans to retreat underwater.

7,003 BBY (GSC 17,997)

The Second Great Schism occurs, and the Hundred-Year Darkness begins.

7,000 BBY (GSC 18,000)

A prophecy tells of a Chosen One who will bring "balance to the Force".

According to legend, the Mandalorian Crusaders were formed on the planet Mandalore by the Taung, Mandalore the First.

6,997 BBY (GSC 18,003)

Mrlsst joins the Galactic Republic.

6,950 BBY (GSC 18,050)

Quermia is rediscovered by the Galactic Republic.

6,900 BBY (GSC 18,100)

End of the Hundred-Year Darkness.

The Dark Jedi lose the war at the Battle of Corbos, and the survivors are exiled from the Republic.

The Dark Jedi found the Sith Empire, which remains unknown to rest of the galaxy for almost two thousand years.

The Golden Age of the Sith begins

Quermia joins the Galactic Republic.

6,300 BBY (GSC 18,700)

S'krir is discovered by the Rabaanites.

6,000 BBY (GSC 19,000)

Manderon Period reaches its height.

The Miraluka migrate to Alpheridies.

Rheshalva Interstellar Armaments is founded.

5,975 BBY (GSC 19,025)

Dorin joins the Galactic Republic

5,689 BBY (GSC 19,311)

The Sidereal Period begins.

5,500 BBY (GSC 19,500)

The first leg of the Rimma Trade Route is established by Tapani Sector merchants.

5,100 BBY (GSC 19,900)

Marka Ragnos defeats Lord Simus and is crowned Dark Lord of the Sith.

In the next three millennia to come, the following Dark Lords of the Sith were: Marka Ragnos, Ludo Kresh, Naga Sadow, Freedon Nadd and Exar Kun.

The Golden Age of the Sith ends with the death of Marka Ragnos

5,033 BBY (GSC 19,967)

A Jedi crashes on Yashuvhu and ultimately establishes a Force tradition there through his descendants.

5,032 BBY (GSC 19,968)

An interstellar race colonizes Kooriva, and becomes known as the Koorivar.

The end of the "Elder" civilization on Naboo

Future Jedi, Odan-Urr, is born on Draethos.

5,020 BBY (GSC 19,980)

Gav and Jori Daragon are born on Koros Major.

5,007 BBY (GSC 19,993)

The symbol of the Republic Navy is carved in a moon.

5,002 BBY (GSC 19,998)

Nazzri's hereditary monarchy is replaced with a theocratic oligarchy.

5,000 BBY (GSC 20,000)

The Great Hyperspace War begins when Gav and Jori Daragon accidentally lead the forces of the Sith Empire to the Republic.

Battle of Coruscant

Battle of Koros Major

Battle of Kirrek

Battle of Primus Goluud

First Battle of Korriban

Second Battle of Korriban

The Republic wins the war, but Dark Lord of the Sith Naga Sadow escapes to Yavin 4.
The planet Tatooine is discovered.

4,996 BBY (GSC 20,004)

The Great Jedi Library is established by Jedi Master Odan-Urr on Ossus.

4,995 BBY (GSC 20,005)

The Klatooinian Trade Guild is founded on Klatooine.

4,990 BBY (GSC 20,010)

The dissolution of the First Sith Empire.

4,800 BBY (GSC 20,200)

The Gank Massacres take place, resulting in the extinction of the Porporites.

4,700 BBY (GSC 20,300)

A Jedi Assembly is established.

4,519 BBY (GSC 20,481)

Uueg Tching, The fifty-fourth Emperor of Kitel Phard, states three ways on how to defeat an enemy, which ultimately becomes a famous, oft-referenced quote.

4,500 BBY (GSC 20,500)

The Quarren make war on the Mon Calamari.

4,400 BBY (GSC 20,600)

The Jedi Knight Freedon Nadd falls to the dark side, learning the secrets of the Sith from the spirit of Naga Sadow.

4,350 BBY (GSC 20,650)

The Beast Wars of Onderon begin.

4,250 BBY (GSC 20,750)

The Third Great Schism.
The Vultar Cataclysm.

4,200 BBY (GSC 20,800)

Anchorhead is founded on Tatooine.

4,156 BBY (GSC 20,844)

Taris suffers a civil war.
Non-humans are banished from the Upper City of Taris.

4,150 BBY (GSC 20,850)

Hapes is settled by raiders from Lorell.

4,070 BBY (GSC 20,930)

Amanoa is born on Onderon.

4,050 BBY (GSC 20,950)

The Lorell Raiders are defeated by the Jedi, resulting in the hatred of the Jedi within the Hapes Consortium.

4,048 BBY (GSC 20,952)

Drokko Kira is cast out of the Onderon city of Iziz.

4,024 BBY (GSC 20,976)

Nallastia is settled by colonists from the Darpa Sector.

4,019 BBY (GSC 20,981)

Four Jedi Masters (two Warrior Masters and two Sage Masters) establish the ziggurat of the Jedi Temple over the Force nexus on Coruscant.

4,018 BBY (GSC 20,982)

Ulic Qel-Droma is born on Alderaan.

4,015 BBY (GSC 20,985)

The Great Droid Revolution begins and is ended.
The Old Sith Wars begin.

4,014 BBY (GSC 20,986)

Future Mandalore, Canderous Ordo, is born on Ordo.

4,002 BBY (GSC 20,998)

Onderon joins the Galactic Republic.

4,000 BBY (GSC 21,000)

Sidrona Diath becomes Supreme Chancellor of the Galactic Republic.
The Beast Wars end, but the Great Sith War begins at the Battle of Onderon.
The Tallaani Shipyards are established on Tallaan.

3,998 BBY (GSC 21,002)

Foundation of the Krath cult.
The Freedon Nad Uprising occurs on Onderon.

3,997 BBY (GSC 21,003)

Former Jedi Exar Kun is crowned the new Dark Lord of the Sith
The Krath Holy Crusade begins with the Battle of Basilisk.
The Mandalorians, led by Mandalore the Indomitable, engage the Republic and the Basiliskans.
Jedi Knights Ulic Qel-Droma and Nomi Sunrider fight for the Republic at the First Battle of Empress Teta.
Jedi Master Arca Jeth dies at the Battle of Deneba while saving his apprentice, Ulic Qel-Droma.
After the Second Battle of Empress Teta, Ulic Qel-Droma defects to the Krath.
Ulic Qel-Droma becomes the apprentice of Exar Kun.

3,996 BBY (GSC 21,004)

At the Battle of Kuar on the Plains of Harkul, Ulic Qel-Droma defeats Mandalore the Indomitable in combat, winning his loyalty.
Mandalore the Indomitable is defeated by the Republic at the Battle of Onderon and killed by the beasts of Dxun. He is succeeded by Mandalore the Ultimate.
Sith Lord Ulic Qel-Droma turns away from the Dark Side.
Exar Kun is defeated at the Battle of Yavin IV by Ulic Qel-Droma and the Republic.
Both the Great Sith War and the Krath Holy Crusade end with the Third Battle of Empress Teta.
Mandalore the Ultimate begins secretly summoning clans from across the galaxy, building up arms and ships on Dxun, working toward the day when a new crusade can be launched.

3,995 BBY (GSC 21,005)

The Great Hunt is started by the Jedi to exterminate the terentateks.

3,994 BBY (GSC 21,006)

Ulic Qel-Droma revisits Yavin IV.

3,993 BBY (GSC 21,007)

The Great Hunt ends.

3,990 BBY (GSC 21,010)

The Sith Holocron of Adas is uncovered by Queen Amanoa of Onderon.

3,986 BBY (GSC 21,014)

Ulic Qel-Droma dies on Rhen Var.
Conclave on Exis Station.

3,976 BBY (GSC 21,024)

The Mandalorian Neo-Crusaders, led by Mandalore the Ultimate, begin to conquer worlds in the Outer Rim.
Brianna and Mical are born.
Visas Marr is born on Katarr.

3,974 BBY (GSC 21,026)

Mira is born.

3,970 BBY (GSC 21,030)

Beginning of the Kanz Disorders.

3,965 BBY (GSC 21,035)

The Mandalorian Wars begin with the First Battle of Onderon.
The Galactic Republic enters the war, but the Jedi Council forbids involvement by the Jedi until the problem has been assessed.

3,964 BBY (GSC 21,036)

Battle of Flashpoint Station.
First Battle of Suurja.
Second Battle of Suurja.
Third Battle of Suurja.
Fourth Battle of Suurja.

3,963 BBY (GSC 21,037)

The Battle of Cathar is so brutal, that it is also referred to as the Genocide of Cathar.
In response, the Jedi Revan and Malak defy the Jedi Council and lead a large faction of the Jedi, including the Jedi Exile, to war.

3,962 BBY (GSC 21,038)

Eres III is nearly destroyed by Mandalorian hands, while at the same time the Xoxin plains are intentionally set on fire and continue to burn, even twelve years later.
The Mandalorians nearly devastate planet Duro, forcing the Duros to evacuate and relocate.

3,961 BBY (GSC 21,039)

The Exchange is driven off Taris for a time, thanks to Revan's intervention.
Juhani is freed from slavery.
Revan and Malak discover Star Maps on Kashyyyk and Korriban.
Brejik takes command of the Black Vulkar gang on Taris.
Cassus Fett becomes the most wanted man in the galaxy.
Mandalore the Ultimate is killed by Revan at the Battle of Malachor V.
The Mandalorian Wars end.
The Jedi Exile, who was serving as a general, loses all connection to the Force, returns to the Jedi Council, and is exiled from the Order for her crimes.
Revan and Malak disappear into unknown space with a third of the Republic fleet.

3,959 BBY (GSC 21,041)

The Jedi Civil War begins.
Revan and Malak declare themselves Sith and invade the Republic.
Only the Battle Meditation of Bastila Shan staves off certain defeat.
Battle of Foerost.
Bombing of Telos IV.

3,958 BBY (GSC 21,042)

Griff Vao leaves Taris with Lena, abandoning his young sister, Mission.

3,957 BBY (GSC 21,043)

Revan is defeated onboard his flagship, after Malak turns against him. Bastila Shan brings Revan back to the Jedi, who use the Force to strip his memories and create a new identity for him.

3,956 BBY (GSC 21,044)

Battle of Taris.
Attack on Dantooine.

At the Battle of Rakata Prime, Revan kills Malak in a lightsaber duel, and the Republic Fleet destroys the Star Forge.
End of the Jedi Civil War.
The First Sith Civil War begins.

3,955 BBY (GSC 21,045)

Revan disappears into the Unknown Regions to destroy the ancient Sith Empire.
The First Sith Civil War ends.
First Jedi Purge begins.
Supreme Chancellor Cressa starts the Telosian Restoration Project, for which Aratech launches the G0-T0 droid series.
The Conclave on Katarr is called to discuss the future of the Jedi Order.
The Sith Lord Darth Nihilus uses his massive Force powers to feed off of the life on Katarr, destroying all life on the planet, (except for the Miraluka Visas Marr), and virtually wipes out the Jedi Order.

3,951 BBY (GSC 21,049)

The Exile is discovered aboard the Ebon Hawk, by Darth Traya.
First Battle of Dantooine.
First Battle of Onderon.
Second Battle of Onderon.
Battle of Telos IV.
The Exile reestablishes connection to the Force, then kills Darth Traya, Darth Nihilus, and Darth Sion, who have spent the last five years assassinating Jedi.
Destruction of Malachor V.
First Jedi Purge ends.
The Second Sith Civil War begins.
End of the Old Sith Wars.
The Exile departs to the Unknown Regions to find Revan.
The Czerka Corporation, through not entirely legal means, attempts to take control over the Telosian Restoration Project.

3,946 BBY (GSC 21,054)

Sixteen worlds in the Gordian Reach ruled by G0-T0 droids secede from the Galactic Republic to form the independent territory of 400100500260026.
The Republic, under the directive of Supreme Chancellor Cressa, retakes 400100500260026.

3,900 BBY (GSC 21,100)

The planet Naboo is colonized by settlers from Grizmallt.

3,670 BBY (GSC 21,330)

End of the Kanz Disorders.

3,600 BBY (GSC 21,400)

The Jedi free the Lorradians from Argazdan control.

3,519 BBY (GSC 21,481)

An expansion to the Jedi Temple on Coruscant is made.

3,500 BBY (GSC 21,500)

The Iktotchi race is discovered by the Republic.

3,475 BBY (GSC 21,525)

Iktotch joins the Galactic Republic.

3,100 BBY (GSC 21,900)

The Hapan Consortium seals its borders with the rest of the Galaxy.

3,032 BBY (GSC 21,968)

The War of the Gungan Tribes.
The Gungans are unified under Boss Gallo.
Boss Rogoe dies.
Building of Otoh Gunga.

3,000 BBY (GSC 22,000)

Freia Kallea charts the Hydian Way.
Socorro is colonized by Corellian colonists.
The Alsakan Conflicts end.

2,996 BBY (GSC 22,004)

Saalo Morn fails to become a Jedi Knight and crosses over to the Dark Side.

2,992 BBY (GSC 22,008)

The planet Dathomir leaves the Paecian Empire.

2,989 BBY (GSC 22,011)

The Sayings, (an Atrisian reference), is stored in the Atrisian Imperial Historical Library.

2,979 BBY (GSC 22,021)

Jabiim joins the Galactic Republic.

2,973 BBY (GSC 22,027)

The Senate Rotunda is built.

2,700 BBY (GSC 22,300)

The city of Kala'din on Ryloth collapses.

2,519 BBY (GSC 22,481)

An expansion to the Jedi Temple on Coruscant is made, including the addition of the Jedi Archives.

2,200 BBY (GSC 22,800)

The beginning of the height of Saffa painting.

2,032 BBY (GSC 22,968)

Coruscant experiences its last major ground quake.
The Koorivar are expelled from Kooriva by an indigenous species.

2,019 BBY (GSC 22,971)

Durge is born.

2,000 BBY (GSC 23,000)

Jedi Master Phanius absconds from the order with a stolen Holocron.
The departure from the Jedi Order of Phanius and his followers becomes the Fourth Great Schism.
Phanius takes the name Darth Ruin and starts a New Sith Empire.
Darth Ruin is soon betrayed and killed by his followers.
The New Sith War begins.

1,998 BBY (GSC 23,002)

Ecclessis Figg is born.

1,991 BBY (GSC 23,009)

Jomark is colonized.

1,989 BBY (GSC 23,011)

The planet of Bespin is first colonized.

1,750 BBY (GSC 23,250)

The Dark Underlord becomes Dark Lord of the Sith.

1,550 BBY (GSC 23,450)

The end of the height of Saffa painting.

1,532 BBY (GSC 23,468)

The Koorivar win back control of Kooriva.
Battle of Gap Nine.

1,500 BBY (GSC 23,500)

Jaing and Durge are used as pawns in an unnamed Outer Rim cyberneticist's plot to start a war between the Mandalorians and the Sith.

1,489 BBY (GSC23,511)

The Sayings are printed for the Atrisian nobility.

1,466 BBY (GSC 23,534)

Battle of Mizra.

1,250 BBY (GSC 23,750)

Belia Darzu becomes Dark Lady of the Sith.
The Sictis Wars begin.

1,230 BBY (GSC 23,770)

Belia Darzu dies.
The Sictis Wars end.

1,196 BBY (GSC 23,804)

The civilization on Hathrox III is destroyed in a biochemical civil war.

1,100 BBY (GSC 23,900)

Tatooine is rediscovered by the Republic.
Start of the Republic Dark Age.

1,050 BBY (GSC 23,950)

Battle on Unknown World (Young Hoth).

1,043 BBY (GSC 23,957)

Darth Bane is born on Apatros.

1,025 BBY (GSC 23,975)

Hurst, father of Darth Bane, dies on Apatros.

1,020 BBY (GSC 23,980)

The planet Melida/Daan is colonized.
Battle of Phaseera.

1,015 BBY (GSC 23,985)

Darovit is born on Somov Rit.

1,010 BBY (GSC 23,990)

A Sith Lord creates the Behemoth from the World Below on Aduba-3.
Dannik Jerriko is born on Anzat.

1,001 BBY (GSC 23,999)

Spira is colonized.

Fall of the Republic Era

1,000 BBY (GSC 24,000)

Battle of Hoth.
Battle of Drom.und Kaas
Battle of Malrev IV.
Battle of Harpori.
Battle of Balowa.
First Battle of Ruusan.
Second Battle of Ruusan.
Third Battle of Ruusan.
Fourth Battle of Ruusan.
Fifth Battle of Ruusan .
Sixth Battle of Ruusan.
Seventh Battle of Ruusan.
The Battle of Ruusan. The remaining Sith are exterminated on Ruusan, with the exception of Darth Bane, who starts a new Sith Order with only one master and one apprentice at a time (this is

known as the Rule of Two). Each subsequent Sith would bear the title Darth, with few exceptions.
The Republic Dark Age comes to an end.
The Jafan Dynasty begins on Naboo.

990 BBY (GSC 24,010)

Darth Zannah fights and kills Darovit on Ruusan.

965 BBY (GSC 24,035)

Chiss Ascendancy passes the Non-Aggression Law.

920 BBY (GSC 24,080)

Aruk the Hutt is born.

915 BBY (GSC 24,085)

Sise Fromm is born.

896 BBY (GSC 24,104)

Yoda the Whill is born on Grentarik and later begins his training with Hysalrian Jedi Master N'Kata Del Gormo on an unknown swamp planet.

850 BBY (GSC 24,150)

A box containing a 10,000 year old lightsaber is discovered on Ossus.

800 BBY (GSC 24,200)

Yoda begins to train Jedi in the ways of The Force.

796 BBY (GSC 24,204)

Yoda is granted the title of Jedi Master.

700 BBY (GSC 24,300)

B'omarr Monks construct the monastery on Tatooine that will eventually become Jabba's Palace.
An Alderaan Biotics operation is established on Borleias.

620 BBY (GSC 24,380)

The Antarian Rangers are established.

610 BBY (GSC 24,390)

Dewlannamapia is born on Kashyyyk.

600 BBY (GSC 24,400)

The Jedi Knight Allya is exiled to Dathomir.

596 BBY (GSC 24,404)

First Battle of Zeltros.
Jabba the Hutt is born on Nal Hutta.

595 BBY (GSC 24,405)

Gandle Ott is colonized by Humans.

571 BBY (GSC 24,429)

The Clatear and the Nhoras begin a large-scale species-based feud.

550 BBY (GSC 24,450)

The Bandit Alkhara moves into what will eventually become Jabba's Palace. His slaughter of a tribe of Sandpeople begins the centuries-long Tusken/Human blood feud.
The 222 fishing trawler is designed and produced by Ubrikkian Transports.

532 BBY (GSC 24,468)

Many Quarren and Mon Calamari were taken as laborers to Lamaredd.

529 BBY (GSC 24,471)

The Atrisian Parliament is formed.

519 BBY (GSC 24,481)

The species later known as the Polis Massans begin to investigate the remains of the Eellayin civilization on Polis Massa.

516 BBY (GSC 24,484)

Jabba the Hutt forces the bandit Alkhara out of his palace.

509 BBY (GSC 24,491)

Yaddle is born.

500 BBY (GSC 24,500)

The Jedi training vessel Chu'unthor, is built in orbit around the planet Abhean by Republic Fleet Systems.
The Federation of the Double Worlds is founded.
Plagen is discovered.
Tyvokka is born on Kashyyyk.

495 BBY (GSC 24,505)

Ikrit is born on the Outer Rim world of Kushibah.

491 BBY (GSC 24,509)

A civilization on Jandoon disappears.

490 BBY (GSC 24,510)

The Corporate Sector Authority, a free-enterprise fiefdom of the galaxy, is founded to free the Galactic Senate and corporate moneymakers from each other.

482 BBY (GSC 24,518)

Ikrit begins training under Master Yoda.

481 BBY (GSC 24,519)

Using the Force, Ikrit saves his village from Xinkra.

475 BBY (GSC 24,525)

Corellia unsuccessfully attempts to withdraw from the Galactic Republic, going so far as to utilize the Contemplanys Hermi clause for the first time in history.
Yinchorr is first charted by the Galactic Republic.

470 BBY (GSC 24,530)

Corellia, Selonia and Drall ally in a failed attempt to takeover the Federation of the Double Worlds.

439 BBY (GSC 24,561)

Spore is created by scientists on Ithor.

400 BBY (GSC 24,600)

The elitist Nomad's Retreat in the Nomad Mountains on Corellia expands its membership to become a public resort.
Susevfi is settled by Corporate Sector expatriates.

392 BBY (GSC 24,608)

Kal'shebbol is first settled by Twi'lek refugees.

380 BBY (GSC 24,620)

Kieran Halcyon defeats the Afarathau cult.

378 BBY (GSC 24,622)

Ikrit discovers the Golden Globe within the Palace of the Woolamander on Yavin IV.

350 BBY (GSC 24,650)

The Trade Federation is founded.
The Great Cleansing occurs on Fyodos, devastating the planet.
Attichituk is born on Kashyyyk.

340 BBY (GSC 24,660)

The Jedi training vessel Chu'unthor crashes on the surface of Dathomir.

332 BBY (GSC 24,668)

The Sheyfs of Clan Vos begin to rule Kiffu.

322 BBY (GSC 24,678)

The Annoo-dat conquer Gelefil.

321 BBY (GSC 24,679)

Ord Cestus becomes a prison planet.

320 BBY (GSC 24,680)

Rill is born.

319 BBY (GSC 24,681)

An embezzlement scandal results in twelve Cybot Galactica executives being imprisoned on Ord Cestus.

312 BBY (GSC 24,688)

Berethon e Solo establishes a democratic constitutional monarchy on Corellia, replacing the previous absolute monarchy.

300 BBY (GSC 24,700)

The Bothan Spynet is established.
Myrkr is discovered and settled.
The Ho'Din begin to industrialize and move down from the trees.
The Nozho-Weogar War between the Bith city-states of Nozho and Weogar devastates Clak'dor VII.

297 BBY (GSC 24,703)

The Kian'thar begin developing strong ties with Black Sun.

296 BBY (GSC 24,704)

The Tofs conquer the planet Nagi.

292 BBY (GSC 24,708)

Oon Tien is colonized by the Republic.

282 BBY (GSC 24,718)

The Houks colonize Sriluur.

275 BBY (GSC 24,725)

The Janguine language goes extinct, along with its users.

250 BBY (GSC 24,750)

Human colonists from Sallichecolonize Varonat, founding the settlements of Tropis-on-Varonat and Edgefields-on-Varonat.
Gelgalar is colonized.
Adarlön is colonized by Alderaanians.

247 BBY (GSC 24,753)

Bosbit Matarcher is born.

232 BBY (GSC 24,768)

The Jedi notice that the Force has begun to "flux", and fear that the dark side is growing again.
Worxer is destroyed when its sun goes supernova.

229 BBY (GSC 24,771)

The Gardaji Rift is surveyed by the Galactic Republic.

222 BBY (GSC 24,778)

A freighter from Geonosis crashes on Tatooine, leading to the domestication of the massifs by the Sandpeople.

220 BBY (GSC 24,780)

The Academy of Carida is founded.

The mining city of Tayana on Duro reaches its height.
Drongar is discovered by Nikto scouts.

219 BBY (GSC 24,781)

Gowix Computers is founded.

212 BBY (GSC 24,788)

Starting from his homeworld of Delemede, Bosbit Matarcher unintentionally time travels 190 years into the future, due to faulty relativistic shielding on his ship.

206 BBY (GSC 24,794)

Oppo Rancisis is born on Thissipias.
Quagga is born on Kashyyyk.

200 BBY (GSC 24,800)

A Wookiee named Chewbacca is born on Kashyyyk.
The Jedi Order feels that the Dark Side of the Force is growing strong again.
The star Carosi destroys the innermost five planets in the Carosus system.
Yperio Baobab creates Bab-Prime, precursor to Bab-Neo and modern-day droidspeak.
Memory wipes become common droid maintenance following a personality virus unleashed by a member of the Baobab Merchant Fleet.

195 BBY (GSC 24,805)

Glova is colonized.

194 BBY (GSC 24,806)

Birth of the Bab-Prime language.

192 BBY (GSC 24,808)

Recycling bacteria in a manner that revolutionizes waste management develops on Coruscant.

191 BBY (GSC 24,809)

The natives of Fere are wiped out by a plague.

190 BBY (GSC 24,810)

Vima-Da-Boda is born.

189 BBY (GSC 24,811)

Vortex joins the Republic.

188 BBY (GSC 24,812)

Kibh Jeen falls to the Dark Side of the Force.
Almas Academy is founded on Almas by the Jedi.
Qornah dies on Almas.

180 BBY (GSC 24,820)

The space station Tatoo III is constructed in orbit around Tatooine.

171 BBY (GSC 24,829)

Yoda travels to Ord Cestus and saves its natives, the X'Ting, from a disaster.

161 BBY (GSC 24,839)

The Tarasin Revolt begins on Cularin.

160 BBY (GSC 24,840)

Orn Belden, future Bakuran senator, is born.

157 BBY (GSC 24,843)

Chalmun is born on Kashyyyk.

155 BBY (GSC 24,845)

Tojjevvuk is born on Kashyyyk.

154 BBY (GSC 24,846)

The Tarasin Revolt on Cularin ends with the Cularin Compact.

150 BBY (GSC 24,850)

The Jafan Dynasty on Naboo ends and an elective monarchy begins.

The Bakur Corporation under Arden colonizes Bakura.

A coalition of corporations on Corellia overthrows its ruling constitutional monarchy, installing the office of Diktat to better steward business interests in the sector.

147 BBY (GSC 24,853)

Incom and Subpro enter into a partnership.

145 BBY (GSC 24, 855)

Brath Qella is discovered by the Galactic Republic's Third General Survey.

142 BBY (GSC 24,858)

The planet of Belasco begins a war with a neighboring planet.

140 BBY (GSC 24,860)

Brath Qella enters a deep ice age.

132 BBY (GSC 24,868)

The Republic first makes contact with the Elomin.

130 BBY (GSC 24,870)

The Potentium Heresy first appears amongst younger members of the Jedi Order.

128 BBY (GSC 24,872)

Eppie Antruse is born on Bakura.

124 BBY (GSC 24,876)

The Treaty of Trammis is orchestrated by Jedi Master Omo Bouri.
The Galactic Senate declares the Outer Rim to be a free trade zone.

121 BBY (GSC 24,879)

The armed conflict between the Human settlers and the Gungan natives of Naboo comes to an end.

120 BBY (GSC 24,880)

Ugloste is born on Gentes.

119 BBY (GSC 24,881)

The Republic discovers the planet Orax.

118 BBY (GSC 24,882)

A war between Garos IV and Sundari ends with a treaty.

115 BBY (GSC 24,885)

Jira is born on Tatooine.

112 BBY (GSC 24,888)

The 3PO-series protocol droid line begins production by Cybot Galactica.

110 BBY (GSC 24,890)

Batorine joins the Galactic Republic.

105 BBY (GSC 24,895)

Durga the Hutt is born on Nal Hutta.

104 BBY (GSC 24,896)

Xizor is born on Falleen.

102 BBY (GSC 24,898)

Count Dooku is born to an aristocratic family on Serenno. He is discovered by the Jedi, and begins his training in infancy.

Lorian Nod is born.

The Aqualish colonize Andosha II and the other Andoan Free Colonies.

100 BBY (GSC 24,900)

The Dowager Queen crashes on Tatooine, which is subsequently colonized by miners and farmers.

Fort Tusken is founded on Tatooine.

The corporate wing of the Bakur Memorial Building is built on Bakura.

Eixes Valorum is Supreme Chancellor.

Dreadnaught-class heavy cruisers vessels are first deployed.

The Prophets of the Dark Side colonize Kalakar Six from Dromund Kaas.

Eeth Koth is born on Nar Shaddaa.

Jaster Mereel is born on Concord Dawn.

Jocasta Nu is born.

An'ya Kuro is born.

An unnamed Mandalore is assassinated by the bounty hunter Durge and a group of rogue Jedi Knights.

99 BBY (GSC 24,901)

Survivors of the crash of the Dowager Queen found Bestine Settlement.

98 BBY (GSC 24,902)

The first attacks by Tatooine's Sandpeople occur at Fort Tusken, lasting three years.

97 BBY (GSC 24,903)

Droid Uprising occurs on Bakura.

Droid Uprising occurs on Tatooine.

Orn Belden and Eppie Antruse are married.

96 BBY (GSC 24,904)

Danoor is colonized by scientists studying in the Kathol Rift.

95 BBY (GSC 24,905)

Entechment is proposed with the election of a new Shreeftut on Lwhekk.

Fort Tusken on Tatooine is abandoned after three years of Sandpeople attacks.

Vizsla is born.

94 BBY (GSC 24,906)

Famine on Telos.

The 21st Battle of Zehava on Melida/Daan.

93 BBY (GSC 24,907)

A second group of colonists found Motesta and re-establish Anchorhead on Tatooine.

92 BBY (GSC 24,908)

Qui-Gon Jinn is born on an unknown planet. He is discovered by the Jedi, and begins his training in infancy.

Ki-Adi Mundi is born.

Montross is born.

Tahl is born.

Plo Koon is born.

91 BBY (GSC 24,909)

Finis Valorum is born on Coruscant.

90 BBY (GSC 24,910)

Coveway is colonized.

The future Dark Jedi Maw is born.

89 BBY (GSC 24,911)

Dooku is apprenticed to Jedi Master Thame Cerulian.
The Potentium heretics are expelled from the Jedi Order, and colonize Zonama Sekot.
Lorian Nod is expelled from the Jedi Order.
Eol Sha is settled by the Republic.

88 BBY (GSC 24,912)

The Dark Woman takes Ki-Adi Mundi to Coruscant for Jedi training.
Plett builds Plett's Well on Belsavis.
Sio Bibble is born on Naboo.

87 BBY (GSC 24,913)

Civil war breaks out between Garos IV and Sundari over the destruction of a Garosian grain-processing factory.
Tem Chesko is born.

86 BBY (GSC 24,914)

Locus Geen, future General in the Army of the Republic, is born.

85 BBY (GSC 24,915)

Mos Eisley is founded around the wreck of the Dowager Queen.

83 BBY (GSC 24,917)

Mos Espa is founded on Tatooine.
The Galactic Games are instituted.

82 BBY (GSC 24,918)

Dantius Palpatine is born on Naboo.
Dooku passes the trials and is made a Jedi Knight.
Yoda takes Ki-Adi Mundi as his Padawan learner.
Doman Beruss is born on Illodia.
Cliegg Lars is born on Tatooine.

81 BBY (GSC 24,919)

Nejaa Halcyon is born on Corellia.

80 BBY (GSC 24,920)

Rune Haako is born on Neimoidia.
Iaco Stark is born.
Etahn A'baht is born.
Panaka is born.
Orn Free Taa is born.

79 BBY (GSC 24,921)

Anoon Bondara is born on Ryloth.

78 BBY (GSC 24,922)

Rostek Horn is born on Corellia.
Scerra is born on Corellia.
Ronhar Kim is born.

77 BBY (GSC 24,923)

The Second Galactic Games are held.
Dooku, along with his apprentice Qui-Gon Jinn, is reunited with Lorian Nod, who is now the leader of a band of space pirates.
Ruwee Naberrie is born on Naboo.
Senator Blix Annon dies of a heart attack.

75 BBY (GSC 24,925)

Longwind is colonized by criminals released from Republic prisons.
Drewwa, the third moon of Almania, is colonized.

74 BBY (GSC 24,926)

Bail Antilles is born on Alderaan.

73 BBY (GSC 24,927)

The planet of Kegan begins a period of isolation.

72 BBY (GSC 24,928)

Mace Windu is born on Haruun Kal.
Shmi Skywalker is born on Cardonas.
Ebenn Q3 Baobab is born on Manda.

71 BBY (GSC 24,929)

Xanatos is born on Telos at about this time.
Ric Olié is born on Naboo.

70 BBY (GSC 24,930)

The Kira Run is founded, connecting the Lazerian system to the Ropagi system.
The space station Tatoo III is destroyed over Tatooine.
Seti Ashgad is born.
Jorus C'baoth is born on Bortras.

69 BBY (GSC 24,931)

Bail Organa of Alderaan is born.
The ruins of Wiyentaah are discovered on Polis Massa.
The Third Galactic Games are held.
Clat'Ha is born.
Cin Drallig is born.

68 BBY (GSC 24,932)

Nejaa Halcyon is taken as a Padawan learner.

67 BBY (GSC 24,933)

Ki-Adi Mundi completes his Jedi training.
Essara Till is born.
Nym is born on Lok.

66 BBY (GSC 24,934)

Jango Fett is born on Concord Dawn.
Radiant VII is built and launched over Corellia.
Dooku and Qui-Gon Jinn embark on their last mission as Master and Padawan.
Shmi Skywalker is sold into slavery.
Jan Dodonna is born on Commenor.
Dorja is born on Coruscant.
Vanden Willard is born on Alderaan.

65 BBY (GSC 24,935)

Nute Gunray is born on Neimoidia.
The Hutts take control of Tatooine.
Gragra is born on Tatooine.

64 BBY (GSC 24,936)

Qui-Gon Jinn passes the Trials and becomes a Jedi Knight.
Tahl passes the Trials and becomes a Jedi Knight.
The H'kig arrive on Rishi.
Wilhuff Tarkin is born on Eriadu.

63 BBY (GSC 24,937)

Otto, future Imperial General, is born on Coruscant.

62 BBY (GSC 24,938)

The Flash speeder is developed on Naboo.
The Fourth Galactic Games are held.
The R3 series astromech droid is developed around this time.
Jocasta Nu joins the Jedi Council.
Vana Sage is born on Alderaan.
Coleman Trebor is born on Sembla.
Nee Alavar is born on Lorrd.
Obi-Wan Kenobi is born on the yellow rocky world of Pilegias.

61 BBY (GSC 24,939)

Followers of the H'kig religion, fleeing from persecution on their homeworld, settle the planet Rishi.

60 BBY (GSC 24,940)

The Millennium Falcon is constructed over Corellia.

The Corellian Security Force, or CorSec, is formed on Corellia.
Nejaa Halcyon becomes a Jedi Knight.
The Mandalorian Civil War begins.
Jaster Mereel becomes Mandalore.
Saun Dann is born.
Raith Sienar is born.
Bib Fortuna is born.

59 BBY (GSC 24,941)

Nejaa Halcyon and Scerra have a secret wedding on Corellia.
Qui-Gon Jinn's first apprentice passes the Trials and becomes a Jedi Knight. Qui-Gon becomes a Jedi Master and takes Xanatos as his second Padawan learner.
Shaak Ti is born on Shili.
Quinlan Vos is born on Kiffu.

58 BBY (GSC 24,942)

Jango Fett is orphaned when his family of simple farmers is murdered by the Mandalorian Death Watch. He is picked up by former Journeyman Protector Jaster Mereel.
Jabba the Hutt is sent to Tatooine to represent the Desilijic Clan.
Mace Windu is sent to Hurikane to negotiate with the insectoid-rock humanoids. He makes peace with them and receives purple Hurrikaine Crystals that he uses to build his lightsaber.
Darsha Assant is born on Alderaan.
The Yinchorri gain representation in the Galactic Senate.

57 BBY (GSC 24,943)

The Yinchorri join the Galactic Republic.
Bruck Chun is born on Telos IV.
Gilad Pellaeon is born on Corellia.
Nield is born on Melida/Daan.
Cerasi is born on Melida/Daan.

56 BBY (GSC 24,944)

Obi-Wan Kenobi begins training in the Jedi Temple under Master Yoda.
Nerra Ziveri turns control of the Jedi Academy on Cularin to Lanius Qel-Bertuk and disappears.

55 BBY (GSC 24,945)

The Fifth Galactic Games are held.
The Neimoidians become the leaders of the Trade Federation.

54 BBY (GSC 24,946)

Khameir Sarin (later known as Darth Maul) is born on Iridonia.
Bant Eerin is born on Mon Calamari.
Joclad Danva is born.

53 BBY (GSC 24,947)

Xanatos leaves the Jedi Order after Qui-Gon Jinn is forced to kill the boy's father, Crion, on Telos.
The opera, The Brief Reign of Future Wraiths, leaves Coruscant to tour the Galaxy.
Padawan Jorus C'baoth attends Mirnic University.
Bossk is born on Trandosha.
Aurra Sing is born on Nar Shaddaa.

52 BBY (GSC 24,948)

Palpatine's predecessor, Vidar Kim, is assassinated on Coruscant.
Palpatine is elected to the Galactic Senate as Senator of Naboo and the Chommell Sector.
Oppo Rancisis begins teaching at the Jedi Temple on Coruscant.
The Galactic Correctional Authority is formed, and establishes prisons on several worlds including Oovo IV.
Jaster Mereelis killed at the Battle of Korda 6.
Jango Fett becomes leader of the Mandalorians.
Jedi Master Dooku mediates an end to the Sevarcos Dispute.
Jocasta Nu steps down from the Jedi Council.
Jar Jar Binks is born on Naboo.
Garm Bel Iblis is born on Corellia.
Bolabo Hujaan is born on Sullust.
Gaen Drommel is born on Oploviss.

V-Davi is born on Kegan.
The Twi'lek twins Tann Gella and Ann Gella are born on Ryloth.
Zam Wessel is born on Zolan.

51 BBY (GSC 24,949)

Jorus C'baoth begins his service as the personal advisor to Senator Palpatine of Naboo.
The Dark Woman brings Aurra Sing to Coruscant for Jedi training.
Silya Shessaun is born on Thesme.

50 BBY (GSC 24,950)

Galladinium founds Galladinium's Galactic Imports on Lenthallis.
The Moddell sector joins the Galactic Republic.
Salt is introduced to the Arcona.
Annaj joins the Galactic Republic and becomes the Moddell Sector capital.
Young Anomids develop a nonconformist subculture.
Galactic Republic scouts discover Bosph and the Bosph species.
The Republic makes first contact with the Eloms.
Quarg and his pirates are exiled from the Korteem Belt to Drexel II.
The Arkanian Revolution is fought over the re-engineering of the Yaka.
Jorj Car'das is born on Corellia.
Charal is born on Dathomir.
Airen Cracken is born on Contruum.
Roblio Darté is born.
Gorm the Dissolver is born.
Valin Halcyon/Hal Horn is born on Corellia.
Owen Lars is born on Ator.
Schennt is born on Corulag.
Sola Naberrie is born on Naboo.
Sayer Mon Neela is born.

49 BBY (GSC 24,951)

Lorana Jinzler is born on Coruscant.
Breha Organa is born on Alderaan.
Rorworr is born on Kashyyyk.
Deel Surool is born on Ryloth.
Sylvn is born on Cerea.
Pter Thanas is born.

48 BBY (GSC 24,952)

Arani Korden is born on Naboo.
Beru Whitesun is born on Tatooine.
Mon Mothma is born on Chandrila.
Aayla Secura is born on Ryloth.
Toba is born on Naboo.
Maximilian Veers is born on an Unknown Planet.

47 BBY (GSC 24,953)

Sharad Hett leaves the Jedi Temple.
A'Sharad Hett is born on Tatooine.
Sia-Lan Wezz is born.

46 BBY (GSC 24,954)

Padmé Amidala (Padmé Naberrie) is born to Ruwee and Jobal Naberrie on Naboo.
The Marzoon Confederacy joins the Republic.
Garven Dreis is born on Virujansi.

45 BBY (GSC 24,955)

The Katana fleet is lost.
Qui-Gon Jinn chooses a young Obi-Wan Kenobi as his Padawan.
Byss is first charted by the Galactic Republic.
Veruna becomes King of Naboo.
Raymus Antilles is born on Alderaan.
Brandei is born on Mantooine.
Dormé is born on Naboo.

44 BBY (GSC 24,956)

Xanatos commits suicide on Telos by jumping into a pool of acid, rather than be captured by his former master, Qui-Gon Jinn.
The Stark Hyperspace War.

Tyvokka is killed by Trade Federation droids.
Plo Koon joins the Jedi Council.
Kol Huro Unrest.
Ackbar is born on Mon Calamari.
Tap-Nar-Pal is born on Cerea.

43 BBY (GSC 24,957)

The planet of Kegan ends its thirty year isolation.
Durnar is born.
Dean Jinzler is born on Coruscant.
Ferus Olin is born.
Xeltek is born.

42 BBY (GSC 24,958)

Anakin Skywalker, the Chosen One who will bring balance to the Force, is born to a slave named Shmi Skywalker on Thessius, a watery island world. She carries him and gives birth to him, but he has no father.
T'Bolton is born on Lorrd.
Omo Bouri dies.

41 BBY (GSC 24,959)

Jedi Master Tahl dies on New Apsolon.
Kit Fisto takes on Tahl's apprentice, Bant Eerin, as his own apprentice.
Shea Sadashassa is born on Herdessa.
Darra Thel-Tanis is born.
Kitster Banai is born on Tatooine.

40 BBY (GSC 24,960)

Finis Valorum is elected Supreme Chancellor of the Republic.
Barriss Offee is born on Mirial.
Fenn Shysa is born on Mandalore.
Sien Sovv is born on Sullust.
Catarine Towani is born.
Jeremitt Towani is born.
Future Jedi master Adaz Storey is born.

39 BBY (GSC 24,961)

Shmi and Anakin Skywalker come to live on Tatooine when they are purchased by Gardulla the Hutt. However, the Hutt ultimately loses her prize to a junk dealer named Watto.
The Republic makes its first known survey of the swamp world, Dagobah.
Firmus Piett is born on Axxila.

38 BBY (GSC 24,962)

A Republic survey team crashlands on Dagobah and begins a one-way battle to survive.
Professor Murk Lundi takes a sabbatical to scour Kodai for a lost Sith Holocron.
Wald is born on Tatooine.
Diric Wessiri is born.
Narro Sienar dies when his starship is destroyed near Dantooine.

37 BBY (GSC 24,963)

The Yam'rii are enslaved.
Liberal revolution on Pergitor
Tour Aryon is born on Treydon II.
Bene is born.
Dama Montalvo is born on Alderaan.
Naat Reath is born.
Orman Tagge is born on Tepasi.

36 BBY (GSC 24,934)

Finis Valorum is re-elected Supreme Chancellor.
The Yam'rii uprising.
Nenevanth Tion is born on Lianna.
Horton Salm is born.
Cassio Tagge is born on Tepasi.

35 BBY (GSC 24,935)

The Great Resynchronization occurs, in an attempt to harmonize different Galactic calendars.
Padmé Naberrie is made an Apprentice Legislator.
Jedgar is born.

34 BBY (GSC 24,936)

The Mandalorians are destroyed by a Jedi task force led by Count Dooku in the Battle of Galidraan. Jango Fett is the only survivor.
Mandalorian Myles dies on Galidraan.
Anakin Skywalker begins to build C-3PO out of the pieces of several broken protocol droids.

33 BBY (GSC 24,967)

The Yinchorri Uprising begins.
Ki-Adi Mundi joins the Jedi Council.
In response to a wave of Nebula Front attacks, the Senate grants the Trade Federation the right to arm its ships, in return for trade route taxation.
Eriadu Trade Summit.
Padmé Amidala becomes Princess of Theed.
Republic exploration ship Pathfinder III rediscovers Yashuvhu.

Rise of the Empire Era

32 BBY (GSC 24,968)

Padmé Amidala, former Princess of Theed, is elected Queen of Naboo.
The Trade Federation, under the influence of Darth Sidious, blockades, and eventually invades, Naboo at the behest of the Dark Lord of the Sith.
Obi-Wan Kenobi and Qui-Gon Jinn free Queen Amidala along with her political entourage and personal security force.
R2-D2 an astromech droid aboard the Queen's Yacht repairs the shield generator in the midst of danger while the ship attempts to escape the blockade. After the ship eludes the Trade Federation and lands on the remote world Tatooine, R2-D2 begins a longstanding relationship with the protocol droid C-3PO build by Anakin Skywalker.
Anakin Skywalker is discovered by Qui-Gon Jinn on the planet Tatooine. Qui-Gon wins Anakin's freedom by betting against Anakin's owner Watto in a podrace Anakin himself participates in.
Queen Amidala returns to Naboo and ends a period of disdain between the two predominant species on the planet: Humans and Gungans. The Gungans engage the droid army while the Queen and her security force capture the leaders of the Trade Federation.
In the battle, Qui-Gon Jinn is killed by Darth Maul, who, in turn, is killed by Obi-Wan Kenobi. Daultay Dofine is killed when the Droid Control Ship is destroyed.
Following the Battle of Naboo, Senator Palpatine is elected Supreme Chancellor of the Republic, replacing Finis Valorum.
Count Dooku leaves the Jedi Order and disappears, secretly joining Darth Sidious.
The creation of a secret clone army begins on Kamino, under the order placed by Jedi Master Sifo-Dyas. Jango Fett a bounty hunter whose DNA is the specimen for replication, requests an unaltered clone be made for him; he names him Boba Fett.
Count Dooku murders Sifo-Dyas and becomes Darth Tyrannus, the Sith apprentice of Darth Sidious.
Kendal Ozzel is born on Carida.
The Yuuzhan Vong reach the Galaxy.

31 BBY (GSC 24,969)

Lando Calrissian is born.
The Nightsisters succeed in capturing a Star Temple and slaughter many Kwi.

30 BBY (GSC 24,970)

Adi Gallia, Ki-Adi Mundi and A'Sharad Hett begin the hunt for Aurra Sing.
Vergere is dispatched to investigate Zonama Sekot; she offers to go with the Yuuzhan Vong.
Kh'aris Fenn attempts a coup on the Twi'lek Clan Council.

Professor Rynalla attempts to excavate the Bracers of Najus on Leritor.

Anzati released from stasis by Aayla Secura overrun Kiffex.

29 BBY (GSC 24,971)

Raith Sienar presents the original concept for the Death Star to Wilhuff Tarkin.

Han Solo is born on Corellia.

Thracia Cho-Leem leaves the Jedi Order.

Preparations begin for the Outbound Flight Project.

Jedi master Ki-Adi Mundi chooses Adaz Storey to be his Padawan.

The Jamaane Coup occurs.

28 BBY (GSC 24,972)

The Vagaari are defeated by the Chiss Ascendancy.

Chancery election; Palpatine is re-elected Supreme Chancellor.

Radnor is struck by a bioplague; the nearby Avoni attempt to conquer it.

The Colicoids take over spice processing on Nar Shaddaa.

Aayla Secura is knighted on Coruscant.

Quinlan Vos is promoted to Jedi Master on Coruscant.

27 BBY (GSC 24,973)

Mon Mothma is elected Senator of Chandrila.

The Outbound Flight Project departs from Yaga Minor.

The Sepan Civil War begins.

Reija Momen becomes administrator of the Intergalactic Communications Center.

Master Yarael Poof is slain by Ashaar Khorda while protecting Coruscant from the Infant of Shaa.

26 BBY (GSC 24,974)

Yeorg Captison is elected to the Bakuran Senate.

Maxo Vista wins the Galactic Games.

25 BBY (GSC 24,975)

The Yuuzhan Vong establish an advance base on the planet Bimmiel.

The Jedi begin a campaign against the Pirates of Iridium.

Alderaanians scouts find the planet Isis, but keep it a secret.

Shaak Ti joins the Jedi Council, replacing Yaddle.

24 BBY (GSC 24,976)

Count Dooku reappears on Raxus Prime and alleges that the Republic has become too corrupt and pushes for citizens to break from the Republic and form a new government of their own.

Granta Omega plots two assassination attempts on Palpatine and though they are averted by the Jedi, 21 Senators are killed.

Ferus Olin resigns from the Jedi Order. He eventually ends up living on the world of Bellassa where he starts a good friendship with Roan Lands.

Palpatine reaches the end of his second term as Supreme Chancellor; the passage of the Emergency Powers Act allows him to stay in office until the crisis is dealt with.

Amidala, after serving two terms as Queen, is appointed by her successor Jamillia to be Naboo's Senator.

Start of the Virgilian Civil War.

The Commerce Guild takes control of Korriban.

Ister Paddie assumes Lanus Wrede's former seat in the Galactic Senate.

23 BBY (GSC 24,977)

Ludi Billane is born on Ord Thoden.

Judder Page is born on Corulag.

Battle of Antar 4.

22 BBY (GSC 24,978)

The Military Creation Act and the Battle of Geonosis.

Anakin Skywalker returns to his homeworld of Tatooine and meets his step brother Owen Lars and his girlfriend Beru. Shmi Skywalker is captured by the Tusken Raiders. Anakin Skywalker finds her; unfortunately it is too late and his mother dies in his arms. Driven by anger and rage, Anakin massacres the entire

village of Tusken while the force ghost of Qui-Gon Jinn tries to stop him.

Obi-Wan Kenobi discovers that Nute Gunray has been attempting to have Padmé Amidala assassinated as revenge for the Battle of Naboo. He also discovers that the Separatists under the leadership of Count Dooku are forming the Confederacy of Independent Systems.

Palpatine is given emergency powers by the Senate and authorized the creation of the Grand Army of the Republic to "counter the increasing threats of the separatists."

The Clone War begins with the Battle of Geonosis. Mace Windu kills Jango Fett in the fighting and many Jedi are killed attempting to rescue Obi-Wan Kenobi, his apprentice and Padmé Amidala.

Anakin Skywalker and Padmé Amidala marry in secret on Naboo.

22 – 19 BBY (GSC 24,978 – 24,981)

The Clone Wars begin.

Aayla Secura and Ylenic It'kla track down a Techno Union scientist on Corellia.

Padawan Adaz Storey reaches the rank of Jedi Knight, however he goes into hiding on the planet Tatooine due to his vision of the future.

A Dark Jedi named Asajj Ventress meets Count Dooku and proclaims herself as a Sith. However after fighting with Count Dooku she understands that her power is inferior to theirs and wishes to join the Sith, so Darth Sidious and Count Dooku use her for their dark plan against Anakin Skywalker.

20 BBY (GSC 24,980)

Two warships battle above the planet Honoghr. A Lucrehulk-class Core Ship, crashes into the planet, triggering massive earthquakes and releasing toxic chemicals, trihexalophine 1138, into the air. When the disaster is over, all of the surviving Noghrri clans put aside their differences and migrate to the habitable truce ground in search of a way to live on the dying world.

19 BBY (GSC 24,981 or GIC 0)

Birth of the Galactic Empire

The Clone Wars end, Count Dooku is killed by Anakin Skywalker during the Second Battle of Coruscant and General Grievous is destroyed on Utapau. Chancellor Palpatine, revealed to be the Sith Master Darth Sidious and with Anakin's help kills masters Windu, Kit Fisto, Saesee Tiin and Agen Kolar.

Darth Sidious reorganizes the Galactic Republic into the Galactic Empire with himself as Emperor and Anakin Skywalker turns to the Dark Side and becomes Darth Vader, Palpatine's ruthless second-in-command and apprentice.

The Great Jedi Purge is orchestrated by Sidious and Vader and almost all Jedi are hunted down and killed.

Darth Vader kills all the Separatist leaders on Mustafar.

Luke Skywalker and Leia Organa are born to Padmé Amidala on Polis Massa. Padmé Amidala dies in childbirth. Obi-Wan Kenobi, who survives the Purge, leaves Luke with Anakin's step brother Owen Lars and Leia with Bail Organa, in order to protect them from the Emperor and their father.

Mon Mothma and Bail Organa along with other senators loyal to the Republic, discuss in secret plans for a Rebellion. This eventually leads to the Galactic Civil War.

18 BBY (GSC 24,982 or GIC 1)

The Ghorman Massacre occurs.

Jedi Master Plett turns his fortress in Plawal on Belsavis into a sanctuary for fugitives from the Emperor's purges.

Emperor Palpatine constructs the Eye of Palpatine.

Callista transfers her spirit to the Eye of Palpatine's computer system.

Han Solo meets his cousin Thrackan Sal-Solo, who sells him back to Garriss Shrike.

Obi-Wan Kenobi finds Ferus Olin, (a former Jedi apprentice of Siri Tachi), on Bellassa and foils an Imperial plot to mass murder the residents of Bellassa's capital city, Ussa.

Ferus Olin finds Jedi Master Garen Muln in the Crystal Caves of Ilum.

Obi-Wan Kenobi stops Inquisitor Sancor from finding information about Padmé Amidala's death on the asteroid Polis Massa.

Ferus Olin and Trever Flume find Jedi Master Fy-Tor-Ana, now going by the name of Solace, in the underlevels of Coruscant, with the help of Dexter Jettster.

Ferus Olin is captured by Imperial stormtroopers in the Jedi Temple, and then interrogated by Inquisitor Malorum.

Ferus Olin, with the help of Queen Apailana and Boss Nass, defeats Malorum and temporarily rids Naboo of its Imperial presence.

R4-G9 meets R-3PO.

Kylantha succeeds the late Apailana as Queen of Naboo.

17 BBY (GSC 24,983 or GIC 2)

Darth Vader defeats all of the Sa Cuis clones and defeats the rebellious Dark Jedi Sheyvan in a lightsaber duel.

16 BBY (GSC 24,984 or GIC 3)

Skee and his family flee to an unknown jungle planet during the Rodian Clan Wars.

15 BBY (GSC 24,985 or GIC 4)

The Rego Mineral Company contacts Altor 14.

The Fromm Tower Droid is created.

14 BBY (GSC 24,986 or GIC 5)

Syal Antilles runs away from home and changes her name to Wynssa Starflare.

13 BBY (GSC 24,987 or GIC 6)

The Renatasia system is re-discovered.

12 BBY (GSC 24,988 or GIC 7)

The Kamino Uprising.

11 BBY (GSC 24,989 or GIC 8)

Maridun is discovered by the Galactic Empire; slaving and mining operations are quickly established.

Soontir Fel is blackmailed from Corellia and enlists in the Imperial Academy of Carida.

The Confederate Remnant dissolves during the Battle of Mustafar.

10 BBY (GSC 24,990 or GIC 9)

Han Solo escapes from Trader's Luck and begins life on his own, apart from Garris Shrike's band of space gypsies.

9 BBY (GSC 24,991 or GIC 10)

Dash Rendar enters the Imperial Academy.

An earthquake crumbles Chadra-Fan civilization, converting those that survived into spacefaring nomads.

The HWK-290 light freighter that would become Moldy Crow is manufactured.

Siemar Fleet Systems purchases the patents and production rights to the Eta-2 Actis interceptor and Alpha-3 Nimbus V-wing from Kuat Systems Engineering.

Luke Skywalker contracts a case of Tatooine dust fever.

An entire village of settlers on Coveway is killed by the new Imperial garrison's commander.

8 BBY (GSC 24,992 or GIC 11)

On Falleen, two hundred thousand Falleen perish in a controlled Imperial bombardment of a city ruled by Xizor's father to quarantine the spread of a biological weapon.

Han Solo earns the nickname "Slick" from Lieutenant Badure when he safely lands a malfunctioning U-33 orbital loadlifter.

Emperor Palpatine discovers a method of transferring his consciousness into a new body in a Holocron retrieved from Jedi Master Ashka Boda.

The Mount Tantiss storehouse on Wayland completes construction. Its architects, V'Droz brothers are killed to keep it a secret.

Venthan Chass's Selonian nudes are displayed in the Coronet City Museum of Fine Art on Corellia.

Eib sells Gryseium Incorporated to Rigis Corazon.

The Mecetti government nationalizes its key industries.

Ken is delivered to the Lost City of the Jedi.

7 BBY (GSC 24,993 or GIC 12)

Soontir Fel is assigned the 6th Squadron of the 37th Imperial Fighter Wing.

Flirry Vorru is sent to Kessel after being framed by Prince Xizor.

6 BBY (GSC 24,994 or GIC 13)

Pooja Naberrie becomes Senator of Naboo at age 20.

Loka Hask is expelled from the Imperial Academy. Han Solo graduates from the same institution.

Xizor seizes control of Black Sun.

Lando Calrissian visits Trammis III.

Captain Hoffner and Talon Karrde discover the Katana Fleet.

5 BBY (GSC 24,995 or GIC 14)

Han Solo, now in a military academy, saves Chewbacca, now a slave, and is subsequently drummed out of the Imperial Navy. Chewbacca pledges a life-debt to Han Solo and remains his partner for the next three decades.

Lando Calrissian buys the Millennium Falcon.

Kyle Katarn enters the Imperial Academy of Carida.

4 BBY (GSC 24,996 or GIC 15)

Lando Calrissian discovers the Mindharp; its accidental activation causes massive changes in the Rafa system.

Jorj Car'das' starship is commandeered by a Bpfasshi Dark Jedi. The vessel crashes on Dagobah, where Yoda kills the Dark Jedi and heals Car'das.

The Service Special blaster pistol is developed.

Slyder moves onboard the Star of Empire.

Navik the Red attempts to slaughter Greedo's family, forcing them to flee to Nar Shaddaa.

3 BBY (GSC 24,997 or GIC 16)

Gallofree Yards goes bankrupt

Canna Omonda becomes senator of Chandrila, replacing Mon Mothma.

Lando Calrissian saves the Oswaft people.

Tavell Geen becomes Scrivnir of the Centrality.

The Rebel spy post, Ghost Base, is discovered and captured by Imperials.

The first recorded encounter with a Yarkora.

Narg is taken over by the Empire.

Han Solo wins the Millennium Falcon from Lando Calrissian during a sabacc tournament on Cloud City.

Tsoss Beacon constructed.

2 BBY (GSC 24,998 or GIC 17)

The Corellian Treaty is signed.

Emperor Palpatine creates the position of Grand Admiral.

Large phrikite deposits are located on Gromas 16.

The Cult of Parn is developed on Kamar.

Hart-and-Parn Gorra-Fiolla, Han Solo, Chewbacca and Odumin disrupted the Bonadan slave trade.

Greedo the Younger befriends Anky Fremp on Nar Shaddaa.

Demetrius Zaarin becomes Grand Admiral at New Year Fete Week.

Corellian Diktat Dupas Thomree dies.

Han Solo and Chewbacca attempt a clotheslegging scheme in the Cron Drift.

1 BBY (GSC 24,999 or GIC 18)

The Rebel Alliance takes shape.

Rebel spies steal the plans for the Empire's new Death Star battle station.

Dark Forces (Project "Dark Trooper," under the direction of Imperial Admiral Mohc, is foiled by Rebel agents).

The Rebellion Era

0 BBY (GSC 25,000 or GIC 19)

The Destruction of Alderaan and the Battle of Yavin.

The Imperial Senate is disbanded, giving Palpatine absolute power.

A squad of stormtroopers kills Owen and Beru Lars, Luke Skywalker's Uncle and Aunt, leaving him without any family that he knows of.

The Death Star destroys Alderaan and Obi-Wan Kenobi is killed by Darth Vader, but his spirit lives on.

The Battle of Yavin. Luke Skywalker, with the assistance of Obi-Wan Kenobi's spirit and Han Solo, destroys the Death Star before it can destroy the Rebel base on Yavin 4. Luke Skywalker and Han Solo join the Rebel Alliance. Grand Moff Tarkin dies in the destruction of the Death Star.

The Emperor decrees from his throne on Coruscant that another Death Star should be built.

0 ABY (GSC 25,000 or GIC 19)

The Super Star Destroyer Executor is launched under the command of Captain Kendal Ozzel. It is dispatched to destroy the Rebel base on Yavin. However, a miscalculation from Admiral Griff allows the Rebels to escape (after the Rebels are forced from Yavin IV, they briefly relocate to Thila before establishing Echo Base on Hoth).

1 ABY (GSC 25,001 or GIC 20)

Imperial forces seize Bakura.

2 ABY (GSC 25,002 or GIC 21)

An Imperial force led by Darth Vader catches up to some of the Rebels on Ord Mantell. It is here that Darth Vader learns the name of the Rebel who destroyed the Death Star, Luke Skywalker. While on Ord Mantell, Skorr, a bounty hunter working for Jabba the Hutt, nearly captures Han Solo.

Luke and Leia discover the Kaiburr crystal on Mimban.

3 ABY (GSC 25,003 or GIC 22)

The Battle of Hoth and the Subjugation of Bespin.

The Battle of Hoth. The Empire discovers the Alliance's secret base on Hoth and launches a successful attack on the Rebel base, with many Rebel casualties.

Admiral Ozzel is killed by Darth Vader for incompetence and Captain Piett assumes command of Vader's fleet.

Luke Skywalker discovers Yoda on Dagobah, and trains under him. When he receives disturbing visions of the future he halts his training but promises to return.

Boba Fett captures Han Solo to take him to Jabba the Hutt after Solo is frozen in carbonite on Cloud City. Lando Calrissian joins the Alliance.

Galactic criminal leader Prince Xizor plots the assassination of Luke Skywalker.

Luke Skywalker is seduced by the Dark Side of the Force.

Leia Organa, Luke Skywalker, and Lando Calrissian track Boba Fett to the Imperial enclave moon of Gall in the hopes of saving Han Solo. Boba Fett delivers Han Solo to Jabba the Hutt.

Bothan spies capture the plans to the Second Death Star.

Darth Vader reveals to Luke Skywalker that he is his father, but Luke is uncertain whether it is true or not.

Prince Xizor is killed by Darth Vader and Black Sun collapses.

4 ABY (GSC 25,004 or GIC 23)

The Battle of Endor.

Han Solo is rescued from Jabba the Hutt and Jabba is killed by Leia Organa. Boba Fett is imprisoned in the sarlacc, but survives.

Yoda dies and Luke Skywalker discovers that he is truly the son of Darth Vader and that Leia Organa is his sister. He passes this information on to her.

The Battle of Endor begins, Luke Skywalker surrenders to Darth Vader and the Rebel Alliance successfully destroys the shield generator with the help of the Ewoks and Luke duels with Vader. Darth Vader/Anakin Skywalker is redeemed to the light side of

the Force by the efforts of Luke Skywalker. Anakin Skywalker destroys Palpatine, saving his son's life, and dies on the light side of the Force. The prophecies of both the Chosen One and the Sith'ari are fulfilled.

The Battle of Endor. Lando Calrissian, Wedge Antilles and Nien Nunb destroy the second Death Star, virtually ending the Galactic Civil War. The Empire as the galaxy knows it is brought to an end and begins to tear itself apart through warlordism. Now-Admiral Piett dies when the Executor crashes into the Death Star.

4 ABY (GSC 25,004 or GIC 23)

A small Rebel task force responds to a distress call at Bakura. Converting into the Alliance of Free Planets, the Imperial and Alliance forces sign the Truce at Bakura, a ceasefire to work together to repel the invading Ssi-Ruuk.

The New Republic Era

5 ABY (GSC 25,005 or GIC 24)

The New Republic is established and Mon Mothma is Chief of State.

Luke Skywalker attains the rank of General. Six months later, after Imperial forces under the command of Lord Shadowspawn fought to the last man against his army, he retires from the military.

Ysanne Isard engages in a series of political maneuvers to damage the New Republic and seize control of the Empire.

6 ABY (GSC 25,006 or GIC 25)

Rogue Squadron reforms under Wedge Antilles.

New Republic forces switch from the guerilla tactics of the Alliance to a campaign of claiming important Core worlds as the Empire's grip crumbles.

7 ABY (GSC 25,007 or GIC 26)

The New Republic captures Coruscant from what remains of the Empire.

Ysanne Isard leaves an artificial virus called the Krytos Virus that infects all non-humanoids, behind on Coruscant to drain the New Republic's already strained resources and create an enmity between humans and non-humans. Together these are designed to tear the New Republic apart.

The New Republic secures the needed bacta from Thyferra in the Bacta War to eliminate the plague. Isard fakes her death and disappears.

8 ABY (GSC 25,008 or GIC 27)

Leia Organa marries Han Solo.

Prince Isolder allies the Hapes Consortium with the New Republic.

Imperial warlord Zsinj dies.

9 ABY (GSC 25,009 or GIC 28)

Jacen and Jaina Solo are born to Leia Organa and Han Solo.

Grand Admiral Thrawn's attempt to destroy the New Republic and restore dignity to the Galactic Empire fails.

Obi-Wan Kenobi's spirit moves.

The Noghri defect to the New Republic when they discover that the Empire has been manipulating them and polluting their world.

Ysanne Isard returns, and helps Rogue Squadron defeat her clone, who is using a warlord to do her dirty work. Isard is killed by Iella Wessiri on the Lusankya, while Wedge Antilles kills the clone and warlord.

10 ABY (GSC 25,010 or GIC 29)

The Imperial Remnant temporarily recaptures Coruscant, but splinters into two factions, and fights with each other. The New Republic is forced to hide at Pinnacle Base.

Emperor Palpatine is reborn in a clone body and makes Luke Skywalker his second in command, but Luke turns against him and kills Palpatine with Leia and destroys his flagship Eclipse.

The New Republic wins The Battle of Mon Calamari.

The Emperor returns again, but Empatajayos Brand destroys his life-force. Brand dies and Palpatine is ultimately dead. R2-D2 destroys Eclipse II and the Galaxy Gun, causing the destruction of the Imperial Fleet of Palpatine, and the planet Byss, where cloning machines of Palpatine are located.

Anakin Solo is born to Leia Organa and Han Solo.

11 ABY (GSC 25,011 or GIC 30)

Luke Skywalker establishes a Jedi academy on Yavin IV. Leia becomes the Chief of State of the New Republic.

Kyp Durrone, under the influence of Exar Kun, uses the Sun Crusher to destroy Carida.

Corran Horn trains at the Jedi Academy on Yavin IV. He rescues his wife from Leonia Tavarra, and destroys the Invaders from the inside-out.

Exar Kun's spirit is destroyed.

12 ABY (GSC 25,012 or GIC 31)

The Darksaber is constructed.

13 ABY (GSC 25,013 or GIC 32)

Adumar joins the New Republic as a planetary government.

14 ABY (GSC 25,014 or GIC 33)

Lord Hethrir captures Han and Leia's children, but is defeated.

Rise and fall of the Disciples of Ragnos.

15 ABY (GSC 25,015 or GIC 34)

Tahiri Veila is orphaned.

Luke Skywalker confronts Brakiss for his Dark Side leanings. Brakiss flees Yavin 4.

Ailyn Vel concludes that her father, Boba Fett, is dead.

Sliven is injured badly during a battle between his tribe of Tusken Raiders and a group of smugglers.

16 ABY (GSC 25,016 or GIC 35)

The Black Fleet Crisis.

Under command of the Machiavellian Viceroy Nil Spaar the Yevethan forces conquer the Koornacht Cluster.

Luke meets the Fallanassi while in search for his mother.

Yevethan forces are defeated at the Battle of N'Zoth.

17 ABY (GSC 25,017 or GIC 36)

The Almani Uprising.

18 ABY (GSC 25,018 or GIC 37)

The Corellian Insurrection.

19 ABY (GSC 25,019 or GIC 38)

The New Republic and the last fragment of the Empire sign a peace treaty ending all legalized conflict between the Empire and the New Republic.

20 ABY (GSC 25,020 or GIC 39)

Luke Skywalker marries Mara Jade.

21 ABY (GSC 25,021 or GIC 40)

GemDiver Station completes construction.

22 ABY (GSC 25,022 or GIC 41)

Jacen and Jaina Solo join the Luke Skywalker's Jedi Praxeum on Yavin IV.

Their younger brother Anakin Solo joins the Junior Jedi Class of the Academy months later and befriends a young Human girl named Tahiri Veila. The two young trainees have several adventures including discovering the Golden Globe and the ancient Jedi Master Ikrit, accompanying their Melodie friend Lyric to her homeworld of Yavin 8 to undergo an important ceremony, visits to Dagobah to discover Anakin's future and the discovery of Kenobi's lightsaber and an ancient Jedi Holocron at Bast Castle on Vjun. Anakin later returns to Coruscant where he attended school,

developed his piloting skills, and studied under the careful tutelage of C-3PO.

Luke and Mara Jade Skywalker travel to the Unknown Regions where they join a Chiss/Empire of the Hand mission to locate the remains of the ill-fated Old Republic/Jedi expedition Outbound Flight. They discover it in an inaccessible region known as the Redoubt and also learn that the survivors of the Outbound Flight have founded a colony within the wreckage. This combined team also defeats a Vagaari attack.

23 ABY (GSC 25,023 or GIC 42)

Jacen and Jaina Solo fight against the Second Imperium which attempts to disrupt the peace between the New Republic and Imperial Remnant, as it has become known, and restart the Galactic Civil War.

Following the defeat of the Shadow Academy, the Academy is rebuilt. Anakin Solo also came to aid in the reconstruction efforts.

Leia resigns her post as Chief of State and the Bothan Borsk Fey'lya replaces her.

24 ABY (GSC 25,024 or GIC 43)

The Diversity Alliance, an extremist anti-human organization, is defeated by the Solo twins and their Jedi companions.

An attempt by Czethros to return Black Sun to its former glory is thwarted by the Solo twins and their Jedi companions.

Mon Mothma dies.

The New Jedi Order Era

25 ABY (GSC 25,025 or GIC 44)

The Yuuzhan Vong War begins.

The Yuuzhan Vong invade the galaxy

Chewbacca dies at Serpidal.

The New Republic Historical Council sets the year of the Battle of Yavin to the year zero, adopting the current date system.

26 ABY (GIC 45)

Ben Skywalker is born to Luke Skywalker and Mara Jade.

Destruction of Kalarba, its moon Indoboc, and Hosk Station.

The Jedi Order is driven off Yavin 4 by the Yuuzhan Vong.

Sriluur is overrun by the Yuuzhan Vong.

27 ABY (GIC 46)

The Yuuzhan Vong conquer Coruscant.

Anakin Solo dies.

Chief of State Borsk Fey'lya is killed.

Cal Omas is elected Chief of State.

Tenel Ka Chume Ta'Djo becomes Queen Mother of the Hapes Consortium.

The Bothans declare a state of ar'kai for the first time in millennia.

First YVH 1 droid, YVH 1-1A, is released.

28 ABY (GIC 47)

The YVH-M droids are created by Lando Calrissian.

The New Republic is reorganized into the Galactic Alliance.

Nas Choka is escalated to Warmaster.

Ssi-Ruuk foiled attempt of a second invasion of Bakura.

29 ABY (GIC 48)

Radical, and still partially obscure, changes occur in the Chiss Expansionary Defense Force and Chiss society in general.

30 ABY (GIC 49)

Admiral Ackbar dies.

Coruscant is liberated from the Yuuzhan Vong.

Zonama Sekot forges a peace accord between the Galactic Alliance and the Yuuzhan Vong. The war ends after five years of fighting.

35 – 36 ABY (GIC 54 – 55)

The Dark Nest crisis.

35 ABY (GIC 54)

Efforts to rebuild galactic civilization after the Yuuzhan Vong war continue, with many war-torn worlds still under reconstruction.

The Jedi, struggling to come to terms with a new role in the galaxy and a new philosophy on the Force are called upon to act as police and diplomats by the Galactic Alliance, despite the wishes of Luke Skywalker.

Luke Skywalker sees an image of his mother for the first time through R2-D2.

A mysterious alien race called the Killiks with a leader very strong in the Force, who are ancient enemies of the Chiss return, with some of the younger members of the Jedi interfering, and becoming part of their alien "Hive", physically and mentally joined to each other.

Voren Na'al publishes the New Essential Chronology.

36 ABY (GIC 55)

The Swarm War occurs.

Luke Skywalker witnesses a hologram, kept by R2-D2, of his father leading the slaughter at the Jedi Temple, as well as another one in which Anakin was Force-choking his mother.

The Conclave on Ossus convenes.

Allana is born to Jacen Solo and Tenel Ka.

The Legacy Era

40 ABY (GIC 59)

Second Corellian Insurrection.

Jacen Solo and Ben Skywalker return from a dangerous covert mission on Adumar.

The Galactic Alliance, in an attempt to silence malcontent among its members, begins a deterrent campaign against Corellia, leaving the galaxy on the edge of a full-scale war.

Tensions begin to grow between members of the Skywalker-Solo clan.

Lumiya makes her first appearance in the galaxy in 20 years.

Jacen Solo becomes a Sith.

The first Civil War since the Galactic Civil War breaks out between the Galactic Alliance and the Corellian system and its allies.

104 ABY (GIC 123)

R2-D2 narrates his stories to a Shaman for the Journal of the Whills.

116 ABY (GIC 135)

Cade Skywalker is born.

127 - 130 ABY (GIC 146 - 149)

The Sith-Imperial War.

130 ABY (GIC 149)

Around that time, the Galactic Alliance, Jedi Order and Yuuzhan Vong initiate a successful terraforming of the war devastated planet Ossus. As a result, Yuuzhan Vong terraforming technology is implemented on a hundred other planets. The New Sith Order sabotages it.

The resurgent Galactic Empire (formerly the Imperial Remnant) starts a secession movement against the Alliance.

The Empire declares war on the Alliance at the Treaty of Anaxes.

The Sith form an alliance with the Galactic Empire through the Director of Imperial Intelligence Nyna Calixte.

After three years of fighting, the Alliance is defeated at Coruscant and its remaining territories are absorbed by the Empire which becomes the new galactic government. The Jedi Order is nearly destroyed during a massacre at Ossus, with Kol Skywalker as one of the casualties.

The Sith-Imperial War ends.

The New Sith Order turns against Emperor Roan Fel and his Imperial Knights.

137 ABY (GIC 156)

Cade Skywalker, descendant of Luke Skywalker, is trained as a Jedi but self-exiled of the Order to become a bounty hunter. He begins to rediscover his destiny as a Jedi Knight and as a member of the Skywalker family, and rises to fight the new Sith. He embarks in a series of adventures in his starship Mynock.

The saga continues...

Official Movie Database

32 BBY (GSC 24,968)

Star Wars Episode I: The Phantom Menace

22 BBY (GSC 24,978)

Star Wars Episode II: Attack of the Clones

22 - 19 BBY (GSC 24,978 - 24,981)

Star Wars Clone Wars

19 BBY (GSC 24,981 or GIC 0)

Star Wars Episode III: Revenge of the Sith

19 - 0 BBY (GSC 24,981 - 25,000 or GIC 0 - 19)

Star Wars Live Action TV Series

15 BBY (GSC 24,985 or GIC 4)

Star Wars: Droids

1.5 BBY (GSC 24,998/06 or GIC 17/06)

Star Wars: Ewoks

1 BBY (GSC 24,999 or GIC 18)

The All New Ewoks

0 BBY (GSC 25,000 or GIC 19)

Star Wars Episode IV: A New Hope

0 ABY (GSC 25,000 or GIC 19)

The Star Wars Holiday Special

3 ABY (GSC 25,003 or GIC 22)

Star Wars Episode V: The Empire Strikes Back
Caravan of Courage: An Ewok Adventure

4 ABY (GSC 25,004 or GIC 23)

Ewoks: The Battle for Endor
Star Wars Episode VI: Return of the Jedi

AFFILIATIONS

Governments

Rakata Infinity Empire

(49,000 – 25,200 BBY)

The Infinite Empire was the first known government in the galaxy founded by the Rakata, a scientifically advanced species that used their knowledge to conquer and enslave other species throughout the known Galaxy. The empire expanded over a period of twenty thousand years and at its height, it consisted of 500 subject worlds with a population of ten billion Rakata and one trillion slaves. It produced technological innovations such as terraforming machinery, semi-sentient star maps and computers, and the transmogrifying Star Forge (built in 30,000 BBY). Among its many crimes were those of aggressive war, slavery on a massive scale, and the casual obliteration of member worlds such as Tatooine. The Infinite Empire collapsed due to a civil war and a virulent plague that affected only the Rakata in 25,200 BBY.

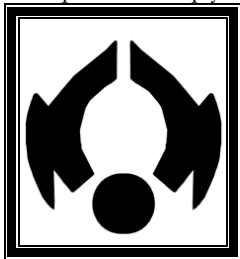


Due to the limitations of the Rakatan hyperdrive technology, the Infinite Empire consisted of only 500 worlds, but they were scattered far and wide over the entire length of the known galaxy.

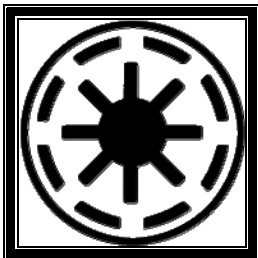
Galactic Republic

(25,000 – 19 BBY)

The Galactic Republic was the name of the galactic government prior to the establishment of the Galactic Empire in 19 BBY. Although it was commonly known as the Old Republic, this was not so until the establishment of the Empire; its name when it existed was the Galactic Republic, or simply the Republic.



In its latest years, it was said to be a benevolent—though ineffectual—democratic government tied up in layers of bureaucracy.



The Republic, as it was commonly known, had a highly democratic government that was able to sustain itself for over twenty-five thousand years. It is said that its complete history would "fill a thousand libraries".

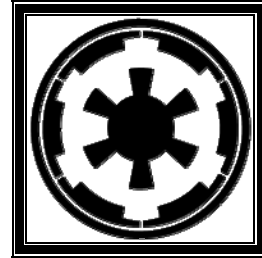
The Galactic Republic was composed of a significant portion of the known Galaxy, stretching from the Core Worlds to Wild Space, though it was widely believed that the government held little power in the outlying regions, and preferred to focus its attentions on the Core Worlds.

The capital of the Galactic Republic was Coruscant, a planet considered to be the cultural and economical center of the Galaxy, despite being located outside of the Deep Core. To signify its importance in galactic affairs, Coruscant was given coordinates 0-0-0 in the standard galactic coordinate system.

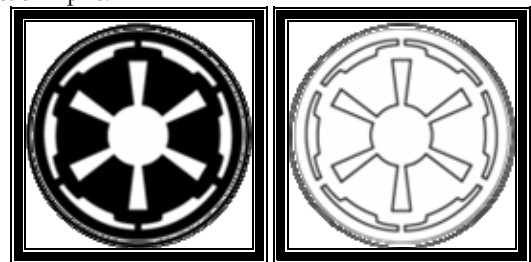
Galactic Empire

(19 BBY – now)

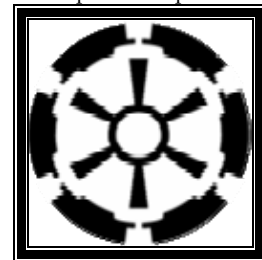
The Galactic Empire, also known as the New Order or Palpatine's New Order, was the galactic government established by Supreme Chancellor Palpatine to replace the Galactic Republic.



The Republic, which had lasted for almost 25,000 years, ended following a period of intense political turmoil and the devastation of the Clone Wars. After General Grievous was defeated at the Battle of Utapau, and while the leaders of the Confederacy of Independent Systems were being killed on Mustafar by Darth Vader, Supreme Chancellor Palpatine declared himself Emperor of the Galaxy and reorganized the Galactic Republic into the first Galactic Empire.



The Galactic Empire's territory consisted of over one million member worlds and fifty million colonies, protectorates, and governorships throughout the Galaxy stretching from the borders of the Deep Core to Wild Space at its peak.



The original name of the Empire's capital world was Coruscant; however, it was renamed Imperial Center by the Empire. Few outside the Empire's government used this name, and upon the capture of the planet by the New Republic, the name "Coruscant" was readopted.

Rebel Alliance

(1 BBY – 4 ABY)

The Rebel Alliance was founded during the reign of Emperor Palpatine by Senator Bel Iblis but left after a power struggle between him and senator Mon Mothma. The rebel Alliance made their first victory in 0 BBY, when they destroyed the first Death Star near Yavin IV.



After the destruction of the second Death Star and the deaths of both Emperor Palpatine and Darth Vader near Endor, the Rebel Alliance transformed from a loose rebel resistance into a new Galactic government, the New Republic.

New Republic

(5 ABY – 28 ABY)

The New Galactic Republic was the name of the galactic government established by the Alliance to Restore the Republic to replace the Galactic Empire after the Battle of Endor.

Formed in 5 ABY, after the dissolution of the former Alliance of Free Planets (which was formed directly after the Battle of Endor as an intermediate government), it was to become the supreme governmental authority of the Galaxy. The "New" Republic was supposed to be a sort of continuation of the original Galactic Republic that had become known as the Old Republic at that time. The New Republic was founded on the same premise that the old Galactic Republic was a thousand generations earlier—to have a representative parliamentary body govern the Galaxy in a fair and equal manner—and it was designed to eradicate the shortcomings that brought about the Galactic Republic's downfall. The New Republic was protected by the New Jedi Order that was established by Luke Skywalker, just as the Galactic Republic was once protected by the old Jedi Order.



New Republic's territory varied in size a great deal during the course of its history. In 8 ABY over 600,000 worlds were members, and by 9 ABY three-quarters of the known Galaxy, including all of the Core Worlds except the Corellian Sector were under the control of the New Republic. Yet, subsequent wars against Thrawn and the reborn Emperor reduced the size of the Republic drastically. By 15 ABY the New Republic only consisted of eleven thousand planets throughout the Galaxy, due to many former New Republic worlds choosing neutrality until the war with the Empire reached an end. By 19 ABY, most of the Galaxy had once again allied with the New Republic, in light of the fact that the war against the Imperial Remnant was approaching the end.

The Borderland Regions separated the territories of the New Republic and the Imperial Remnant during the latter part of the Galactic Civil War. Presumably, this was continued even after the Galactic Civil War.

Coruscant was the capital world of the New Republic, as it was for the Galactic Empire and the Galactic Republic before it. Its membership included worlds from all regions of the Galaxy, stretching from the borders of the Deep Core to Wild Space.

Galactic Alliance

(28 ABY – now)

The Galactic Federation of Free Alliances, better known as the Galactic Alliance, was the galactic government directly following

the New Republic. Incorporating most of the known Galaxy, the Galactic Alliance was the first government to achieve this since the Galactic Republic.

The Galactic Alliance was composed of a significant portion of the known Galaxy, stretching from the Core Worlds to Wild Space. Its membership was greater than that of the New Republic, due to the fact that other governments like the Imperial Remnant and Hapes Consortium were members as well. The capital of the Galactic Alliance was Coruscant, keeping in tradition with the previous galactic governments. The Galactic Alliance was also bordered by two smaller galactic powers, the Chiss Ascendancy and Hutt Space. It is not clear if Hutt space was a nominal member of the Galactic Alliance, as it was under the Empire. The status of the other minor governments, such as the Corporate Sector, Cron Drift, Senex Sector, Juvex Sector, Centrality, and so on, is also unclear, although it is known that the Mandalore Sector didn't join the Galactic Alliance as of 40 ABY.

Bakuran Protectorate

(15 BBY – now)

A Bakuran was a Human from the planet Bakura. Most Bakurans were descended from the Bakur Mining Corporation's colonists, who arrived on Bakura in 15 BBY. Soon afterwards, the Bakurans became independent of corporate control, setting up a Bakuran Senate and electing Prime Ministers. The descendants of Arden, the leader of the Bakur Mining Corporation's expedition, were the heads of the Bakuran government.

Bakura was independent of the Galactic Republic for decades. They were used as a base during the Clone Wars by the Confederacy of Independent Systems, but only for a short period of time. They remained neutral during this conflict, more concerned with internal disputes. By 1 ABY, these disputes left Bakura open to conquest by the Galactic Empire. Though there was a short period of resistance, the Bakurans were subjugated until 4 ABY, when they joined with forces from the Alliance to Restore the Republic to expel both the invading Ssi-Ruuk and the Imperial forces during the First Battle of Bakura. The Bakurans became supporters of the fledgling New Republic, but reasserted their independence by 18 ABY. Even then, they supported the New Republic during the Corellian Crisis, sending the Bakuran Defense Fleet to fight on the New Republic's side during the Battle of Centerpoint Station. Though they also fought a renewed Ssi-Ruuk offensive alongside the Galactic Alliance during the Second Battle of Bakura, the Bakurans continued their tradition of independence.

Due to the isolation of their homeworld, Bakurans had little contact with non-Humans other than the Kurtzen, Bakura's indigenous people. This, combined with the invasion of the Ssi-Ruuk, brought out an unfortunate xenophobic streak in many Bakurans, especially towards the most alien-looking non-Humans. Bakurans were also uneasy around droids, as a result of a droid uprising in 97 BBY.

Most Bakurans followed the teachings of the Cosmic Balance, a religion that held that every action in the universe had an equal and opposite reaction elsewhere (for example, if one person's life improved, another's life would have to become worse.) This also led them to be suspicious of the Jedi order, whose power they believed created an imbalance in the universe which required great evil to correct it.

Djemsok Federation

Also situated within the New Republic territory, and far from Imperial influences, the Djemsok Federation is a quiet and peaceful place. They keep away from galactic politics and live their normal lives in peace. But not everything is idyllic for them: their worlds lack many important resources and many speculate that they will eventually petition for admittance in the New Republic. They do field a standing army and navy, in order to patrol their borders.

Sventorii Autonomous Region

The Sventor are the worst situated of all neutral states. Stuck squarely in the middle of the New Republic and the Imperial border, they are constantly implicated in political turmoil as each side accuses them of cooperating with the enemy. The Sventor are having difficulties keeping their freedom as they are often harassed by Imperial troops raiding their natural resources. Lacking the capacity to defend themselves against the mighty Empire, they must let them pillage their worlds. The New Republic, lacking the resources to protect the Sventor against the enemy, can only watch. The non-intervention of the New Republic is quickly creating a strain in the Sventor – Republic relations and might eventually drive the Sventor to let the Empire conquer them.

Due to constant Imperial piracy of their commercial structure, research and production have come to a halt. Their navy is equipped mostly with surplus ships from the Clone Wars and cannot efficiently face-up with the Imperial fighting craft.

Shindaarni Alliance

Also sharing their border with both the Empire and the New Republic, the Shindaarni are in a better position than the Sventor, because they have high technology and can easily defend their frontiers. The Shindaarni are a very old race, older than the Humans, populating 80% of the galaxy, are. Some scholars even propose that they are the lost Precursor colony that managed to survive the Extinction and reemerged at about the same time the Humans did.

Both superpowers leave them strictly alone, fearing intervention in the continuing conflict. The Shindaarni are protectionists and have very strict control of their borders, rarely granting access of their space to anyone.

The average Shindaarni Defense Force (SDF) personnel are usually very well equipped. All are linked and operated through implants in the brain.

The Neutral Zone

(19 - 34 ABY)

After the last major engagement that gutted both the New Republic Armed Forces and the Imperial Navy, diplomats met at Bakura and hammered a treaty that is mostly responsible for today's state of affairs. One of the provisions of the treaty was the establishment of a neutral zone separating two realms and a "non-aggression pact" for at least 15 years. The Neutral Zone varies in width from 2 parsecs to 4 parsecs and separates the two superpowers so that they do not touch directly in any places. The Neutral Zone only separates the New Republic and the Galactic Empire and thus not extend within the boundaries of other sovereign states, allowing free passage from one realm to the other through a 3rd party.

Religious Orders

Jedi Order

(25,000 – 19 BBY and 11 ABY – now)



Protectors of peace, these Force users are a military and political neutral law-enforcement, diplomats and judges. The Jedi Order, during the Rise of the Empire, was betrayed by one of their most gifted pupils, Anakin Skywalker and the order was completely destroyed. Only Obi-Wan Kenobi and Yoda survived the onslaught. Luke Skywalker managed to set up a new Jedi Academy during the forming of the New Republic.



Sith Order

(6,900 BBY – now)

The Sith was a race from the planet Korriban, behind the Sith nebula. Their Sith magic is the oldest art of using the Force but only after a twin, two merchants who jumped into hyperspace with good luck, landed on Korriban, the Sith became known to the rest of the galaxy. Even though the Sith have been slain, their beliefs and power still remains and once in a time, Force users are seduced by the Dark Side of the Force.



The Sith Order under Darth Bane was created as a result of the devastating Seventh Battle of Ruusan, which saw the annihilation of the previous Sith Order. Bane's Sith Order, known formally as the Order of the Sith Lords, was founded upon the principles of the Rule of Two, utilizing stealth and secrecy to achieve their means. It would be this Sith Order, and its principles, that would finally triumph over the Jedi and the Galactic Republic nearly 1,000 years later.



The Fallanassi

(? – now)

The Fallanassi are an ancient sect of Force adepts who refer to the Force as the White Current. Secretive in the extreme, they are believed to have wandered the galaxy for centuries little noticed by others, including the Jedi. They meditate on the workings of their bodies, minds and spirits; how those disparate elements form an individual; and how disparate individuals form eddies and whorls in the Current. They have little or no interest in manipulating the physical universe and apparently cannot use the Current to physically affect their surroundings.

This may seem like a weakness, but the Fallanassi have other strengths. They can use the Current to hide themselves and others from any known means of detection, and they are masters of creating illusions, which they can maintain for long periods of

time. Such skills, made more powerful by being used in cooperation, have served the order well, allowing its members to evade detection and remain detached from the societies within which they dwell.

Witches of Dathomir

Perhaps the best known of the non-Jedi who walk on the "Light" side of the Force, the Dathomir Witches are a clan-based matriarchy whose women are the sole Force users. Those Dathomir who turn to the Dark Side are referred to as: "Nightsister".

The Witches use the Force in a manner similar to several types of fantasy magicians. Their use of the Force is mystical in practice, and they call their abilities "spells". However, they do not have a large number of these spells, but their intensity when used often varies.

Most Witches can be found after the events of "Return of the Jedi", although a few were known prior to the Clone Wars.

Sorcerers of Tund

An older order, some say as old as the Jedi, the Sorcerers of Tund also used the Force in a mystical manner. These Sorcerers often straddled the line between the Light and Dark sides, embracing the "Living" Force. The last known member of the order was killed during the eighteen year gap between "Revenge of the Sith" and "A New Hope". It is possible that most of them had served with the Jedi during the Clone Wars and were subsequently eliminated alongside them when Order 66 was issued.

Like the Witches above, the Sorcerers used the Force to cast "spells". However, their spells were of the more traditional type.

H'kig

H'kig was a religious leader on the Core World of Galand martyred several centuries before the Battle of Yavin. About sixty years before that battle, some 50,000 of his followers, called the H'kig in veneration, left Galand and founded a religious colony on far-off Rishi. The colony quickly dissolved in religious schism, with the minority pulling up stakes once more settling on J't'p'tan (Doornik-628E). The H'kig preach an ascetic code, valuing physical labor and rejecting all advanced machinery and demand strict standards about public dress, hair length and hair styles. Despite this they are tolerant of others, provided those others don't interfere with H'kig practices.

Disciples of the Dark Side

This order of monks is descended from a Dark Lord of the Sith who broke off from that dark order over a difference of opinion. While remaining hidden, they sought to explore the power of the Force by looking inward instead of through conquest. Some claimed to "serve the balance of the Force", and that often meant opposing the light side which dominated the galaxy for so long.

The Disciples may learn many of the same Force abilities as the Jedi and Sith; however, their primary focus appears to be the powers of the mind.

The Brothers of Chaos

Out of their world of their fortified lair on Sarke, the fanatic faithful of Morgk, God of Chaos, terrorizes their Republican neighbors. The Brothers of Chaos (followers of Morgk) are a fanatical religious order that believes that the current bad situation of the Sventorii Autonomous Region is due to the "evil" and "decadent" New Republic. They believe that only the Jihad can deliver the peoples of Sventor from an eternity of hardship and poverty.

Large sums of money are spent each year by Republican worlds near the Sarke region for anti-terrorists activities and protection.

Republic Rangers based nearby, all get extra training in anti-terrorism.

The Order of Aurora

History is fraught with stories of good Jedi turned to the Dark Side that revolted against those they were once sworn to protect. Thus, some ordinary peoples banded together and created the Order of Aurora, to protect the people's interests against possible Jedi abuse. The Knights of Aurora are a secret organization that exists across the galaxy. It has existed for thousands of years and plans to exist for a thousand more. Members are accepted in the order based on their bloodlines and ties to existing members. No outsiders have been admitted in the past 500 years.

The Knight's homeworld is unknown, as are their numbers.

The Group

The purpose of The Group remains mysterious to this date. They have been present in galactic affairs and history since the dawn of the Galactic Republic. From time to time, they have emerged with information that changed the course of history, while at other times their silence meant defeat rather than victory. No one can fathom The Group's true purpose.

Of the little information available from The Group, only the following have been verified true time: All of their operatives appear to be females, they seem to have some Force Powers, they are extremely well informed about many subjects even some top secret operations and they seem to have access to a rather important source of revenues.

The leader and the homeworld of The Group remain a closely guarded secret.

Corporations

Some corporations have established themselves as political influential companies even to the point of being governments themselves.

BlasTech Corporation

BlasTech Corporation is one of the main corporations in producing handheld weapons. The Rebel Alliance was supplied illegally by BlasTech Corp. The most well know weapon was the BlasTech DLT 20A and the A280 Blaster Rifles.

Corellian Corporate Treaty

The CCT is a treaty between the major Corellian Corporations. Members are the Corellia Engineering Corporation, Corellia Mining Corporation, Corellia StarDrive, Corellian Chemical Corporation, Corellian MasterNav Incorporation and the Corellian Merchant's Guilds.

Damage Incorporated

The largest mercenary company in known space, Damage Inc. has a reputation for quick decisive actions and highly professional soldiering. They have access to a large, unknown, source for funding that allows them to constantly upgrade and maintain a large weapon, vehicle and ship inventory. Signing a contract with Damage Inc. costs a lot of credits, but is worth it. Only the most famous mega-corporations or planetary governments can usually afford their combat rates.

Duros Corporate Alliance

The Duros Corporate Alliance is an entanglement of many small sub-corporations held together by a Corporate Government. They are well known for their droids with humanoid-looks. One of such sub-corporation manufactures protocol droids of the C-series. The

Duros Corporate Alliance was also the first to have a large order of JOG-0 by master Jè-Di for the newly founded Jedi Order.

Goliath Gmbh

Goliath Gmbh is the largest manufacturer of civilian and paramilitary weapons, armor and vehicles. It rules its multi-star system empire from its megalopolis HQ of David, on Balmorra.

Goliath is well known throughout the galaxy for the manufacture of the Artemis Mk IV Hand Blaster pistol, the most sold personal weapon of all time, with over 350 billion pieces on the market to date. Goliath is also the sole supplier of the Galactic Republic's Rangers armament and gear.

Incom Corporation

Incom Corporation is known across the galaxy for its main two products, the T-65B Aerospace Superiority Fighter and the Z-95 Planetary Dominance Fighter. Commonly referred to as the X-wing, the T-65B is the proud result of years of R&D by Incom.

Because of the superior engineering and design of the T-65B, Incom Corp has been selected as the sole supplier of fighters for the new Republic Armed Forces navy procurement division. Incom currently works on the next generation aerospace fighter (research code named Z-wing) technology, which will start replacing current X-, A- and Y-wings within the next 5 years.

Industrial Automation Corporation

IAC is known throughout the galaxy for its top-of-the-line astromech droids, among which the well known R2 series. From its HQ on Teltir (Inner Rim Territory, 3rd quadrant), IAC rules the largest droid manufacturing factories and research laboratories. Teltir itself is a corporate world, with over 60% of its population base involved in some way with IAC.

Beside the R1 through R7 series Astromech droids, IAC is reputed for its 1GD through 9GD Guard droid series.

InterGalactic Banking Clan

The monetary system is controlled by the Banking Clan based on the planet Muunilinst. They are the only ones who have banks and they are all linked together. Planets on which the Banking Clan has no influence still deal with hard currency. The Banking Clan itself only allows members of its own race, the Muun. Because of their long existence and mono-racial society, it is stated as an independent affiliation.

After their joining with count Dooku and the Separatists and, the defeat against the Grand Army of the Republic, they were put of commission; with the result of a wide spread inflation of the Republic credit. Only when the New Republic had been founded, the monetary system and the InterGalactic Banking clan were reinstalled.

Interstellar Transit Authority

The Interstellar Transit Authority is a permanent non-profit organization whose role is to regulate and maintain the conventions for use of stellar coordinates and mapping conventions regarding the use of hyperspace. The I.T.A. was created somewhere in 6,512 BBY and has always been respected by every nation and government. The I.T.A. is responsible for the seeding, maintenance and update of the hyperspace beacon network covering most of the galaxy. It owns a fleet of frigates to act as engineering centers and defense platforms.

The I.T.A. is based on Nekor in the Neutral Zone. From there, the I.T.A. Permanent Council and Assembly make their rulings about interstellar travel laws, and regulate the price of fuel production and distribution across known space.

Each of the major nations have a permanent representative on the council, is allowed a number of votes equal to the number of star systems they represent and owns a veto right on the council's decisions. Rulings made by the Council and the Assembly are final and must be obeyed by every nation.

Kuat Drive Yards

KDY is the largest manufacturer of spaceships and military technology in the known universe. At the time of the Empire, KDY manufactured the Victory-class, Imperial-class and Emperor-class Star Destroyers. During the New Republic, it sits in Republic space. KDY has re-tooled its production base to manufacture Mon Calamari MC80 Star Cruisers.

During peace time, KDY drops its production base from a war-driven economy to a peace-economy. Only 18% of its production facilities are in peace time geared for military production, the rest responding to civilian needs and other national interests. KDY shipyards and corporate HQ are located on Kuat.

Kyryl & Darch

The most advanced AI and computers always bear the mark of K&D. Treated by some like species of art rather than tools, K&D's AI and computers are so advanced that they balance on the threshold between TL 12 en TL 13.

All of K&D production is done on their homeworld Vergesso.

Sienar Fleet Systems

This small Para-governmental outfit is the current manufacturer of the Imperial TIE ships and also supplies Strom trooper armors and rifles. The Imperial Household own 60% of Sienar's stocks with the other 40% distributed among some 20 influential Imperial families. Sienar's HQ and manufacturing facilities are located on Sluiss Van

Crime Syndicates

Black Sun

The Black Sun is the most prominent criminal syndicate in the Galactic Republic.



The Black Sun is the major source of illegal traffic related to guns, technology and drugs. Their web extends all across the republic and also deep in Imperial territory. The Black Suns are lead by prince Xizor. During the training of Darth Maul, many Black Suns have been killed by him in order of Darth Sidious.

Black Widow

The infamous Black Widow Company is a low-life mercenary band that borders on piracy. They have a reputation of unnecessary bloodshed, wanton mayhem and failure to complete contracts, sometimes even turning on their employers. The fact that they are a damn efficient fighting force and are seldom stopped during their mission is possibly the only reason why anyone would want to hire them. Their current HQ and staging world remains a closely guarded secret and is unknown.

Galactic Exchange

A prominent syndicate until the planet on which its HQ was based, was bombarded by Darth Malak's flagship.

Hutt Space

Nestled between Imperial and Republican space sits the region known as Hutt Space. A lawless bed of scum and villainy, Hutt Space is a haven for smugglers, criminals and anyone who's on the "most wanted" lists. Shortly after the downfall of the Empire, and before the Republic could consolidate too much power, many gang leaders flocked to Nar-Shaddaa and from there they instituted an autonomous region known as Hutt Space. It is a region devoid of "official" involvement (as it has always been) and where neither Republic nor Imperial forces are welcomed. Individual worlds are responsible for providing some of the police force, mostly to prevent major outbreak of violence.



At the head of those gang leaders sits always a Hutt. After Jabba the Hutt has been killed, many smugglers went their own way and 5 years later they teamed together, under leadership of Talon Karrde, to help the New Republic unofficially.

Shadow Wing

The Shadow Wing is a pirate syndicate which operates throughout the galaxy. This is only one of the pirate organizations, but one whose power is felt everywhere, even in the deep core systems. Their current HQ is located on a rogue asteroid which has been altered with a propulsion system and hyperdrive engine.

MONETARY SYSTEM

Throughout the galaxy, each civilization has its own currency. Each inhabitant of a modern society has a credit-chip or credit-stick. Merchants and traders also have an inter-chip. On the backwater planets, hard currency is still used.

Prices given in official GURPS books are the normal prices for a certain region with its appropriate currency. Outside the region, the value of a particular type of currency may vary (e.g., the Republic Dataries were less worth in the Outer Rim than inside the sphere of influence from the Galactic Republic.

Banking Systems

The Galactic Credit had many different values through the 25,000 years of history. In general the GURPS \$-sign is replaced by the Star Wars ₭-sign.

Galactic Banking Network

This is a collection of banks throughout the galaxy that have linked their assets together to allow free movement of funds. Up until the Rise of the Empire, this was solely run by the InterGalactic Banking Clan.

Credit-chip

This small memory device was developed to track a being's monetary value. Each chip was built with specialized memory algorithms to prevent tampering, and could be used to add or subtract credits from a being's account.

Credit-stick

This device replaced the traditional credit-chip as the preferred method for maintaining a being's monetary value. The credit stick was a pen-shaped device that performed the same functions as a credit-chip, with the same forms of memory algorithms and security checks, but in a smaller device.

Inter-chip

This small device processes the transfer from one party to another. When a being purchases something from a merchant, the merchant enters the cost into the inter-chip. The being then inserts

their own credit-chip and the inter-chip debits their account in the correct number of credits before depositing them into the merchant's account. Payment between two individuals can also be accomplished the same way.

Currency

Alliance Credit

The Alliance credit as the official monetary unit used by the Alliance, it was exchanged on par with Imperial credits on most Alliance worlds. Other worlds would exchange 25 Alliance credits for a single Imperial credit.

Republic Credit

The Republic Credit, also called datary, was the standard monetary unit of the Galactic Republic. It was valid in all but the most remote systems.

Imperial Credit

The Imperial credit was the basis for all monetary transactions in the galaxy, during the height of the New Order. It defined a standard denomination around which all races and planets could easily interact in business and pleasure. During the Imperial reign, other monetary units were outlawed, except for those working as Imperial spies or mercenaries.

The Emperor issued a credit coin, the decired, to celebrate his 10th anniversary as Emperor. The obverse of the coin displayed the visage of the Emperor, while the reverse displayed the Imperial emblem. This coin however, has more collectible value than real-life value.

Wupiupi, Peggat and Trugut

The wupiupi was a Huttese unit of money, and was in prominent use in the Outer Rim Territories during the Old Republic. There were sixty-four wupiupi in one peggat, which was worth four truguts (druggats) or about forty Republic dataries.

THE VORDARIAN BELTWAY GALAXY

The Galactic Map

The Vordarian Beltway galaxy is about 36,000 parsecs in diameter and approximately 3,600 parsecs in height. It contains just a hundred billion stars. Around half of these have planets which support some form of life. Some ten percent of these planets developed life on their own, and one in a thousand of these worlds developed sentient life. These rough calculations reveal that there are about 5 million forms of sentient life to be found in the Vordarian Beltway galaxy. To map such a vast space would consume enormous resources and a lot of space. Several maps have been sold but none of them look alike. The maps provided by West End Games, Wizards of the Coast, New Essential Chronology, and LucasArts have some similarities but also many differences. Therefore we have chosen not to make a galactic map for this game .

The Vordarian Beltway galaxy is divided into quadrants and density rings. The upper-right quart is called the First Quadrant (also called the Alpha Quadrant). Going clockwise you have the Second (Beta) Quadrant, the Third (Gamma) Quadrant and finally in the upper-left side the Fourth (Delta) Quadrant.

The density rings are named (starting from the inside going outward): Galactic Centre (GC), Deep Core (DC), Core (C), Colonies (CO), Inner Rim (IR), Expansion Region (ER), Mid Rim (MR) and Outer Rim (OR). Beyond that there is only space. This surrounding area is called Wild Space (WS).

Because galactic coordinates can be confusing at first, the quadrant and density ring is noted before the coordinates.

Galactic Centre (GC)

At the very heart of the galaxy, the Galactic Centre is a small region with huge gravitational pull of the vast number of young, stars, clustering tight together and making hyperspace travel impossible.

Deep Core (DC)

Near the very heart of the galaxy, the Deep Core (a.k.a. Core Systems) was a small region that hid unusual worlds. Due to the gravitational pull of the vast number of stars, hyperspace travel is difficult at best. The region was thought inaccessible until Emperor Palpatine found several safe hyperlanes into the region. The area remained an imperial stronghold almost twenty years after the Battle of Endor.

Core (C)

An ancient region bordering the outlying areas of the Deep Core, the Core Worlds were some of the most prestigious, well-developed, well-known, and heavily populated planets in the galaxy. The Core Worlds were the original areas of Human occupation. The Galactic Republic and subsequently, all galaxy-wide governments were born in the Core Worlds and spread out over the galaxy.

Colonies (CO)

The Colonies was the name given to a region of the galaxy between the Core Worlds and the Inner Rim. It was among the first areas outside the Core to be colonized, and the worlds here are typically heavily populated and industrialized.

During its reign, the Galactic Empire was very forceful in controlling the Colonies, and as a result, the New Republic gained support quickly there.

Inner Rim(IR)

The Inner Rim was a region of the galaxy between the Colonies and the Expansion Region. It was originally just called "The Rim" as it was expected to be the farthest extend of the known galaxy for centuries, but the Expanded Rim (later renamed the Expansion Region) was opened within a hundred years of the Inner Rim.

During the reign of Palpatine, the Galactic Empire ruthlessly controlled the Inner Rim. Rather than rebel, many residents chose to flee to the Outer Rim territories.

Expansion Region (ER)

The Expansion Rim was an experiment in corporate-controlled worlds, with powerful corporations exploiting and profiting heavily from the planets for their raw materials, metals and ores. Inhabitants were oppressed while the corporations stripped entire stellar systems of all their resources. Eventually civil unrest spread from system to system. The Galactic Republic eventually took control of the systems due to the mounting pressure from its denizens by limiting or evicting corporate interests. The Expansion Region worlds continued to be producers of raw materials and ores. However, most natural resources were exhausted during the Imperial era.

Mid Rim (MR)

With fewer natural resources (and therefore a smaller population) than many neighboring regions, the Mid Rim is a territory where residents work hard for everything they have. Several planets have built up impressive economies, and pirate raiders often hide in the relative unexplored spaces far from major trade routes.

Outer Rim (OR)

The Outer Rim was the last widely settled expanse before Wild Space and the Unknown Regions. It was strewn with obscure worlds, and rugged, primitive frontier planets. Due to its distance from the Core, the region was home to many supporters of the Rebel Alliance. The Empire's Grand Moff Wilhuff Tarkin was assigned the difficult task of bringing the entire Outer Rim in line.

Wild Space (WS)

Wild Space was the frontier of galactic society. Wild Space was unexplored for a long time because it was considered to be empty space. One can encounter uncharted nebulae, global clusters, galactic halo and only a few million stars.

Spatial Anomalies

Although it's a huge galaxy, the fact that it is well traveled makes the notification of spatial phenomenon rather simple. One only has to notify the Interstellar Transit Authority, and the next engineering ship will update the beacon network accordingly. Among the most notable features known to traveler, the following are spectacular sights or grave dangers.

Badlands

The Badlands are an area about 350 cubic parsecs, located on the Mid Rim, in the 3rd quadrant near Nar Shaddaa. The Badlands are a huge cloud of gases in a constant state of plasma fusion. It generates plasma fires of incredible magnitude, sometimes hot and big enough to swallow an Imperial-class Star Destroyer whole. Certain paths exist to the 3 planets located inside the Badlands proper. These paths are not traveled often and are usually reserved to crazy bush pilots. No official carrier lands on any of the Three Sisters as the Badland's planets are known. Of course, the difficulty traveling to the Badlands makes it a perfect area for pirate and smuggler's bases.

Cloak of the Sith Nebula

This huge cloud of proto-stars sits in the Outer Rim territories, 2nd quadrant and surrounds the Sith system and its planet Korriban. It is a spectacular sight due to its monstrous size (many cubic parsecs). The cloak of the Sith nebula always wreck havoc with the electronics of ships, often disabling those traveling to close to its borders.

Starforge Nebula

This area of the galaxy is a vast expanse of interstellar gas and is populated by a wealth of newborn stars. It is located in Ado

Sector. The Starforge Station and the homeworld of the Rakata can be found deep within this nebula.

Resources

In the Vordarian Beltway galaxy, many natural resources can be found unknown to us. Crystals used in the construction of lightsabers are explained in detail in the chapter The Force concerning the construction of lightsabers.

Below are those specific materials described which are used in the Star Wars Galaxy. Most of them just add flavor to the setting and some of them have specific properties which can be used for building and construction of armor, weapons or even spaceships.

Normal materials used on Earth (e.g., iron, copper, bronze) are also used in the Star Wars galaxy but as time goes by, these materials became inferior to the newly found elements and created materials and alloys. These new alloy became lighter, stronger and more durable but some application require old fashion heavy metals (e.g., wheeled and tracked vehicles rely on mass to gain stability, trust. When these vehicles are to light they may be blown away by even a light wind).

Crystals & Minerals

Adegan

Adegan is a type of crystal that comes in many different forms. Adegan crystals can be imbued by the Force. Lightsabers always contain at least one Adegan crystal.

Ore & Metals

Agrinium

This lightweight metal is used to create a coating which is used to repair solar sails. During the era of the Great Sith War, agrinium was used to create strong, lightweight grips for knives and other melee weapons.

Alantium

This natural ore is an important component in the formation of starship hull plating.

Allum

This ore is the primary component used by the Mandalorians to create their unique body armor. It is know to be resistant to lightsaber damage.

Aurodium

This metal was considered a valuable commodity during the last decades of the Old Republic, and a large ingot could command more than 300 million Republic credits. The metal, especially in ingot form, appeared to burn with an inner light which refused to have a definite color.

This valuable ore was refined and used for currency by the Trade Federation, during the last decades of the Old Republic. The Federation would only accept bribes in the form of aurodium ingots, since they could be easily moved about without interference from the Republic.

Axidite

This strong metal is used to form control boxes and other protective coverings.

Bandorium

This unusual, liquid metal was found in the oceans of the planet Bandomeer, specifically long the path of the Gray Westerly. Scientists and engineers working for the major mining operations on Bandomeer discovered that bandorium seemed to move about in "tides," which seemed to be controlled by the winds of the Gray

Westerly. The exact nature of these tides was not discovered. Bandorium was used in many starship counter-sensor systems, and it was believed that it was also used in the creation of cloaking devices.

Beryllius

This silvery metal was used to create antique-looking metal ware.

Bronzium

This metal is quite dense, and is often used in the creation of structures where radiation might be a threat.

Burthan

This element is often extruded into thin threads, which are used to reinforce metals and ferrocrete structures. It is a light-weight material.

Chromium

This metal is one of the primary metals used in the creation of droid plating, which has to be as light as possible, yet provide modest durability.

Corthium

This rock, present in the crusts of planets which have corthel-laden atmosphere, is mined for a number of uses. Among its primary use is in the manufacture of photo-receptors used as droid eyes.

Cortosis

This unusual ore is known to repel the energy of a lightsaber blade. Despite its resistance to the blade of a lightsaber, cortosis was unstable in the presence of explosives, and would shatter if hit with a grenade. However, cortosis is known to cause any lightsaber that struck it, to overload and shut down.

Cubirian

This metal is one of a few other metals which are considered acceptable substitutes for meleenium, in the process of making durasteel.

Desh

This natural element was combined with terenthium to produce a super-light allow

Diatium

This metal was used in the creation of miniature power sources, such as those used in the lightsabers of the Jedi Knights.

Ditanium

A natural element used in the armor-like plating that covers military buildings.

Doonium

A heavy metal, mined from asteroids and the planet Atraken, used for the construction of war machines.

Durelium

This ore, found in the Mestra and Tava Yagen asteroid field, is an essential material used in the construction of hyperdrives.

Kalonterium

This low-grade ore was used in the development of weapons and building materials, before higher-grade ore like doonium and meleenium were discovered.

Lommite

A chalky ore once thought to be found exclusively on Elom, it is one of the primary components used in making transparisteel, durasteel and dura-armor.

Meleenium

Meleenium is the primary component of durasteel.

Neuranium

This is one of the heaviest, densest metals found in the galaxy. Among its most useful properties is the fact that even a millimeter-thick piece of neuranium was impervious to sensors.

Quadranium

This incredibly strong and durable element is used in the manufacture of starship fuel tanks, and could be honed to create a makeshift blade if necessary.

Rubindum

A valuable ore used in the production of hyperdrive engines.

Synthetics & Alloys

Armorplast

Armorweave

Baradium

A powerful but unstable synthetic element, baradium is used as the primary explosive in thermal detonators. When ignited, the baradium generates a particle field around the exploding particles which are being emitted from the detonator.

Duracrete

Duracrete is a building material that can be poured into forms. It then hardens into a nearly impervious surface.

Durafab

This is a strong fabric used to make tents and portable shelters.

Durafill

This dense, adhesive sealant was developed during the era of the New Republic for filling the micro pits and other small dents that were formed in a starship's hull as it moved through real space.

Duralloy

This is a composite metal that is used to plate starship hulls and heavy bulkheads.

Duranium

This expensive alloy is very hard and has a bony color. It is only used in the most vital parts (for example: the bone structure of general Grievous).

Durasteel

This strong, durable building material was created from Lommite, meleenium, neutronium, and zersium.

Ferrocrite

This is the first attempt to make concrete stronger and harder without using separate iron bars in it to hold it together. Most civilizations have abandoned the use of ferrocrite and are now using permacrete which is lighter and stronger.

Flimsiplast

Plastoid

Plastoid is made from compressed biological fossils. It is used for most household equipment, gear and other things. Cheap armors are made of plastoid.

Another type of plastoid is plastisteel. This is much harder and therefore more often used for armored suits, spacesuits and civilian vehicles.

Permacrete

Permacrete is the strongest type of concrete. Though it is heavy, it can easily carry its own weight even if its stacked many miles high. Most buildings are made of permacrete. Without permacrete, the high buildings on Coruscant were not possible.

Another application for permacrete is in starships. It is an altered version called hydro foamed permacrete which attains the same strength of normal permacrete but weigh a lot less.

Polyplast

Transparisteel

This is a transparent variant of durasteel. It is used in most of the TL 11 buildings and starships. During the fabrication of transparisteel, a mineral named lommite is used which makes durasteel transparent.

Ultrachrome

Ultrachrome is a hardened chrome to make those shiny starships. Ultrachrome is much stronger than normal chrome. Ultrachrome is specially made for starships. It reflects light and in a lesser amount heat but it is useless as armor. Naboo ships are famous of their completely enclosed ultrachrome starships.

Ultrachrome is also used as a superconductor and some Force-users plated their lightsaber handles with ultrachrome.

2. SCIENCE & TECHNOLOGY

Basically, the setting of Star Wars is TL 11. That is considered the galactic average. Some worlds have evolved more slowly and are still in pre-space technologies (TL 7-). Other, more reclusive worlds are above galactic average and can even reach up to TL 15. Unless specified otherwise, technologies described in this book are galactic average, TL 11.

As with spacecraft technologies, most equipment in GURPS Star Wars is galactic average of TL 11, unless specified otherwise. Most equipment available from GURPS is available in the setting of Star Wars. Some technology is forbidden and assumes that it has not yet been developed or has been banned. Past experiences have shown that too much automation and medical sciences can have devastating effects over a society. This is why the technology has evolved to "super-science", but remains somewhat bulky and simple, often requiring certified personnel to handle. A good example is aboard a starship: A large number of engineers are required for the ship's drives, because they are not heavily automated. Some races, namely Bakuran and Shindaarni, do not have the same taboo and use heavy computerization and automation in their design.

Star Wars technology compared to real-life technology may differ... a lot. Though I intended to clarify the mechanics of the technology used in Star Wars, it is by no means scientifically true. Real-life plasma weapons are non-existable, and high powered lasers require more than just power (a mix chemicals which produce a toxic, invisible gas smelling like toothpaste).

Bionics

The advantages of bionic reconstruction are well known and widely used in the galaxy. Bionics has evolved in a distinct branch of medicine. All bionic reconstruction is assumed to imitate the replaced part perfectly, unless the patient decides otherwise. Bionic is used only in cases where bacta regeneration is not possible, like when a hand was completely severed and lost. Base costs assume human-looking bionic parts, with standard attribute values (10).

Implants

Implants are a subcategory of bionics. These types of enhancements are forbidden within the Republic. Implants include any sort of package that enhances attributes, skills or give special advantages such as immunities, regeneration etc.

Implants are very expensive and inserting an implant might prove difficult and even dangerous to the patient if the body rejects the artificial enhancement. Mental disorders are not uncommon with patients who had inserted an implant.

The fact that it is available does not mean that everybody starts getting implants. A strong cultural trait exists in most races and 99% of the population prefers to rely on real body parts rather than bionics. They are used as medical replacements only, not as augmenting devices (exceptions: Mandalorians and Shindaarni). GM's may wish to impose a "social stigma: Cyborg" a 10 points disadvantage to players that wish to have bionic equipped PCs.

Cloning

Although cloning is technologically possible at the technological level attained by most worlds, very strong ethical rules forbid the creation clones. The events of the Clone Wars have taught scientists, governments and the public to be afraid of the miracle brought by that science. Scientists that actively pursue cloning research can be prosecuted by the states and are eligible to life sentences on the worst prison planets that the Galactic (New) Republic can offer to convicts. Some worlds, mostly in the neutral states, do practice cloning. Since those are outside of the Republican sphere of influence, there is little the super power can do about it.

The Empire does not condemn cloning. As well as Senator Palpatine as one of his Grand Admirals, Thrawn, used clones to seize power, or create clones of them to insure a sort of immortality.

Computers

Small computers are always expert systems, designed for a particular task or group of tasks. All computers are always designed as AI, except the smaller systems like those found in PDA's or equipment computers. Larger systems, like those found aboard starships, are multipurpose systems with multiple capabilities not restricted to a specific task. Such systems are usually a group of parallel processing computers, each with their own subset of tasks. Because computers are 99% of the time AI systems, they can FEEL someone trying to fool around in their "guts". Thus, the hacker is at greater risk when attacking a computer system. Many larger systems include efficient defenses such as electric current feedback and numerous safety subprograms. Computer Hacking skill is IQ/Very Hard and always roll at least at-3 on computer systems (see page 184 of GURPS 4th Edition Basic Set). Many hackers have had their brains fried when hacking while hooked in a neural interface. Prudent hackers, or those using standard interfaces (keyboard, voice, HUD, etc.) usually live longer lives, but eventually get caught when the AI notifies police that it is being "assaulted".

Defensive Capabilities

For complete game statistics on energy weapons, please refer to the Equipment chapter.

Armor

Most armor available for spaceships will be manufactured of high-tech composite materials (e.g., durasteel). Because of the dangers inherent to space travel, current regulations forbid the use of certain types of armor plating that might be considered a risk to navigation.

Shields

Shields gain its power from different types of force field generators. All shields and screens are legality class 1.

Navigational Shields

Navigational shields are weak. They do not block incoming attacks. They are only installed on starships in order to block space dust and natural radiation.

Deflector Shields

This section will be added after I have bought GURPS Vehicles 4th Edition.

Force Screens

This section will be added after I have bought GURPS Vehicles 4th Edition.

Phototropic Shields

This is a shielding system that uses transparent materials such as transparisteel, and turns them into light filters. Phototropic shields absorb or disperse incoming light above certain brightness, thus allowing the individual using the material to not be blinded by large amounts of incoming light.

Droids

Use of Droids

Droids are as common in the galaxy as are other biological lifeforms. Droids are everywhere and are used in all types of jobs. From the smallest messenger droids to the largest defender droids, they are an intrinsic part of the day-to-day life of every citizen in the galaxy. Droids are available from specialized shops or from private citizens used as gods. Although they are “self-aware” and imbued with their own personality and quirks, droids are considered property and can be treated as seen fit by their masters. The relationship between owner and droid is very similar to slavery, although it is not considered as such due to the obviously artificial life of the droids.

Some droids, for different reasons or fluke of destiny, are without masters. Such droids are always regarded as oddities and suffer from a major social stigma. On some worlds, “free” droids are illegal and are hunted down and destroyed. Most citizens will not approach or deal with a “free” droid, afraid that it might be defective and dangerous. There is no standard programming that prevents droids from harming their masters or sentient beings. Most droids, even if self-aware, are somewhat restricted by the original programming and the role for which they were created. Thus, most droids not designed for violence will not even conceive the possibility that they can do violence to others.

The Taboo of Automation

On many worlds and across the galaxy in general, strong cultural traits exist against over automation and the use of computer sand robots to replace humans to do certain jobs. Three major events have created this social taboo among the citizen and politicians of the galaxy. The first one was the occupation by the war droids of the despot Xim. The second one was the Outbound Flight Project (in 23,984) and the third the Naboo crisis (23,998).

The despot Xim used a massive droid army to conquer the galaxy. Due to the lack of hyperspace capability, conquests by biological lifeforms were impossible. Droids could overcome the stresses and time of sub-light space travel. After the rule of Xim, a new law rose, forbidding any government to equip itself with a droid army.

The Outbound Flight Project was a major undertaking to explore beyond wild space and possibly reach another galaxy. Scientists had fully automated over 200 Dreadnaught-class cruisers, called the Katana fleet, and slaved their systems together so that they could act as one single entity. The result was disastrous as the whole fleet jumped and disappeared together. Although it has been found and the mystery explained partially, the Outbound Flight experience proved that over automation could be dangerous.

The Naboo Crisis is more a rewind of the war droids of Xim. Although it involved much automation, its main problem was the usage of droids during the crisis. In 23,998, the Trade Federation invaded the planet Naboo with whole armies of combat droids,

aerospace fighter droids and fully automated starships. With an almost limitless source of troops (they just had to build more if needed), there seemed to be nothing to stop the invasion from reaching completion. Many senators quickly saw there a possible danger for the whole galaxy: What if a tyrant appeared with planet full of battle droids? What if worlds banded together and started conquering their neighbors with armies of such droids and space ships. What could the Republic do? All these concerns brought the Senate to regulate the ownership and usage of droids (not just war droids like before). Needless to say, with the eruption of the Clone Wars, the same attitude would quickly grow towards clones as tyrants actually did with clones what was feared of droids...

Current Republican and Imperial laws ban the use of droids as crew complements (they are allowed if the total droid population aboard ship represents less than 15% of the total crew complement). Furthermore, all ship systems are designed without automation hook-ups and other similar communication protocols and devices. It is possible to jury rig automation systems in space ships. Certain states (like Bakura and the Shindaarni) have no qualms about automation or droid in general.

Restraining Bolt

The easiest way to stop a droid from performing actions is to shut it down. Doing this can be achieved in two ways: flipping the appropriate switch on the droid (assuming it has one and it lets you get access to it...), using a restraining bolt or collar, or disable it by shooting the droid with an ion gun.

The restraining bolt is a small piece of hardware that is installed on the exterior of the droid, near its main power source. When activated, it temporarily short-circuits the power conduits and blacks out the droid, effectively shutting it down. The bolt comes with an integrated sensor that can determine where it should be placed for best result. It also contains a powerful encroaching anchor that allows it to be placed without damaging the droid, while still preventing its removal by the same droid. A special key is used to remove the bolt.

Restraining collars are simpler gear that is basically a cuff sets for droids: They are placed around the main propulsion system, preventing the droid from moving.

Typical prices vary between 775 to 7200 for a bolt and 750 to 7100 for a collar. Restraining bolts and collars are legality 1.

Player Character Droids

Playing a droid can be as much fun as it can be a challenge to most players. With a universe as diversified as the Star Wars universe, and with droids so common across the galaxy, it will be tempting to play a droid, if using GURPS 3rd edition Robots rules, you will quickly realize that building a simple droid like R2-D2 will make it a very expensive PC. Instead, you create a character using the standard GURPS 4th Edition rules and take the appropriate racial template (see chapter 12 Droids in this book).

The player should be allowed to earn experience in the regular manner, and find ways to upgrade it and buy new programs and aptitude.

Types of Droids

The following droids are among the most commonly encountered types:

Electronics

Photon technology is still very bulky compared to ordinary copper wired hardware. Thus most electronic devices rely on microcircuits and copper and gold wiring for their normal operations. Optic fiber is in use, but only on very large spaceships like star destroyers. Because of this, spacecrafts engines remain bulky and require a large number of personnel to maintain them.

Gravity Technology

Repulsor Lift

Another very important bit of technology available in the Star Wars universe is the repulsor lift. This is treated as GURPS contragrav. It allows vehicles, ships, tools, and robots to cancel the effect of gravity and effectively float away from the ground. Without proper propulsion, the unit is left to drift on air current. With the use of vectored thrust, the unit can move about and even reach orbit. It is also possible, through manipulation of the gravity field surrounding a vehicle, to achieve some movement. This allows, as an example, a fighter to move away from the ground crews before engaging its thrusters.

It allowed Man to be freed from the enslaving of gravity. With the repulsor lift, spacecraft could depart silently and quickly toward space, some robots could go about their business in all kinds of terrain and mostly, ground vehicles were no longer restrained to paved roads. Quickly after the discovery of repulsor lift, the ability to manipulate gravity in other form was discovered. This allowed Man to travel in zero-G without losing its footing and flying off into space. Today, passengers can go about their business on spaceships as if they were still on the ground. Because of this though, many space travelers do not know even the basics of Free Fall manhandling and would be helpless if their craft lost its gravitational field.

Spaceships willing to jump in to hyperspace must have its repulsor lifts disabled. Only the artificial gravity generated by the hull-plating does not need to be shut down.

Interdiction Fields

Interdiction fields are the bane of space pilots and navigators. Because of the physics behind FTL travel, gravity fields play a major role in the ability (or lack thereof) of a ship to enter hyperspace. Any large gravity field will prevent a ship from entering hyperspace and will bring one out off hyperspace with drastic results. Special ships, called Interdictor-class cruisers of the Galactic Empire, exist that are equipped with powerful gravity well generators. These large projectors are designed to create a large gravity shadow across a ship's path, preventing it from entering hyperspace.

Medical Sciences

With the discovery of cloning and bionics, most doctors believed that most accidents and diseases could be cured. They were wrong. Cloning was rapidly outlawed in the galaxy, so that the venue of solution was closed to doctors and health officials. There remains only bionics, but in cases where the member was not to be amputated, bionics could do little. Many patients came to the hospital with degrees of ailments that required a more subtle level of intervention. The medical corps started researches in genetics and other parallel technologies issued from cloning. From there, they were able to create special viruses and molecules that could be tailored to a specific need and injected in the patient. Again, that was not sufficient to cure everything...

Kolto

During the Mandalorian War, the Galactic Republic was allowed to set up a temporary base on Manaan. There they learned from the local population the existence of kolto. Kolto was a fluid extracted from the soil of Manaan's vast oceans. This substance was, when it was pure and after it was refined, able to regenerate superficial damage. Somewhere in the year 3,960 BBY, the Sith also set up a base on Manaan. Because of the Selkath's blind neutrality and the animosity between the two camps, the soil of Manaan's oceans became its victim. The kolto became heavily polluted and could not be used for medical applications ever again.

Kolto is only available in ESU (Emergency Support Units). One ESU contains an injection gun and 10 ampoules which each regenerates 1 HP instantly. Such an ESU kit costs 7300. A single ampoule costs 725.

Bacta

A few thousand years later, by a total fluke of chance, a group of colonists on Thyrferra discover bacta. Bacta is a serum issued from a plant (ambori) native of that planet and proliferating profusely in the dense jungles of the southern hemisphere. The colorless liquid from the ambori is mixed with the gelatinous, translucent red alazhi and kavam bacterial particles. That serum, when given the proper time to act, has the property to cure and regenerate almost any biological being. Quickly, the medical world started experimenting with bacta and induced-coma regeneration. It was discovered that bacta was the miracle cure...

Bacta is a universal medication available almost everywhere in the Star Wars universe from 4,000 BBY and later. Most hospitals and large ship's sickbays will be equipped with bacta-tanks to receive patients for treatment. Smaller ships will usually only carry ESU for lack of space and qualified resources. Bacta cannot bring back the dead. Bacta cannot fully regenerate a lost arm, but can help reattach one. A PC or NPC immersed in bacta will recuperate lost HT/HP at a rate of 2 per day. The following table should be used to determine additional recuperation time. Remember that a completely severed or destroyed member can only be replaced through the use of bionics.

Injury Level	Recovery Time*	Cost (7)	Success Roll
HP to 0 HP	1HP/12 hrs	10/HP	HT+5
0 HP to -1HP	1HP/18 hrs	15/HP	HT+3
-HP to -HPx2	1HP/24 hrs	25/HP	HT
-HPx2 to -HPx4	1HP/36 hrs	75/HP	HT-2
-HPx5	Dead	Burial	n/a
Crippled limbs	+24hrs/limb	+50/limb	As per above
Crippled organs	+24hrs/organ	+75/organ	As per above
Severed limbs (reattached)	+72hrs/limb	+150/limb	-1HT
Severed limbs (not reattached)	As per bionics	As per bionics	As per bionics

*Time required in induced coma in bacta-tank.

It is possible to do a field intervention with bacta. If used within 10 minutes, it will stop bleeding and restores 1 HP. This is in addition to any first-aid or physician rolls or any other mechanical or electronic devices used on that patient.

Offensive Capabilities

For complete game statistics on energy weapons, please refer to the equipment section.

Projectile Weapons

Projectile weapons ignore the DR bonus of ray shielding.

Proton Torpedo Launchers

The PTL is the basic launcher system for the popular Proton Torpedoes. It consists of a mechanical launch tube that ejects the torpedo from the tube at supersonic speeds (when firing in atmosphere, a sonic bang can be heard each time the weapon is fired). Once free of the tube, the torpedo operates on its own.

Proton Torpedo

The PTORP is a cased, energy, single shot weapon. The proton torpedo contains its own power source, which allows it to sustain the required speed (supersonic) and firepower to attack its target. The PTORP is catapulted out of the launch tube and ignites its own thrusters once cleared of the firing tube. The PTORP carries enough fuel to travel up to 30,000 yards (50,000 yards for the APTORP) in atmosphere. In space, maximum distance is unlimited, as the PTORP will continue on its vector even once its fuel is depleted. The explosive charge on the PTORP is made of a mix of proton and anti-protons that are synched to react together in stasis. Once the stasis is broken (due to impact), the protons and

anti-protons mix and thus create a small controlled anti-matter explosion.

Missile Launcher

The MSL is the most common weapon available, principally due to its low cost. It is the basic launcher system for the cheap and common concussion missiles sold across the galaxy. It consists of a mechanical launch tube that keeps the missile idle until needed. It does not eject or fire the missile per se, but simply holds it and guides it for launch. Most MSL are equipped with laser or neutrino guidance systems to assist the (A)CMIS in acquiring targets. Once free of the tube, the CMIS operates with its own fuel, thrusters, targeting-radar, and directional systems.

Concussion Missiles

The CMIS or the better ACMIS, along with its launcher, is the most common weapon available and that principally due to its low reload cost. It is a basic solid-fuel propelled explosive warhead (HEADPS). Most CMIS are equipped with laser or neutrino (ACMIS) guidance systems to assist them in acquiring targets. The information is usually fed to the CMIS by its parent MSL. Once free of the tube, the CMIS operates with its own fuel, thrusters, targeting-radar, and directional systems.

Heavy Rocket Launcher

The HRL can be found on the heavier bombers or attack fighters. These launchers are similar to the MSL but are slightly larger and greater in diameter to be able to support the Heavy Rockets. The HRL is equipped with laser or neutrino guidance system to assist the HROC in acquiring targets.

Heavy Rocket

The HROC are expensive, solid-fuel propelled warheads. The HROC are too slow and cumbersome and thus have no directional systems. Once free of the tube, the HROC operates with its own fuel and thrusters.

Space Bomb Launcher

The SBMBL differs from the other launchers in that they eject the projectile out of the tube.

Space Bomb

The SBMB are slow moving, short distance, high explosive warheads. The SBMB are ejected from the tube and thereafter cannot change speed or direction. Bombers and heavy attack fighters most enclose its target up to 0.5 miles before they can launch their bombs.

Energy Weapons

Energy weapons ignore the DR bonus of particle shielding.

Blasters

Blaster weapons all function in a similar way. The basic principle behind blaster technology is the plasma charge. The weapon uses its energy to heat a small amount of nitrogen (extracted from the atmosphere or from a small tank built into the weapon) into a semi-plasma state (gases at very high temperatures). The weapon then draws energy from the power cell to produce and emit a low-yield, charged particle field to support and compress the semi-plasma state of nitrogen. This "packet" of plasma is expelled from the weapon along the carrier particle field.

The overall effect gives the illusion that a "bolt" of orange/red energy is expelled from the barrel of the weapon. Because of the coldness of deep space, space-based blasters appear less efficient than their atmosphere-based cousins. This is due to the fact that the extreme temperature of deep space causes the semi-plasma state to lose heat (and thus power) rapidly. The end result is that space-based blasters do not provide anti-armor penetrating power. Because the bolt loses temperature rapidly it will only generate surface damage (crushing) rather than penetrating damage (impaling).

Laser Cannons

Most laser weapons function in the same way. LASER is an acronym for Light Amplification by Stimulated Emission of Radiation. The weapons fire a stream of high-energy ray-jacketed in an ionized particle field, creating the visual effect of a bolt rather than an invisible beam of radiation like a normal laser. Because of their high power yield, lasers do impaling damage. They are designed to penetrate armor and to keep on going once the target is breached. Direct hit damage from a laser weapon will often result in explosive decompression of the damaged ship section.

Turbolaser Batteries

Turbolasers are basically very powerful laser cannons operating in "boosted" or gatling modes. The principle remains the same as with regular lasers, except that turbolasers will use more power and concentrate the beam somewhat more than the regular cannons. The end result is a weapon that provides increased firepower, but at a greater energy consumption cost and at a greater size (due to added cooling and amplification gear).

Another facet of turbolasers versus cannons difference is in the turbo crew requirements. While a laser cannon may be fired automatically from a single gunner emplacement, turbolasers require a crew to man and fire the gun. STBL requires a crew of 3, MTBL a crew of 5 and LTBL a crew of 8. HTBL even require a crew of 25.

Super Lasers

A super laser is nothing more than multiple turbolasers firing at a specially designed piece of equipment which combine, regulate and amplify the separate beams into one massive shot. This weapon consumes a lot of energy and produces a lot of heat. Therefore, these weapons are only found on the large Death Stars built by the Empire. These were large enough to house the massive power reactors, cooling and amplification gear.

During the New Republic era, several capital ships were known to have smaller, keel-mounted versions of a Super Laser. These Super Lasers were not as powerful as that on the Death Stars, but was still capable of slashing through planetary shields, searing the crust and blowing apart entire continents.

Ion Cannons

Ion cannons are among the most common type of weapons found on civilian vessels. Mainly a defensive weapon, ion cannons are used to disable, rather than destroy, the opponent. The principle is rather simple and has been known for tens of thousands of years: The gun fires a bolt of ionized energy (photons or electrons) at a target in order to create an EMP pulse and thus disrupt the target's electronics and avionics.

If the bolt hits the target, the craft must make a HT roll in or take the appropriate effect. LIC attacks will make the roll at HT-3 (using size modifier as a bonus) or have 1d electronics-based systems disabled for HT turns. MIC will roll at HT-7 (using size modifier as a bonus) or have 2d electronic-based systems disabled for HT turns. HIC will roll at HT-12 (using size modifier as a bonus) or have 3d electronic-based systems disabled for HT turns. PIC will roll at HT-15 (using size modifier as a bonus) or have 4d electronic-based systems disabled for HT turns.

Power

Nothing beats a good old piston and air-cushioned shock absorber. The discovery of repulsor lift technology did not change the universe as much as it was initially feared. Most worlds still rely on mechanical forms of transport using wheels and tracks. The power systems have changed much, with a lot of cold fusion in use everywhere. The Supertec Gas Turbine, allowing a safe and environmentally friendly alternative to combustion of fossil fuels, also propels many ships and vehicles.

Corbana Gas Turbines

The Corbana Gas Turbine is similar to TL 9 deuterium – hydrogen fusion reactor. It uses a mix of corfaize and tibanna gases, and a fusion reactor to burn those two into plasma and expels it out of the engine assemble, producing thrust. The CTGT assembly contains its own internal fusion reactor to burn the mixed corfaize & tibanna into plasma. The main difference between the fusion air-ram and the CTGT is that the CTGT functions as a closed circuit and can thus be used in vacuum. The CTGT is more powerful than their equivalent fusion air-ram and provides a much higher thrust-to-mass ratio.

The most common form of power generation for building and large installation is the Cold Fusion Power Plant. Pollutant fossil fuels are almost extinct, except on very low-tech worlds (TL-5). The most widespread energy source is the Corfaize-Tibanna Gas Turbine. Although the CTGT is used mainly in vehicles and spaceships, it is sometimes found as the power source for larger droids and some older installations.

High tech nations such as the Bakuran and Shindaarni use anti-matter in their starships and in day-to-day use (Shindaarni only).

Sensors

This section will be added after I have bought GURPS Space 4th Edition. As far as I'm concerned using GURPS 3rd Edition Space, sensors are limited to TL7. A large starship can be detected only by accident at a distance as small as 1 AU. This would be visual or radio detection only. Finding planets of a star, while orbiting that star, would take a week of observation.

Combat scanning can detect ships at a range of 20 clicks. Detailed scanning of ships can be done within 1.5 clicks.

Point Detectors:

These sensors are used to locate and pinpoint jump points or jump line entries. This is an active sensor type.

Tools & Industry

The tools used by industries and individuals are not really much different from those in use on earth today. Although the technology available in the Star Wars universe is very advanced, the material used and tools used are very simple in manufacture. The good old pipe wrench still is the major tool used by most star ports mechanics. The good old manual screwdriver still comes in handy once in a while. Thus, high tech devices such as nanomachines do not exist. This is a direct result of the lack of computerization and automation in the galaxy.

Translators

There are many races in the galaxy, and none of them really speak the same language. Because Humans are so prolific and have managed to expand to the far reaches of the galaxy (especially during the Clone wars) they can be found anywhere, and make up about 80% of the galactic population. The Humans have made up most of the galaxy wide ruling government for over fifteen thousand years, and have managed to impose their language as the “default” official language in the galaxy. As such, Galactic Basic” or simply Basic, is the most known and spoken language. Although the TL level is high, it still does not permit the design and manufacture of “translators” other than in the form of protocol droids, thus obliging sentient to learn other languages, if they need to communicate. Most space travelers will speak basic plus at least 1 or 2 other languages. People that do not travel will usually only speak their native tongue.

3. ADVANTAGES

Allowed Advantages

Advantages which are listed in the racial template (see Chapter 12: Alien Species) must be taken by the player. With the GM's approval, additional advantages may be taken. The player should always clarify what the basis is for a particular advantage (e.g., biological, technical, Force). Even the mundane advantages should be explained.

Energy Reserves - Force

Points: ± 3 per 1 ER

Prerequisite: Force Sensitive

Modifier: Force -10%

Description

You are in harmony with yourself through your connection to the Force. For each 3 points spend you gain 1 ER. This ER can only be used to power Force abilities. This Force advantage may be bought multiple times. Energy Reserves - Force +2 simply means you have spent 6 points on 2 ER. See PO page 119.

Force Perception

Points: 50

Prerequisites: Force Sensitive; Racial Template - Miraluka

Description

You are blind to all wavelengths of light. However, your ability to see through the Force allows you to sense your surroundings as though you could see normally, allowing you to attack and make skill rolls without suffering penalties for blindness.

Force Perception includes the advantages 360° Vision (BS page 34), Dark Vision (BS page 47), See Invisible - Force (BS page 83) and limitation (Force), and the disadvantage Blindness (BS page 124) with Mitigator (Force).

You can enhance your Force Perception with Acute Senses for the normal cost. See FA page 128 and BS page 35.

Force Perception does not give you the ability to perceive the strength of Force users and auras. You need the Force Power - Force Sight. Force Perception is just a way of vision. Your brains will translate the information into visual images in the same way as the brain would with the information obtained by your eyes.

Force Sensitive

Points: 5

Description:

You can feel the Force. You must purchase this advantage before buying anything else (Force Powers, Force Talents, Force skills and Force Advantages).

You can only take this advantage at the creation of your character. Your character is either Force Sensitive or not. Taking this advantage does not mean your character is aware of his abilities.

The advantage Force Sensitive also grant the owner access to the more exotic advantages which are normally only available in the

racial templates. These advantages are all subject to the limitation - Force and thus cost 10% less than normal.

Advantage	Prerequisite	Book
Absolute Direction	Force Sensitive	BS page 34
Absolute Timing	Force Sensitive	BS page 35
Combat Reflexes	Force Sensitive	BS page 43
Danger Sense	Force Sensitive	BS page 47
Destiny	Force Sensitive	BS page 48
Energy Reserves	Force Sensitive	Chapter 3
Enhanced Defenses	Force Sensitive; Trained By A Master or Weapon Master	BS page 51
Extra Attack	Force Sensitive	BS page 53
Fearlessness	Force Sensitive	BS page 55
Fit	Force Sensitive	BS page 55
Force Perception	Force Sensitive, Racial Template - Miraluka	Chapter 3
Force Training	Force Sensitive	Chapter 3
Longevity	Force Sensitive; Alter	BS page 66
Perfect Balance	Force Sensitive; Control	BS page 74
Recovery	Force Sensitive	BS page 80

Force Static

Points: 30

Description

You are "absent" in the Force. Force abilities cannot directly affect you or anything you are carrying or wearing. For instance, a Jedi could throw a rock at you, but he could not grab a sword from your hand or heal you using the Force.

For special limitations and enhancements see BS page 78.

Force Training

Points: 1 point per level/Force Ability

Prerequisite: Force Sensitive; Trained By A Master (Mastery & Harmony only)

Description:

This advantage comes in levels and must be Force-Sensitive to acquire this training from a Force using Master.

Note that high Force Training in combination with the appropriate Force Talent lets you produce powerful results with even the most basic Force skills. The GM sets the maximum and starting Force Training allowed to PCs.

The descriptions below are limited. The effect of Force Training will be described within the description of each Force ability but mostly lets you add extra enhancements. Sometimes an enhancement is not depended on Force Training. This enhancement is stated as being unlimited or irrespective of Force Training.

Note that Force Training is not an advantage that is noted down separately. It is inherent to a particular Force ability and should be noted down as such. For each one Force ability you should choose your level of Force Training after the approval of the GM. The points cost is not included in the Force ability.

Attuned:

You have been taught to learn to use the Force. This lets you add, if allowed, +1 level of any or all enhancements.

Adept:

You have extended knowledge of the Force. This lets you, if allowed, +2 levels of any or all enhancements.

Mastery:

You have mastered the Force. This lets you, if allowed, +3 levels of any or all enhancements.

Harmony:

You have become almost one with the Force. This lets you, if allowed, +4 levels of any or all enhancements.

Heat Dissipation

Points: +21 per level

Prerequisite: Racial Template – Dashade

Heat Dissipation contains three linked advantages. For each 4 levels of DR the character must have 2 levels Obscure and 2 levels of Temperature Control. A Dashade may use each absorbed heat damage to raise the temperature with 1 degree and as a side effect of this, others gain a penalty of 1 when they try to detect a Dashade by means of infra red based vision or scanning. Each level of Heat Dissipation costs 21 points.

Damage Resistance (Heat Absorption+4, Common, -40%)

Obscure (Infravision/infrared scanning+2)

Temperature Control (Heat +2, -50%)

Rank

Points: +5 per level

Prerequisites: Force Sensitive; membership of the Jedi Order or the Order of the Sith Lords.

Jedi

Padawan Novice:

These are the younglings. They have only started training as Jedi. It offers no Status.

Padawan Trainee:

These younglings have completed the first stage of the training. A training lightsaber is given to them by their Masters. Status is +1

Padawan Student:

These are pupils who have become of age and are allowed to go on assignments under close watch by their mentor. Status is +2.

Padawan Adept:

These are Jedi pupils who are at the final stage of their training. They must make a lightsaber at this stage before being ready for the trials. Their training lightsaber must be given back to his master. Their Status is +3.

Knight:

Jedi who succeeded their trials are known as Jedi Knights. They are the ones who are best known who fulfill assignments and complete many missions. Their Status is +4.

Grand Knight:

These are Jedi Knights granted a seat in the council but not granted the title of Master. Anakin Skywalker was a Grand Knight during the end of the Clone Wars. Status is +5.

Lord:

Jedi Lord should not be mistaken with a Sith Lord. During the Clone Wars, many Jedi were appointed as a commander, general, admiral or any other rank in the military. Their Status +5 added to the status obtained by the military rank they occupy. Mostly, the military rank is temporary (see BS page 29)

Master:

Jedi Knights can only be granted the title of Master by the Jedi Council. A seat in the Jedi Council is not necessary. Status is +6.

Grand Master:

Only one Jedi Grand Master at a time can exist. This is the highest rank a Jedi can achieve, and not many did. Status is +7.

Sith

Apprentice:

Force users who are being trained in the arts of the Sith are named Apprentice. They have access to lightsabers or any non-powered melee weapon. Sith Apprentices are sent on secret mission on an early stage. At the end of their training they must kill another Force user (e.g., Jedi Knight or higher or another Sith Apprentice or higher). Sith themselves have no rank or status. Their status mostly evolves as a result of the position they obtain (political, military, and administration).

Darth:

An original title of the Sith. Normally this title is paired with a Sith name other than the character's own name (e.g., Tyrannus, Vader or Maul). A Darth has killed at least one other Force user. More often, a Darth is called Lord or Dark Lord.

Master:

A Sith Master is the terror of the Jedi. Luckily there is only one Master at a time (after the Golden Age of the Sith). A prerequisite to this rank is either having an apprentice or just being the last Sith alive.

PERKS

MODIFIERS

Enhancements

Limitations

Dark Side

Points: -5%

Calling upon the Dark Side of the Force may have some negative effects. Each time when a Force ability with the limitation Dark Side is used, a Will test must be made. If the test is failed the character gains automatically another point of disadvantage.

These Dark Side disadvantages are: Bad Temper, Bloodlust, Bully, Callous, Compulsive Lying, Delusions, Fanaticism, Greed, Intolerance, Jealousy, Killjoy, Loner, Low Empathy, Manic-Depressive, Megalomania, Miserliness, Obsession, Overconfidence, Phobias, Reputation, Sadism, Secret, Selfish, and Uncontrollable Appetite, Unnatural Features, Appearance Penalty.

The points gained in this way must be put into Force Powers (e.g., improving the Force ability just used, improving Talents, taking new Force abilities, etc).

Depending on the campaign setting and the seriousness of the “evil act”, modifiers may be added to reduce or enhance points cost. This way, a character can slide gradually towards the Dark Side when taking 1 point quirks and later on enhancing these quirks by altering the modifiers.

Author’s note:

Although this limitation does not actually limit the use of Force abilities, it surely does prevent from characters learning that ability in order to stay on the Light Side of the Force. Characters who want to go the easy way, the quick one may be seduced to take this limitation for granted. The Force ability is cheap and the points gained by taking extra disadvantages improve the Force capability of the character in a much faster way than by earning CP.

Force

Points: -10%

All Force Powers have a counter. Some races are immune or resistant to some Force Powers (e.g., Hutt and Toydarian), other races are completely Force static (e.g., Yuuzhan Vong and Ysalamiri).

Some equipment might block or nullify some or all Force abilities (e.g., Lightsaber might block a Force Lightning).

Normally, Talents may be added freely (if one has already bought them) to your skill. The Force Talents may only be added to your Force ability if you have had any training in that particular ability and then you only add that much as the level of that Talent and the level of your Force training.

Author’s note:

The combination of the three limitations described above explains the -10% modifier instead of the -5% modifier normally used by GMs as the Force Power modifier. This results in a 10% reduction of points cost for all Force abilities which, I think, reflect the overall superiority of a Force user over a mundane character.

Light Side

Points: -5%

Some Force Powers are inherent good, like using the Force to aid others.

Force Users who are walking the path of the Dark Side might find it more difficult to use the Force for good (see the disadvantage Dark Side Taint).

4. DISADVANTAGES

Allowed Disadvantages

Disadvantages which are listed in the racial template (see Chapter 12 Alien Species) must be taken by the player. With the GM's approval, additional disadvantages may be taken. The player should always clarify what the basis is for a particular disadvantage (e.g., biological, technical, Force). Even the mundane advantages should be explained.

Code of Honor

Battle Honor

Points: -10

Prerequisite: Sludir Racial Template

Description:

Warriors eagerly show their battle prowess in close combat. Using ranged high-tech and ultra-tech weapons are dishonorable. Hiding and retreating are the tactics of a coward.

Clan or Family

Points: -5

Prerequisite:

Description:

The safety of your clan or family comes before all.

Jedi

Points: -15

Prerequisite: Jedi Order Template

Description:

The Jedi must stay at peace with the universe, and follow the Jedi code. The character may not use his powers for selfish or evil gains. Never break your word. Protects your Order, protect the Republic, and anyone weaker than yourself. Even in open war, sides and weapons must equal if the foe is also noble and chivalrous.

Nagai

Points: -5

Prerequisite: Nagai Racial Template

Description:

The Nagai hate and fear their extragalactic enemies, the Tofs. Whenever encountered a Nagai must attack a Tof after making a successful Fear roll with an -1 to Will for each Tof encountered at the same time.

Sith Rule of Two

Points: -5

Prerequisite: Order of the Sith Lords Template

Description:

There are only two Sith; a master and an apprentice. If there are more than two Sith at any time given, the chance is great infighting will occur when it is discovered.

Dark Side Taint

Points: -4 per level

Prerequisite: Force Sensitive; appropriate number of Dark Side Disadvantages

Description:

Tainted (-4): Your number of points with Dark Side disadvantages must be at least half of your Will score. All Dark Side Force abilities are used with a bonus of +1 and all Light Side Force abilities have a penalty of -2.

Devotee (-8): Your number of points with Dark Side disadvantages must be at least your Will score. All Dark Side Force abilities have a bonus of +2 and all Light Side Force abilities have a penalty of -4.

Dark Sider (-12): Your number of points with Dark Side disadvantages must be at least double to your Will. All dark Side Force abilities have a bonus of +4. All Light Side Force abilities have a penalty of -8 and all Neutral Force abilities have a penalty of -1.

In the Table below are all Force abilities listed and on what aspect the modifiers apply.

Force Ability	Aspect Modified
Beast Speech	Reaction Roll or Beast's IQ
Combat Precognition	attack roll, dodge, parry, or skill roll
Cure Another	IQ
Detoxify Another	IQ
Farseeing	Activation Number
Fear	Level of Terror
Force Grip	Level of Affliction
Force Jump	Level of Super Jump
Force Lightning	Innate Attack (Beam skill)
Force Move	Level of Enhanced Move
Force Pull	Fast Draw
Force Push	Push skill
Force Sight	Perception
Force Stealth	Force Sight
Heal Another	IQ
Heal Self	HT
Hyperspace Navigation	Piloting and Navigation (Hyperspace)
Mind Trick	Will
Sense Life	Perception

Disciplines of Faith

Jedi

Points: -10

Prerequisite: Jedi Order Template

Description:

You are completely devoted to the Jedi Order's pursuits, which often involves the denial of ego and self. You must spend at least 75% of your time completing tasks given by your Order, and cannot have above-poor Wealth, or Status beyond that granted by the Jedi Order, The Galactic Senate, or the Supreme Chancellor. After The Great Sith War it is forbidden to marry and maintain other family attachments.

Unnatural Features

Dark Channeling Eye

Points: -1 or -5

Prerequisite: Force Sensitive

Description:

Typically, when channeling the Dark Side of the Force, the user's eyes turn yellow. During this state all reaction rolls from non-Sith are at -1. If the visual effects do not wear off after stopping channeling the Dark Side of the Force it becomes a -5 point disadvantage.

QUIRKS



5. SKILLS

Armoury

Lightsaber/TL^ (IQ/Average)

Defaults: IQ-6 or Engineer (same) -4

Prerequisite: Force Sensitive

This is the ability to build, modify, and repair any lightsaber. It does not include skill at design; for that, see Engineer (Lightsaber). A successful roll lets you find a problem, if it isn't obvious; a second roll lets you repair it. Time required is up to the GM.

Body Control

Force Trance (HT/Very Hard)

Defaults: None

Prerequisites: Trained By A Master; Meditation; Force Power - Control

You may enter a Force trance that slows your metabolism, allowing you to survive for extended periods of time with very little air, water, or food. You may enter a trance at will; doing this requires a minute. It also takes a minute to awaken from the trance. While in a trance, your heartbeat slows, your breathing all but ceases, and you appear to be dead (use of the Sense-based See Force power will identify the target as being in a trance). A character in a Force trance uses only 10% as much air as a sleeping person and needs no food or water for an extended period of time. For purposes of natural healing, a Force trance is equivalent of assisted healing.

You can also use this skill to flush poisons from your body (see BS page 181).

When entering a trance, the character must declare the circumstances under which the trance will end. Examples include a time limit or a certain stimulus (such as being touched). A character in a trance is not conscious of his or her surroundings and may not use any skills or abilities.

A character can remain in a trance for up to one week in a dry climate or up to one cycle in a wet climate before succumbing to thirst. If a character can stay hydrated (via an intravenous drip, for example), he could remain in a trance for up to three cycles before dying of starvation.

Engineer

Lightsaber/TL^ (IQ/Hard)

Defaults: Armoury (same) -7

Prerequisite: Force Sensitive

This is the ability to design and build any lightsaber. A successful roll lets you design a new system, diagnose a glitch, identify the purpose of a strange device on a found lightsaber, or improve a

lightsaber to solve a problem. Time required for each event is up to the GM.

Hidden Lore

Jedi Lore (IQ/Average)

Defaults: None

You know the tales and history of the Jedi, their deeds and possibly even the Force itself.

This knowledge may be acquired by Jedi Masters, Force Spirits, or Jedi Holocrons. During the era of the Old Republic, Jedi Lore is still counted as hidden for the mundane people.

Sith Lore (IQ/Average)

Defaults: None

You know the secrets of the Dark Side of the Force, the motivations of the Sith Lords and possibly even the history of the Sith Lords.

This knowledge may be acquired by your Sith Master or Sith artifacts such as the Sith Holocrons.

Melee Weapon

Arg'garok (DX/Average)

Defaults: Two-handed axe -2

This weapon favored by Gamorrean warriors consists of a heavy axe blade mounted on a simple wood handle. The arg'garok is perfectly balanced to take advantage of the Gamorrean's low centre of gravity and enormous strength.

A Gamorrean trained with this weapon does not need to make a Ready maneuver after an attack.

Double-Bladed Lightsaber (DX/Average)

Default: Staff -5

This type of lightsabers has a lengthened hilt from which sprouts two energy blades.

A double-bladed lightsaber must have one Force crystal and may contain up to three Force crystals.

Gaderfii (DX/Average)

Defaults: Polearm -2; Spear -4; Staff -4; Two-Handed Axe/Mace -4

Gaderfii are unbalanced pole weapons made of scrap materials. No two Gaffi sticks are identical. Some have smooth sharp blades, others feature pointed tips and hooks, while others have crude jagged edges.

Force Pike (DX/Average)

Defaults: Polearm -5; Spear -3

Force pikes are powered spear-like weapons which do extra damage (mostly stunning)

Lightsaber (DX/Average)

Defaults: Any sword -5; Short-Bladed Lightsaber -2

Any sword with a blade made out of energy instead of matter. This refers to an ultra-tech weapon that projects energy from a powered hilt. Because of the lethal blade (even if touched lightly) the default to any sword skill is -5.

A lightsaber must have one Force crystal and may contain up to three Force crystals.

Short-Bladed Lightsaber (DX/Average)

Defaults: Any sword -5; Lightsaber -2

This type of lightsaber has a shortened blade (as a short sword or large knife).

A short bladed lightsaber must have one or two Force crystals.

Stranglestick (DX/Average)

Defaults: None

This is the skill of using a stranglestick. Stranglesticks are spear-length rods with forked ends that a thin strip of leather is threaded through. The strap can be tightened to restrain a target quickly and quietly. The Stranglestick does damage if the victim struggles. If the victim cooperates, the Stranglestick does no damage, but merely acts like a harness

Thogk (DX/Average)

Defaults: Two-handed sword -2

This weapon is favored among the wealthier Gamorrean. It consists of a heavy blade set into a crude hilt. The Thogk is perfectly balanced to take advantage of the Gamorrean's low centre of gravity and enormous strength.

Vibro-Weapons (DX/Average)

Default: Variable

These weapons include many types of powered weapons. Simply use the Melee Weapon skill instead but add Vibro to the front of the name. The following skills are available: Vibro-dagger (knife); vibro-axe (axe/mace); vibro-blade (shortsword); vibro-halberd (polearm); vibro-lance; vibro-spear; vibro-sword (broadsword).

The defaults listed in BS are the values of other vibro-weapons. Using defaults of none vibro-weapon, subtract one of the default value (i.e., Lance has defaults DX-5 or Spear-3 but Vibro-Lance has Defaults DX-6 or Spear -4 or Vibro-Spear -3).

Parry Beam Weapons

(DX/Very Hard)

Defaults: Parry Missile Weapons -6

Prerequisites: Enhanced Time Sense; Melee Weapon - Any Lightsaber skill at +5

This skill lets you parry beam weapons (such as blaster bolts) with a ready lightsaber. Your Parry score is (skill/2) + 3, rounded down, but based on Parry Beam Weapons skill, not your Melee Weapon skill.

Thrown Weapon

Darkstick (DX/Hard)

Defaults: DX-6

This is the skill of throwing a Kerestian darkstick. A successful roll means the darkstick will return to the owner's hand. The thrower makes another darkstick roll for catching the weapon.

Lightsaber (DX/Average)

Defaults: Axe/mace throwing -2; Stick throwing -2; Knife throwing -4.

Lightsabers may be hurled towards the opponent (when the on switch can be locked).

6. THE FORCE

Introduction

The Force is an energy that occurs naturally in the galaxy, it springs from all forms of life. It has two "sides," a good side and a Dark Side, although this is a great oversimplification of the Force's existence. The Jedi Knights believed that the Force had many sides, including a living element and a unifying element, and it binds all things together in a great web of existence. In this way, the Jedi saw the Force as its own end. The modern Sith, while acknowledging that they learned of the Force through the Dark Side teachings of the ancient Sith, simply saw the singular power of the Force, which to them was a means to an end. The Jedi Knights discovered that the Force was accessible to all living beings through the presence of midi-chlorians in their cells. The more midi-chlorians that inhabited a being's cells, the more the being was able to contact the Force. However, a high concentration of midi-chlorians did not guarantee a being control of the Force. Only through intense study and dedicated training could a being become proficient in harnessing the power of The Force. The Jedi Council discovered that younger beings had an easier time of learning the techniques required to touch and control the Force, and eventually developed a system that actively sought out and identified beings with high midi-chlorian counts at their birth. With, or sometimes without, the permission of the parents, the Jedi took children no more than one year old away for training. Children and older beings, who had already established a set pattern of mental and physical usage, often were unable to complete the necessary training, and were deemed too wasteful of Jedi resources. The Jedi Knights have historically been the most powerful users of The Force, having trained with and learned the three basic techniques: control (the manipulation of one's internal Force strength), sense (detection of the Force in the external world), and alter (manipulation of matter with the Force). These techniques, used by them or in combination, allow the Jedi to perform many different activities with the Force. The Sith, on the other hand, gained strength from the Force by focusing their emotional energies - especially strong emotions like anger and hatred - which gave the quick mastery but didn't take much discipline. During the Yuuzhan Vong invasion of the galaxy, some twenty-five years after the Battle of Endor, the foundations on which the Jedi Knights based their knowledge of the Force were suddenly altered. There were several forms of life - primarily the ysalamiri of Myrkr - which could push back against the Force, but these creatures were assumed to live within the Force in some fashion. The Yuuzhan Vong, however, appeared as a void in the Force, neither projecting nor absorbing or repelling it. Many of the new Jedi Order struggled with the concept of a race of beings which seemed to lack any contact with the Force, since it was believed that the Force was contained within all forms of life, even if it was in trace amounts. Jacen Solo was one of the first Jedi to discover that the Force acted in many ways, without a true light or dark side, and that there were ways in which it could be attuned to at least recognize the alien invaders. The former Jedi Knight Vergere was instrumental in guiding Jacen to this realization, having spent more than thirty years in their presence. After the surrender of the Yuuzhan Vong at Coruscant some five years after their invasion began, Jedi Master Skywalker contemplated his new understanding of the Force. It was not a simple delineation between light and dark, but a more profound definition of the ways in which good and evil fight for control of an individual. Ultimately, he chose not to return the Jedi to their roles as an unbiased police force. Luke reasoned that the Jedi Knights of the Old Republic were once a meditative order that was drawn deeper and deeper into the machinations of the Republic when its Chancellors called for their help in mediating disputes. As this call

for help escalated into the battle legions of the Clone Wars, the Jedi became less interested in the nature of the Force and more interested in separating good and evil into light and dark halves to the Force. The Jedi of the Old Republic, according to Skywalker, lost sight of the fact that the Force moved through an individual, not from them.

Living Force (Control)

This was the facet of The Force which connected a Jedi Knight to the living beings which surrounded him. This facet complimented the Physical Force, which allowed a Jedi to use the Force to manipulate objects around him, and the Unifying Force, which focused on the future and its bearing on a Jedi's place in the present. During the last decades of the Old Republic, the Jedi Council stressed a certain detachment from the Living Force, to help prevent attachment to other beings.

Physical Force (Alter)

This was the facet of The Force which allowed a Jedi to use the Force to manipulate objects around him. This facet complimented the Living Force, which connected a Jedi Knight to the living beings which surrounded him, and the Unifying Force, which focused on the future and its bearing on a Jedi's place in the present. It was this aspect of the Force which garnered the most attention during the training of most Jedi during the last decades of the Old Republic, a trend that moved the Jedi farther and farther away from understanding exactly what the Force was.

Unifying Force (Sense)

This was the facet of The Force which focused on the future and its bearing on a Jedi's place in the present. Those Jedi who studied the Unifying Force understood that the future was constantly in motion, but sought to understand this motion and develop an understanding of their place within achieving the highest of ideals. This facet complimented the Living Force, which connected a Jedi Knight to the living beings which surrounded him, and the Physical Force, which allowed a Jedi to use the Force to manipulate objects around him. It was this aspect of the Force that was perhaps the least understood of the three, a fact that was all the more obvious after the Jedi Purge. As Luke Skywalker set out to rebuild the Jedi Knights after the Battle of Endor, his own training led him to concentrate on the Living Force and Physical Force. It wasn't until the Yuuzhan Vong invaded the galaxy, and the Fosh Jedi Vergere returned from her self-imposed exile among them, that Luke began to consider what the Unifying Force meant to the new Jedi Knights.

The Force in GURPS

The Force allows the use of special advantages, disadvantages, talents and skills not allowed to other PC's. The prerequisite for becoming a Force user or simply having some link into the Force is the advantage Force-Sensitive.

Magic and Psionics

The Force replaces all Magic rules and Psionics rules given in the GURPS 4th Edition Basic Set. Those who are called wizards, mages, sorcerers or witches are in fact Force users. Psionics, super heroes, Gods, demons or whatever supernatural beings you can think of are all connected to The Force.

Powers

Powers, such as given in GURPS 4th Edition Powers still exists. Powers can be either based upon technology, biology or as in this case based upon the Force.

Fatigue

Using the Force requires concentration and can exhaust the user. This is reflected by expending FP when applying a Force ability. On a failed roll, no FP is expended and the Force ability does not work. On a critical failure, full FP must be paid while the Force skill doesn't work. On a critical success, no FP is paid at all.

Force users may have additional FP which can only be used to power Force abilities (see Energy Reserves - Force).

Range of Force Abilities

Some Force skills have a limited range such as 10 yards. If the range limitation is within communication range, you must be able to talk to the target (and he must be able to hear it, and understand it of course). Others may have the only range limitation of sight. This can be any kind of sight (e.g., direct sight, or live holo-transmission). Only a few Force skills have no range limitation at all.

THE DARK SIDE

The Dark Jedi's Code

There is no peace, there is anger.

There is no fear, there is power.

There is no death, there is immortality.

There is no weakness, there is the Dark Side.

I am the Heart of Darkness.

I know no fear, but rather I instill it in my enemies.

I am the destroyer of worlds.

I know the power of the Dark Side.

I am the fire of hate.

All the universe bows before me.

I pledge myself to the Darkness.

For I have found true life, in death of the light.

The Force may be used for either good or evil. Some Force abilities are created by the Sith and are inherent evil. Anyone who uses Force abilities listed as Dark side gains a Dark Side disadvantage. Some Force abilities are inherently good, although they might not give you Light Side advantages or reduce the number of disadvantages you've already acquired, these abilities are harder to use by tainted or Dark Siders.

Note that dark side Force skills are easier to use.

Each time a Dark Side Force ability is used, the character must make a Will roll modified with the total number of FP or HP paid as a penalty and the level of Force Training as a bonus. If the Will roll is successful, nothing happened. Is it a failure, another Dark Side disadvantage is gained. This reflects the joy a character has for doing his evil deed.

The nature of the Dark Side is a naturally corrupting one. The actual Force ability used does not matter; what matters is intent and action. Embracing the Dark Side enables characters to more readily commit unspeakable acts. By tapping into his darker emotions - anger, fear, and hate - a character may slip into the Dark Side. Should a Force-using character use a power while experiencing one of these emotions, the sudden surge of adrenaline gives him a slight initial bonus.

Several disadvantages may lead to the Dark Side. Anakin Skywalker, before he became Darth Vader, exhibited the following traits which, either directly or indirectly, led to his giving into

temptation: Guilt Complex, Impulsiveness, Nightmares, On The Edge, Overconfidence, and Stubbornness. He was also quite arrogant, as was Count Dooku; while not a Disadvantage - at best a Quirk - his arrogance certainly aided in his downfall. He also, arguably, had a Dependent he lost: his mother, who died in his arms less than a minute after he freed her. He had also made a Vow; he would do everything he could to keep Padmé from dying in childbirth. (Ironically, he was the reason she died.)

In addition to these, acts of murder will certainly aid in a character's slide into the Dark Side. To kill in combat is not murder, but to cut off an unarmed opponent's head is. Despite this, the fall to the Dark Side is not punctuated by one single murder, or by killing a group of defenseless people in anger. The slide is punctuated by the complete lack of remorse over these acts. Once a Force-using character shows a complete lack of remorse in killing others will he truly have embraced the Dark Side.

If a number of points with Dark Side disadvantages reaches double the character's Will score he will automatically gain the disadvantage Dark Side Taint.

A character of which a number of points with Dark Side disadvantages reach quadruple his Will becomes a full Dark Sider and gains another level of Dark Side Taint.

The last level of Dark Side Taint is gained when the character has a number of points with Dark Side disadvantages equal to or higher than eight times his Will score.

These Dark Side disadvantages are: Bad Temper, Bloodlust, Bully, Callous, Compulsive Lying, Delusions, Fanaticism, Flashbacks, Greed, Impulsiveness, Intolerance, Jealousy, Lifebane, Loner, Low Empathy, Manic-Depressive, Megalomania, Miserliness, Obsession, On the Edge, Overconfidence, Paranoia, Phantom Voices (like the Emperor's voice telling Mara Jade to kill Luke Skywalker), Reputation (if your status as a Dark Sider is revealed), Sadism, Secret (if you want to keep your Dark Nature secret), Selfish, and Uncontrollable Appetite (typically for enhancing your connection to the Force), Unnatural Features, Appearance Penalty, or any other disadvantage which you, the GM, thinks fit the character to his journey to the Dark Side.

Benefits

The benefits of the Dark Side may not be obvious at first glance. However, the Dark Side of the Force does give some benefits, at least at first.

During the character's slide into the Dark Side, the pull is intensified by the bonus to the Dark Side Force abilities. Should a Force ability not require a dice roll, the character gains a 50% increase in its use. The drawback to this is that it is hard to maintain these emotions for very long; roll against the higher of IQ or HT once per minute of time experienced by the character. A success indicates that the character has expanded his darker emotions. This should model the surge of raw power a Force user feels when using his powers when angry or charged with hate.

Another benefit is one that goes against the standard GURPS rules. When acquiring one of the Dark Side disadvantages in play, the points that would be given by that disadvantage may be spent on additional Force abilities or on enhancing current ones. This should effectively model the rapid increase in power the Dark Side offers.

Dark Side Disadvantages

The following table lists all Dark Side disadvantages and modifications. These modifications are intended to enable characters to have Dark Side disadvantages but only in a mildly form. When the character transgresses deeper into the Dark Side, these modifications will change and make the disadvantages worth more negative points.

Disadvantage	Modifier	Point Cost
Appearance	Transcendent	+20
	Very Handsome/ Beautiful	+16
	Handsome/ Beautiful	+12
	Attractive	+4
	Average	+0
	Unattractive	-4
	Ugly	-8
	Hideous	-16
Bad Temper	Monstrous	-20
	Horrific	-24
	Resist almost all the time	-5
	Resist quite often	-10
Bloodlust	Resist fairly often	-15
	Resist quite rarely	-20
	Resist almost all the time	-5
	Resist quite often	-10
Bully	Resist fairly often	-15
	Resist quite rarely	-20
	Resist almost all the time	-5
	Resist quite often	-10
Callous	Oblivious	-5
	Low Empathy	-20
	Delusions	-5
	Minor	-10
Fanaticism	Major	-15
	Severe	-15
	Fanaticism	-15
Flashbacks	Mild	-5
	Severe	-10
	Crippling	-20
Greed	Resist almost all the time	-7
	Resist quite often	-15
	Resist fairly often	-22

	Resist quite rarely	-30
Impulsiveness	Resist almost all the time	-5
	Resist quite often	-10
	Resist fairly often	-15
	Resist quite rarely	-20
Intolerance	Mundane, reaction-1	-1
	Mundane, reaction-2	-2
	Mundane, reaction-3	-3
	Jedi, reaction-1	-1
	Jedi, reaction-2	-2
	Jedi, reaction-3	-3
	Jedi, reaction-4	-4
	Jedi, reaction-5	-5
	Other Force users, reaction-1	-1
	Other Force users, reaction-2	-2
Jealousy	Other Force users, reaction-3	-3
	Other Force users, reaction-4	-4
		-10
Lifebane		-10
Loner	Resist almost all the time	-2
	Resist quite often	-5
	Resist fairly often	-7
	Resist quite rarely	-10
Manic Depressive		-20
Megalomania		-10
Miserliness	Resist almost all the time	-5
	Resist quite often	-10
	Resist fairly often	-15
	Resist quite rarely	-20
Nightmares	Resist almost all the time	-2
	Resist quite often	-5
	Resist fairly often	-7
	Resist quite rarely	-10
No Sense of Humor		-10
Obsession	Short Resist almost all the time	-2
	Short, Resist quite often	-5
	Short, Resist fairly often	-7
	Short, Resist quite rarely	-10
	Long, Resist almost all the time	-5
	Long, Resist quite often	-10
	Long, Resist fairly often	-15
	Long, Resist quite rarely	-20
On the Edge	Resist almost all the time	-7
	Resist quite often	-15
	Resist fairly often	-22
	Resist quite rarely	-30
Overconfidence	Resist almost all the time	-2
	Resist quite often	-5
	Resist fairly often	-7
	Resist quite rarely	-10
Paranoia		-10
Phantom Voices	Annoying	-5
	Disturbing	-10
	Diabolical	-15
Reputation	See BS, pages 26-28	-1 to -25
Sadism	Resist almost all the time	-7
	Resist quite often	-15
	Resist fairly often	-22
	Resist quite rarely	-30
Secret	Serious Embarrassment	-5
	Utter Rejection	-10
	Imprisonment or Exile	-20
	Possible Death	-30
Secret Identity		-5 to -40
Selfish	Resist almost all the time	-2
	Resist quite often	-5
	Resist fairly often	-7
	Resist quite rarely	-10
Stubbornness		-5
Supernatural Features	Pallor	-10
Uncontrollable Appetite	Resist almost all the time	-7
	Resist quite often	-15
	Resist fairly often	-22
	Resist quite rarely	-30
Unnatural Features	Dark Channeling Eye, temporary	-1
	Dark Channeling Eye, permanent	-5
Proud		-1

Note: Some Dark Side Disadvantages (i.e., Appearance) might cost points. These can only be acquired if they already had a more expensive version. In fact, it becomes a downgrade of what they had. (i.e., a Beautiful female Jedi becomes Attractive).

Redeeming to the Light Side

It is not uncommon in the Star Wars Universe for characters to redeem themselves and return to the Light Side of the Force. Luke Skywalker, Jaina Solo, and Anakin Solo have all spent time in the Dark Side, as have several characters in the computer games... Bastilla Shan, Kyle Katarn, the Jedi Exile, etc ... and returned to the Light Side. Please note that in each case the characters who returned to the Light did so with the aid of those who cared for them; even Vader needed help from his son to return.

This should only be done with great care; not only should the player spend points to remove the "Dark Side Disadvantages", but there should also be a serious undertaking by the character to walk the side of the Light. The road to redemption is never easy; GMs

should not make it easy for the characters to do so. On the other hand, they should reward any player who makes a serious effort to redeem his character. The Force is not a roller coaster, nor is it a coin to be flipped at a whim.

THE FORCE AND GAMEPLAY

Using The Force

Gestures

As with magic, Force-users require to make gestures when using Force abilities. However, these gestures are only minor. Examples are., a small wave with your hand (like Obi-Wan and Qui-Gon make when trying to affect the minds of a storm trooper or a poor blue merchant); pointing with your hand and guiding with your arm or hand (as Dart Maul does with an object to hurl it against the controls for opening a door).

Although these gestures are more cinematic than necessary for the game, the character must be able to move something in order to use a Force ability actively. A Force-user frozen in carbonite won't be able to use his Force ability other than meditative Force skills like Farseeing.

Distraction and Injury

If you use an active defense against an attack, or are knocked back, knocked down, injured, grappled, or otherwise distracted while concentrating, make a Will roll at -3 to continue using your Force ability. On a failure, your efforts are spoiled and you must start over.

If you are stunned while concentrating, your Force ability is automatically spoiled.

If you are injured but not stunned while concentrating, and succeed on the roll to avoid distraction, you may use your Force ability. The shock penalty for your injury is applied as normal but since the Force is not bound by crude matter, it does not affect the usage of the Force. See GURPS 4th Edition page 419.

Gaining Force Abilities

You can use earned points to add enhancements to your Force advantages, or to buy higher levels of advantages that come in multiple levels. You cannot buy additional Talent with any Force power you possess as these are inborn. Finally, if you already have a Force power or Talent, you may buy new abilities within that power.

However, Force abilities are ever existent and the connection with it is inborn. Under normal circumstances, you cannot add abilities in powers you do not possess. The GM might allow you to gain new Force powers through hard study under supervision of another Force user or even watch other Force users and imitate them. Some Force users might even use ancient Holocrons from long past Jedi or Sith Masters as a training and information tool. For further information about Improvement through study see BS page 292 – 294.

Having Talents in a particular Force Talent will help the learning curve for all Force Abilities within that Force Power. Having no Talent will make it more difficult for a character to improve his Force Abilities.

Talent Level	Time Spend (hours)	Count As (hours)
0	2	1
1	1	1
2	1	2
3	1	3
4	1	4

This modification is cumulative to the time given in BS pages 292 – 294.

Force Related Advantages

Force users may acquire certain advantages which are unavailable to mundane characters. These advantages can be gained either by training or they might come gradually as the character becomes more strongly connected to the Force during the game.

Advantage	pts	Note
Combat Reflexes	+15	Replaces Combat Reflexes
Danger Sense	+15	
Enhanced Defenses (Dodge)	+15	
Enhanced Defenses (Parry)	+10	
Enhanced Time Sense	+45	
Extra Attack	+25/attack	
Fearlessness	+2/level	
Fit	+5 or +15	
Hard to Kill	+2/level	
Hard to Subdue	+2/level	
High Pain Threshold	+10	
Intuition	+15	
Longevity	+2	
Perfect Balance	+15	
Weapon Master	+20 or +25	

FORCE POWERS

Before any character can take a Force Power, he must already have the Advantage – Force Sensitive.

The abilities are named following the Star Wars naming convention. In the ability the dis.- advantages and modifiers are already included. These may not be altered by the player unless stated otherwise. They are inherent to that particular Force ability. The Force Training advantage however, may give the player the opportunity to improve (lessen the weight of the disadvantage) an ability.

Alter

Source: Force

Focus: Manipulation

Alter Talent: 10 points per level

Power Modifier: Force, -10%

This Force Power grants the character to use the Force in order to Alter the things and beings in the universe. You can change the distribution and nature of the Force in your environment. All Force abilities of the power Alter become available.

Alter Abilities:

Cure Another

Healing (Xenohealing – All Carbon-based life +60%; Disease only - 40%; Light Side -5%)

Base: IQ

Enhancement: None

Cost: +32pts

See Healing (BS page 59).

Detoxify Another

Healing (Xenohealing – All Carbon-based life +60%; Poisons & Toxics only -40%; Light Side -5%)

Base: IQ

Enhancement: None

Cost: +32pts

See Healing (BS page 59). With this ability you are able to remove the effects of poison & toxics and the poison & toxic itself from the body. This requires an IQ roll at a modifier determined by the GM, from +1 for common poisons or toxics to -15 for the most exclusive poisons used by expert assassins.

Fear

Terror – On Sight (Costs Fatigue -5%; Dark Side -5%)

Base: Victim's Will

Enhancement: 1 to 4 Extra levels of Terror

Cost: +24pts +8pts/level

You can manipulate the Force to frighten others and use their fear against them, making them more susceptible to the lure of the Dark Side.

You must have visual contact with the target in order to affect him.

Force Stealth

Obscure (Defensive +50%, Stealthy +100%, Costs Fatigue -5%, Preparation Required – Meditation -20%)

Base: Force Sight Targeter

Enhancement: 1 to 4 Extra levels of Obscure; 1 to 4 Extra levels of Duration

Cost: Variable

With this ability, your character can meditate and lose himself in the Force, avoiding Force-based detection. You Force Stealth roll is opposed by the Force Sight roll of another Force-user. Whenever a Force-user wants to mask his presence in the Force, for whatever reason, he gathers the Force around him, meditates, and attempts to hide his connection to the Force. Although this ability is mostly used by Dark Siders (to stay hidden from the Jedi), it is a neutral ability.

Once activated, Force Stealth remains in place to counter Force Sight rolls until the time limit expires or until you use any Force ability. Using another Force ability solidifies your connection to the Force and makes masking your presence impossible.

This ability works invisible. There is no bonus to detect the absence of Force presence of your area.

The base penalty towards the Force Sight ability or Force Perception advantage is 1 + Control Talent (max of Force Training) + Extra levels Obscure (max of Force Training). Subtract this from the size, thus decreasing the Force Sight's (Perception's) effective range.

Heal Another

Healing (Xenohealing – All Carbon-based life +60%; Injuries Only -20%; Light Side -5%)

Base: IQ

Enhancement: IQ

Cost: +38pts

See Healing (BS page 59)

Heal Self

Very Rapid Healing (Costs Fatigue -5%)

Base: HT

Enhancements: None

Cost: +13pts

Your wounds heal quickly. Whenever you roll to recover lost HP or to see if you can get over a crippling injury, you get +5 to your effective HT. A successful HT roll means you heal two HP.

Note that this Force ability does not hasten recovery from the short-term effects of injury, such as stunning and knockout.

Mind Trick

Enthrallment - Suggest (Defaults: None; Will/Hard; No Memory +10%; Malediction+100%; Reduced Fatigue +100%; Reduced Time 200%; Sense-Based Hearing -20%)

Base: Victim's Will

Enhancement: 1 to 4 extra suggestions; Unlimited extra levels

Enthrallment – Suggest skill.

Cost: see table below.

You are able to make an otherwise unpalatable suggestion seem completely acceptable to the target. You must be able to communicate with the target, and the suggestion can't obviously threaten the target's life. The target won't realize later that what he did was unreasonable.

If the target wins the Will versus Mind Trick contest, you can attempt to affect the mind of the same character in another situation after time has passed.

Force Training lets you make multiple suggestions at the same target quickly after another. These suggestions must differ to each other (e.g., Obi-Wan makes multiple suggestions to a storm trooper in Mos Eisley). Each level of Force Training adds one additional suggestion. Still each suggestion made takes 2 seconds.

For ease of calculating CP for this ability, see the table below:

Skill Level	CP	Skill Level	CP
Will -3	0	Will +2	46
Will -2	4	Will +3	61
Will -1	8	Will +4	76
Will +0	16	Will +5	92
Will +1	31	Extra +1	+16

Control

Source: Force

Focus: Connection

Control Talent: 10 point per level

Power Modifier: Force, -10%

This advantage grants the character to use the Force in order to Control the things and beings in the universe. All Force skills of the power Control become available.

Control Abilities:

Beast Speech

Speak with Animals (Accessibility – Only on creatures -30%; Costs Fatigue -5%; Sense-Based -20%)

Base: Creature's IQ or Reaction Roll

Enhancement: None

Cost: +9pts

You can use the Force to speak with animals (BS page 87).

Force Grip

Affliction (Incapacitation – Choking +100%; Cost Fatigue -5%; Dark Side -5%)

Base: Victim's HT

Enhancements: 1 to 4 levels of Range; 1 to 4 extra levels of Affliction

Cost: variable

You can use the Dark Side of the Force to injure a single living opponent within sight by finding the lines of energy that connect all things together and using them to grip an organ or crush a larynx. See BS page 436. This is a ranged attack with 1/2D 10, Max 100, Acc 3, RoF 1, Shots N/A, and Recoil 1

The DR of any armor is ignored. If the target wears any kind of inflexible armor he continues to take damage.

As soon as the Force Grip is lost the effect is also lost and the victim may recover.

The range is only an indication. The victim must be in line of sight (either directly or via a com screen or holographic projection).

Force Jump

Super Jump (Costs Fatigue -5%)

Base: Basic Move & Jumping (DX/Easy)

Enhancement: 1 to 4 extra levels of Super Jump

Cost: variable

You can make super Human jumps (see BS page 89).

Force Lightning

Innate Attack - Burn (Damage Modifier - Surge +20%; Jet +0%; Cost Fatigue -5%; Dark Side -5%)

Base: Innate Attack - Beam (Default DX-4; DX/Easy)

Enhancement: 1 to 4 extra levels of Innate Attack; Unlimited extra levels of Innate Attack - Beam skill.

Cost: +5pts +5pts/level + cost of Innate Attack - Beam skill

You draw upon the Dark Side of the Force to blast one or more targets with deadly bolts of energy. This is a ranged attack with 1/2D 5, Max 10, Acc N/A, RoF 1, Shots N/A, and Recoil 1.

This Force ability consists out of two kinds Innate Attacks. One is the advantage (BS page 61) and the other is the skill (BS page 201). The skill is only used to direct the attack and its points must be paid separately.

The damage dice must be declared at which target they were directed. (e.g., A Sith Lord attacking a Jedi and a trooper with Force Lightning must declare before damage dice are rolled how many dice are directed towards the Jedi and how many towards the trooper. For example, if the Sith Lord could do 4d+1, he may decide to damage the Jedi with 3d+1 and the trooper with 1d.

Force Move

Enhanced Move (Costs Fatigue -5%)

Base: Basic Move & Running (HT/Average)

Enhancement: 1 to 4 extra levels of Enhanced Move

Cost: variable

You can draw upon the Force to enhance your top speed. You may only choose ground and/or water but all restriction mentioned in BS page 52 still apply.

Force Pull

Telekinesis (Costs Fatigue -5%)

Base: Fast Draw (DX/Easy)

Enhancement: 1 to 4 extra levels of Telekinesis; 1 to 4 extra levels of Range; unlimited levels of Fast Draw skill.

Costs: variable

This ability lets you quickly pull a small object or weapon from its holster, sheath, or hiding place at a maximum distance of 10 yards. A successful roll means you ready the weapon immediately. If you pull a weapon out of someone's hands, your margin of success must be higher than the target's strength and higher than the target's strength +2 if he holds it with both hands. On a failure, the weapon stays where it is (maybe it trembles a little). You don't need to specialize in an object in order to pull it towards you, however, you must be acquainted with weapons which require some handling in order to activate it. For these weapons, if you don't have the appropriate skill, take an extra turn before you can ready the weapon.

Because the Fast Draw skill is part of a Force ability, the modifier due to Combat Reflexes or Ham-Fisted don't apply.

Force Push

Innate Attack - Crushing (Damage Modifiers - Double Knockback +20%; Jet +0%; Costs Fatigue -5%)

Base: Push (Defaults: None; DX/Hard)

Enhancement: 1 to 4 extra levels Innate Attack - Crushing; unlimited levels of Push skill.

Cost: variable

You are able to direct the Force in a single powerful push resulting in a knockback (BS page 378). This is a ranged attack with 1/2D 5, Max 10, Acc N/A, RoF 1, Shots N/A, and Recoil 1.

The skill Push added with Talent determines whether you hit your targets or not and how hard the Push is. Its points must be paid separately.

Sense

Source: Force

Focus: Future and Bearing

Sense Talent: 5 point per level

Power Modifier: Force, -10%

This advantage grants the character to use the Force in order to Sense the Force and surroundings in the universe. All Force skills of the power Sense become available.

Sense Abilities:

Combat Precognition

Precognition (One Event Only -40%; Costs Fatigue -5%)

Base: IQ

Enhancement: None

Cost: +12pts

You can use Combat Precognition to gain a Force bonus after you fail an attack roll, dodge, parry, or skill roll. If successful, you can check to gain a re-roll to use immediately. Consider that the Force-user had an earlier vision that he or she is now taking advantage of to change the course of events. Though the vision took place earlier, you spend the FP cost when you make the roll.

Farseeing

Precognition (Costs Fatigue -5%; Preparation Required -20%)

Base: IQ

Enhancements: None

Cost: +17pts

You can use the Force to gain vague impressions of events happening in other places or times. These are impressions only and usually focus on strong imagery and emotions.

The past and present can't change, so viewing such events relies on your getting the correct perceptions. The future is fluid, however, always in motion, and therefore subject to change. With the Farseeing ability, you can detect when your friends are in danger, examine significant details of a past event, or determine the probable outcome of a stated course of action.

You must declare what kind of vision you seek to experience - the time, place, and/or person of the vision.

Since the future is mutable, the accuracy of such visions can be far from perfect. The higher the Force Training, the more chance of succeeding you have.

In addition to entering a trance and seeking your own vision, the GM can use this skill to provide clues and visions to progress the campaign. As long as you have at least 1 level in the Sense Talent, the GM can aid your character in this way. Of course, the more levels you have in the ability, the better the quality of the vision.

Force Sight

Detect (Occasional - Force-users, Affects Insubstantial +20%, Costs Fatigue -5%, Vague -50%)

Base: Sense

Enhancement: 1 to 4 levels of Acute Sense - Force

Cost: +6pts

You can detect a Force-user or Force-aura, even when it is shielded from the five human senses. This requires one second of concentration after which the GM will secretly make a Force Sight (sense) roll for you (see Sense Roll, BS page 358). The range modifiers from the Size and Speed/Range Table (BS, page 550) apply, but ignore speed. Add 1 to size if the target used a Force ability during this or last turn. If the target Force-user used the Force Stealth ability, subtract his effective Force Stealth ability from the size (see Force Stealth). You may buy a Special Acute Sense (BS, page 35) to improve the roll thereby increasing your effective range.

On a success you can detect the presence of a Force-user or Force-aura. Direction, Force-power and Force Training are revealed only on a critical success, and you cannot analyze what you detect.

Hyperspace Navigation

Absolute Direction – 3D Spatial Sense (Hyperspace Only)

Base: Piloting and Navigation (Hyperspace)

Enhancement: 1 to 4 levels of Piloting and 2 to 8 levels of Navigation/TL11 (Hyperspace)

Cost: +10pts

You can decrease the inaccuracy or minimum jump distance while attempting a hyperspace jump with a spaceship.

Sense Life

Detect (Very Common – All Life, Costs Fatigue -5%, Vague -50%)

Base: Sense

Enhancement: 1 to 4 levels of Acute Sense – Force

Cost: +11pts

You can detect life forms, even when it is shielded from the five human senses. This requires one second of concentration after which the GM will secretly make a Sense Life (sense) roll for you (see Sense Roll, BS page 358). The range modifiers from the Size and Speed/Range Table (BS, page 550) apply, but ignore speed. Subtract 1 to size if the target has 0 or less HP left or is unconsciousness (2 if both). You may buy a Special Acute Sense (BS, page 35) to improve the roll thereby increasing your effective range.

On a success you can detect the presence of a life form. Direction, and quantity are revealed only on a critical success, and you cannot analyze what you detect.

FORCE-BASED ORGANIZATIONS

"The Force is a river from which many can drink, and the training of the Jedi is not the only cup which can catch it."

Luke Skywalker

The Jedi and the Sith are not the only Force-based traditions in the galaxy. Many others also existed, some with unique philosophies on the Force. About sixty of these organizations existed throughout the Star Wars history. Some of these organizations will give its members certain Advantages and Disadvantages of which some of them are optional.

Jedi

"For over a thousand generations the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the Dark times. Before the Empire."

Obi-Wan Kenobi

The Old Jedi order was an ancient and noble monastic peacekeeping organization unified by its belief and observance of the Force. Throughout the galaxy the Jedi were the most famous of the various organizations that relied on the Force for their power. Wielders of a mystical energy and the vibrant signature lightsaber, the Jedi Knights were revered as august guardians. Ideal brokers of peace, Jedi took swift, decisive action, possessed a calming demeanor, and were equal parts thinker and warrior; they were the epitome of serene power, wisdom, and patience. The Jedi Order, with its long, involved history, saw its members come to be the protectors of the Galactic Republic over the millennia in which that democratic union rose to prominence. The sworn enemy of the Sith, the Jedi Order was virtually destroyed by them during the Great Jedi Purge, but rebuilt as the New Jedi Order during the New Republic era.

Since the beginning and most likely before the Galactic Republic, scientists had been studying the Force and its connection to midichlorians. This research was most notably by the Paladins of the Chatos Academy, The Followers of Palawa and the Order of Dai Nedu, on planets like Ondos and Had Abbadon. The Jedi Order itself, however, began on Tython, where the brightest and best philosophers, priests, and warriors came together long ago to discuss their discoveries involving the enigmatic, mystical positive energy called the Ashla. Those who wanted to use the Bogan, the negative energy of the Force for their personal gain ignited a century long conflict called the Force Wars, from the ashes of

which arose the Jedi Order. Some of these Jedi left Tython to defend the Galaxy, and became known as Jedi Knights.

Initially the Jedi were a contemplative order, but over time they began to take a more direct and active role in galactic affairs. The Jedi followed the "light" side of the Force, using their power for unselfish and beneficial acts. In the ensuing millennia, the history of the Jedi was intertwined with both the Republic they served and the Sith they fought.

The order suffered many Schisms—the first was the Great Schism, which produced Xendor's Legions of Lettow, but the most consequential was the subsequent Hundred-Year Darkness in 7,003 BBY, where the Dark Jedi, once again defeated, were banished from known space.

They arrived on Korriban, the home of the Sith people, a primitive but Force-sensitive species. The Dark Jedi impressed the Sith with displays of Force power, and became the rulers of the planet and formed the Sith Empire. Over time, the Dark Jedi intermarried with the Sith, and the two identities merged. The term 'Sith' would later come to refer not only to the Sith species but also to the Dark Jedi who followed the codes of these ancient Jedi.

In 5,000 BBY the Jedi and the Sith Empire clashed in the Great Hyperspace War. The Sith were defeated, but would return to haunt the Jedi in the Old Sith Wars and the New Sith Wars.

Sometime over the next one thousand years, the Republic granted the Jedi land over a Force nexus: a sacred mountain on Coruscant. The Jedi eventually centralized themselves here, founding the Jedi Temple in 4,019 BBY, which would stand for four thousand years.

Between the end of the Great Sith War in 3,996 BBY and the beginning of the Mandalorian Wars in 3,965 BBY, some Jedi traditions and organizational structures seem to have changed quite radically. Jedi of the period prior to the Great Sith War were openly allowed to marry and raise families. Each Jedi apprentice would be trained at a local Praxeum run by individual Jedi Masters, each of whom had a number of students. Governance of the Jedi Order was handled by a large-scale temporary gathering called a Jedi Convocation or Jedi Assembly.

After the Great Sith War, the Jedi seem to have adopted a stricter monastic code, forbidding marriage and other family attachments. The looser Jedi Convocation gave way to a permanent Jedi Council on Coruscant, made up of 12 respected Jedi Masters. Regional enclave councils, such as the one on Dantooine, handled day-to-

day issues in more remote areas, and ultimately answered to the Jedi High Council on Coruscant. This is the earliest point at which the term Padawan is verified as having been in wide use, and more individualized one-on-one relationships between Masters and Padawans replaced the larger classes of the Praxeum system. It is also possible that this was the point at which the revised version of the Jedi Code as established by Master Odan-Urr began to be accepted as the canonical version.

Becoming a Jedi required the most profound commitment and astute mind. The life of a Jedi was one of sacrifice. To hinder transgression, those who showed an aptitude for the Force were taken directly from birth (or soon afterward) to train in the Jedi Temple headquarters on Coruscant. From the beginning of their training a Jedi was expected to adhere to a strict Code that included concepts such as rational thought, patience, and benevolence. Emotions such as hate, anger, and fear were thought to be destructive and lead to the dark side, so such things were banned from Jedi practice.

The templates below should be applied onto your character in the same way as a racial template.

Jedi Order Template

Some (Dis)Advantages are era dependent and some are Rank dependent.

Prerequisites:

Being a member of the Jedi Order; Force Sensitive

Advantages:

Independent Income+1 [+1pt]: From 3,996 BBY until 19 BBY; 25 ABY to now; Legal Immunity (Galactic Republic, Padawan Novice) [+5pts]: Not from 19 BBY to 25 ABY or Legal Immunity (Galactic Republic, Padawan Trainee) [+10pts]: Not from 19 BBY to 25 ABY or Legal Immunity (Galactic Republic, Padawan Adept) [+15pts]: Not from 19 BBY to 25 ABY or Legal Immunity (Galactic Republic, Diplomatic, Knight or higher,) [+20pts]: Not from 19 BBY to 11 ABY; Patrons (The Jedi Order) [+20pts]: Not from 19 BBY to 25 ABY; Rank (Jedi) [+5pts/level]; Signature Gear (Lightsaber) [+1pts/50% of Average Campaign Starting Wealth]: Must have a self-made lightsaber to become a Knight; Trained By A Master (Adept or higher) [+30pts]

Optional Advantages:

Patrons (Your Master) [+10pts]

Disadvantages:

Code of Honor (Jedi) [-15pts]; Disciplines of Faith (Jedi) [-10pts]; Duty (Jedi, Almost all the Time, Extremely Hazardous) [-20pts]; Selfless [-5pts]; Wealth (Poor); 3,996 BBY – 19 BBY [-15pts]: from 3,996 to 19 and 25 ABY to now.

Optional Disadvantages:

Dependent (Any Knight or Master may have a pupil, no more than 50%) [-5pts]; Enemies (Sith during the Old Republic era, Quite Rarely, x½) [-10pts] or (Sith during the Fall of the Republic era, Unknown, Watching, x¼, Quite Rarely, x½) [-3pts] or (Sith during The Rise of the Empire era, Unknown, Hunter, Fairly Often) [-25pts] or Enemies (Sith during the Rebel Alliance era, Hunter, Fairly Often) [-40pts]

Author's Note:

The optional disadvantages are entirely up to then GM. He may disallow having pupils or even may saddle you up with a pupil.

Sith Enemies may be disallowed by the GM entirely if he wishes so. He may instead incorporate these into his scenario instead of random rolling the appearance of a Sith encounter. If Sith enemies are allowed, remember that after Darth Bane, the Sith waited patiently and did not actively intervene with Jedi business. Instead they waited, observed, trained and planned until the time was ripe for a powerful Sith to overthrow the Jedi.

Sith

"Two there should be; no more, no less. One to embody power, the other to crave it."

Darth Bane

The Sith Order under Darth Bane was created as a result of the devastating Seventh Battle of Ruusan, which saw the annihilation of the previous Sith Order. Bane's Sith Order, known formally as the Order of the Sith Lords, was founded upon the principles of the Rule of Two, utilizing stealth tactics and treachery to achieve their means. It would be this Sith Order, and its principles, that would finally triumph over the Jedi and the Galactic Republic nearly 1,000 years later.

Order of the Sith Lords Template

There are two distinctive templates. One for being the pupil and one for being the master.

Advantages (Pupil):

Alternate Identity (Legal) [+5pts]; Patrons (Your Master) [+10pts]; Rank (Sith Apprentice or Darth) [+5 or +10pts]; Signature Gear (Red Lightsaber) [+1pts/50% of Average Campaign Starting Wealth]: Must have a self-made red lightsaber to become a Darth

Disadvantages (Apprentice):

Code of Honor (Sith Rule of Two) [-5pts]

Optional Disadvantages:

Dependent (A Sith may have a pupil) [-1 to -15pts] and Enemies (Another Sith, Hunter, Fairly often) [-20pts] or Secret (Possible Death) [-30pts]

Advantages (Master):

Alternate Identity (Legal) [+5pts]; Rank (Sith Master) [+15pts]; Signature Gear (Lightsaber) [+1pts/50% of Average Campaign Starting Wealth]

Disadvantages (Master):

Code of Honor (Sith Rule of Two) [-5pts]; Dependent (A Master must have a pupil) [-1 to -15pts]; Enemies (Your pupil, Watching, x¼, All the time, x3) [-15pts]

Author's Note:

If you acquire an apprentice while there were still two Sith alive, the Dependent becomes a Secret. If the Secret is revealed, and thus lose the disadvantage Secret, you will also gain the disadvantage of Enemies. If your Dependent's total Force Talents are higher than yours, it will be you who is hunted down. If your total Force Talents are higher than your apprentice's, it will be the apprentice who will be killed. If your apprentice's Force Talents are higher than that of the other Sith, you may decide to hunt him down (but it will still become your enemy).

Because treachery is one of the aspects of the Dark Side, it is quite possible to have a Patron or Dependent who is at the same time your enemy.

LIGHTSABERS



The Way of the Blade

*The crystal is the heart of the blade.
The heart is the crystal of the Jedi.
The Jedi is the crystal of the Force.
The Force is the blade of the heart.*

*All are intertwined,
the crystal, the blade, the Jedi.
You are one.*

Introduction

Having a Jedi character in the party can be a great asset to any group of adventurers. Especially in combat, the amazing skill with which one can wield a lightsaber.

Lightsabers are rare and highly prized weapons of Force users such as Jedi Knights and Sith Lords. Lightsabers are small, hand-held weapons that project an energy blade capable of cutting through the densest of materials. Each weapon was custom-made by a Jedi and no two are alike. Because the energy blade produces no resistance and has virtually no weight, it is very dangerous for beginners to use, and those without any formal training are as dangerous to themselves as to their opponents. In the hands of a Jedi Knight, these weapons are truly formidable, capable of deflecting blaster bolts in addition to their formidable melee combat capabilities. The weapons are extremely rare artifacts, they are very rarely found for sale and possession of a lightsaber was highly illegal during the Galactic Imperial reign.

Lightsaber Technology

The technology of lightsabers is even older than the order of the Jedi Knights themselves, and the Jedi, as is well known, has served as the guardians of peace and justice throughout the galaxy for over 25,000 years. However, the Jedi Great Library on Coruscant contains information about the first energy blade build in 15,500 BBY. In 9,990 BBY these energy blades have slowly been improved into the lightsaber we know today. Although the exact details of lightsaber operation remain shrouded in mystery for the non-Force users, the general technology is known. All the controls and components fit into a compact handle. When the Jedi activates the lightsaber, a tremendous charge of pure energy flows from the Diatium power cell. A series of multi-faceted gems focus the energy into a tight parallel beam. Each saber beam has a unique frequency which determines the "feel" of the blade, how it handles when cutting something or when coming in contact with another energy field or another saber. The frequency of each saber blade can be calculated from its color and pitch it generates. Lightsabers use between one and three gems to give their beam a specific frequency

Sabers with a single gem have a fixed amplitude, which does not allow the blade to be altered in length. Other sabers with multiple gems can alter their amplitude, and thus the blade length by rotating or varying the separation between the gems. The best

sabers use natural gems, but evidently, the Sith can forge synthetic gems with a small furnace and a few base elements.

The beam emits from a positively charged continuous energy lens at the center of the handle. The beam then arcs circumferentially back to a negatively charged high-energy flux aperture, usually set in a disk that also serves as a hand guard. The power amplitude determines the point that forms a blade of amazing strength.

A superconductor transfers the power from the flux aperture to the power cell. Almost no energy is lost in the process, the beam does not even radiate noticeable heat, though it does fluoresce and hum. The saber loses power only when it cuts through something, but not when contacting another blade; no lightsaber can cut another's beam.

Controls at the hilts of the saber adjust the power cell capacity and allow periodic recharging. Though exact duration figures are not known, it is clear that Jedi can use their sabers for years at a time before recharging becomes necessary. For gaming purposes, the durability of the Diatium power cell is set at 3000 hits divided by the number of crystals set in the handle (the more powerful the blade, the more energy it drains when cutting something).

Saber Construction

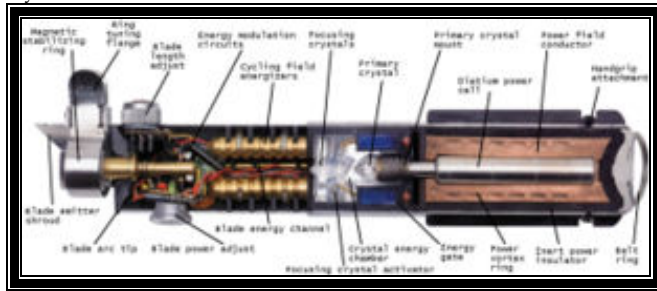
One of the Rites of Passage for a Jedi is for him to construct a lightsaber. The lightsaber acts as a focusing device, allowing the Jedi to reach a state of attunement with the Force which enhances his combat capabilities.

Jedi Padawans spend a great deal of time and effort constructing lightsabers, an elegant weapon of ancient technologies. The blade helps the Jedi focus, attuning him to the Force so that it more easily flows through him. It is used for combat only when other methods of conflict resolution have ended in failure.

Most Jedi build several lightsabers over a lifetime, each saber more powerful and well-balanced than the last. These improvements reflect the Jedi's increasing prowess in his use and understanding of the Force. The loss of a lightsaber can so demoralize a Jedi that he momentarily stumbles in his ability to access the Force (losing -2 in Force Powers until he constructs a new blade).

Mandatory Components

A lightsaber must have the following parts: a Diatium power cell, a handgrip, an activation plate, a safety, an emitter matrix, a recharge socket, a lens assembly, a power conduit, and a focusing crystal.



Diatium Power Cell

Cost: 72,000
 Space: 1
 Weight: 0.1 lbs.
 Effect: 3000 hits/ number of crystals
 Description: Diatium power cells can only be found in lightsabers. They produce a very high output of energy and are the only type of power cells which are strong enough to power a lightsaber. Diatium power cells are cosmic C-cells.

Handgrip

Cost: See table
 Description: The handgrip is the hull of the lightsaber made of steel. The handgrip does not need to be a fine piece of manufacturing. For example: in "I Jedi" by Michael Stackpole, Coran Horn constructs a lightsaber from the handlebar on an old swoop. The Jedi of the Old Republic, however, construct much more aesthetically pleasing and complex, saber handles.

Material	Cost (7)	Weight (lbs.)	Break
Bronze	10	0.20	+2
Iron	20	0.15	+1
Steel	100	0.10	-
Composite Steel	140	0.15	-1
Plastoid	200	0.05	+1
Durasteel	800	0.05	-2

The next thing which modifies the cost and weight of the handgrip is the length.

Length (inches)	Cost Modifier	Weight Modifier	Space (Units)
8	80%	80%	7
9	90%	90%	8
10	100%	100%	9
11	110%	110%	10
12	120%	120%	11
13	130%	130%	12
14	140%	140%	13
15	150%	150%	14
16	160%	160%	15
17	170%	170%	16
18	180%	180%	17
19	190%	190%	18
20	200%	200%	19

Activation Plate

Cost: See table
 Space: 0.5
 Weight: 0.1 lbs.
 Effect: See table
 Description: An activation switch to turn the lightsaber on/off is connected to an electronic device within the lightsaber. There are different types of switches. A double-bladed lightsaber may have two activation plates though this is not necessary.

Type	Effect	Construction Skill Penalty	Cost (7)
Standard	One click activates, one click deactivates	0	10
Double Off-click	One click activates, double click deactivates; this is so that the lightsaber does not accidentally shut off during combat.	-1	12
Lock-on	The lightsaber's on/off switch can be locked into the "on" position and can't be turned off with one click.	-2	15
Force Activated	The wielder must use the Force within the handle to turn the	-3	5

	lightsaber on/off.		
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Safety

Cost: 710
 Space: 0.5
 Weight: 0.1 lbs.
 Description: The safety switch prevents accidentally activation of the lightsaber when not in use.

Emitter Matrix

Cost: 7500
 Space: 1
 Weight: 0.1 lbs.
 Description: The emitter matrix produces a positively charged energy towards the lens assembly. One emitter matrix is needed for each blade. The outer hull of the emitter matrix is made of a super conductor which enables the negatively charged energy which returns from the flux aperture to go back to the power cell with no energy loss.

Recharge Socket

Cost: 750
 Space: 1
 Description: A recharge socket enables the lightsaber's power cell to be recharged on a power socket. It takes 50 minutes to fully recharge a Diatium power cell.

Lens Assembly

Cost: 7500
 Space: 1
 Description: The lens assembly focuses the positively charged energy into a parallel beam. The lens assembly is tightly packed into a high-energy flux aperture.

Power Conduit

Cost: 7100
 Space: 1
 Description: The power conduit transfers the energy from the power cell towards the emitter matrix, from the flux aperture to the super conductor and from the super conductor back to the power cell.

Force Crystals

The type of crystal used to focus the energy from the power cell determines the harmonic resonance and lethality of the weapon. Jedi Knights use Adegan crystals almost exclusively, as they have done for millennia. Sith Lords use synthetic crystals. All crystals use up 1 space and weigh around 0.1 lbs. The following crystals (listed in alphabetical order) can be used in lightsaber construction:

Adegan

Cost: 74,000
 Rarity: Very Common
 Effect: Damage 8d(5) burn; Force Powers+1
 Description: A faceted crystal mined in the mountains of Dantooine is used in the construction of a lightsaber. It glows faintly with an inner blue, green, orange, violet, white or yellow light. Lightsabers can only contain one Adegan crystal per blade. Trying to power a blade with two Adegan crystals, results in an explosion (1d cr burn ex) upon activating the lightsaber. A double-bladed lightsaber may have two Adegan crystals (one for each blade) but this is not necessary.

Adegan (Synthetic)

Cost: 74,000
 Rarity: Very Common
 Effect: Damage 8d+3(5) burn
 Description: A red crystal manufactured mostly by Sith followers. It glows faintly with an inner red light. Lightsabers can only contain one Adegan crystal per blade. Trying to power a

blade with two Adegan crystals, results in an explosion (1d cr burn ex) upon activating the lightsaber. A double-bladed lightsaber may have two Adegan crystals (one for each blade) but this is not necessary.

Ankarres Sapphire

Cost: 7160,000
Rarity: Unique
Effect: ST+2; DX+1: Rapid Healing
Description: The crystal may have been found by the Jedi Exile at some point in 3,951 BBY. It was also held on board Kuari Princess by Dom Pricina until stolen by 4-Lom sometime before the Battle of Yavin.

Barab Ore Ingot

Cost: 72,000
Rarity: Common
Effect: Damage+1d rad
Description: Barab ore was a resource to Barab I. It actually lay on the planet's surface, meaning it was exposed to high doses of radiation and torrential downpours daily. This ore could be found in concentrated ingots that actually stored and magnified radiation.

Bondar

Cost: 7500
Rarity: Very Common
Effect: Stun (HT+1)
Description: This crystal was mined on a far-orbit asteroid circling the Alderaan system. It produces a volatile lightsaber beam that pulses on contact, discharging part of its energy into an opponent. Trainings lightsaber are known to have only a Bondar crystal in it without any other.

Corusca Gem

Cost: 79,000
Rarity: Ultra Rare
Effect: Damage+1d; +1 step Armor Divisor; Break+2
Description: Corusca Gems were extremely rare and valuable crystals. They were produced by a combination of the extreme pressures present in the atmosphere of Yavin, pressures great enough to crush elements together, and the scraping of the liquefied air of the planet against its metallic core. They could be found in no other place in the galaxy, and their vibrancy resulted in the namesake of the galactic capital: Coruscant.

Despite their well known strength, Corusca Gems had shatterpoints, miniscule points where multiple edges and facets would come together, forming an extremely weak spot.

Damind

Cost: 73,000
Rarity: Uncommon
Effect: To Hit+3
Description: Found on the desert world Daminia, this crystal can be used in lightsaber construction to produce a clearly defined beam of subtly wider width and length.

Danite

Cost: 71,000
Rarity: Uncommon
Effect: Force Power – Sense+1
Description: Mined on Dantooine, this crystal is a focusing point for all Force users.

Dragite

Cost: 76,000
Rarity: Uncommon
Effect: HT+1; Affliction Sonic
Description: Dragite crystals were found on M'haeli, in the D'olop Mountain Range. The beam they created resonated loudly when it struck, inflicting a minor amount of damage.

Eralam

Cost: 720,000
Rarity: Very rare
Effect: To Hit+2; Damage+2
Description: Once mined on the third moon of Erai, ancient Sith bombardment shattered much that remained. If they can be found, these crystals produce a clear, superior lightsaber beam.

Firkran

Cost: 73,000
Rarity: Uncommon
Effect: To Hit+2; Surge
Description: This heavy crystal is collected by the natives of Rafa V. If used in lightsaber construction it produces an electrically charged beam that is devastating to droids.

Hurrikaine

Cost: 710,000
Rarity: Ultra Rare
Effect: Opponent's Parry/Block -3
Description: Found on the planet Hurikane. Lightsabers including this crystal are very good at penetrating defenses.

Jenruax

Cost: 78,000
Rarity: Rare
Effect: Enhanced Parry+1; Damage+2
Description: The refined form of Opila. This crystal has been cleansed of all impurities. When used in lightsaber construction it produces a blade of unerring quickness.

Kaiburr or Kiber

Cost: 7310,000
Rarity: Ultra Rare
Effect: Damage+3d; Force Powers+3; Very Rapid Healing
Description: This crimson colored crystal was found on the planet Mimban. Local legend said that this crystal had the ability to enhance the Force Powers a thousandfold.

Kasha

Cost: 71,500
Rarity: Common
Effect: To Hit+1; Will+2
Description: The Kasha was a crystal traditionally used by the Cereans as a meditation tool. Patterns were scribed on each face of the crystal to harness its full energy potential, possibly created by Bi-Dar Tyunda thousands of years before. When used as a lightsaber crystal, it helped clear the wielder's mind of distractions, even during tense combat.

Krathracithe

Cost: 730,000
Rarity: Ultra Rare
Effect: Force Abilities – Dark Side+2; Dark Side only
Description: Found on the home world of the Krath, this crystal is a focusing point for Dark Side Force users. Only strong willed Jedi may be able to use a Krathracithe crystal in its lightsaber without being seduced to the Dark Side of the Force. Jedi Masters tend to keep these crystals out of any Padawan's reach

Kontarite

Cost: 720,000
Rarity: Ultra Rare
Effect: Silence+1
Description: Some Jedi Holocrons from the days of the Sith War indicate that certain Sith warriors had perfected the art of effectively silencing a lightsaber blade by adding a Kontarite Force crystal to reduce noise. Some lightsabers have been reduced to a nearly noiseless blade, making only the faintest whisper of noise when activated. After the Sith Wars these crystals have not been

encountered again. Normally a lightsaber gives you a penalty of 5 towards Stealth. This crystal negates a penalty of 2 towards Stealth versus listening devices, blind creatures, and other who rely on hearing to find you.

Krayt Dragon Pearl

Cost: 7110,000
Rarity: Ultra Rare
Effect: To Hit+3; Damage+2d
Description: Taken from the gullet of a Krayt Dragon, this crystalline “pearl” appears to have refractory qualities that might allow it to function as a lightsaber crystal once properly adapted.

Lorrdian Gemstone

Cost: 78,000
Rarity: Rare
Effect: Parry Beam Weapons+3; Enhanced Parry+1
Description: Lorrdian gemstones originated during the Kanz Disorders, when the enslaved Lorrdians were forced to develop kinetic communication to communicate with another. This gave the Lorrdians the ability to better predict the action of others, including their Argazdan overlords, by careful observation of subtle changes in body language.

A few Force-Sensitive Lorrdians imbued certain gemstones with similar abilities. When these gems were installed in a lightsaber, the user was better able to read the action of their opponents. This enhanced the wielder’s overall defenses and ability to deflect blaster bolts.

Luxum

Cost: 78,000
Rarity: Rare
Effect: To Hit+2; Damage+1d vs. Droids; Surge
Description: Ambria was a world in the grip of the dark side. Through years of mental battle, strange Jedi Master Thon contained the evil to Lake Natth. Long meditation can form this powerful crystal from the tainted water.

Mephite

Cost: 71,000
Rarity: Uncommon
Effect: Force Powers – Alter+1
Description: Found in the deep seas of Mana’an, these crystals produce a fluctuating pulse through the beam.

Nextor

Cost: 72,000
Rarity: Uncommon
Effect: To Hit+1; +1 step Armor Divisor
Description: This crystal is mined in the mountains of M’haeli, and when used in lightsaber construction it produces a volatile blade that can cause surprising amounts of damage. Armor Divisor steps are in order: 1 (no divisor), 2, 3, 4, 5, 10, 100, and “ignores armor”

Obsidia

Cost: 725,000
Rarity: Very Rare
Effect: Damage+3; Damage+1d vs. Light Side; Dark Side only
Description: This dark crystal is found on the homeworld of the Sith, Korriban. It produces an intense and volatile beam which sears on contact. Within some Dark Lord’s tomb, such crystals may be found, but not without any danger.

Opila

Cost: 75,000
Rarity: Uncommon
Effect: Damage+3; Damage+2d on Critical Success
Description: Found in the asteroid fields of the Fyrth system, this crystal can be used in lightsaber construction to

produce an intense beam that seems extraordinarily quick to the cut.

Phond

Cost: 72,000
Rarity: Common
Effect: Damage+1d
Description: The strange byproduct of rare impurities bonding during the making of certain alloys and some random external condition, this crystal produces a fiercely burning lightsaber beam.

Pontite

Cost: 71,000
Rarity: Uncommon
Effect: Force Power – Control+1
Description: This crystal clearly marks the edges of the beam. These types of crystals are mostly found on rogue planets.

Qixoni

Cost: 790,000
Rarity: Ultra Rare
Effect: Damage +5; Energy Reserves – Force+5; Dark Side only
Description: These powerful gems were formed when a certain planet was consumed by its stars supernova. The power of a Qixoni crystal could only be harnessed by one with great strength in the Dark Side of the Force.

Relacite

Cost: 712,000
Rarity: Rare
Effect: Force Powers+2
Description: Refined from the magma of Mustafar. This is the top line of focusing crystals.

Rubat

Cost: 72,000
Rarity: Uncommon
Effect: To Hit+1; Damage+1
Description: Used in lightsaber construction. Rubat crystal is mined Phemis. It produces a clearly defined blade which the Jedi can easily focus on.

Ruusan

Cost: 73,000
Rarity: Common
Effect: Will+1; Charisma
Description: Ruusan crystals come from the Mid Rim planet of the same name. While not directly affecting a lightsaber’s effectiveness, they aided a Jedi in focusing the Force.

Saphit

Cost: 750,000
Rarity: Ultra Rare
Effect: To Hit+3; Damage+2
Description: This crystallized material was excreted once every 11 years by the ancient Volice worm of Lwhekk, now extinct. It produces a more intense lightsaber beam, granting better control.

Sigil

Cost: 718,000
Rarity: Rare
Effect: To Hit+1; Damage+2d
Description: Mined in the Sigil system, this crystal is a costly but valuable addition to a lightsaber. It produces a fiercely bright beam that sears on contact, inflicting great damage.

Solari

Cost: 770,000

Rarity: Ultra Rare
 Effect: To Hit+3; Damage+3; Damage+1d vs. Dark Side
 Description: There are many famous lightsaber crystals spoken of in the history of the Jedi Order, though none is as powerful as the legendary Solari Crystal. An artifact of true light side power, only those Jedi who are pure in spirit can wield a lightsaber equipped with this gleaming white gem. When the great Jedi Master Ood Bnar initiated his life-cycle change after a thousand years of serving the Order, he bequeathed the Solari Crystal to his most promising student, a young female Jedi named Shaela Nuur. When Shaela disappeared shortly after the time of the Great Hunt, the Solari Crystal vanished with her.

Stygium

Cost: 712,000
 Rarity: Rare
 Effect: To Hit+1; DX+1; Stealth Skill+4
 Description: In its pure, crystal form it was known to be suitable for use as a lightsaber crystal. It was known that when refined Stygium was mounted on a personalized lightsaber and wielded by a Force-Sensitive, the natural cloaking attributes of the crystal would augment the power of a stealth-minded Jedi in remaining unseen.

Ultima-Pearl

Cost: 76,000
 Rarity: Uncommon
 Effect: To Hit+3; Damage+2; Damage+1d on Critical Success; Armory (Lightsaber-2)
 Description: Ultima-Pearls were uncommon, silvery, lustrous, spherical pearls found on Dac. They were used as lightsaber crystal, and were extremely potent in modifying the damage dealt by a lightsaber. Yet, for all its benefits, it required considerable skill to properly install an Ultima-Pearl.

Upari

Cost: 77,000
 Rarity: Uncommon
 Effect: To Hit+3; Damage+1d
 Description: Strangely, this crystal is usually encountered scattered in the orbit of primarily forest worlds. It is brittle but versatile, and a Master Jedi can get it to produce many effects.

The process of creating a lightsaber varies depending on who the craftsman is, with each artisan giving the saber his own personal style. Most Jedi use Adegan crystals, usually flawless. Taking these naturally-occurring crystals, they build the lightsaber to their own personal tastes, in perfect harmony with nature through the crystal. The Sith, however, use a special furnace to artificially craft crystals in an intense heat, using the Dark Side of the Force to shape the crystals' growth so that when its time to remove it from the furnace it is already shaped to perfectly suit the Sith Lord's needs. Regardless of whether or not natural crystals or synthetic crystals are used, the process of creating a lightsaber is one of the most essential lessons the Jedi (and Sith) teach their students.

Velmorite

Cost: 74,000
 Rarity: Rare
 Effect: DX+1; +1 step Armor Divisor
 Description: Velmorite was a crystal found on the planet Velmor. This crystal created a fine thin blade for wielding.

Optional Components

These components are not necessary for a lightsaber to function but the greatly enhance the ease of use.

Belt Ring

Cost: 710
 Space: 0
 Weight: 0.05 lbs.

Effect: enables Fast Draw - Lightsaber
 Description: A belt ring is accompanied by a hook or d-ring attached to the lightsaber. You can easily put the lightsaber in the belt ring when not in use while it keeps nearby. Mostly the belt rings are attached to the wielders belt. A belt ring enables the wielder to use his Fast Draw skill.

Cell Recognizer

Cost: 71,150
 Space: 1
 Weight: 0.1 lbs.
 Effect: Prevents unauthorized activation
 Description: This device is used to modify a lightsaber such that it will not function for anyone except certain people. A small sensor array (7800) and recognition chip (7350) are installed in the handle of the lightsaber, which reads the cell patterns of whoever is holding the weapon. If the cell patterns do not match that of designated "safe" users, the weapon's power cells shut down, and any failsafe devices are activated. Failsafe devices can range from electrocution to a loud warble to a quiet beacon which alerts the owner via comlinks that the weapon is in the hands of an unauthorized bearer.

Length Adjuster

Cost: 7100
 Space: 1
 Weight: 0.1 lbs
 Effect: Adjust blade length
 Description: A length adjuster enables the wielder to switch between variations of different lengths for the blade. The lightsaber must have more than one Force crystal for that particular blade installed. The blade can be lengthened or shortened effectively changing a lightsaber into a short bladed lightsaber and vice versa. Other lengths are pure cinematic and have no game statistics though the weight, space and cost should still be applied.

Pressure-Grip

Cost: 7600
 Space: 0.5
 Weight: 0.05 lbs
 Effect:
 Description: This adapter for the handle of a lightsaber allows for what is, in essence, a "deadman" switch on a lightsaber. The lightsaber activates and deactivates as normal, but automatically deactivates should the pressure on the handle be removed. This is also good when combined with the Lock-on switch mentioned above. A pressure grip also prevents the user from throwing the lightsaber when activated.

Call Beacon

Cost: 71,000
 Space: 1
 Weight: 0.1 lbs
 Effect: Call slave circuit
 Description: This device will summon a ship with a slave circuit like a regular call beacon, only the button is embedded in the handle of the lightsaber.

Concealed Compartment

Cost: 7100
 Space: 1
 Weight: 0
 Effect: Payload 0.1 lbs per space used.
 Description: A Jedi may create a hidden compartment in his lightsaber which can only be accessed if you know what to look for. The margin of success while constructing the concealed compartment is the penalty towards searching for it.

Water-Proof Casing

Cost: 7200
 Space: 0
 Weight: 0.1 lbs.

Effect: Sealed against water
 Description: When constructing a lightsaber, some Jedi (particularly those at home in a moist environment, like Mon Calamari) add a secondary water-proof casing to the handles of their lightsabers in order to protect the power cell inside. While still not reliable in functioning underwater, this will allow a lightsaber to be carried normally on aquatic journeys, without the necessity of removing the power cell. A water-proof must be crafted at the same time as the lightsaber itself to fit properly over the handgrip.

Trapped Handle

Cost: 7500
 Space: 1
 Weight: 0.1 lbs
 Effect: Trap causing 1d damage
 Description: Typically reserved for Dark Jedi, some lightsabers have special traps in their handles to prevent unauthorized use. The handle may have spikes (1d impaling damage) or blades (1d cutting damage) which burst forth from the handle and damage the user, or electrocute the user instead (1d burn). Whatever the trap, they are triggered typically through incorrect cell recognition (see Cell Recognizer above), or by a dummy activation switch which trigger the trap.

Creating the Lightsaber

The steps given below are intended for newly created basic lightsabers only whether it is a short-bladed lightsaber, double-bladed lightsaber, or a normal lightsaber. Extra gadgets and functions are explained in Modifying the Lightsaber.

Step 1

Require the following items: special welding tools (750); gem-cutting tools (71,200); special tool kit (71,200). These tools may be available at any specialized shop in any TL11 or higher worlds. Alternatively, a Master may lend his tools to his student for the creation of his first lightsaber.

Step 2

Gather all components needed to construct your lightsaber. The majority of the parts that are found in a lightsaber are pretty common, the major exception being the crystal and the Diatium power cell, and can be purchased in most major towns or starports. A basic short lightsaber costs 7250 to build. By selecting all components and adding the space required by these components enables you to select the right size of handgrip. If you plan to modify the lightsaber later on by adding extra functions, keep in mind you pick a handgrip with enough space.

Step 3

Create a design for your lightsaber. Make a blueprint design using your Engineer (Lightsaber) skill. This skill roll determines the quality of the lightsaber. Consult the following table for the result:

Result	Quality	Break	Effect	Value
Critical Failure	Cheap	+2	-1 Acc	20%
Failure	Normal	-	-	30%
Success (margin 0)	Good	-	-	40%
Success	Fine	-1	+1 burn	100%
Critical Success	Very Fine	-2	+2 burn	400%

Step 4

Assemble the handgrip with all its components (power cell, recharge socket, safety, emitter matrix, power conduit and activation plate. This requires an Armory (Lightsaber) skill roll and takes about one day's precision work. A failure means one of the items is broken and should be repaired (increase of cost by 10%). A critical failure means an item is broken beyond repair. To determine which item is affected roll on the following table:

D6 roll	Component
1	Diatium Power Cell
2	Emitter Matrix
3	Power Conduit
4	Recharge Socket
5	Activation Plate
6	Safety

If you use an activation plate other than standard, apply the appropriate penalty.

If a water-proof casing is applied over the handgrip, add another penalty of 1 to the skill roll.

Step 5

Assemble the lens assembly with all its components. This requires an Armory (Lightsaber) roll and takes about one day's precision work. Failure means one of the lenses is damaged and should be repaired (increase cost by 10%). The lens assembly must be replaced if a critical failure is rolled.

Step 6

The focusing crystal must be chipped to your liking. A Jeweler/TL^ must be rolled. This phase of lightsaber construction can be very costly if you don't know how to chip a crystal correctly. The slightest failure renders the crystal unusable and a new crystal must be obtained. Most remarkable students are gifted an Adegan crystal by their Master which is already chipped.

Synthetic Adegan crystals are grown to perfection and need not to be chipped.

Step 7

When the crystal is perfectly chipped it should be imbued with the Force. The time required to perform this depends on the number of Force Talents and the listed costs of the Force crystal for each aspect (round up). An Adegan crystal cost 74,000. If the creator has 4 Alter Talents, 6 Control Talents and 7 Sense Talents it would take him 1000 hours + 667 hours + 572 hours = 2239 hours or 94 days.

While imbuing a Focusing crystal with the Force you are in complete meditation. Roll for each aspect: Living Force (Will + total number of Control Talents); Physical Force (Will + total number of Alter Talents); Unifying Force (Will + total number of Sense Talents). Failure of one of these rolls means you have to start all over again with the meditation.

Step 8

At the final stage you have three components. These three components must be assembled to acquire one piece. Make an Armory (Lightsaber) roll. A failure means the lightsaber does not work properly and must be repaired (cost +1%). A critical failure indicates the lightsaber explodes upon assembly (1d cr burn ex).

When the lightsaber's construction has been completed, plug it in a power connector that will be used to charge the Diatium power cell for the first time.



Modifying the Lightsaber

There are several ways to modify a lightsaber. You can add extra functions or gadgets to it or you can try to join two lightsabers together. Modifying a lightsaber takes a day's precision work.

Adding Optional Components & Crystals

Each optional component requires an Engineer (Lightsaber) skill roll. For each modification a penalty of 1 is added to your skill (e.g., the first modification has a -1, the second modification a -2,

etc.). A failure means the part has been damaged and must be repaired (cost +10% of that part). A critical failure means the part has been broken beyond repair and should be replaced with a new one.

Each additional crystal should be chipped first (see Step 6 above) and be imbued with the Force (see Step 7 above). Adding the first additional crystal gives a penalty of 2 to your Engineer (Lightsaber) skill. The second additional crystal gives a penalty of 3.

The tools needed to modify a lightsaber are the same as for creating a new one with the exception of the gem-cutting tools. These tools are only needed if you add or replace a crystal with a new uncut one.

GM's may create new crystals. The cost of these crystals can be calculated as follows:

Effect	Cost (₳)	Rarity	Cost Multiplier
Damage +1d	4,000	Very Common	/10
Damage +1	1,000	Common	/2
Damage effect	1,000	Uncommon	x1
Attribute +1	1,000	Rare	x2
Limitation/enhancement	1,000	Very Rare	x5
Attack +1	1,000	Ultra Rare	x10
+1 Parry	1,000	Unique	x20
Advantage/Disadvantage	5,000		

Joining Sabers

Two (short-bladed) lightsabers may be joined together at the base of each saber to create a double-bladed lightsaber. In order to accomplish this you must have the following items: a magna lock for each saber (₳200 each), a release switch (₳50), and a power connector (₳150). The tools you need are the same as for adding new functions to the lightsaber (see above). Once obtained these items, a Jedi may attempt, with a penalty of 4 to the Engineer (Lightsaber) skill. Failure to make this roll results in one of the sabers being damaged (cost 10% of that particular lightsaber). A critical failure results in an exploding lightsaber (1d cr burn ex). If the roll is a success, they are joined by a powerful electromagnetic field which can only be unlocked by hitting the release switch.

7. COMBAT

8. GAMEMASTER'S SECTION

9. EQUIPMENT

WEAPONS

Weapon Statistics

Weapon tables provide the items of information explained below. A given column will only appear on a table if it is germane to the weapons on that table. In all cases, “-” means the statistic does not apply, “var.” means the value varies, and “spec.” means to see the relevant weapon skill in BS Chapter 4 or applicable section for special rules.

Although these rules have not been modified, they are described here so you don’t have to swap books when going through the weapon tables.

TL (Tech Level)

The tech level at which the weapon first becomes widespread. You may only buy weapons of your campaign’s TL or less, unless you have the High TL trait (BS page 23).

Weapon

The general class of weapon in question: e.g., “vibro-dagger” or “Bowcaster”. Each entry represents a wide range of individual types.

Damage

For muscle-powered melee and missile weapons, such as swords and bows, damage is ST-based and expressed as a modifier to the wielder’s basic thrusting (thr) or swinging (sw) damage, as given on the Damage Table (BS page 16). For example, a spear does “thr+2”, so if you have ST 11, which gives a basic thrusting damage of 1d-1, you inflict 1d+1 damage with a spear: note that swung weapons act as a lever, and so do more damage.

For firearms, grenades, and some powered melee weapons, damage is given as a fixed number of dice plus adds: e.g., a 9mm auto pistol lists “2d+2”, which means that any user would roll 2d and add 2 to get damage.

Armor Divisors:

A parenthetical number after damage, e.g., (2) is an armor divisor. Divide the target’s DR from armor or other sources by this number before subtracting it from your damage (or adding it to the target’s HT roll to resist an affliction). For instance, an attack with a divisor of (2) would halve DR. A fractional divisor increases DR: (0.5) multiplies DR by 2; (0.2) multiplies it by 5; and (0.1) multiplies it by 10.

Damage Type:

An abbreviation indicating the type of injury or effect the attack causes.

A victim loses HP equal to the damage that penetrates his DR. Halve this for small piercing attacks; increase it by 50% for cutting and large piercing attacks; double it for impaling and huge piercing attacks. Subtract fatigue damage from FP instead of HP. Afflictions cause no injury, but impose a particular affliction on a failed HT roll, as specified in the weapon’s notes. See Damage and Injury (BS page 377) for additional rules.

Explosions:

An “ex” after crushing or burning damage indicates the attack produces an explosion. This may injure those nearby: divide damage by three times distance in yards from the centre of the blast. Some explosions scatter fragments that inflict cutting damage on anyone nearby (see Fragmentation Damage, BS page 414). Fragmentation damage appears in brackets; e.g., “3d(2d) cr ex” means an explosion that inflicts d crushing damage and throws fragments that do 2d cutting damage. The “danger radius” for fragments is five yards times the dice of fragmentation damage; e.g., 10 yards for (2d). If an explosive attack has an armor divisor, this only applies to the DR of a target that takes a direct hit, not to those caught in the blast radius or hit by fragments.

Afflictions:

Some special weapons don’t list dice damage. Instead, they give a HT modifier; e.g., HT-3”. Anyone who is hit must attempt a HT roll at the listed penalty to avoid the effects of the affliction (e.g., unconsciousness). For example, a BlasTech E-11 blaster rifle calls for a HT-6(3) roll to avoid being stunned for (20 - HT) seconds. Note that DR (modified by any armor divisor) normally adds to the victim’s HT; for instance, a DR 6 vacc suit would give +2 (after divided by the blaster rifle’s armor divisor of 3) to your HT roll to resist that blaster rifle.

Other Effects:

A few weapons have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the primary attack on a successful hit. For details see Linked Effects (BS page 381) and Follow-Up Damage (BS page 381).

Some weapons have multiple setting or can be used in different ways; e.g., a gaffi stick can be either used as a swinging or thrusting weapon or an omni blaster’s setting can be switched from lethal to stunning.

Abbreviation	Damage Type
aff	affliction
burn	burning
cor	corrosion
cr	crushing
cut	cutting
fat	fatigue
imp	impaling
pi-	small piercing
pi	piercing
pi+	large piercing
pi++	huge piercing
spec	special, see weapon’s notes
tox	toxic

Reach

Melee weapons only. This is the distance in yards at which a human-sized or smaller wielder can strike with the weapon. For example, reach “2” means the weapon can only strike a foe two yards away, not a closer or more distant one.

“C” indicates you can use the weapon in close combat; see Close Combat (BS page 391).

Some weapons have a continuum of reaches; e.g., a spear with reach “1, 2” can strike targets either one or two yards away. An asterisk (*) next to reach means the weapon is awkward enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise you can strike at foes that are at any distance within the weapon’s reach.

Parry

Melee weapons only. A number; such as “+2” or “-1” indicates the bonus or penalty to your Parry defense when using that weapon (see Parrying, BS page 376). For most weapons this is “0” meaning “no modifier”.

“F” means the weapon is a fencing weapon (see BS page 404).

“U” means the weapon is unbalanced: you cannot use it to parry if you have already used it to attack this turn (or vice versa).

“No” means the weapon cannot parry at all.

ACC (Accuracy)

Ranged weapons only. Add Accuracy to your skill if you took an Aim maneuver on the turn prior to your attack. If the weapon has a built-in scope, the bonus for this appears as a separate modifier after the weapon’s base Acc; e.g., “7+2”.

Range

Ranged weapons only. If a weapon has only one range number; this is the Maximum Range (Max) in yards at which it can attack a target. If two numbers appear; separated by a slash, the first is the Half-Damage Range (1/2D) and the second is Max. Damaging attacks on targets at or beyond 1/2D inflict half damage, and those that require a HT roll to resist are resisted at +3.

Muscle-powered weapons usually list 1/2D and Max as multiples of the wielder’s ST, not as a fixed range. For example, “x10/x15” means 1/2D is 10xST and Max is 15xST, so someone with ST 10 would have 1/2D 100 and Max 150. For crossbows and mechanical artillery, use the weapon’s ST in these formulas.

A few weapons have a minimum range, given in their Notes. The weapon cannot attack a target closer than this range, usually because it fires in a high arc, or has safety, fusing, or guidance limitations.

RoF (Rate of Fire)

Ranged weapon only. The maximum number of shots an ordinary shooter can fire in a one-second turn. A weapon can normally fire fewer shots (to a minimum of 1), if you wish, but some special notes apply:

“1” means the weapon can only fire on “full auto” (full automatic mode) like many machine guns and repeaters. Minimum RoF is ¼ the listed RoF, rounded up.

“mxn” (e.g., 3x9) means the weapon can fire a number of shots per attack equal to the first number (m) and that each shot releases smaller projectiles equal to the second number (n); see Shotguns and Multiple Projectiles (BS page 409).

“Jet” means the weapon shoots a continuous stream of fluid or energy, using the jet rules (BS page 106).

Shots

Ranged weapons only. The number of shots the weapon can fire before you must reload or recharge it. “T” means the weapon is thrown. To reload, pick it up or ready a new weapon!

The parenthetical number following Shots indicates the number of one second Ready maneuvers needed to reload all of the weapon’s shots (e.g., by changing magazines) or, for a thrown weapon, the

time needed to ready another weapon. An “r” next to this means you must load shots individually: the time listed is per shot rather than for all shots.

A crossbow or prodd takes the indicated time to ready (4 turns) only if its ST is no greater than yours (see Crossbows and ST, below). Double this if the bow’s ST is 1 or 2 greater. If its ST is 3 or 4 greater, you need a “goat’s foot” device to cock it; this takes 20 turns and requires you to stand. If its ST is 5 or more above yours, you cannot reload it at all.

Cost

The price of a new weapon, in ₧ (credits used in that particular era or location). For swords and knives, this includes a sheath or a scabbard. For firearms, this includes the minimal necessary cleaning kit. For ultra-tech weapons, this includes a power pack, energy cell or similar device. Power generators needed for some heavy weapons must be bought separately.

Weight

The weight of the weapon, in pounds; “neg.” means “negligible”. For missile weapons with shots 2+, this is loaded weight. The weight of one full reload appears after a slash.

Exception: If the weapon has Shots 1 (like a bow or guided missile launcher) or has backpack power supply (noted with a “p”), the unloaded weight is given. The weight after the slash is that of one shot (e.g., one arrow or guided missile) or the backpack.

ST (Strength)

The minimum Strength required to use the weapon properly. If you try to use a weapon that requires more ST than you have, you will be at -1 to weapon skill per point of ST you lack and lose one extra FP at the end of any fight that lasts long enough to fatigue you.

For a melee weapon, your effective ST for damage purposes cannot exceed triple the weapon’s minimum ST. For instance, a large knife has minimum ST 6, so its “maximum ST” is 18; if you were ST 19+, you would compute your damage as if you had ST 8.

Natural weapons (e.g., a punch or kick) have neither minimum nor maximum ST.

“†” means the weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes unready after you attack with it. If you have at least twice the listed ST, you can wield it one handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it always requires two hands, regardless of ST.

“‡” means the weapon requires two hands and becomes unready after you attack with it, unless you have at least 1.5 times the listed ST (round up). To use it in one hand without it becoming unready, you need at least three times the listed ST.

“R” indicates a firearm that uses a musket rest. The weapon’s weight includes that of the rest. It takes a Ready maneuver to balance the weapon on the rest, but after that, any aimed shot fired while stationary and standing up is automatically braced (see Aim, BS page 364).

“B” indicates a firearm with an attached bipod. When firing from a prone position using the bipod, treat the weapon as if it were braced and reduce ST requirement to ⅔ of the listed value (round up); e.g., ST 13 becomes ST 9.

“M” means the weapon is usually mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk when firing the weapon from its tripod or mount; the ST requirement only applies when firing the weapon without its mount. Removing the

weapon from its mount (or reattaching it) takes at least three one-second Ready maneuvers.

Crossbows and ST:

Crossbows and prodds have their own ST value. Use this instead of your ST to determine range and damage. You must specify the ST of such a weapon when you buy it. You can always use a bow that is weaker than you. If you use a stronger bow, it does more damage but takes longer to cock (see Shots above).

Bulk

Ranged weapons only. Bulk is a measure of the weapon's size and handiness. Bulk modifies your weapon skill when you take a Move and Attack maneuver (see Move and Attack, BS page 365). It also serves as penalty to Holdout skill when you attempt to conceal the weapon.

Rcl (Recoil)

Firearms and beam weapons only. Rcl is a measure of how easy the weapon is to control when firing rapidly: the higher the value, the less controllable the weapon. Rcl 1 means the weapon is recoilless, or nearly so.

When firing at RoF 2+, every full multiple of Rcl by which you make your attack roll means you score one extra hit, to a maximum number of hits equal to total shots fired; see Rapid Fire (BS page 373). (Firearms and beam weapons with RoF 1 still list Rcl, for use with certain rules).

LC (Legality Class)

Ignore LC for "weapons" intended as tools, and for those that are completely improvised (like a wooden stake).

LC4 - Open:

The item is openly available in most societies, but tightly controlled societies might restrict access or use. Examples: Computer; thogk; sporting blaster pistol; swoop bike.

LC3 - Licensed:

The item requires registration with the authorities in most societies. Registration might involve a fee or examination, and might be denied to criminals, minors, etc. Examples: Speeder; blaster pistol; starship.

LC2 - Restricted:

Only military, police, or intelligence agencies may possess the item in most societies, although some licensed civilians might be permitted to keep it on their own property. Examples: Lightsaber; heavy blaster rifle; armored vehicles and starships.

LC1 - Military:

The item is available only to armed forces or secret spy agencies in most societies. Examples: Holdout blaster; vibro-weapons; fighting vehicles; turbo lasers.

LC0 - Banned:

The item is restricted to the armed forces of certain governments, who will go to extremes to keep it out of the hands of individuals and "have-not" governments. Examples: Super lasers; Sith artifacts.

Notes

The numbers listed here refer to applicable footnotes (if any) at the end of the table.

Melee Weapons

Blade Composition

The tip or blade of any muscle-powered melee or thrown weapon that inflicts cutting or impaling damage (excluding wooden stakes) is assumed to be stone at TL0, bronze at TL1, iron at TL2, steel at TL3, composite steel at TL4, kalonterium at TL9, and durasteel at TL11. For instance, a knife would be stone at TL0, bronze at TL1, iron at TL2, steel at TL3, kalonterium at TL9 but durasteel at TL11, while a vibro-sword would always be durasteel, as vibro-swords don't exist before TL11. Blade composition modifies effective quality when parrying a very heavy weapon.

Weapons made from outdated materials are usually available at cheap-quality prices.

Stone (TL0):

A stone blade has an armor divisor of (0.5) on its cutting and impaling damage, and receives no damage bonus for being fine or better quality. Regardless of actual quality, treat a stone blade as cheap for breakage purposes when parrying a swung weapon made of metal or other high-tech materials.

Obsidian (TL1):

A blade made of volcanic glass is very sharp, but easily broken or blunted. Treat as a good quality stone blade, but with +1 to cutting and +2 to breakage (as if cheap). It loses its damage bonus if used to parry any weapon (but not an unarmed attack) or to strike DR 2+.

Bronze (TL1):

A bronze blade receives no damage bonus for being of fine or better quality. Regardless of actual quality, treat a bronze blade as cheap for breakage purposes when parrying a swung weapon made of superior materials (e.g., iron or steel).

Iron (TL2):

An iron blade receives no damage bonus for being of fine or better quality. Regardless of actual quality, treat an iron blade as cheap for breakage purposes when parrying a swung weapon made of superior materials (e.g., steel, composite steel).

Steel (TL3):

Steel is the default material for blades. Use all rules as written.

Composite steel (TL4):

A blade made of different kinds of steel to obtain hard, sharp cutting edges but keep the flexibility to withstand breakage. Treat as a good quality steel blade but add 50% to the weight.

Plastoid (TL7):

Plastoid includes carbon composites, plasteel, highly bonded poly-layered ceramic and other advanced, nonmetallic materials. Halve weight and double cost. Blades cannot exceed good quality (and are often cheap). Treat them as equivalent to steel for breakage, but their low weight means they're more likely to encounter a heavier weapon. Weapons that do only crushing damage (clubs, batons, etc.) are also available, in the usual quality grades. The primary benefit of plastoid weapons is that metal detectors cannot detect them.

Durasteel (TL11):

The best weapons one can find in the galaxy. Treat as fine quality composite steel with a +1 cutting and will cost 400% more. Durasteel is the only material which can withstand the enormous stress produced by the ultrasonic vibrators used in vibro-weapons.

Super-science

Some weapons are classified as TL[^]. This means the weapon counts as super-science. They cannot be bought in a whole or as parts. They can only be acquired with the approval by the GM and should be role played. A player should put a considerable amount of CP in his character before he can make or acquire such a weapon.

Like the lightsaber, only Jedi, Sith or other Force users are able to acquire them by rightful means.

Weapon Descriptions

Arg'garok:

This weapon favored by Gamorrean warriors consists of a heavy axe blade mounted on a simple wood handle. The arg'garok is perfectly balanced to take advantage of the Gamorrean's low centre of gravity and enormous strength. Arg'garoks are often acid-etched with jagged runes that supposedly inspire courage, honor, and strength.



A Gamorrean trained with this weapon does not need to make a Ready maneuver after an attack.

An arg'garok costs 7100 on Gamorr and Pzob but 71000 on any other planet. A Gamorrean will receive this weapon for free from his own clan's females.

Thogk:

Every Gamorrean appreciates the simple effectiveness of the traditional Thogk, which literally translates to "log with a spike in it". These cheap, heavy clubs are available anywhere Gamorrean males congregate. Gamorreans who craft their own Thogks take great pride in pounding the weapon's metal spike through the meter-long chunk of gorgt wood with their bare hands. Lacking gorgt wood, Gamorreans might make Thogks out of any available lumber.

Many Gamorrean slaves are forbidden to make, use, or buy Thogks. Some masters find them unsavory weapons.

Gaderffii:

The gaderffii stick or gaffi stick is the traditional weapon of the Sandpeople of Tatooine. Because these weapons are often assembled from freighter plating or scrap allows and composites scavenged from wrecks in the harsh Tatooine deserts, no two Gaffi sticks are identical. Some have smooth sharp blades, others feature pointed tips and hooks, while others have crude jagged edges. The terms "gaderffii" and "gaffi stick" has become a popular slang term used to any crude looking non powered melee weapon.



When using this weapon as a crushing or cutting weapon, it takes one turn to ready. The Gaffi stick in the example above is just one example of Tusken Raiders crude weapon.

Force Pike:

Force pikes do, when turned on, stunning damage in addition to the normal damage done by the pike.



A force pike requires a rechargeable C-cell to operate and lasts for 60 seconds continuous use.

Lightsabers:

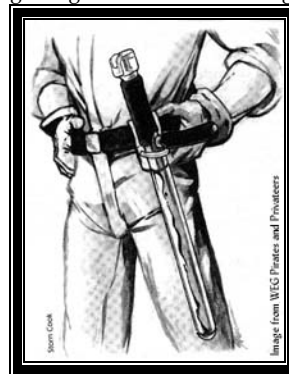
Lightsabers are powered melee weapons which produce a small tight energy blade. Because its construction requires the knowledge of the Force these weapons are considered to be super-science. See Chapter 6: The Force for a detailed description.



A lightsaber requires a Diatium power cell (cosmic power C-cell) to operate and must be recharged after 3000 hits divided by the number of crystals in the lightsaber of continuous use. The Diatium cell can then be recharged.

Stun Baton:

Manufactured by Merr-Sonn, the stun baton is a short, weighted club with a power pack in the handle, which can be activated to produce a stunning charge when it strikes a target.



A stun baton requires a rechargeable B-cell to operate and lasts for 20 hits.

Vibro-Weapons:

Vibro weapons come in all sorts and shapes, from vibro knuckles, knives, blades, lances, spears, swords, rapiers and even axes. A vibro-weapon holds a power cell which powers an ultra-sonic generator. A tremendous amount of vibration is sent to the blade or tip. Vibro-weapons are always considered to be made of durasteel (other types of cheaper metal would simply break under the extreme stress produced by the ultra-sonic vibrations).

Vibro-weapons are too unbalanced for throwing but if thrown, a safety device is triggered which shuts down the ultra-sonic generator.



Vibro-weapons use a rechargeable C-cell to operate and last for 300 seconds divided by the weapon's weight. For more information about vibro-weapons see UT page 164.

Melee Weapon Table

ARG'GAROK (Two-Handed Axe -2)									
TL	Weapon	Damage	Reach	Parry	Cost (₪)	Weight	ST	LC	Notes
1	Arg'garok	sw+3 cut cor	1, 2*	0U	100	12	13‡	4	[13]

Double-Bladed Lightsaber (Staff -5)									
TL	Weapon	Damage	Reach	Parry	Cost (₪)	Weight	ST	LC	Notes
^	Double-bladed lightsaber or	8d(5) burn	C, 1	+2	Variable	Variable	4†	2	[15]
		8d(5) burn	1, 2*	0	-	-	4	-	[15]

Force Pike (Polearm -5; Spear -3)									
TL	Weapon	Damage	Reach	Parry	Cost (₪)	Weight	ST	LC	Notes
11	Force Pike or and	thr+3(4) imp	2, 3*	0U	1172	5	9	1	[14]
		thr+4(4) imp	2, 3*	0	-	-	9†	-	[14]
		HT-1(0.5) aff	2, 3*	0U	-	-	9	-	[5, 14]

GADERFII (Polearm -2; Spear -4; Staff -4; Two-Handed Axe/Mace -4)									
TL	Weapon	Damage	Reach	Parry	Cost (₪)	Weight	ST	LC	Notes
10	Gaderfii or	sw-2 cr or cut	1, 2*	+1U	10	3	10†	4	
		thr-2 imp	1, 2	0U	-	-	10	-	

Lightsaber (Any Sword -5; Short-Bladed Lightsaber -2)									
TL	Weapon	Damage	Reach	Parry	Cost (₪)	Weight	ST	LC	Notes
^	Lightsaber or	8d(5) burn	1, 2	0	Variable	Variable	3†	2	[15]
		8d(5) burn	1, 2*	0	-	-	3	-	[15]

Short-Bladed Lightsaber (Any Sword -5; Lightsaber -2)									
TL	Weapon	Damage	Reach	Parry	Cost (₪)	Weight	ST	LC	Notes
^	Short-Bladed Lightsaber	8d(5) burn	C, 1	-1	Variable	Variable	2	2	[15]

Stun Baton									
TL	Weapon	Damage	Reach	Parry	Cost (₪)	Weight	ST	LC	Notes
11	Stun Baton	HT-3(0.5) aff	C, 1	0	100	1	2	4	[5]

THOGK (Two-Handed Sword -2)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
1	Thogk or	sw+3 cut cor	1, 2*	0U	10	8	13†	4	[13]
		thr+3 imp cor	2*	0	-	-	13†	-	

Notes

- [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (BD page 275).
- [2] May get stuck; see Picks (BS page 405).
- [3] Brawling (BS page 182) increases all unarmed damage; Claws (BS page 42) and Karate (BS page 203) improve damage with punches and kicks (Claws don't affect damage with brass knuckles or boots); and boxing (BS page 182) improves punching damage.
- [4] If you miss with a kick, roll vs. DX to avoid falling.
- [5] On a failed HT roll, victim is stunned for as long as weapon is in contact plus (20 - HT) seconds longer; and then can roll vs. HT-3 to recover.
- [6] Attempts to parry flails are at -4, and fencing weapons ("F" parry) cannot parry at all! Attempts to block flails are at -2. A nunchaku is small, and gives half these penalties.
- [7] This is an energy blade. Take a Ready maneuver to activate/deactivate. The blade cannot break, and damages any weapon or body part it parries or with which parries or blocks it. Extra energy cells cost ₪100; weigh 0.5 lb., and last 300 seconds.
- [8] A piece of rope used to strangle; see Garrotes (BS page 405).
- [9] Damage increases in a mounted charge; see Cavalry Weapons (BS page 397).
- [10] Hilt counts as brass knuckles in close combat.
- [11] Noisy! Runs for two hours on half a gallon of petrochemicals.
- [12] Specify maximum reach (up to 7 yards) when bought. Cost and weight are per yard. ST is 5, +1 per yard. Many special rules apply; be sure to see Whips (BS page 406).
- [13] Creatures with low centre of gravity and skilled at this weapon do not need to make a Ready maneuver after an attack.
- [14] This is a powered weapon. Take a ready maneuver to activate/deactivate. Extra energy cells cost ₪80; weigh 0.5 lb., and last 200 seconds.

- [15] This is an energy blade. Take a Ready maneuver to activate/deactivate. The blade cannot break, and damages any weapon or body part it parries or with which parries or blocks it. Extra energy cells cost ₪2000; weigh 0.1 lb., and last 3000 hits per Force crystal installed. This weapon may contain any number of Force crystals (must fit in the handgrip) of which the first one is always an Adegan Crystal. Other crystals may allow the weapon to give extra properties. The damage given is its base damage (only one Adegan crystal). Lightsabers are always custom made weapons and therefore its price and weight varies. Further details are given in Chapter 6 The Force - Lightsabers.

Muscle Powered Weapons

Muscle powered ranged weapons are considered to be archaic but on some backwater planets these weapons are the only ones you can buy. Add 10% to the cost for each TL the planet/merchant is higher than the TL of the weapon.

Weapon Descriptions

Darkstick:

The Keresian darkstick is much like a boomerang except the darkstick is made out of two parts; a handle and a cutting blade.



Muscle-Powered Ranged Weapon Table

Darkstick (DX -6)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Cost (7)	LC	Notes
10	Darkstick	thr+1 cut	2	x1.5/x3	4	1	T(1)	11	-3	50	4	

Notes:

- [1] Follow-up drug or poison attack if damage penetrates DR. Effects depend on the poison used; see Poison (BS page 437).
- [2] Requires two hands to ready, but only one hand to attack.
- [3] An arrow or bolt for a bow or crossbow is 72. A dart for a blowpipe, or a lead pellet for a prodd or sling, is 70.1. Sling stones are free.
- [4] May entangle or ensnare the target; see Special Ranged Weapons (BS page 411).
- [5] Cocking lever to reload a high-ST crossbow or prodd. You can reload a weapon up to 4 ST over your own with 20 one-second Ready maneuvers.
- [6] A net has no 1/2D range. Max range is (ST/2 + Skill/5) for a large net and (ST + Skill/5) for a melee net.
- [7] Can fire stones (TL0) or lead bullets (TL2). Lead bullets give +1 damage and double range.
- [8] Tethered. Requires a Ready Maneuver and a successful ST roll to pull out (if you fail, you may try again next turn). Does half the damage coming out that it did going in.

Fire Arms & Beam Weapons

Fire arms are also considered to be archaic. All weapons listed in BS will cost 10% more for each TL the planet/merchant is higher than the weapon. However, in the age of beam weapons and ray-shields fire arms, called slugthrowers, have made a tremendous come-back on the backwater planets.

Beam Weapons in the Star Wars universe do not automatically have built in "smartgun" electronics. Subtract 7500 from the prices given in the Ultra-Tech Firearm Table (BS page 280). The range has also been decreased to reflect a more Star Wars approach (these weapons are cheaper of course than their counterpart listed in GURPS Ultra Tech).

To reflect a more real Star Wars approach, the most common weapons appearing in the movies and computer games are listed below. For more weapons see UT pages 112 - 166. In the table below is a comparison from the Star Wars weapons and its GURPS Ultra-Tech counterpart from which it was derived from.

Star Wars Weapons	GURPS Ultra-Tech Weapons
Blasters	
Bowcaster	-
Holdout Blaster	Holdout Blaster
Sports Blaster Pistol	-
Blaster Pistol	Blaster Pistol
Heavy Blaster Pistol	Heavy Blaster Pistol
Blaster Carbine	Blaster Carbine
Blaster Rifle	Blaster Rifle
Heavy Blaster Rifle	Heavy Blaster
Omni Blaster	Omni Blaster Rifle
Blaster Cannon	Blaster Cannon (TL10)
Ion Guns	
Ion Gun Pistol	EMP Gun
Ion Gun Carbine	Pulse Carbine
Powered Slug Throwers	
Flechette Launcher	-
Light Repeater	Gauss PDW, 4mm
Repeater	Gauss LSW, 4mm
Heavy Repeater	Gauss HMG, 7mm

Power Packs

Power packs (or power cells) are needed to power most weapons (see UT page 19 - 20).

The cost listed in the Ultra-Tech Firearm Table is the weapon including a power pack, energy cell, slugs, bullets or whatever the

weapon needs with the exception of weapons which have the notation "p" added to its weight.

Weapon Descriptions

Bowcaster:

The Bowcaster, or "laser crossbow", is crafted exclusively by the Wookiees of Kashyyyk. Made of a fusion of modern and ancient technologies, it appears to fire blaster bolts. Actually, the weapon hurls an explosive energy quarrel at incredible speed, much like an ancient rail gun.



A Bowcaster must be cocked between each shot. This act resets the metal bowstring and loads another quarrel onto the firing rail. Cocking and reloading a Bowcaster requires a Ready maneuver.

A Bowcaster requires an energy clip (C-cell) to operate. After 40 shots, the energy clip must be replaced.

Holdout Blaster:

Small, palm-sized blasters see widespread use in weapon-restricted areas. Most aren't large enough to use regular power packs. Holdout blasters are commonly found in the possession of undercover agents, gamblers and other scoundrels, or nobles seeking to protect themselves. They are sometimes carried by more lethal characters for back-up firepower.



A holdout blaster requires a B-cell to operate. After 6 shots, the energy cell must be replaced.

Sports Blaster Pistol:

Also called target blasters, sporting blasters fill the gap between holdout and standard blaster pistols. They are common among both nobility and rural inhabitants throughout the galaxy. Sporting blasters tend to be long-barreled and difficult to conceal, but they have a more graceful appearance than the standard blaster. Also, target blasters easily obtained and are free from the regulations that plague most heavy blaster pistols and holdout blasters. This lack of regulation is chiefly due to the weapon's lack of firepower.



A sporting blaster pistol uses a small rechargeable B-cell.

Blaster Pistol:

The common blaster pistol doesn't exist. The word blaster is a blanket term for literally thousands of different designs from hundreds of manufacturers, such as the popular BlasTech DL-18. Blaster pistols are popular with urban police forces, traders, and

anyone who needs to pack respectable firepower in an easily carried package. Ownership of blaster pistols is regulated in many systems. Visitors may be required to leave their weapons aboard their ships or to secure special carrying permits while on a planet with such restrictions, and regulations (such as Coruscant).



A blaster pistol requires a C-cell to operate.

Heavy Blaster Pistol:

Heavy blaster pistols were invented to provide the sort of firepower one expects from a blaster rifle, but in a compact, more easily carried handgun. The heavy blaster pistol produces additional "punch" at the cost of weight en bulk..



The heavy blaster pistol is illegal or heavily restricted in most systems. Han Solo uses a heavy blaster pistol, the BlasTech DL-44.

A heavy blaster pistol requires 2 C-cells to operate.

Blaster Carbine

A blaster carbine is a weapon similar too, but generally shorter and less powerful than a rifle. The shorter length and lighter weight of carbines makes them easier to handle in close quarter combat situations, or when deploying from vehicles. The disadvantages of carbines, compared with their longer counterparts, are generally poorer long-range accuracy and shorter effective range.



The blaster carbine requires 2 C-cells to operate..

Blaster Rifle:

The blaster rifle is standard issue to soldiers across the galaxy. It features a retractable stock and is illegal for civilians to own in most planetary systems.



A blaster rifle requires 2 C-cells to operate.

Heavy Blaster Rifle:

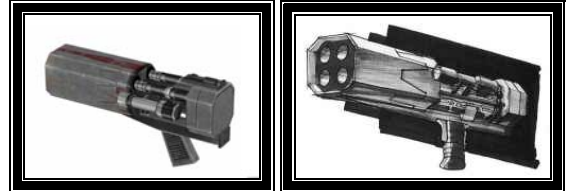
These are oversized blaster rifles mostly used by mounted troops or used on vehicles. In a platoon there is generally one trooper equipped with a heavy blaster rifle. Imperial troops were often accompanied by a heavy weapon trooper carrying a BlasTech DLT-20A.



A heavy blaster rifle requires a portable D-cell to operate.

Flechette Launcher

A flechette launcher was a ranged weapon that fired canisters and small missiles containing hundreds of razor-sharp flechettes. The projectiles would explode, releasing the flechettes at high velocity in a wide spread.



A single antipersonnel canister could eliminate an entire squad of soldiers, while anti-vehicle rounds, consisting of eleven-centimeter-long missiles, could affect a concentrated area of five meters in diameter. The flechettes contained within were strong enough to rip through ten centimeters of durasteel and were effective counter-measures against airspeeders and other light repulsortcraft.

Omni Blaster Rifle:

This is a standard blaster rifle but with a second setting. When set to this setting the rifle can be used to stun people. The Imperial storm troopers were equipped with the BlasTech E-11.



The omni blaster requires 2 C-cells to operate.

Light Repeater:

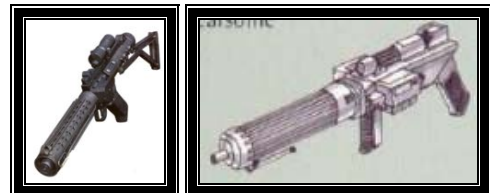
The light repeater blaster is the most effective weapon against angry mobs. Relatively cheap and it blasts the opposition into oblivion in seconds. Because repeater blaster bolts are so small, there is very little chance of hitting crucial elements in droids or vehicles. This weapon only operates in full automatic mode.



A light repeater blaster requires a C-cell and 4mm ammunition to operate.

Repeater:

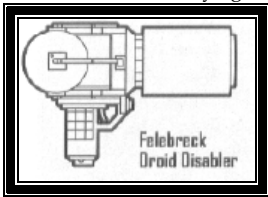
The repeater blaster is the largest rifle-style weapon carried by military personnel. The weapon is highly restricted and only operates in full automatic mode.



A repeater blaster requires one C-cells and 4mm ammunition to operate.

Ion Gun Pistol:

The personal ion gun pistol fires a stream of energy that wrecks havoc on electrical systems, making it effective against droids. Normally, an ion gun deals damage that fries a droid's circuits and disables its internal components. The ionization effect works like any other surge effect but is effective only against droids.



The blast from an ion gun has no effect on organic opponents unless those opponents have some amount of cybernetic equipment, such as a cybernetic limb.

An ion gun pistol requires a C-cell to operate.

Ion Gun Carbine:

This is a larger version of the ion gun pistol. The difference between the pistol version and the carbine is the weapon's casing. The carbine's casing is thicker and the longer barrel concentrates the ionization blast longer than the pistol resulting in a narrower beam which retains its power a little.



An ion gun carbine requires 2 C-cells to operate.

Small Arms Table

Beam Weapons (Bowcaster) (DX-4; other Beam Weapons -4; or Crossbow -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
10	Bowcaster	5d(2) burn, imp	12	60/180	11/0.5	1	40(3)	10†	-8	1	900	3	

Beam Weapons (Projector) (DX-4; other Beam Weapons -4; or Guns - Shotgun -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Ion Gun Pistol	HT-3 aff (1 yard)	6	9/27	1.8/C	1	33(3)	4	-2	1	650	2	[2]
11	Ion Gun Carbine	HT-4 aff (1 yard)	12	16/48	5/2C	1	28(3)	5†	-3	1	2,000	2	[2]

Beam Weapons (Pistol) (DX-4; other Beam Weapons -4; or Guns - Pistol -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Holdout Blaster	2d(5) burn, sur	3	13/50	0.33/B	3	6(3)	3	-1	1	60	1	
11	Sports Blaster Pistol	2d(5) burn, sur	6	20/60	1.2/B	1	6(3)	3	-3	1	300	4	
11	Blaster Pistol	3d(5) burn, sur	5	30/90	1.6/C	3	20(3)	4	-2	1	220	3	
11	Heavy Blaster Pistol	4d(5) burn, sur	5	50/150	3.3/2C	1	33(3)	6	-3	1	560	2	

Beam Weapons (Rifle) (DX-4; other Beam Weapons -4; or Guns - Rifle -4; or Guns - SMG -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Blaster Carbine	5d(5) burn, sur	10+1	50/150	5.6/2C	3	17(3)	5†	-3	1	920	2	
11	Blaster Rifle	6d(5) burn, sur	10+2	70/210	10/2C	3	10(3)	7†	-4	1	1,800	2	
11	Heavy Blaster Rifle	8d(5) burn, sur	10+4	120/360	20/Dp	3	20(5)	10†	-6	1	4,000	2	
11	Omni Blaster Rifle	6d(5) burn, sur	10+2	70/210	12/2C	3	10(3)	8†	-5	1	3,600	2	
	or	HT-6(3) aff	12	10/30	-	1	-	8†	-	-	-	-	
11	Long Range Blaster Rifle	6d(5) burn, sur	10+3	150/450	14/2C	1	10(3)	10†	-5	1	3,500	2	[4]

Guns (Shotgun) (DX-4; most other Guns -2)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Flechette Launcher	8d pi++	2	20/100	8/0.8	4x4	4+1(3i)	10†	-5	2		3	
	Or	2d pi++	3	20/100	-	4x1	16+1(3i)	10†	-	-		-	

Guns (Pistol) (DX-4; most other Guns -2; or Beam Weapons - Pistol -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes

Guns (SMG) (DX-4; most other Guns -2; or Beam Weapons - Rifle -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
10	Light Repeater	4d(3) pi-	6+1	70/290	4.6/1	16	80(3)	9†	-3	2	360	2	[5c]

Guns (LMG) (DX-4; most other Guns -2; or Beam Weapons - Rifle -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
10	Repeater	6d+2(3) pi-	7+2	120/480	20/7	20!	300(5)	12B†	-5	2	1,300	1	[5c]

Notes

- Weapons requires atmosphere to function. No effect in trace atmosphere or vacuum!
- The damage has the Surge modifier (BS page 105). As well, whether or not any damage penetrates, the target must make a HT roll at -4, plus half the DR on the location struck (due to armor divisor). On a failure, the electrical shock stuns him. He may roll against HT every turn at the same penalty (but without DR bonus) to recover.
- Smoke, for, rain, cloud, etc. give the target additional DR equal to the visibility penalty. For instance, if rain gives a penalty of -1 per 100 yards, a laser firing through 2,000 yards of rain must penetrate an extra DR 20.

- In super-science game, an "omni-blaster" cost twice as much, but has "stun" setting: damage becomes HT-3(3) aff for a pistol, HT-6(3) aff for a rifle. On a failed HT roll, the victim is unconscious for minutes equal to his margin of failure. In the table above, these weapons are already listed separately so the price is already doubled.
- The weapon uses a power cell as well as 4mm ammunition.

- Powered by a B-cell
- Powered by two B-cells
- Powered by a C-cell
- Powered by a D-cell
- External power

The power cell provides enough energy for firing its specific number of Shots, and is included in the weight.

Heavy Weapons

Power Packs

Power packs (or power cells) are needed to power most weapons (see UT page 19 - 20).

The cost listed in the Ultra-Tech Firearm Table is the weapon including a power pack, energy cell, slugs, bullets or whatever the weapon needs with the exception of weapons which have the notation "p" added to its weight.

Power Generators

Weapons which require a power generator still have a number of Shots listed. This is the maximum number of shots which can be fired before the barrel must cool down. The firer may decide to cool down the weapon before it has fired its maximum shots. For example; the heavy repeater blaster has Shots 100(5) which means for each 20 shots the weapon must cool down 1 second. After 100 shots fired continuously, it must cool down 5 seconds. If you fired 60 shots and you let the weapon cool down for two seconds, it means you only have 80 shots left before reaching maximum shots.

Weapon Descriptions

Heavy Repeater Blaster:

Heavy Weapon Table

Gunner (Beams) (DX-4; other heavy weapons -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Blaster Cannon	5dx10(5) burn, sur	15	3,000/9,000	4,000/10Fp	1	20(5)	160M	-10	1	200K	2	[6]

Gunner ((Machine Gun) (DX-4; other heavy weapons -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Heavy Repeater	16d(3) pi	8	300/1,200	64/20	20!	200(5)	20M	-8	2	4,400	1	[7D]

Notes

- [1] Weapons requires atmosphere to function. No effect in trace atmosphere or vacuum!
- [2] The damage has the Surge modifier (BS page 105). As well, whether or not any damage penetrates, the target must make a HT roll at -4, plus half the DR on the location struck (due to armor divisor). On a failure, the electrical shock stuns him. He may roll against HT every turn at the same penalty (but without DR bonus) to recover.
- [3] Smoke, fog, rain, cloud, etc. give the target additional DR equal to the visibility penalty. For instance, if rain gives a penalty of -1 per 100 yards, a laser firing through 2,000 yards of rain must penetrate an extra DR 20.
- [4] Burn damage has the Surge damage modifier (BS page 105).
- [5] In super-science game, an "omni-blaster" cost twice as much, but has "stun" setting; damage becomes HT-3(3) aff for a pistol, HT-6(3) aff for a rifle. On a failed HT roll, the victim is unconscious for minutes equal to his margin of failure. In the table above, these weapons are already listed separately so the price is already doubled.
- [6] Detachable tripod weighs an extra 44 lbs.
- [7] The weapon uses a power cell as well as 4mm ammunition.
 - [A] Powered by a B-cell
 - [B] Powered by two B-cells
 - [C] Powered by a C-cell
 - [D] Powered by a D-cell
 - [E] External power

The power cell provides enough energy for firing its specific number of Shots, and is included in the weight.

The heavy repeating blaster is a fearsome weapon typically operated from a bunker emplacement or mounted on a combat vehicle. The heavy repeating blaster only operates in full automatic mode. Snow troopers on Hoth were equipped with E-web heavy repeating blasters.



A heavy repeater blaster requires a portable D-cell or power generator to operate as well as 7mm ammunition.

Blaster Cannon:

Portable blaster cannons (about the size of real-world bazookas) fire powerful bolts of energy. Often used as an anti-vehicle weapon, the blaster cannons have the range and power to inflict devastating effects on troops and structures alike.



The blaster cannon requires an E-cell to operate.

Grenades

All grenades described in BS page 277 are all available on planets with the appropriate tech level. In addition to the grenades described in BS page 277, the grenades described below are also known in the Star Wars universe.

Weapon Descriptions

Chemical:

These specially made custom grenades are filled and prepared at the factory and clearly labeled as to their content. Each grenade contains a specific chemical payload, which affects targets within the grenade's burst radius depending on its type. The shell of a chemical load grenade disintegrates upon use; chemical load grenades cannot be refilled.



Agent T-238 is a debilitating nausea-inducing chemical. Those within the burst radius must make a HT-4 roll or be stricken with nausea for the next d4 hours (treat as exhausted). Cost 765.

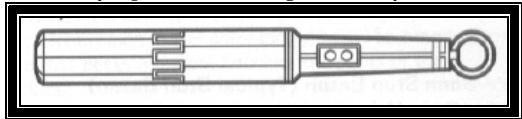
Fex-M3 is a deadly nerve toxin released in aerosol form. It is an inhaled poison (HT-4), initial damage 1d, secondary damage 2d. Cost 7105.

Smoke payloads produce smoke in the burst radius in gray, white, or various colors. Those within that area suffer the effects of (BS page 436) and gain one-half concealment. Cost 715.

Plank Gas is a corrosive chemical that deals 1d points of damage to all targets and objects in the burst radius each second for 3 seconds. Cost 785.

Concussion:

Concussion grenades cause damage by mere blast force and a fast pressure built up. In addition to the crushing damage, the victim is also hurled away equal to the damage taken in yards.



Fragmentation:

Fragmentation grenades, like most explosives, are highly restricted. Even combat units prefer to rely on blasters instead of these toss-and-forget one-shots. The standard frag grenade unleashes metal shrapnel with explosive force, slicing up anyone within the blast radius.



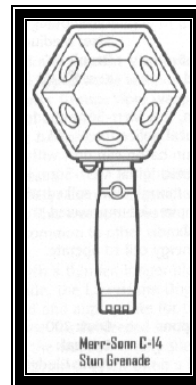
Plasma:

Plasma grenades use an ionized plasma gas to create a localized detonation. Although stated in BS page 277 as super-science, plasma grenades are not uncommon in the Star wars universe and are counted as TL11 weapons.



Stun:

When the object of a mission is to detain or subdue rather than kill, mercenary units, military personnel, and local law enforcement agencies use stun grenades. The standard stun grenade unleashes concussive energy that knocks out anyone within the blast radius. A stun grenade can't inflict a critical hit.



Anyone caught in the blast radius must make a HT-8 roll. Failure means you are stunned.

Thermal Detonator:



The thermal detonator is a fist-sized sphere containing baradium, a powerful radioactive explosive. Outlawed throughout known space, the thermal detonator produces a fusion reaction that generates a rapidly expanding field of searing heat and blast energy. Anything out of the blast radius is unaffected thanks to a built in ionization field.

Hand Grenade and Incendiary Table

TL	Weapon	Damage	Weight	Fuse	Cost (7)	LC	Notes
11	Chemical	spec. (10 yd.)	1	2	50	2	[2, 4]
11	Concussion	7dx2 cr ex	1	4	80	2	[2]
11	Fragmentation	6dx4 cr ex (7d)	1	4	80	2	[2]
11	Plasma	6dx4 (2) burn ex	1	2	100	1	[2]
11	Stun	HT-8 (10 yd.)	1	2	70	2	[2, 5]
11	Thermal Detonator	8dx5 burn ex (10yd)	1	2	2000	1	[2, 6]

Notes

- [1] Takes a Ready maneuver to light the fuse (impossible in rain, etc.) or five Ready maneuvers if you must insert the fuse first! A Molotov cocktail shatters on impact; a black Powder grenade detonates 3-5 seconds later; depending on fuse length.
- [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Grenades detonate 2-4 seconds later; depending on grenade type.
- [3] A glass bottle filled with gasoline, lit by a burning rag. See Molotov Cocktails and Oil Flasks (BS page 411).
- [4] Fills a spherical volume with a radius specified at the damage column. The space is filled with smoke, teargas, etc; see Poison Examples (BS page 439) and Weapon Descriptions above. The cloud lasts about 80 seconds under normal conditions. Exotic chemical may cost more or have a lower LC.
- [5] A Vision and Hearing-Based affliction that affects a 10-yards radius. The protected Hearing and Protected

Vision advantages give +5 to the HT roll. If you fail to resist, you are stunned; roll against HT-weapon damage +1 each turn to recover. Does not create smoke in the area of effect.

- [6] A thermal detonator causes radiation damage as well as burning damage. For each damage rolled, the victim also receives 1 rad (see BS page 435 en 436). Luckily, a thermal detonator does only damage within a 10 yards radius. Outside that radius, the damage is nullified by an ionization dampening field built within a thermal detonator.

Mounted Weapons

Weapon Descriptions

Light Blaster Cannon

The LBC is the smallest blaster available for vehicles. It provides low-yield firepower and is used mainly as a deterrent of defensive weapon.

Medium Blaster Cannon

The MBC (by many simply called the BC) is a good compromise between firepower and cost. MBCs are most often used as vehicle weapons.

Heavy Blaster Cannon

This heavier version of the BC provides added firepower through a larger energy output. It is mostly relegated to support or defensive fire.

Repeater Blaster Cannon

The RBC is a favored weapon by most vehicle crewmembers as it provides gatling strength firepower against targets. It is often found in a defensive role against infantry.

Gatling Blaster Cannon

The GBC is more expensive because it is multi-barreled. It provides an even faster ROF than the RBC with less chance of malfunction by overheating.

Small Laser Cannon

The SLC is the main weapon of choice for most small military crafts in space today. It provides a decent yield of damage, while remaining light and affordable enough.

Medium Laser Cannon

MLCs are the larger brothers of the SLC (found mostly in military vessels or on larger civilian ships) the MLC operates on a balanced design of good firepower and sensible energy consumption. Although it is a somewhat bulky weapon, its firepower compensates for its largish size.

Large Laser Cannon

The LLC are the top of the laser cannons family. They are considered heavy weapons and generate high amount of firepower. The LLC are found mostly on military ships as secondary weapons.

Gatling Laser Cannon

The GLC is better known by its more common name of "Quad Laser". That name comes from the fact that the GLC is equipped with 4 barrels, each able to fire 2 shots per second, giving the weapon its overall ROF of 8. The "Quad" is favored weapon among civilian merchant ships, as it provides great firepower in both offensive and defensive roles, especially when used in anti-aircraft barrages.

Small Turbolaser Battery

The smallest of the three members of the turbolaser family, the STBL (often dubbed Killer Baby) provides great firepower (over twice that of the LLC) in both offensive and defensive roles. The STBL is the weapon of choice on many military patrol crafts such as Carrack Light Cruisers.

Medium Turbolaser Battery

The most common heavy weapon in space, the MTBL equips most military vessels as the main gun type. The MTBL is a powerful weapon, able to shoot down and destroy most types of aerospace fighters with a single salvo. Its heavier firepower also makes it the weapon of choice in such roles as naval warfare (heavy ship against heavy ship) and siege warfare.

Large Turbolaser Battery

The largest weapon available for naval ships, the LTBL is feared by most ship captains and pilots. Able to destroy many small ships with a single shot of its powerful barrels, the LTBL is found mostly on capital warships such as Mon Calamari cruisers and Imperial Star Destroyers.

Heavy Turbolaser Battery

This is the largest turbolaser available, the HTBL and can be found only on Starbases, and as planetary defenses. The HTBL is able to destroy medium sized capital ships with a single shot from its massive barrels. Because of their heavy weight, they perform poor as anti-aircraft guns.

Planetary Turbolaser

Along with the planetary ion gun, the planetary turbolaser is part of major planets defensive grid. It is a beefed up version of the large turbolaser found on capital warships.

Super Laser Mark I

The SL Mk 1 is the first super laser and could be found on the first Death Star. The SL Mk 1 is the only one which had the chance to destroy an entire planet.

Super Laser Mark II

The SL Mk 2 could be found on the next two Death Stars of which one was destroyed during the battle of Endor. It has the same destructive power as the mark I but its firing rate is a little higher and lighter. Because of the reduced weight the weapon can be mounted on slight maneuverable mounts. The mounts can be directed against its opponents instead of turning the entire station.

Super Laser Mark III

A newer version of a weapon is normally more powerful, has greater range, or penetrates armor more quickly. None of these is true with the new SL Mk III, better known as the axial laser. This weapon can be found, mounted on the Eclipse Class Star Destroyers.

Light Ion Cannon

The smallest EMP gun available on the ship's market, the LIC provides a good protection-to-cost ratio to its owner. Easy to maintain and not requiring any gunner (can be fired by a dedicated computer), it is a perfect buy for small operators or single-crew ships like the T-38s or the BTL-S3 Y-wing.

Medium Ion Cannon

A common design, the ion cannon is just a larger version of the LIC. It provides greater disabling power, but at a greater cost. It is mostly used aboard medium-sized ships or planetary patrol boats.

Large Ion Cannon

The LIC is a standard design for large capital ships. It is often used to disable other large capital ships, or even space stations.

Heavy Ion Cannon

The largest pulse weapon available on ships, the HIC is mostly used on space stations as a capture system, in conjuncture with tractor beams.

Planetary Ion Cannon

The largest ion cannon in existence, the PIC can only be used as a planetary defense system so its massive power generators can be installed under the construction of the gun.

Mounted Weapons Table

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Rcl	Cost	LC	Notes
11	LBC	6dx2(5) burn, sur	10	900/2,700		4	20(5)	1		4	[5]
11	BC	6dx3(5) burn, sur	8	1,300/3,900		3	20(5)	1		4	[5]
11	HBC	6dx5(5) burn, sur	6	1,300/3,900		1	20(5)	1		3	[5]
11	RBC	6dx2(5) burn, sur	8	900/2,700		8	20(5)	1		4	[5]

11	GBC	6dx2(5) burn, sur	7	900/2,700		10	100(5)	1		3	[5]
9	SLC	6dx2(2) burn, imp	6	1,500/4,500		5	20(2)	1		4	[3, 5]
10	MLC	6dx3(2) burn, imp	5	1,800/5,400		4	20(2)	1		4	[3, 5]
11	LLC	6dx4(2) burn, imp	4	2,100/6,300		3	20(2)	1		3	[3, 5]
10	GLC	6dx2 burn, imp	4	1,500/4,500		12	100(2)	1		3	[3, 5]
11	STBL	8dx2(10) burn, imp	3	2,400/7,200		1	10(5)	2		2	[5, 7]
11	MTBL	8dx3(10) burn, imp	2	2,700/8,100		1	10(5)	2		2	[5, 7]
11	LTBL	8dx4(10) burn, imp	1	3,000/9,000		1	10(5)	2		2	[5, 7]
11	HTBL	8dx5(10) burn, imp	0	3,300/9,900		1	10(5)	2		2	[5, 7]
11	PTBL	8dx6(10) burn, imp	0	25,000		1	1(5)	2		2	[6]
^	SL Mk I	8dx1000(100) burn, imp	-5	50,000		1	1(25)	1		1	[7]
^	SL Mk II	8dx1000(100) burn, imp	0	50,000		1	1(20)	1		1	[7]
^	SL Mk III	8dx100(10) burn, imp	0	40,000		1	1(5)	1		1	[7]
11	LIC	HT-5 aff	5	600/1,800		4	25(2)	1		4	[2]
11	MIC	HT-6 aff	4	900/2,700		3	25(2)	1		3	[2]
11	LIC	HT-7 aff	3	1,200/3,600		2	25(2)	1		2	[2]
11	HIC	HT-8 aff	2	1,500/4,500		1	25(2)	1		1	[2]
11	PIC	HT-10 aff	0	21,000		1	1(4)	2		1	[6]

Notes:

- All Mounted weapons are powered by a power generator, either from the vehicle or ship, or from an independent power generator. See Heavy Weapons section for detailed rules.
- [1] Weapons requires atmosphere to function. No effect in trace atmosphere or vacuum!
 - [2] The damage has the Surge modifier (BS page 105). As well, whether or not any damage penetrates, the target must make a HT roll at -4, plus half the DR on the location struck (due to armor divisor). On a failure, the electrical shock stuns him. He may roll against HT every

- turn at the same penalty (but without DR bonus) to recover.
- [3] Smoke, for, rain, cloud, etc. give the target additional DR equal to the visibility penalty. For instance, if rain gives a penalty of -1 per 100 yards, a laser firing through 2,000 yards of rain must penetrate an extra DR 20.
- [4] If the weapon is used within an atmosphere, ignore the number of Shots. In space the weapon must be supplied by shells containing plasma in addition to power.
- [5] If the weapon is used in space, ignore the half-damage range.
- [6] Planetary guns can only hit objects in space and have no half-damage range.
- [7] Cannot aim at targets closer than a quarter of the maximum range.

ARMOR

Armor Statistics

Only one armor table is given (High- and Ultra-Tech Armor Table). Furthermore, some examples are given of complete suits of armor commonly worn in the six Star Wars movies, used in Star Wars games, etc.

Armor tables provide the items of information explained below. A given column will only appear on a table if it is germane to the armors on that table. In all cases, “-” means the statistic does not apply, “var.” means the value varies, and “spec.” means to see the relevant armor skill in BS Chapter 4 or applicable section for special rules.

Although these rules have not been modified, they are described here so you don’t have to swap books when going through the armor tables.

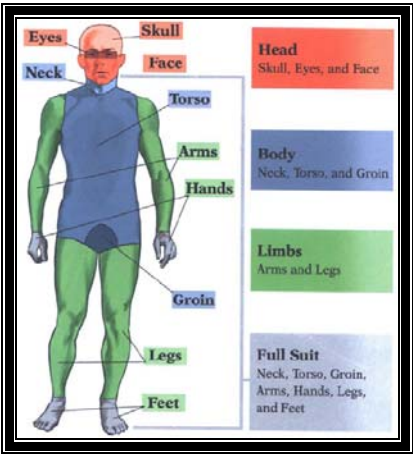
TL (Tech level)

The tech level at which the armor is commonly available.

Armor

This is the item’s name.

Location



The area the armor protects on a humanoid wearer. Individual locations are skull (top of the head), face (the face, excluding the eyes), neck, eyes, arms, hands, torso (the abdomen and chest), groin, legs, and feet. Limbs cover the arms and legs, but not the hands or feet. Head covers skull, face, and eyes. Body is neck, torso, and groin. Full suit is everything but the head, unless stated otherwise.

DR (Damage Resistance)

The amount of damage Resistance the item gives. Subtract this from any blow that strikes the armored location. For instance, if you’re wearing a DR 6 corselet and are hit in the torso for 8 points of damage, only 2 points penetrate and affect you. Some armor has a split DR: e.g., “4/2”. This means DR varies by location or by type of attack: see notes for that piece of armor.

“*” means the armor is flexible. Flexible armor is easier to conceal or wear under other armor and quicker to don or remove, but it is more vulnerable to blunt trauma damage.

“F” means the DR only protects against attacks from the front.

Cost

The items price, in 7 (credits). "K" is thousands; "M" is millions.

Weight

This is the item's weight, in pounds.

LC (Legality Class)

The item's Legality Class; see Legality Class (BS page 267).

Notes

Many items have special features or restrictions; see the notes after the table. Some advanced armor has built-in features that effectively grant the wearer advantages.

High- and Ultra-Tech Armor

Armor Descriptions

Darth Vader's Armor:

Darth Vader wears a unique suit of dark armor, imbued with Dark Side power through Sith construction techniques. The shock-absorbing padding covers all areas of the body and is made of allum, a material slightly resistant to lightsaber damage. The armor plating covers the body. The helmet covers the head. The helmet includes short-range communicator with scramble link. NBC mask and filters; life-support apparatus but is not for vacuum use. Vader's cloak is not included.



The above description is the armor as it is in Episode III. Somewhere between Episode V and VI his armor is upgraded.

The suit needs a C-cell in order to operate properly.

Imperial Clone Trooper Armor

Mostly called Clone Trooper Armor Mark II. It is a transitory armor between the Republic Clone trooper Armor and the Imperial Storm Trooper Armor. The armor still included the biomedical sensors.



The helmet includes short-range communicator with scramble link, NBC mask and filters. The suit also incorporate 12 hours of oxygen supply but is not sealed for vacuum use, only against NBC. The belt incorporates power pack holders (3 packs) and a spinneret with grappling hook.

The helmet needs a B-cell to operate.

Imperial Royal Guard Armor:

The personal guards of the Emperor wore red armor with a elaborate helmet. They wore also red cloaks (not included in these statistics). The armor is in fact an upgraded version of the

Senatorial Guard Armor. Armored Plating have been added to the limbs and the helmet is equipped with a closed visor.



The helmet needs a B-cell to operate.

Imperial Scout Trooper Armor:

A typical Imperial design, the Scout armor, or sometimes called biker armor, is like the storm trooper armor but slightly lighter.



The helmet needs a B-cell to operate.

Imperial Snow Trooper Armor:

This is a modified version of the storm trooper armor. This armor has been adapted to protect the wearer against the cold climates on some artic planets.



The storm trooper armor can be adapted to a variety of climates. Examples of these are sand trooper; snow trooper; and swamp trooper.

The helmet needs a B-cell to operate.

Imperial Storm Trooper Armor:

Manufactured by Sienar Fleet Systems, the Storm trooper armor is the best available in the Imperial arsenal. It is made of biphasic carbide crystals over shock-absorbing padding. The armor covers all areas of the body. The helmet includes short-range communicator with scramble link, NBC mask and filters. The suit also incorporate 12 hours of oxygen supply but is not sealed for vacuum use, only against NBC. The belt incorporates power pack holders (3 packs) and a spinneret with grappling hook.



The armor plating is completely white. Only the right shoulder plating rank indicated the rank of the trooper.

The helmet needs a B-cell to operate.

Mandalorian Armor:

Mandalorian armor is quite old, dating from the Mandalorian wars in the year 3,965 BBY. The body armor, helmet (except visor)

and the gauntlets are made of allum, a material known to be resistant to lightsaber damage. The helmet contains macro binoculars, motion sensors, sound sensors, and infra-red sensors, a comlink, and a broadband antenna/signal interceptor.



The gauntlets can easily be equipped with extra gadgets. The left gauntlet may contain anti-security blades. The right wrist gauntlet may contain a miniature flamethrower, a whipcord and miniature laser. These gadgets must be bought separately.

A portable rocket launcher can be attached to the back of the body armor as well as a small rocket flight pack.

The helmet and each gauntlet need a B-cell to operate.

Morseerian Environmental Suit:

Away from their homeworld, Morseerians wear tight-fitting environmental suits with breath masks. The suit provides a personal methane atmosphere similar to that found on the Morseerian homeworld. The breath mask come equipped with protective goggles and straps designed to fit around a Morseerian's elongated head. In addition to creating an artificial atmosphere capable of sustaining its wearer indefinitely the suit and mask protect the wearer against harmful gases. A Morseerian wearing the suit and mask is immune to inhaled poisons.



The environmental suit has hundreds of independent methane pockets as well as redundant filtration systems to insure that it continues to function even when punctured.

Republic Clone Trooper Armor:

The predecessor of the Storm trooper armor, it has the same attributes except the armor is equipped with biomedical sensors. In the time this armor was standard equipment, the lives of the clones were as valuable as that of any other sentient.



The armor was heavily decorated with ranks, completed missions and decorations. Heroism was desperately needed in the war against the Separatists.

Republic Senatorial Guard Armor:

In the later Republic era, the senators were guarded by these Senatorial Guards. They were equipped with a distinctive looking armor. The blue or green armor came with a plumed helmet. The guards wear also cloaks (not included in the statistics).



Sith Trooper Armor:

Functionally, the armor of the Sith trooper is just as protective as most Republic equipment, but it has also been carefully designed to inspire dread. Armor plating is presented more obviously, making it appear more imposing, and the features of the wearer are completely obscured to make them a faceless inhuman entity. A Sith trooper is perceived as an extension of the Sith, and even in close combat an opponent sees only the cold faceplate of the helmet, never the soldier inside.



Sith trooper armor comes in silvery coverings for ordinary troopers, red for commandos and blue for officers. The underlying thermo suit is always black.

The helmet needs a B-cell to operate.

Skakoan Pressure Suit:

The Skakoans designed three different types of pressure suits to protect them from the adverse effects of atmospheres other than one found on their homeworld. Though composed of flexible materials, the heavier pressure suits are somewhat cumbersome and may reduce the wearer's speed.



All Skakoan pressure suits incorporate a vocalizer that distorts the wearer's speech patterns, making it difficult to tell one suit-wearing Skakoan from another.

Skakoan equip their pressure suits with tiny self-repair units designed to keep a damaged suit from rupturing. However, the self-repair units are not perfect: any single attack that deals damage equal to or greater than 10 + the suits DR ruptures the suit beyond repair, potentially exposing its wearer to hostile atmospheric conditions.

Although not their intended purpose, Skakoan pressure suits can protect a non-Skakoan from the harmful effects of Skako's dense, oxygen-poor atmosphere.

The suits offer the Voice advantage to Skakoan only.

The suit needs a C-cell to operate.

High- and Ultra-Tech Armor Table

TL	Armor	Location	DR	Cost (₳)	Weight	LC	Notes
11	Darth Vader's Armor	Full Suit	60/40	250,000	50	1	[4, 5, 6, 13]
	+Helmet	Head	60	50,000	5	1	[7, 11, 13]
11	Imperial Clone Trooper Armor	Full Suit	50/30	10,000	54	2	[4, 5, 6]
	+ Helmet	Head	18/12	2,000	9	2	[6, 10, 11]
11	Imperial Royal Guard Armor	Full Suit	20/12	4000	28	2	[5, 6]
	+Helmet	Head	12/8	750	8	2	[6, 8]
11	Imperial Scout Trooper Armor	Full Suit	45/27	9,000	47	2	[5, 6]
	+Helmet	Head	16/10	1,900	7	2	[6, 10, 11]
11	Imperial Snow Trooper Armor	Full Suit	50/30	11,000	55	2	[5, 6, 14]
	+Helmet	Head	18/12	2,500	10	2	[6, 10, 11, 14]
11	Imperial Storm Trooper Armor	Full Suit	50/30	10,000	52	2	[5, 6]
	+Helmet	Head	18/12	2,000	8	2	[6, 10, 11]
10	Mandalorian Armor	Full Suit	16/4*	10,000	32	3	[6, 13]
	+Helmet	Head	16/10	2,000	5	3	[6, 11, 13]
	+Gauntlets	Hands	12	500	4	3	[13]
11	Morseerian Environmental Suit	Full Suit	1	1,500	22	1	[5, 7]
11	Republic Clone Trooper Armor	Full Suit	50/30	10,000	55	2	[4, 5, 6]
	+Helmet	Head	18/12	2,000	10	2	[6, 10, 11]
11	Republic Senatorial Guard Armor	Full Suit	20/10	3,000	22	2	[6]
	+Helmet	Skull, Face	12/0	250	8	2	[6]
10	Sith Trooper Armor	Full Suit	18/12	1,000	20	2	[5, 6]
	+Helmet	Head	18/12	350	6	2	[6, 7]
11	Skakoan Pressure Suit Type I	Full Suit + mask	6/1	1,000	5	2	[6, 10]
11	Skakoan Pressure Suit Type II	Full Suit + mask	9/2	4,500	20	2	[6, 10]
11	Skakoan Pressure Suit Type III	Full Suit + mask	12/3	11,000	45	2	[6, 10]

Notes:

All TL7+ armor electronics and powered systems work for (TL-6) x 6 hours before they require recharging or refueling. For a TL11 suit is this 30 hours.

- [1] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types.
- [2] Concealable as or under clothing
- [3] DR increases with TL. After the TL of introduction, consult the following table:

TL	DR Multiplier
Intro	x1
Intro +1	x1.5
Intro +2	x2
Intro +3	x3
Any Higher	x4

- [4] Biomedical sensors allow remote monitoring of vital signs, giving +1 to Diagnosis skill when examining the wearer. In addition, the suit is climate controlled.
- [5] Requires NBC Suit skill, but at TL9+, the suit does not limit DX with a mask or helmet with note [7], the combination provides the sealed advantage.
- [6] Split DR: use the higher DR only if the attack strikes the torso (if body armor), skull (if headgear), or underside of the foot (if footwear).

- [7] Provides filter Lungs, Protected Smell, and Protected Vision, but before TL9 or poor quality, it also gives the No Peripheral Vision disadvantage.
- [8] Provides Protected Vision.
- [9] Suit's DR applies only against burning or corrosion damage.
- [10] Requires Vacc Suit skill. If worn with its helmet, the suit gives Doesn't Breathe (for 12 hours), Protected Smell, Sealed, and Vacuum Support.
- [11] Provides Protected Hearing, Protected Vision, and Radio (Requires Signal), Infravision, Night Vision 9, and (TL-8) levels of Telescopic Vision (TL11 has 3 levels), helmets also include a head-up display (HUD) compatible with "smartgun" electronics (BS page 278). Battlesuits add Hyperspectral Vision and Laser Communication.
- [12] Requires Battlesuit skill. Gives Lifting ST+10; Striking ST+10; and Super Jump 1. Add +5 to Lifting ST; +5 to Striking ST; and +1 to Super Jump per TL past 9 (for TL11 Battlesuits the Lifting ST is +20; Striking ST+20; and Super Jump +3). With its helmet in place, it also grants Doesn't Breathe (for 12 hours), Protected Smell, Sealed, and Vacuum Support. Do not count suit toward encumbrance!
- [13] Lightsaber resistant. When hit by a lightsaber subtract one from the lightsaber's armor divisor.
- [14] Climate Controlled, but only for one climate which effectively gives a +3 to all HT rolls for that particular climate.

SHIELDS

MISCELLANEOUS EQUIPMENT

The following equipment list should include most items seen in the Star Wars movies. The GM is free to add items!

Camping & Survival Gear

Aquata Breather (TL11)

Cost: ₳350

Weight: 0.4 lbs.

Description: An aquata breather can provide 2 hours of breathable air through its mouthpiece. Characters typically use it underwater or in hazardous environments. Aquata breathers are a standard part of many high-end utility belt and field kit packages. Some consider them more reliable than breath masks, since they consist of a single part rather than several linked components.

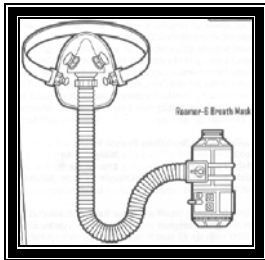


It folds down for storage and can be easily concealed in a sleeve or pocket. The breather's only drawback is that it is designed to be disposable, and once used it cannot be refilled, instead, a whole new breather must be purchased.

Qui-Gon Jinn and Obi-Wan Kenobi use aquata breathers on several occasions in Episode I - The Phantom Menace.

Breath Mask (TL11)

Cost: 7200 (incl. canister & filter for 725)
Weight: 8.8 lbs. (incl. canister & filter of 4.4 lbs.)
Description: This personal atmosphere-filtering system consists of a mask that fits over the nose and mouth and a hose connecting the mask to a portable life-support system. The breath mask provides approximately 1 hour of breathable atmosphere before the filter and atmosphere canister must be replaced. The breath mask offers no protection from extreme temperatures or vacuum.



A breath mask system can also be built into an armored suit.

To replace the filter and atmosphere canister, the user must make a Mechanic/TL11 skill roll. The GM makes this roll for the character. If the roll fails, the mask ceases to function 4d minutes after it is activated.

Kel Dor Antiox Breath Mask (TL11)

Cost: 72,000 (7500 on Dorin)
Weight: 4.4 lbs.
Description: Made to fit Kel Dor respiratory organs and fitted with filters composed of Dorin isotopes, Kel Dor antiox breath masks costs hundreds of credits more than similar devices. The unit fits snugly onto a Kel Dor's face, and non-Kel Dor occasionally mistake the antiox breath mask for insectoid mandibles or even gills.



The antiox breath mask's unusual attachments and isotopes can kill a non-Kel Dor foolish enough to try one on. Any non-Kel Dor who attempts to breathe through the mask will suffocate. The mysterious Kel Dor assassin Yem Nemnin is rumored to use his own breath mask to kill his victims, not the recommended use, but effective nonetheless.

A one year-supply of filters for the antiox breath mask cost 50 credits on Dorin and 200 credits elsewhere.

Communications and Information Gear

Credit-chip

Cost: 7
Weight: negligible
Description: This small memory device was developed to track a being's monetary value. Each chip was built with specialized memory algorithms to prevent tampering, and could be used to add or subtract credits from a being's account.

Credit-stick

Cost: 7
Weight: negligible
Description: This device replaced the traditional credit-chip as the preferred method for maintaining a being's monetary

value. The credit stick was a pen-shaped device that performed the same functions as a credit-chip, with the same forms of memory algorithms and security checks, but in a smaller device.

Inter-chip

Cost: 7
Weight: 0.2 lbs.
Description: This small device processes the transfer from one party to another. When a being purchases something from a merchant, the merchant enters the cost into the inter-chip. The being then inserts their own credit-chip and the inter-chip debits their account in the correct number of credits before depositing them into the merchant's account. Payment between two individuals can also be accomplished the same way.

Law-Enforcement, Thief and Spy Gear

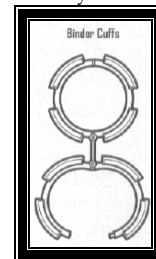
Code Cylinder

Cost: 7500
Weight: 0.2 lbs.
Description: Compact encoded security devices are issued to many military, political, or corporate officials. A code cylinder accesses computer data via a droid's scomp link or provides entry into restricted facilities. Each cylinder features the user's personal clearance data. High-ranking personnel may carry more than one cylinder, each with different access codes encrypted within them. Republic citizens, Imperial officers, and New Republic personnel use them to facilitate security measures.

Code cylinders can be programmed at properly equipped computers by rolling a Computer Programming/TL11 with a , or without such systems by making a Computer Operation/TL11 roll with a -3 penalty. Failure to properly reprogram a code cylinder ruins the cylinder.

TaggeCo MagnaCuffs (TL11)

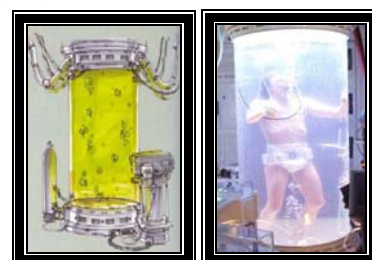
Cost: 7600
Weight: 1.1 lbs.
Description: Magnacuffs are binder cuffs equipped with magnolocks. The cuffs have breakage number +35, 20 HP, and require a Computer Hacking skill with an imposing penalty of 10 to remove without the circuit key.



MagnaCuffs can be seen in Episode III - Revenge of the Sith on the wrists of Palpatine and in Episode IV - A New Hope on the wrists of Chewbacca.

Medical Gear

Bacta-Tank (TL^)



Cost: 7100,000 + 7350 per gal.

Weight: 1100 lbs. + 1.7 lbs. per gal. (Total: 1237 lbs.)
Description: This large, specialized tank is filled with the powerful healing agent, bacta, which promotes rapid healing. A bacta-tank and a supply of bacta is expensive, so much medical equipment is usually found only in hospitals, on board capital-class vessels, and within major military bases.

A patient must be equipped with a breath mask and fully submerged within the bacta for the healing agent to do its job. Bacta is a synthetic chemical that consists of gelatinous, translucent red alazhi and kavam bacterial particles mixed within the colorless liquid extracted from the plant ambori found within the jungles of Thyrferra. The bacterial particles seek out wounds and promote exceedingly fast tissue rejuvenation without scarring.

Any character who has suffered damage can benefit from a bacta-tank treatment, but its miraculous properties are most in evidence when used on severely wounded patients. Bacta treatment is the best method for reviving character that have been reduced to 1/3 or less of your HP.

Patients undergoing bacta-tank treatment heal at the following rates:

Injury Level	Recovery Time*	Cost (7)	Success Roll
HP to 0 HP	1HP/12 hrs	10/HP	HT+5
0 HP to -HP	1HP/18 hrs	15/HP	HT+3
-HP to -HPx2	1HP/24 hrs	25/HP	HT
-HPx2 to -HPx4	1HP/36 hrs	75/HP	HT-2
-HPx5	Dead	Burial	n/a
Crippled limbs	+24hrs/limb	+50/limb	As per above
Crippled organs	+24hrs/organ	+75/organ	As per above
Severed limbs (reattached)	+72hrs/limb	+150/limb	-1HT
Severed limbs (not reattached)	As per bionics	As per bionics	As per bionics

*Time required in induced coma in bacta-tank.

It takes 80 gal. to fill a bacta-tank

Optics & Sensors

Tools

Transportation

Weapon and Combat Accessories

Blaster Repair Kit (TL11)

Cost: 7125
Weight: 4.4 lbs.
Description: This handy kit provides most of the small tools necessary for the upkeep, repair, and customization of blaster pistols and rifles. The tools include a pulse adapter module tester, a collimator beam focuser, a prismatic crystal aligner, static pulse adapter modules, an energy converter valve, multiple gas valve nozzles, a spare gas container, a spare trigger cable, and a variable pressure adjuster. A full kit has enough space left over to hold three spare power packs. Due to incompatibility with other brand blasters, these kits can only be used with one brand of blaster weapons only. BlasTech and Merr-Sonn are such brands.

Slugthrower Maintenance Kit (TL6)

Cost: 7
Weight:
Description:



10. VEHICLES

Vehicle Statistics

The tables in this section and section 11: Starships, give statistics for common vehicles which appear in the Star Wars universe. The definitions of these statistics are listed below so you don't have to swap books. For further details see BS, page 462 and up.

ST/HP (Strength/HitPoints)

The vehicles ST and HP. These are equal for a powered vehicle: the vehicle's mass determines both how powerful its engine must be (ST) and how hard it is to destroy (HP). Powered vehicles have the Machine meta-trait (BS page 263), which includes Injury Tolerance (Unliving).

Hnd/SR (Handling/Stability Rating)

The first number is Handling, the second is Stability Rating. See Control Rolls (BS, page 466) for details.

HT (Health)

The vehicle's HT, a measure of reliability and ruggedness. Fragile vehicles have an additional code:

"c" is Combustible.

"f" is Flammable.

"x" is Explosive.

Move

The first number is Acceleration and the second is Top Speed, in yards/second (double this to get mph). The statistics are equivalent to a character's Move and his top speed with enhanced Move. For ground vehicles, a * indicates a roadbound vehicle, while a ‡ indicates one that must follow rails. For pre-hyperspace spacecrafts, divide Acceleration by 10 to find it in Earth gravities (G), and note that c means the speed of light.

LWt. (Loaded Weight)

The represents the Loaded Weight, in tons (1 ton = 2,000lbs.), with maximum payload and a full load of fuel. Actual weight is often lower.

Load

The weight, in tons, of occupants and cargo the vehicle can carry, including the operator. To find cargo capacity, subtract the weight of occupants (for simplicity, assume 0.1 ton/person, including gear). To find "curb weight" (with fuel but no other payload), subtract Load from LWt.

SM (Size Modifier)

The vehicle's Size Modifier.

Occ (Occupants)

The number of occupants the vehicle can carry in reasonable comfort, given as "crew + passengers": e.g., 2+6 means two crew and six passengers.

"A" indicates a vehicle built for long-term accommodation, with room to sleep, cook, etc. If the vehicle affords the occupants special protection, there is an additional code:

"S" for Sealed (BS, page 82).

"P" for Pressure Support (BS, page 77).

"V" for Vacuum Support (BS page 96).

DR (Damage Resistance)

The vehicle's DR. Some vehicles have different DR on various faces or locations.

Range

Range is the travel distance, in miles, before the vehicle runs out of fuel.

"F" means the FP of the rowers or draft animals, and stored provisions, limit range.

Spacecraft either omit this statistic or use the entry to give the hyperdrive capabilities.

Cost

This lists the vehicles cost, in ₭. "K" means thousand; "M" means millions.

Locations

The vehicle's hit locations, besides its body. If a vehicle has multiple instances of a location, a quantity precedes the abbreviation: e.g., "3T" for a three-turreted ship. A vehicle's hit location determine both how it moves (see Basic Vehicle Movement, BS page 63) and what parts can be hit in combat (see Vehicle Hit Location Table, BS page 554).

Draft

For a watercraft, the minimum depth of water, in feet, it can safely operate in.

Stall

For an aircraft, the minimum speed, in yards/second, it must maintain to take off and stay airborne. "0" means it can hover.

Notes

This reflects any special capabilities or problems the vehicles has. If the vehicle has complex systems, footnotes or a separate description will detail weapons and equipment.

Wheeled & Tracked

Wheeled and tracked vehicles can be found anywhere but especially on those planets which lack the needed technology for repulsorlift drive technology.

Wheeled & Tracked Descriptions

Wheeled & Tracked Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes

Notes:

Walkers

Walker Descriptions

AT-AT (All-Terrain Assault Tank)

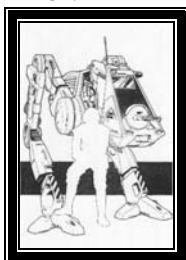
The 66 foot tall All-Terrain Armored Transport (AT-AT) is an imposing, four legged behemoth that shakes the ground as it plods toward enemy fortifications. In addition to its built-in weapons, an AT-AT carries as many as forty troopers or two AT-STs. During the Rebellion era, the Empire had firm control of the Kuat Drive Yards and sole access to the AT-STs and AT-ATs. Only after the fall of the Empire might these vehicles appear on the black market for sale (at exorbitant prices).



The AT-AT is armed with 2 LLCs, mounted on the cockpit and 2 MBCs mounted on the sides of the cockpit.

AT-PT (All-Terrain Personal Transport)

This was Kuat Drive Yards' All-Terrain Personal Transport vehicle, built from plans and designs originally developed by Rothan Heavy Engineering. A squat, single-pilot transport which was developed about the same time as the Katana fleet but which was never mass produced, it is similar to the At-ST, only smaller in stature. It was armed with a twin BC and a concussion grenade launcher. The AT-PT measured 12 foot 10 in length and stood 9 foot 8 tall, and could accommodate up to 200 pounds of cargo. The primary mission of the AT-PT was to give an individual all the firepower of an assault vehicle, while remaining extremely maneuverable and fast. Because the New Order was implemented before the At-PT could be put into production, it never became available to the civilian market. The Empire later rejected the AT-PT in favor of the larger AT-ST.



AT-RT (All Terrain Reconnaissance Transport)

This small, one-trooper walker was the predecessor to the AT-PT and the AT-ST. The All-Terrain Reconnaissance Transport was originally created for the use by the Grand Army of the Republic during the height of the Clone Wars, and could be configured in a variety of ways, depending on the environment into which it was deployed. Armaments were usually mounted to the "chin" of the AT-RT, and included a SLC or a SML. The primary drawback of

the AT-RT was its lack of a sealed cockpit, thus exposing the pilot to enemy fire. Many felt that this was not a drawback at all, since it provided the pilot with a 360-degree view of the battlefield. Regardless, the AT-RT was often used in localized policing or mop-up actions in the wake of the main battle.



AT-ST (All-Terrain Scout Transport)

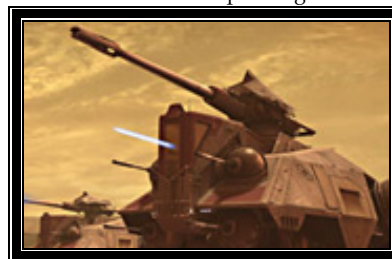
The 20 foot tall All-Terrain Scout Transport (AT-ST) is a nimble, two-legged mobile weapons platform that rapidly moves across battlefields and through cramped urban environments, providing reconnaissance and quick response fire support for ground troops.



The AT-ST is armed with two twin RBCs mounted on both sides of the cockpit and a twin MBC mounted in the front.

AT-TE (All-Terrain Tactical Enforcer)

The 40 foot All-Terrain Tactical Enforcer assault walker (AT-TE) was developed for mining companies on world troubled by raider activity or political turmoil. The standard AT-TE is armed only with six anti-personnel laser cannons in the form of RBCs. However, to increase their effectiveness during the Battle of Geonosis, Rothana Heavy Engineering technicians installed heavy assault cannons on the AT-TEs en route to Geonosis. The AT-TE carries up to twenty passengers and can travel up to four hundred miles before refueling. The vehicle is self-contained and can support a full complement of crew and passengers for two weeks without ever opening the doors. In medical emergencies, the AT-TE even provides a medical droid in an emergency storage locker, which folds down to double as an operating table.



The AT-TE's six-legged construction enables it to crawl efficiently. However, it has considerable difficulty maneuvering over tightly packed obstacles.

Walker Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes
11	AT-AT	180			4/19	80	1	+7	5+40	150	500		4L		[1]
11	AT-PT	58	+2/1	12	4/18	1.73	0.25	+2	1	50	300	18K	G2L		

11	AT-RT	27	+2/1	10	2/23	0.25	0.1	+2	1	25	250	5.6K	E,2L		
11	AT-ST	58	+1/0	11	4/21	1.74	0.25	+3	2	50	250	18K	G2L,T2t		
11	AT-TE	160			3/18	110	60	+5	7+20	150	400		6L		[1]

Notes:

[1] The vehicle is Sealed but not intended for use in vacuum

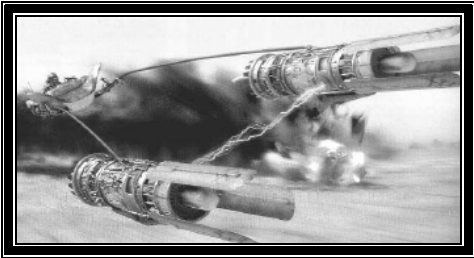
Speeders

Groundspeeders, or more often simply called speeders, are the most common vehicles found on the civilized worlds of the galaxy. Operating on repulsorlift drive technology, they can achieve remarkable speeds. The classification can be somewhat misleading, though; this category includes some rather slow-moving speeders as well as the fast moving swoops but all are bound the low-altitude off a few inches to several yards.



Podracer

Equipped with powerful ion thrust engines, these dangerous pods are strapped loosely to a few engines. The cockpits are very small.



Speeder Descriptions

AAT



Landspeeder

Speeder Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes
11	AAT														
11	Landspeeder	50	+3/3	12	10/100	2	1	+4	1+5	4	2,000	400K	0	0	
11	Podracer	50	-5/1	12 f, x									E,2s		

Notes:

[1] Armed vehicle with a fixed weapon mount.

however, all that’s necessary to provide quick and easy short-distance transportation. Airspeeders are not capable of space travel, and require an atmosphere to function. They are meant to be utility craft but can be converted for battle.

Air Speeders

Airspeeders are transports that fly as high as 250 miles above ground level. Most models have flight ceilings of less than 1 mile,

Air Speeder Descriptions

Air Speeder Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes

Notes:

Speeder Bikes Description

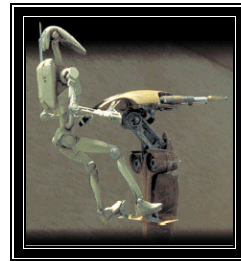
Racing Swoop

Speeder Bikes

Speeder bikes are small, one-man needle-shaped transports, these are like fast repulsorlift motorcycles. The front of the bike holds the maneuvering systems, while the rear holds the power source. A seat and rider controls are located over the power source. They were built as cheap, quick, personal transports and recreational vehicles, they can be easily adapted to law enforcement and military purposes.



Speeder Bike



STAP (Single Troop Aerial Platform)

Speeder Bike Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes
11	Mil. Speeder Bike	30	+3/2	11	19/76	0.5	0.2	0	1+1	4	900	850K	E,X	0	[1]
11	Racing Swoop	35	+5/3	10	25/100	0.3	0.1	0	1	2	1,000	950K	E	0	
11	Speeder Bike	30	+4/2	11	20/80	0.5	0.2	0	1+1	3	1,000	825K	E	0	
11	STAP												E		

Notes:



11. STARSHIPS

STARSHIP SYSTEMS

A starship is a very complex piece of technology, composed of many component systems. Some of the most important of these systems are described here.

Maneuver Drives

Maneuver drives are devices used to propel spaceships through “normal” space from world to world. They are most often used to move between an inhabited world and a nearby point where the hyperdrive can be used. They are also used to move between worlds in a single star system; this is less common, since few star systems have more than one inhabited world. Finally, maneuver drives can be used for interstellar travel, but this is extremely rare since the distances are so long and the hyperdrive is a much more convenient method for crossing them.

Most civilizations (before 50,000 BBY) begin their exploration of space using reaction drives, “rockets” that eject mass backward in order to propel a vehicle forward. The main drawback of such drives is that they require vast quantities of reaction mass. This makes them expensive, and strictly limits the velocities they can reach.

Fortunately a better alternative is possible. At late TL9, new drives use power to generate forward thrust using cold fusion reactors (see Corbana Gas Turbines below) without ejecting reaction mass (except for a small amount of waste in the form of ion particles). Such near reactionless thrusters violate the laws of physics as understood in our society, but they make cheap, convenient space travel possible. These new drives drawback was its speed limitations and constant need for active propulsion. Reactionless thrusters are the standard maneuver drives used by all known spacefaring civilizations since 50,000 BBY. Some examples of these engines are the fission ion engine (better known in pairs called TIE) and fusial thrust engines (such as used on an x-wing).

The performance of a maneuver drive is most often expressed in terms of space acceleration and speed (Move). The speed is measured in MGLT. 1 MGLT equals 1 yard per second. Space acceleration is measured in yards per second² (sAccel or in Star Wars term MGLT/second). A drive that can deliver 11 yards/s² space acceleration can cause the ship to accelerate as if under standard Coruscant’s gravity (33 feet per second per second).

Author’s note: The exact meaning of MGLT is not clearly defined by LucasArts. ILM Artists introduced this term as a measurement of acceleration but soon it was used in computer games as a means of defining speed limits. MGLT might be an acronym for Modern Galactic Light Time or Micro-Gravity Linear Tolerance but the GL might as well stand for George Lucas. Charbel Tengroth and Makis Kalofolias have tested it by flying past large warships of known length at a fixed speed of 100 MGLT whilst making careful timing measurement and found that 100 MGLT = 100 m/s, and the relationship appears to be linear under all circumstance.

The Hyperdrive

The hyperdrive is the only known way to travel between star systems without spending years doing it (like with sub-light engines). Hyperspace is a parallel dimension to ours. In this dimension, the speed of light is not the ultimate limit. With the help of the hyperdrive motivator, spaceships “jump” through the

barrier between worlds and enter this alternate dimension. Traveling through hyperspace is tricky, and is subject to two major laws.

The first law is that ships must enter hyperspace through a jump point. With the help of navigational computers (navcom), the pilot can calculate the nearest jump point that will propel him in his desired direction of travel. There are some very rare individuals or races that have a natural knack for hyperspace navigation: Those are highly praised as navigator and usually worth a lot to starships captains. Force users also have the ability to indistinctively calculate hyperspace jumps by using their Force abilities.

The second law is gravity. For some unknown reason, gravity plays a major role in the direction of travel and the capacity of a ship to enter hyperspace. A hyperdrive motivator cannot jump into hyperspace if it is within a gravity field of a planet, star, or even an artificial gravity field. Any object more massive than a given starship has the potential to disrupt the ship’s hyperdrives. If the hyperdrive is actuated within 100 times the diameter (but less with newer hyperdrive motivators up to a minimum distance of 1 planetary diameter) of such an object, it may malfunction disastrously. Thus, navcom must take account the gravitational field of stellar bodies before jumping the spaceship into hyperspace. Special spaceships have been designed with large gravity generators. Those ships disrupt the hyperspace dimension and can bring a traveling spaceship prematurely out of hyperspace, or block one from jumping into hyperspace. The results of an unwanted or premature sortie out of hyperspace usually result in damage to the hyperdrive system.

Traveling through the hyperspace is defined below (see Hyperspace Navigation).

Hyperdrive Actuation Diode

This small component of a starship’s hyperdrive was instrumental in the acceleration from sub-light speeds to supra-light speeds.

Hyperdrive Compensator

This was part of a starship’s hyperdrive unit, and was the key component in slowing the ship down safely enough to re-enter real-space.

Hyperdrive Field Guide

This was the name of the specialized metal poles used to channel the energy produced by a hyperdrive, allowing it to propel a starship into hyperspace.

Hyperdrive Motivator

This is the starship component which is responsible for building up the energies necessary to propel a ship into hyperspace. The hyperdrive motivator creates an electromagnetic field around a starship, and then projects that field into hyperspace. Once in hyperspace, the hyperdrive motivator employs trilitium crystals to propel the ship through the continuum. When the ship’s destination is reached, the hyperdrive motivator projects the ship’s field back into real-space and cuts the trilitium drive.

Hyperdrive Shunt

This device, which is part of a starship's hyperdrive, allows excess heat and power to be bled off before it can damage the hyperdrive itself.

Travel Speed, Time & Distance

The speed is given in parsecs per hour (1 pc/hr = 3.26 ly per hour). The fastest engines ever build had a maximum speed of 175pc/hr during the Yuuzhan Vong invasion. The Millennium Falcon had a maximum speed of 150pc/hr and was considered the fastest ship during that time (considering that the fastest capital ship of the Empire had a maximum speed of 80pc/hr).

The hyperdrive design is similar to the one found in GURPS 4th Edition Space. Each hyperdrive motivator's speeds are based on the number of tons are carried across hyperspace.

The next big limitation is the maximum distance the hyperdrive motivator can build up energy for, and the engines allow. This value is given in parsecs.

The final important part is the accuracy (or inaccuracy) of the hyperdrive motivator. This is given in clicks. In a Space Opera Star Wars setting a click represents 1 mile, in a hardcore SF Star Wars setting a click represents 1 AU. The visual effect is clearly seen in computer games and in the movies where ships drop out of hyperspace and continue to move in normal space a short while at very high speeds.

To give you something to hold on, a ship which travels at 175pc/hr should cross the entire Vordarian Beltway Galaxy in about 8.5 days (but has to make 75 separate jumps to do so).

LC (Legality Class)

The LC may vary from engine to engine and from era to era. During the reign of Palpatine, all engines faster than 30pc/hr were outlawed while in the New Republic era ships with engines going 100pc/hr were very common among the military and private companies. It depends much on how oppressive the current government is and the political situation in the galaxy.

Hyperspace Disadvantages

During a hyperspace travel the course, speed or destination cannot be changed. Once the ship enters hyperspace it is bound to execute it projected route. However, a ship can still be pulled out of hyperspace by external causes such as shadow gravity wells and artificial interdiction fields.

During hyperspace travel, the crew is isolated from the rest of the galaxy. No communications (incoming and outgoing) are possible.

Sensors don't work. The crew of a ship in hyperspace has no means of all to scan the area of arrival before they enter normal space again. Then again, they cannot be scanned by others as well.

Engine Class Availability Table

Date	Fastest (pc/hr)	Inaccuracy (miles or AU)	Maximum (pc)	Gravity (planetary diameter)
25,000 BBY	1	50	100	100
24,000 BBY	2	49	125	90
20,000 BBY	3	48	150	75
15,000 BBY	4	40	200	60
12,000 BBY	5	30	225	50
11,000 BBY	7	20	250	45
10,000 BBY	10	14	275	40
8,000 BBY	15	12	300	35
6,000 BBY	20	10	325	30
5,000 BBY	30	9	350	25
4,000 BBY	40	8	375	20
3,000 BBY	50	6	400	16
2,000 BBY	75	6	425	12
1,000 BBY	100	6	450	8
0 BBY	125	5	475	4
10 ABY	150	5	500	3
100 ABY	175	5	525	2
125 ABY	200	5	550	1

The availability in the table above reflects the standard engines built which might be commonly used (if not restricted by law).

Engines that are better than the ones described in the table are always custom build engines, or prototypes.

Hyperspace Navigation

I'm going to use the program AstroSynthesis 2.01b in order to map all systems. This program let's you make real 3D stellar designs which can also be printed as 2D maps.

Hyperjump Operations

A successful jump requires four skill rolls on the part of a ship's crew. These four skill rolls must be made in a specific order. They can be performed by four different people, or (since they must be done one after another) by fewer than four people on a ship with a very small crew. Attempting a jump with unrefined Corbana fuel is -2 to all four rolls. Attempting a jump from within 51-100 diameters of a massive object is -4, within 11-50 diameters is -8, and within 10 diameters is -12.

In each case, success on the skill roll means that the operation was successful and the next stage in the process can be attempted; if all four rolls succeed, the jump takes place as planned. A simple failure on a skill roll means that the operation was unsuccessful; that task must be attempted again, at a -1 penalty per subsequent attempt, or the whole process must be started over from the beginning.

A critical failure on any of the four rolls means that a jump mishap may take place. Roll again. On a success, the task has experienced a simple failure, as above. On a failure, the jump mishap takes place. On a second critical failure, a jump disaster takes place, and the starship is completely destroyed (or simply experiences crippling damage, at the GM's option).

If the process of planning and executing a jump is performed under routine conditions (the ship is not under fire, the ship is well-maintained, point of departure and arrival are both traveled before, and there are no penalties to any of the rolls) then skill rolls may not be necessary. Under such circumstances, any crewman with at least 12 in one of the requisite skills can perform the associated task, assuming success without having to make the roll.

The four skill rolls, in the required order, are as follows:

- Navigation (Space) is used to locate the proper point at which the ship should enter hyperspace, and plot a course through normal space that will bring the starship to that point.
- Piloting is used to maneuver the ship to the proper jump point. The Piloting specialization that is necessary depends on the performance of the starship's maneuver drives; the most likely candidate is Piloting (High-Performance Spacecraft).
- Navigation (Hyperspace) is used to "plot a course" through hyperspace. The ship's navigator determines the proper setting for the hyperdrive controls that will bring the ship out at the desired point at the destination. If the I.T.A. placed hyperspace buoy at the origin, then this roll is at +1. If the I.T.A. placed a beacon at the destination, then this roll is at +2.
- Mechanic (Hyperdrive) is used when the ship reaches the jump point, to activate the hyperdrive and make sure that it operates within the parameters defined by the Navigation (Hyperspace) skill.

Jump Mishaps

Hyperdrives are very temperamental machines, and can malfunction spectacularly. Although they are quite reliable when used under ideal conditions, they become less so when used under stress. Many hyperdrive technicians are intensely superstitious...

Hyperdrives have several "failure modes", depending on exactly why a given jump failed to take place as planned.

- No Jump: If a Navigation (Space) or Piloting mishap takes place, the result is "no jump", the hyperdrive simply fails to operate. The process of planning and

executing the jump must be resumed from the beginning.

- **Misexit:** If a Navigation (Hyperspace) mishap takes place, the ship's navigator has planned the wrong path through hyperspace and the ship fails to return to normal space at the desired location. Roll 1d. On a 1, the ship has exited near a solitary world, comet, or odd chunk of rock in the origin star system. On a 2-3, the ship exits near a world or gas giant in the destination star system, but not the right world or gas giant. On a 4-6, the ship exits at a random point on the destination star's 100-diameter limit. Misexit mishaps are usually not dangerous, but they can wreak havoc with the ship's schedule (and can be inconvenient when the ship is trying to make a rendezvous).
- **Misjump:** If a Mechanic (Hyperdrive) mishap takes place, the hyperdrive undergoes a serious malfunction. Roll 1d. On a 1-2, the ship undergoes no jump, as above. On a 3-4, the ship experiences a failed jump, it spends a week in hyperspace, and then emerges into normal space at the exact same point from which it departed. On a 5-6, the ship experiences a misdirected jump, and emerges from hyperspace at a point very distant from its intended destination.

Bridge Systems

A spaceship's control center is usually its bridge, a special compartment from which the rest of the ship's systems can be managed. Several major systems are actually centered on the bridge, notably the ship's communicators and computers.

Short-range craft can have a small cockpit, large cockpit, or huge cockpit. Starships will usually have a small bridge, a standard bridge, or a command bridge. The type of bridge installed determines the level of performance that can be expected from communications and computer systems.

Communications Systems

All ships have several different communications systems installed. These systems operate using the rules for the Telecommunication advantage (BS page 91).

Radio

Shipboard radios use the standard rules for that Telecommunication type, and may have the Video enhancement. A cockpit has one radio, a small bridge has two, a standard bridge has five, and a command bridge has 10. A cockpit radio's range is 186,000 miles. A bridge radio's range is 1 parsec.

Laser

Shipboard laser communicators use the standard Telecommunication rules, with the laser and Video enhancements. A cockpit or small bridge has one laser communicator, a standard bridge has two, and a command bridge has four. A laser's range is 50 miles and a line-of-sight is required.

HoloNet

Starships may be equipped with HoloNet Transceivers and emitters. A HoloNet can only be used freely during the Old Galactic Republic era (25,000 BBY) and The New Republic era (5 ABY) until the Yuuzhan Vong destroy the HoloNet grid in 25 ABY. After 30 ABY the HoloNet grid comes back online gradually using shuttles carrying HoloNet emitters and transceivers. During the Galactic Empire, only Imperial ships are able to use the HoloNet grid. A small bridge has one HoloNet transceiver and emitter, a standard bridge has 2, and a command bridge has four. A HoloNet emitter's range is 1 parsec and is relayed by the HoloNet grid (if within range) to its destination, and thus nearly limitless within the Republic's or Imperial's territory.

Hyperwave Transmitter

A Hyperwave transmitter was the radio device used aboard starships to send ultra-fast messages through hyperspace. This resulted in any message sent to be received in one second. For each radio emitter present on a starship, a separate hyperwave transmitter is needed.

SID-Transponder

Every ship is required by law to install an SID-transponder system. This system sends out an automatic identification code by radio communicator. On a civilian ship this system comes factory-sealed; it can be turned on or off, but the identification code can't be altered easily. Military systems can be reprogrammed to give false identities to enemy ships, or not to respond at all. Cockpits install one SID-transponder system. Bridges install two to give a backup.

Computer Systems

Every cockpit and bridge system includes three identical computers for redundancy. A small cockpit or bridge installs microcomputers, with Complexity equal to TL-5. A large cockpit, huge cockpit, or standard bridge installs microframes, with Complexity equal to TL-4. A command bridge installs mainframes, with Complexity equal to TL-3.

Sensor Systems

Every ship needs sensor systems to ensure that the crew is aware of its surroundings and any potential threats. All ships have a mix of active and passive sensors.

An active sensor directs emissions, such as radar, at a target, then analyzes the energy that "bounces" back in order to learn about the distance, direction, size, composition, appearance, and other aspects of the target. Active sensors use the rules for Scanning Sense (BS page 81). The basic type is Radar, with the Multi-Mode and Targeting Enhancements.

The ship's passive sensors use a combination of telescopes, cameras, and similar devices to take whatever electromagnetic radiation is already present in the environment. Passive sensors use the rules for Hyperspectral Vision advantage (BS page 60) with the Extended High-Band and Extended Low-Band enhancements. They also have Telescopic Vision (BS page 92) and Protected Sense (BS page 78).

A ship's sensor systems are given a Scan rating which is a measure of their range and power of resolution. The scan rating is used during space combat or when a ship simply wishes to detect or track another object.

Life Support Systems

Manned ships always need elaborate systems to provide crew and passengers with clean air, potable water, food, and habitable temperatures, and to deal with biological wastes. These life-support systems are much more complex than most non-technicians realize; maintaining and repairing them is one of the most unpopular shipboard duties.

Star Wars starships don't have total-recycling life support systems. Breathable air and water are recycled with high efficiency, but biomass is not. Ships must bring on provisions on a regular basis. Meanwhile, waste matter accumulates in the ship's life support system, and must be dumped from time to time. Imperial ships tend to dump their waste prior to a hyper jump.

Capacity

A life support system is rated for its capacity, the number of people that can be supported by the system for long periods of time (assuming that enough provisions are on hand).

A life support system can be overloaded if necessary. Roll 3d after each day of overloading, at +1 per full 10% by which the number

of people aboard exceeds system capacity. On an adjusted roll of 13 or more, the system begins to break down, losing 10% of its current capacity (rounded up to the nearest full person) for each point by which the roll was exceeded. A Mechanic - High Performance Spacecraft roll can be attempted one per day; if it succeeds, it will restore 10% of full capacity. Note that once the life support begins to fail, the effect snowballs. If the ship remains overloaded, life support will eventually reach 0% and fail. At that point, all oxygen in the air will be used up within 1d hours, and

everyone will die. Those in low berths are unaffected if life support fails...as long as the power stays on.

Short-Term Life Support

Some ship components carry short-term life support, and can keep a few crewmen or passengers alive for a matter of hours. Such systems are normally only used in emergencies or on board short-term ships (fighter craft, shuttles, and so on). Refer to the ship design rules in this chapter.

STARSHIP OPERATIONS

Operating a starship requires considerable advance planning. Some of the pertinent considerations are discussed below.

Travel Times

Many travelers, especially merchants, will want to know how long it takes to reach their destination.

Interplanetary Travel

Interplanetary distances are usually measured in miles or astronomical units. One astronomical unit is equal to 100 million miles, the average distance between the planet Coruscant and its sun Coruscant.

Spaceships usually follow a nearly straight-line course through space, accelerating to their cruising speed (or top speed when necessary), flying at the way at the same speed until arrival, then decelerating in order to match velocities with the destination upon arrival. This is the most efficient way to reach any destination in normal space, using maneuver drives as powerful as ion fission engines or fusial thrust engines.

Normal space travel will mostly only occur when entering or exiting hyperspace, flying between starships or starports. Flying from one planet to another planet would take too long using reactionless drives.

Interstellar Travel

Interstellar distances are measured in parsecs. One parsec is equal to 3.26 light-years or 19.234×10^{12} miles.

Although the exact duration of a interstellar using hyperdrives can be predicted, a ship and its crew can fail during of its hyper jumps needed to reach the final destination. This may end in a disaster or simply extends the duration of the travel.

Starship Costs

Starships are expensive pieces of equipment, beyond the means of any but the wealthiest individuals. Most starships in the Star Wars universe are owned by large organizations, governments, corporations or even syndicates.

Financing

Most small-scale Republic starship owners purchase their ships with financial backing from larger corporations or the Galactic Republic government. Imperial merchant ships, held by individuals or small groups, are subsidized by the Empire. In either case, the ship's backers expect due diligence from their active partners in pursuing agreed-upon goals, and also expect significant returns on their investment. Owners who consistently fail to meet their objectives may find their ships repossessed or worse.

The details of such a subsidy scheme vary, but a typical honest arrangement is as follows.

The individual or corporation purchasing the ship must have a good reputation and a well-considered business plan. The financial backer will have goals in mind that the ship is intended to fulfill: maintaining regular contacts among colonies, developing new trade routes, discovering new commodities or markets, conducting astrographic surveys, collecting economic intelligence, performing as naval auxiliary in wartime, and so on. The future owners and backers negotiate until they reach an agreement on how the ship will be used and what kinds of returns are expected.

The purchaser is expected to put up a substantial fraction of his own money to demonstrate his commitment. The amount of this "down payment" varies, up to 20% of the ship's purchase price. The backers will then cover the rest of the cost. The owner's share of net profits (after expenses) is determined by multiplying their down payment by a factor (typically x4) to represent the active risks they run in operating the ship, and dividing the result by the ship's purchase price. The backers receive the remainder. After a specified period (generally 30 years), full title reverts to the owner, who then retains all of the profits for himself.

Maintenance

Starships require constant routine maintenance. Members of the engineering, maintenance, and life support crew sections spend most of their time performing this maintenance. The extent size of these crew sections indicates the amount of maintenance that must normally be performed. Each member of these crew sections is assumed to provide eight man-hours per day in maintenance work. At the GM's option, crewmen from races with the Less Sleep advantage or the Workaholic disadvantage may provide more man-hours per day, while crewmen with the Laziness, Short Attention Span, or Sleepy disadvantages may provide fewer.

If a ship is short-handed in the pertinent of crew sections, crew may be required to put in longer work shifts, members of other sections may have to chip in, or the ship may simply fall short on its required maintenance.

The rules for the Maintenance disadvantage (BS page 143) apply, as do the rules under Breakdown (BS page 485). Although maintenance work is performed on a continuous basis, the maintenance period is bi-weekly. If insufficient maintenance is performed during a maintenance period, the ship loses one point of HT and must make a HT roll. If the HT roll fails, the ship loses 1d DHP (D-scale hit points, used to measure damage to spacecraft).

See Damage Effect (Chapter 7: Combat) for the effects of damage to the ship; in particular, damage due to missed maintenance may lead to Major Damage results, indicating serious breakdown in ship's systems.

Along with routine maintenance, every starship requires a complete overhaul once a year to ensure that it remains in good working order. This annual maintenance restores any damage or HT loss due to missed routine maintenance, and removes any remaining faults not caused by battle damage. It costs 0.1% of the basis price of the ship, and requires two full weeks at a Class B or better starport. The ship's operators should make provision for the payment of the maintenance fee when it comes due, and should prepare for the revenue lost while the ship is laid up.

Supplies

The primary expendable item used by any TL11 starship is the Corbana (a mixture of corfaize-tibanna gas) fuel used to feed the power unit which provides all the power for the ship's systems, maneuver drives and hyperdrives. Refined fuel can only be purchased at a Class B or better starport, and normally costs 7350/dton. Unrefined fuel can be purchased at a Class D or better starport and costs 780/dton.

Meanwhile, starship crews must purchase provisions. Standard provisions cost 76 per man-day, and must be carried as cargo. One dton of provisions has a mass of 12 tons, contains 2,000 man-days of food and other supplies, and costs 712,000.

Crew Salaries

Crew salaries must be paid on a monthly basis. For merchant ships, a fair monthly salary for any given crewman is 7600 + (7900 x Merchant Rank) + (7300 x best job skill). If the exact mix of skills and Merchant Rank levels among the crew is undetermined, this can be approximated as 79,000 for the senior Captain commanding a large merchant ship (1,000+ dtons), 77,800 for the Captain commanding a smaller merchant ship, 76,600 for each officer, 75,700 for each petty officer, and 74,800 for each ordinary crewman.

If a ship makes a particularly profitable voyage, it is common for part of the profit to be distributed among the crew as bonus. Any such division is up to the ship's commanding officer or the policy of his corporate sponsors.

Service Fees

When a starship makes berth, it must usually pay a variety of service fees. For simplicity, the GM may assume that these amount to 7100 per dton of ship per week (or fraction of a week) in port. If the GM wishes to track the fees more closely, he may apply the following.

Berthing Fee

Berthing fees cover power, life support, and data hook-ups at the berth, access to facilities for maintenance, and often courtesy transportation to the main starport terminal. Once paid, berthing fees cover unlimited arrivals and departures for the entire duration, although crowded starports frown on berths that stand empty for too long. The standard berthing fee, at both Republic and Imperial starports, is 720 per dton of ship for the first six full days, plus 72 per dton of ship per day thereafter.

Customs Duties

These duties apply when any foreign party moves goods through a starport onto a world. As far as a merchant crew is concerned, customs duties never apply to freight (goods owned by someone else that the crew has been paid to transport), in such cases, any duties are paid by the owner of the freight. However, whenever a merchant sells cargo (speculative goods that he owns himself) on a world, he must pay any duties that apply. During the Old Republic (before the trade franchise began), the Republic didn't collect a duty. From 32 BBY, the Republic always collects a duty of 2% of the sale price of the cargo. During the Imperial reign, this was raised to 4%. In other regions, the duty depends on the starport and the type of cargo; the duty will be 1d%. Customs duties can be avoided through smuggling (see Covert Operations, IW page 176).

Freight Handling

Ships that don't have enough personnel to handle cargo or freight themselves can pay starport stevedores to do the loading or unloading. The necessary number of crewmen is one per 250 dtons of cargo or freight; the needed crewmen can come from the cargo

services section, or can be diverted from other crew sections that aren't busy in port (gunners or ship's troops, for example). The standard cost of hired stevedores is 720 per dton of cargo or freight, with a minimum of 7500.

Lighterage Fees

Cargo, freight, and fuel can be delivered to or from a ship that's away from the starport. Cargo and freight lighterage costs 710/dton from surface to orbit, 715/dton to a ship at a planet's 100-diameter limit, or 740/dton to a ship at a star's 100-diameter limit. Fuel delivery is more expensive: 780/dton from surface to orbit (if the starport has no refueling facilities in orbit), 7100/dton to a ship at a planet's 100-diameter limit, or 7400/dton to a ship at a star's 100-diameter limit.

Shuttle Tickets

A one-way ticket from orbit to a planetary surface (or back) is 750 per person. Each person can bring up to 200 pounds of baggage; any extra is carried at lighterage rates.

Special Handling

Any cargo or freight that requires special handling adds 50% to all freight handling and lighterage fees.

Starport Administration Fee

This fee covers the cost of administration, maintenance, and operation of the port, as well as search and rescue services. The standard fee is 7500, paid on landing.

Waste Dumping Fee

Star Wars starships do not have total-recycling life support systems. Over time, a ship's life-support system accumulates wastes, which must be disposed of. These can be ejected into space for free (although this is usually illegal in crowded shipping lanes or in low orbit space). They can also be dumped at any starport, for 71/man-day since the ship last cleaned the life-support system.

Wharf Fees

If cargo or freight is to be stored on the berth, the wharf fee covers the use of port facilities, warehouse space, and transfer space on the berth itself. The owner of freight usually pays this fee, but merchant crews carrying speculative cargo must pay for their own space. The standard cost is 720/dton for up to 30 days, and 72/dton per day thereafter.

Fines

Fines are the personal responsibility of the ship's captain, unless the fine is the direct result of misconduct by a crewmember. Even then, the captain usually pays the fine out of the ship's cash reserve and collects it from the crew member later (perhaps by reducing his pay).

Failure to Vacate

If a ship is ordered to vacate its berth at a starport and fails to do so on time, the starport authority will levy a fine. The standard fine is 71,000/hour.

Violation of Regulations

Any other violation of local, Republic, or Imperial regulations will likely lead to a fine. The amount varies, but typical fines are 7500 or more per incident.

INTERSTELLAR TRADE

Trade in the Star Wars Universe

During the course of history, interstellar commerce is shaped by the Republic's liberal economic model. The Republic manages a vast economic system, based on a mature network of trade routes that has been stable for millennia. This has not always been so. In the beginning of the Galactic Republic, commerce was full of energy and very unstable due to its explosive growth and the vast regions of unexplored space. On the other hand, the Empire is an oppressive government, limiting free commerce. Adventuring merchants who wish to make profit in this environment need to understand how it works.

Trade Routes

Throughout the Old Republic era, commercial traffic tends to follow trade routes. A trade route is the sequence of hyperlanes and stopping places used for commercial transports. Trade routes contain navigation buoys and are frequently updated by the Interstellar Transit Authority. Using a trade route is the safest way of interstellar travel without colliding with a body in space, or some other phenomena such as a black hole.

Trade Route Types

There were about eight major trade routes in the Vordarian Beltway galaxy, with hundreds of secondary routes and thousands of minor ones. Scouting new hyperspace routes is an incredibly dangerous task for an explorer.

Major Routes

Major routes are the larger "mains", tying together important worlds that are located in clusters relatively close to each other. They carry tens or even hundreds of thousands of dtons of cargo per week. Any given world on a major route will usually see several super-freighters of 10,000+ dtons, and many freighters of 1,000+ dtons, each week. Free Traders and other small merchant ships will find little work along such routes, unless they can find small consignments of freight which have not been consolidated into large lots by the major shipping lines. The eight major trade routes are:

- Corellian Run
- Corellian Trade Spine
- Hydian Way
- Kessel Run
- Myto's Arrow
- Perlemian Trade Route
- Rimma Trade Route
- Sisar Run

Secondary Routes

Secondary routes are lesser "mains" making less profitable, but safe links. A minor route carries freight in the high thousands or low tens of thousands of dtons per week. A world on a secondary trade route will be visited by six to ten freighters of 1,000+ dtons, along with a dozen or more small ships of 100-400 dtons, each week.

Minor Routes

Minor routes are small tributaries connecting the most prosperous minor worlds into the trade network. A minor route carries freight in the high hundreds or low thousands of dtons per week. A world on a minor route will see up to about a dozen small merchant ships per week, all of them well under 1,000 dtons in size.

Frontier Worlds

Frontier worlds are those inhabited worlds that are not on the established trade network at all. The most populous frontier worlds may be visited by one to two small merchant ships per week. Others are served only by infrequent "packet" transports and tramp merchant ships, sometimes going for months without an interstellar visit. Free Traders sometimes find the greatest opportunities (and the greatest risks) by visiting worlds off the established trade routes.

Speculative Trade

Cautious merchants will tend to stay on the save trade routes, earning money by carrying freight and passengers at fixed rates. This enables them to minimize risk, because it's easy to predict how much freight and how many passengers will be available. On the other hand, this approach is unlikely to yield great profit.

Ambitious merchants will accept greater risk for the chance of greater profit, by engaging in speculative trade. Rather than signing contracts to carry someone else's goods, a merchant captain will buy goods using his own money, and then try to sell the goods elsewhere for a profit. If everything works well, he can make a real killing, if they don't; he may have to sell at a loss simply to keep operating.

Speculative trade is a very common practice during the Republic era's, where free markets are common, local economies are booming, and merchant captain only needs credits to invest.

During the Imperial era, all major trade routes were controlled by the Empire and more traders were forced to pay high fees or find new customers on other worlds. This resulted in more speculative trade but also in more smuggling.

Basic Trade System

The following system helps the GM and players quickly determine how much a small merchant ship will make by carrying freight and passengers. It assumes that the ship is going to stay on established trade routes; it will not be able to find significant freight or passengers otherwise. So long as that condition is met, however, the basic trade system is ideal for campaigns that feature trade only as a backdrop for other adventures.

Bilateral Trade Number (BTN)

The total amount of trade that takes place along a given trade route is reflected in the route's "size" (major, secondary, or minor). When a merchant ship needs to find freight or passengers for a specific destination, the GM must determine how much trade is taking place specifically between the current and destination ports. This can be done by computing the Bilateral Trade Number (BTN) for the two worlds.

To determine the BTN, begin by adding the World Trade Numbers (WTNs) for the two worlds, as determined during the world-design sequence (IW page 101). This gives the amount of trade that can be expected between them, based solely on the size of the world economics.

Next, examine the trade classification of the two worlds as generated in the world-design sequence. If one world is Agricultural (Ag) and the other is Extreme (Ex) or Non-Agricultural (Na), then increase the BTN by 0.5. Likewise, if one world is Industrial (In) and the other is Non-Industrial (Ni), then increase the BTN by 0.5. This adjustment accounts for the fact that worlds in this situation complement each other, they have more gain from trade than a more typical pair of worlds.

If the two worlds are under control of two different political entities, then decrease the BT by 1. Trade that must cross a political border is usually hindered. If the two political entities are at war with each other, then no legal trade is allowed.

Next, determine the distance between the two worlds along the trade route and refer to the Distance Modifier Table below. Decrease the BTN by the amount indicated for the distance between the two worlds. Worlds that are further apart undertake less direct trade. No Available Trade, indicates not that there will be no freight or passenger traffic between the two worlds, but there will be no such traffic available for small merchant ships to handle. Long-haul freight and passenger service is almost entirely run by the greater corporations, merchant guilds and trade federations.

The distance is only important when the maximum range of a ship's hyperdrive is known.

Distance/Max Jump Modifier Table

Distance/Max Jump	Distance Modifier
0	0
1-2	-0.5
3-5	-1
6-9	-1.5
10-19	-2
20 or more	No Available Trade

Finally, if one world of the pair has a much smaller economy than its partner, the economic model behind the WTNs and BTN breaks down somewhat. To correct for this, the final BTN may not be greater than twice the smaller WTN+1.

Once the BTN has been computed, the GM and players can determine how much freight and how many passengers are available for transport to the declared destination.

Basic Procedure

Once a merchant ship reaches port, it may declare its destination and begin searching for freight and passengers to carry there. The current port and the declared destination must be connected along the established trade routes, but they do not need to be a single jump apart. The BTN between the current and destination worlds must be at least 6.0, otherwise any traffic that may be available will be controlled by large shipping lines.

Freight

Beginning on the first full day after the ship lands, it may try to find freight that is intended for the destination port. Once per day, refer to the Trade Volumes Table below and make the roll for freight volume that is indicated for the BTN of the current and destination worlds. Halve the result (rounded down) if the ship is Republic/Rebel registered and the port is under Imperial control, or vice versa (and risking to become arrested). The final result gives the number of dttons of freight that are available that day.

Each lot of freight must be delivered within one day, plus 1 hour for every parsec of distance along the trade network between departure and destination ports. Unloading at the destination starport is usually sufficient for delivery (but see Special Handling above). Late delivery incurs a 10% penalty per day late.

The standard rate for freight shipping is 7700 per dtton per parsec along major or secondary routes, or 7800 per dtton per parsec along minor routes.

Trade Volume Table

BTN	Freight Volume Roll	Passenger Volume Roll
6	2d-10	None
6.5	2d-7	None
7	2d-2	1d-4
7.5	(2d-2) x 5	1d-2
8	(2d-2) x 5	1d-1
8.5+	(2d-2) x 10	2d-2

Passengers

Beginning on the first full day after the ship lands, it may solicit passengers who wish to travel to the destination port. Once per day, refer to the Trade Volumes Table above and make the roll for passenger volume that is indicated for the BTN of the current and destination worlds. The final result gives the number of potential passengers who present themselves that day.

To determine what level of service each potential passenger wants, begin with by rolling 1d with a maximum of the total number of potential passengers. This indicates the number of low and standard tickets that the ship can sell that day. At an Imperial port, all of these tickets will be for standard passage. In a Republic port, half (rounded up) of these tickets will be for low passage and the rest will be for standard passage. If any potential passengers are left, roll 1d again with a maximum of the remaining number of potential passengers. This indicates the number of first-class tickets that the ship can sell that day. Any potential passengers that remain will want luxury tickets. If the ship can't provide the level of service that a given potential passenger wants he will go elsewhere rather than settle for a different kind of ticket.

A passenger is expected to pay for his ticket in advance, either when making his travel reservations or when boarding the ship. On the other hand, once a passenger has made reservations to travel on a given ship to depart for his destination within one week (7 days). He will also expect to arrive at his destination within one day, plus one hour for every parsec of distance along the trade routes between departure and destination ports.

A ship that fails to meet passengers' expectations about timelines and quality of service may be able to get away with it, at least for a while. At the GM's option, the ship's crew may acquire a negative Reputation, or angry passengers may lodge complaints with Republic or Imperial authorities.

The standard rates for passenger transport are 7400 for a low ticket, 72,500 for a standard ticket, 73,500 for a first-class ticket, and 76,000 for a luxury ticket. Ticket prices are per jump rather than per parsec traveled.

Speculative Trade System

The following system can be used when a small merchant ship is trying to turn a profit through speculative trade, the art of buying cargo at a low price, in the hopes for selling it later for a high price. This system can be used whether the ship stays on established trade routes or not, and it can be used in conjunction with the basic trade system. The speculative trade system is useful for campaigns in which the GM and players are interested in following trade in some detail.

In outline, the speculative trade system is very basic: buy low and sell high. Merchants seek goods for sale (possibly on The market, in Imperial Space) and buy them with whatever resources are available. They carry these goods in their holds to subsequent destinations, seeking interested buyers. A Free Trader normally carries a number of different speculative cargoes, never knowing which will sell first, and fills his hold with freight as necessary. When a given lot of speculative cargo seems to have found a profitable market, it is sold. Ideally, the merchants bring in enough to pay for landing expenses, operating costs, a new load of goods, and a little profit. Unfortunately, they are sometimes forced to accept whatever they can to prevent a total loss.

A canny trader can maximize his profits by matching likely goods with receptive markets. This makes advance information about the region of space where he is trading a particularly valuable commodity.

Generally only one merchant or team of merchants per crew may search for goods or buyers, any more is counter-productive.

Finding Goods for Sale

Beginning on the first full day after the ship lands, a merchant crew may begin searching for speculative cargoes to buy. Each attempt takes five days, and is made using the best skills from among the merchant team. If an attempt fails, repeated attempts may be made at no penalty (unless a critical failure occurs; see below). Attempts to find goods to buy can be done at the same time as any attempts to find buyers for goods already in the hold.

Roll versus Merchant or Streetwise, whichever is lower. Any penalty for lacking an appropriate Cultural Familiarity advantage applies, as does any penalty for not being a native speaker of the local language. Any applicable Reputation (good or bad) also modifies the effective skill. Modifiers: +1 if anyone on the team has Area Knowledge for the local planet at 12+, or +2 at 20+; -1 if the world is on a minor route, or -3 if on a major or secondary route.

A successful roll indicates that a lot of cargo has been located for purchase; critical success indicates one to three lots.

A critical failure results in the crew being shunned; no one from this ship will ever be able to contact the speculative cargo markets

on this world again, until they make amends. On a Republic world, this means simply paying a fine for insider trading or other violations of local law. On an Imperial world, a critical failure means that the local leaders of The market have decided the crew cannot be trusted; such trust can probably be regained only through a difficult adventure...

Determine Available Goods

Once a lot of speculative cargo has been located, roll two dice, one at a time. Modifiers: on the first die, -1 if the world is Non-Industrial, and +1 if Industrial; on the second die, -1 if the world is Non-Agricultural, and +1 if Agricultural. Treat results less than 1 as 1, and greater than 6 as 6. Read the two numbers consecutively, as a two digit number from 11 to 66, and consult the Speculative Goods Table.

For each lot of cargo, roll the indicated number of dice to determine lot size in dtons. Multiply the lot size by the price per dton (P/dton) to determine base price. If needed multiply lot size by density (tons/dtons) to determine total mass; multiply again by local gravity to determine weight.

Speculative Goods Table

Dice Roll	Commodity	Price (P/dton)	Sale Price Modifiers	Lot Size (dtons)	Density (tons/dton)
11	Heavy Metals	20,000,000	Ex-3	1d	25
12	Industrial Crystals	2,000,000	In+3, Na-3	1d	10
13	Radio-actives	100,000	In+4, Na-3	1d	10
14	Petrochemical	15,000	In+3, Na-4	2dx5	7
15	Artwork, Handicrafts	10,000		2d	5
16	Wood, Wood Products	2,000	Ag-4, In+1, Ex+4	5dx10	5
21	Industrial Metals	75,000	Ex-2	2d	25
22	Ceramics, Glass	15,000		2d	10
23	Gemstones	10,000,000	In+4, Ni-2	1d	0.5
24	Spices	6,000	Ag-2, Ex+1, Na+2	1dx5	7
25	Alcoholic Beverages	7,500	Ag-3, In+1, Ni-1	2d	7
26	Fruits, Vegetables, Nuts	2,400	Ag-2, In+3, Ex+2, Na+2	4dx10	5
31	Special Minerals	750,000	In+1, Na-3	1d	10
32	Lanthanum	5,000,000	In+2, Na-3	1d	10
33	Polymers	12,000	In-2	3dx5	5
34	Light Metals	10,000		2dx5	25
35	Textiles	30,000	Ag-2, Ex+2, In-1	3dx5	4
36	Livestock	1,000	Ex+4, Ni-2	3dx5	1
41	Shelters	12,000	Ex+1, In-1, Na+2	3d	8
42	Computers	250,000	In-2	2d	5
43	Weapons, Ammunitions	120,000		1d	7
44	Pre-recorded Media	50,000	Ni+2	1d	2
45	Pharmaceuticals	120,000	Ag-1, In+3, Ni-3	1d	6
46	Grain, Flour, Baked Goods	5,000	Ag-2, Ex+2, Na+2	2dx51d	10
51	Protective Suits	400,000	Ag-4, ex+4, In-2, Ni+1	1d	2
52	Tools	20,000	In-1	1dx5	10
53	Manufactured Goods	50,000	In-1, Ni+1	3d	8
54	Toys, Games, Sporting Gear	50,000	Ni+3	2d	5
55	Entertainment Devices	50,000	Ni+3	1dx5	4
56	Meat, Fish	20,000	Ag-2, In+2, Ex+2, Na+2	1dx5	8
61	Precision Instruments	400,000	In-3, Ni+3	2d	7
62	Electronics, Electronic parts	50,000	In-1, Ni+1	1dx5	2
63	Ground Vehicles	40,000	In-2, Ni+2	3dx5	3
64	Grav Vehicles	250,000	In-2, Ni+2	1dx5	3
65	Grav Units, Gravitic parts	160,000	In-2, Ni+2	1dx5	4
66	Machinery, Mechanical Parts	50,000	In-1, Ni+1	4dx10	8



Determine Purchase Price

Once the nature of each lot of speculative goods is known, roll on the Actual Price Table to determine the actual purchase price. Subtract 2 if the world is Poor, add 4 if the world is Rich. Add or subtract the Sale Price Modifiers that apply to the world where the goods are being purchased as indicated for the specific commodity on the Speculative Goods Table. The result on the Actual Price Table gives the actual purchase price as given on the Speculative Goods Table.

One member of the merchant team may use Merchant skill to try to lower the actual purchase price, using a Quick Contest according to the rule on BS page 209. The result of the Quick Contest will add or subtract 10% from the base price of the goods. For example, if the initial roll on the Actual Price Table gives a result of 150%, a victory in the Quick Contest will lower the purchase price to 140% of base, while defeat raises it to 160% of base. Groups desiring more option may consult BS pages 560 to 562.

If the lot is larger than desired, breaking it up and buying only a portion requires a positive reaction roll from the seller. One member of the merchant team may attempt an Influence roll (BS page 359) instead; modifiers for Cultural Familiarity and language skill still apply.

Once goods are purchased, they are delivered at the ramp or docking bay outside the ship's cargo hatch. It is the crew's responsibility to load each lot into the hold, though at Class C or better starports they can hire stevedores. If desired, the crew may offer to come and pick up a cargo in return for a favorable Reaction modifier, but then they are responsible for paying (or evading) any outbound costumes and duties.

Actual Price Table

Roll	Actual Price (% of Base Price)
3 or less	30%
4	40%
5	50%
6	60%

7	70%
8	80%
9	90%
10	100%
11	100%
12	110%
13	120%
14	130%
15	140%
16	150%
17	160%
18 or more	170%

Finding Buyers

Beginning on the first full day after the ship lands, a merchant crew may begin searching for buyers for any speculative cargoes that are in the hold. Each attempt to find a buyer for any one lot takes five days, and is made using the best skills from among the merchant team. If an attempt fails, repeated attempts may usually be made at no penalty. If the ship has more than one lot of speculative cargo in the hold, the crew may search for buyers for each of them at the same time, and can also search for a lot of goods to purchase.

Attempts to find a buyer use the same skill roll as finding goods for sale; add an additional modifier equal to WTN-6 (round down). On a success, a buyer is found. On a critical failure, the

crew will be shunned on that planet, with the same effects as a critical failure when searching for goods.

Determine Selling Price

Once a potential buyer has been found for a given lot of goods, the sale price must be determined. Use the same process as that used to determine purchase price. The Sale Price Modifiers that apply are the ones associated with the world where the goods are being sold. If a Quick Contest of Merchant skill is used to try to improve the same price, a victory will raise the price by 10%, while a defeat lowers it by 10%.

The sale price offered by a potential buyer doesn't have to be accepted, but refusal to sell counts as a failure to find a buyer. Another attempt must be made, taking five more days. Furthermore, the merchant team must make a Reaction Roll; on a Poor or worse reaction, the result is equivalent to a critical failure on the roll to find a buyer, and the crew is shunned.

The crew is responsible for unloading the goods, clearing them through inbound customs, and paying (or evading again) any duties owed on them. Goods are considered delivered when turned over to the buyer at his place of business or other specified destination.

INTERSTELLAR EXPLORATION

Before the Old Republic era, most of "known space" is not known to spacefaring beings, which are constantly visiting worlds and regions of space for the first time. At 25,000 BBY, the Rakata hyperdrive was adjusted by the Corellians. This allowed a faster means of travel and races could spread out and colonize other worlds. There are billions of systems that no being has ever seen, and worlds which can be colonized. Before that can happen, one must go out to explore and survey those worlds, breaking ground for the colonies to come.

Survey Operations

Survey operations involve a general evaluation and mapping of the worlds in a target star system. Many of the tasks involved in survey work require a shipboard survey module; standard ship's sensors will not do because they aren't properly configured for survey work.

Survey tasks normally involve using Electronics Operation (Sensors) skill, followed by a scientific skill to interpret the collected data. Make the Electronics Operation roll first. On a critical success, the follow-up scientific skill roll is made with a +3 bonus. On a success, the follow-up roll is made unmodified. On a failure, some of the collected data are incorrect, but a correct interpretation can be made with more difficulty; make the follow-up roll at a penalty equal to the amount by which the sensor roll was missed. On a critical failure, the data are obviously bad and the follow-up roll may not be made at all. The GM may wish to make either or both rolls for the players, to keep them in the dark as to whether they are succeeding or not.

System Direction

Survey operations in a new star system begin long before the survey ship first jumps into the system. The first step is to get an impression of the contents of the target star system. This is normally done from one or two parsecs' distance.

First, the survey ship attempts to locate planets in the target star system. This takes a day of observation from a survey module. Roll against Electronics Operation (Sensors). Modifiers: +1 if at a one-parsec distance, -1 at two parsecs, -2 at three parsecs, -3 at four or five parsecs, or -4 at six parsecs.

If the sensors roll succeeds, any large gas giants (Saturn- or Jupiter-sized) will be detected. Success by two or more will detect small (Uranus- or Neptune-sized) gas giants. On a critical success, large terrestrial planets (6,000+ miles in diameter) will be detected. Even on a successful skill roll, some planets may be concealed at the GM's discretion; perhaps they are behind the primary star or are presenting an unlighted face to the observer.

If any planets were detected, roll against Astronomy to produce a rough system map, at +4 if more than one planet was detected (GM's discretion). On a success, the astronomer can locate the ecliptic plane of the target system (i.e., the plane most of the planets will orbit in). He will also have a rough estimate of the orbit for each planet sighted.

Another task that is undertaken at this stage is to "listen" for signs of intelligent life. Detecting a civilization will take one day of observation; this can be done at the same time as the search for planets, but a different scientist must do the work. At interstellar ranges, only civilizations at TL7 and above can be detected using shipboard instruments.

Roll against Electronics Operation (Sensors) to detect civilizations, using the same modifiers for range as for detecting planets. On a success, the scientist will detect any population of at least 10 billion living at TL7, one billion at TL8, 100 million at TL9-10, or 30 million at TL11+. If the sensor roll is made by a significant margin, the scientist may detect smaller populations, down to one-tenth the size on a critical success. Also on a critical success, the process will gather 2d hours of language samples (see Linguistic Assessment below). Even if no detectable civilization is present, the GM should roll in case of a critical failure, in which case he may mislead the scientist into believing a civilization is present even if it isn't.

System Mapping

When the survey ship jumps into the target system, the crew may have only a rough idea of what planets are present and where they are. They must immediately make a map of the star system and establish their own location. Once that's done, a more detailed study of the system's world can be done.

First, the ship's exact location must be established. This task is usually undertaken by the ship's navigator, using the standard ship's sensors. Roll against Navigation (Space), with a +2 if a rough system map is already available (either from library data or

from astronomical observations at interstellar range). On a success, the ship's position has been established with enough accuracy to allow further survey operations to proceed normally. On a failure, the navigator was inaccurate and all subsequent system-mapping skill rolls will be at -1. On a critical failure, the inaccuracy is greater (penalty is -3). Any penalty will last until the first success in a system-mapping task (the error was noticed and corrected).

Next, any planets in the system must be located precisely. This is actually more time-consuming once the ship is inside the target system; from a few parsecs away, it's easy to know which way to point the telescope. From inside the target system, the whole sky needs to be searched.

To produce a workable system map requires 10 days of observations. Up to four astronomers per system module can work together and reduce this time. Roll against Electronics Operation (Sensors) to locate system objects, at +2 if a rough system map is already available. This mapping process will automatically detect all the gas giants planets present in the system. On anything but a critical failure, all the terrestrial planets will also be detected. On a success, all of the larger moons in the system will appear. On a critical success, smaller moons and planetoids will also be detected.

Once planets and other bodies have been detected, a follow-up Astronomy roll will produce a working map of the star system. On a success, gas giants and terrestrial planets will be immediately identifiable, and the GM may reveal the main world's specific planet type. Any unusual features of planetary orbits will also be known at this point. Finally, success will permit the ship's navigator to prepare jump parameters for return visits to the star system. So long as jump masking is not a factor, future jumps into the star system can be made directly to the 100-diameter limit of any desired body.

Finally, the ship will again search for evidence of intelligent life. Civilizations at TL5 and up can be detected at interplanetary ranges. Detection again requires one day of observations by a scientist who is not involved with the search for planets. Roll against Electronics operation (Sensors). On a success, the scientist will detect any population of at least 10 billion living at TL5, one million at TL6, 100,000 at TL7, 10,000 at TL8, 1,000 at TL9-10, or 300 at TL11+. Again, if the sensor roll is made by a significant margin, the scientist may detect smaller populations, down to 1/10 the size on a critical success, the process will gather 2d hours of language samples. The GM should always make this roll, even if no detectable civilization is present or detection is automatic.

Planetary Survey

Explorers don't usually examine every world in a target system closely. Any nearly-habitable planet is likely to get considerable attention. Standard procedure is to do an initial evaluation of the planet while still at some distance (four to five million miles), then move into close orbit for a detailed survey and mapping sweeps.

It takes very little time to discover a planet's general parameters: diameter, atmosphere, hydrographic coverage, and climate. A rough idea of the planet's destiny and surface gravity will also be possible. An hour's observation with a survey module will suffice. Make a roll against Electronic Operations (Sensors) to gather data, then against Geography (Physical) with the appropriate specialty (BS page 180) to interpret the results.

To map the surface of a terrestrial world and determine its density and composition, a survey ship takes up a close orbit and begins using its planetary-survey instruments. Multiple telescopes and other instruments are used in concert, with each survey specialist supporting the work of other members of the team.

The best orbit for surface mapping is some variation of the "ball-of-yarn" orbit. The survey ship orbits at a very high inclination to the planet's equator, actually passing over the north and south polar regions on each circuit. As the planet rotates, the ship finds itself always passing over new terrain, eventually scanning every portion of the planet's surface. If the planet is too small or its

rotation is too slow, the ship may alter its trajectory slightly on each pass to get the same effect. Taking up an effective ball-of-yarn orbit requires a successful Piloting roll. The entire mapping process takes a number of hours equal to the diameter of the planet in thousands of miles, squared (minimum 2 hours).

To gather data for the survey, each specialist (up to four per survey module) must make an Electronics Operation (Sensors) roll. If at least one surveyor succeeds, a Cartography roll is needed to assemble the survey data into a working planetary map. Modifier: +2 for each surveyor after the first who succeeded in his sensors roll.

The completed survey map will display visual and thermal features of the surface, resolving features down about 100 feet across. If there is no reason to avoid using active sensors, the survey will also yield a synthetic-aperture radar map of the planet, including nearly exact elevations. Densitometer scans will give some idea of what lies under any oceans, giving a rough map of the seafloor. The GM may wish to simply share any planetary map he has drawn with the players at this point.

The orbital mapping survey is the last chance the exploration team has to detect intelligent life, short of actually landing on the planet and looking for citizens. Once the mapping sensors results are in, make another Cartography roll, at +2 for every surveyor after the first who succeeded. Success in this roll will detect any population of at least 10 million at TL0, one million at TL1-4, or 100,000 at TL5. Again, if the sensors roll is made by a significant margin, smaller populations can be detected, down to 1/10 the size for a critical success. Any TL6+ civilization that has thus far eluded detection is automatically located once close-orbit mapping results are available.

If intelligent life has been detected now or at any earlier point, a successful Cartography roll will locate any major population centers. Even cultures that lack cities will have regions of unusually dense population (hunting ranges or good agricultural land), and these can be placed on the map.

Exploration Operations

Once the initial survey of a new world has been completed, explorers can get down to business. Real understanding of any new world requires that explorers go down and get their hands dirty. After all, every new planet is a world, the end product of billions of years of isolated evolution, full of traits unique to itself.

Geological Survey

General information about planetary geological formations will be available due to the orbital mapping pass. More detailed maps of local terrain can be generated by low-altitude mapping flights. During these, a ship's small craft or air speeder pass over the terrain at a height of about one mile, using visible-light cameras, IR sensors, radar, and densitometer readings to build an extremely detailed map. Assume that one team (two to four explorers) can cover about 5,000 square miles in a day. The task requires a lot of routing Piloting and Electronic Operation (Sensors) use, but the GM may not want to bother with skill rolls unless unusual circumstances present themselves. To assemble the final detailed map of any given area, a Cartography roll is required.

The detailed terrain map will give some information about subsurface geological formations and ore deposits, but getting a complete picture will require on-site inspection. In a given region, a geologist will drill core samples in carefully chosen locations, and will also use seismometers and a portable densitometer. This process requires 1d days for an area of about 500 square miles. The geologist must succeed in skill rolls against Electronic Operation (Sensors) and Geology. On a success, the geologist will understand the broad outlines of local geological history, and will know whether there are any valuable mineral deposits in the area. Actually locating these deposits may take months or years of work, and may not be a task for the initial exploration team.

If the planet being explored has no significant local life, then geological survey may be sufficient to determine the planet's Resource Value Modifier. This will require the successful completion of 2d local area surveys (GM rolls).

Biological Survey

Meanwhile, if the planet is a Garden world, biologists will fan out to gather information about native life forms. Such a biological survey takes about 1d days per region and terrain type covered.

During the biological survey, the explorers will collect samples of plant life and soil for later analysis. They will also try to study at least 10-12 different animal species in each terrain type. Small animals can be captured for intensive study. Large creatures will be anesthetized or killed, so that gross anatomic studies can be done and tissue samples can be taken. The explorers will also try to make holographic records of as many species as possible, exhibiting normal behavior in their natural environment.

The biological survey will require a number of Biology rolls, possibly with various specialties (Botany to study plant samples, Zoology to study captured animals, Biochemistry or Microbiology to study soil samples, and so on). Photography skill will also be useful in taking holographs of creatures in their natural setting. Capturing or hunting animal specimens should be played out as a set of mini-adventurers, using as much detail as GM and players are comfortable with.

On a world with significant local life, both geological and biological surveys are needed to determine the planet's Resource Value Modifier. This will require the successful completion of 2d local geological survey and 2d local biological surveys.

Ecological Survey

The biological survey will yield enough information to get a broad view of a world's natural history. Major plant and animal orders will be understood, and the most prevalent large species will be identified. To get a real understanding of how local ecosystems work, however, a full ecological survey is necessary.

An ecological survey takes 2d years to complete, and is usually done after a full scientific colony is placed on the world. The surveyors must painstakingly identify local species down to the smallest animal and plant forms. Further, the team must observe how all of these species interact over several local years, to make sure that any seasonal changes are noticed and understood. The survey will involve many rolls against various Biology specialties.

Contact Procedures

Once explorers have determined that intelligent life is present, the question of contact arises. The Galactic Republic has developed contact protocols that all official expeditions are ready to implement. Unofficial expeditions may have developed their own procedures on the fly...

In general, explorers will avoid going into contact a new society "cold". If possible, the exploration team will study the natives for weeks or even months from hiding.

Linguistic Assessment

The most important pre-contact task is a study of the local languages. If the native society is at a low level of development (TL0-5), then samples of the language must be gathered via direct monitoring of conversations. This would most likely be done using stealth reconnaissance drones placed in inhabited areas. At TL6 and up, it becomes possible to gather samples by monitoring radio communications from orbit.

Probe droids are almost impossible for a low-tech society to detect in flight, but at higher tech levels the local sensor network begins

to have a chance at detection. I can be difficult to deploy droids where they will have a good vantage point and yet will not be discovered accidentally. Use the appropriate Piloting skill to deliver a Probe droid undetected, at a -1 penalty for each native TL above 6. A failure indicates that the flight had to be aborted, while a critical failure indicates that the probe droid was lost or shot down. Once the droid has reached the target area, the pilot can use his Camouflage skill to find a good place from which it can eavesdrop.

Radio monitoring can be done without risk of detection. Use Electronics Operation (Communications) to tap into the local radio net using a ship's communicators. At higher tech levels the signals themselves may become difficult to interpret. As analog signals give way to digital (late TL7), the eavesdroppers must first break the protocols that encode voice, video, or text data. This requires several hours' worth of samples and a Cryptography roll, at -2 for each native TL above 8.

Each flight of a probe droid can gather 1d-2 hours of useful language samples (minimum 0). Ship's communicators can gather one hour of useful samples for every two hours of monitoring. The GM should determine how many hours of samples will be needed before a working model of the language can be derived. If the language is related to a known language (as for a lost colony of some kind) then 2dx10 hours may be enough to "break" the new dialect. If the language is completely unknown, then at least (2d+8)x10 hours of samples will be needed, possibly more if the language has unusual syntax or is communicated in an unusual manner.

In any case, Linguistics rolls will be needed to analyze the samples properly, and to create a database for the new language. At this point, the database is still incomplete, and will not permit anyone to learn the language at a better than a Broken comprehension level.

Sociological Assessment

Once the local language has been "broken", explorers must make an initial estimate of local social, cultural, and political parameters. Again, this is based on information gathered through stealth reconnaissance and radio monitoring. However, even if the language is beginning to be known, it will take considerably more work to get insight into local culture. The rules below assume that at least 200 hours of language samples have been gathered. If less than this is available when the explorers try to make a sociological assessment, apply a -1 penalty to each skill roll for every 10 full hours of deficit. Extra samples give a +1 bonus for every 100 hours of surplus. Video samples or probe droid photography count double if they show natives interacting socially.

Technology Level:

The easiest parameter to access from a distance is the level of technological development. The overall TL of a society should be obvious by the time the initial language database is complete, without any need for skill rolls.

Population:

The native population is also fairly easy to estimate by the time the initial language database has been completed. Make a roll against Geography (Political) to estimate the world's native population, and again to estimate the population of any specific area.

Political Structure:

During this phase, the team can determine the world's government type. Intercepted communications can give some idea as to who makes decisions, and how political power is implemented. Roll against Sociology to determine the local government type.

Specific Political Institutions:

The details of local politics and customs are not always as obvious as the overall structure. At this point, the explorers will be most interested in the specifics of local law. Soon they will be preparing

for actual contact, and they will want to know what might get them arrested! Roll against Anthropology to make a rough assessment of local political structures and laws.

Instead of resolving the sociological assessment purely with skill rolls, the GM may wish to game out the process in more detail. In this case, once the initial language database has been built, or even before, the GM may begin to provide clues to social parameters by describing the exploration team's observations.

For example, rather than calling for an Anthropology skill roll and telling the player "the society accepts dissent", the GM may describe a crowded city square, observed by a probe droid. Dress and appearance are diverse. Some of the natives are apparently putting on a political demonstration, with signs and chanted slogans, but although there are angry expressions no one is moving to stop it. Indeed, some natives in uniform are apparently protecting rather than arresting the dissidents. Of course, some of the explorers' observations can be misleading...

This treatment can give the layers more latitude to direct the investigation, perhaps using other skills to ferret out bits of evidence. Once the layers have drawn and stated their conclusions, the GM can make skill rolls, granting bonuses of the players have been perspective, or penalties if not.

Covert Contact

Once the linguistic and sociological assessments are finished, the commander of the exploration team may authorize covert contact. This is not intended to open communications between the team's government and the new culture. Instead, the explorers will be sent to gather information without revealing themselves to the natives.

Of course, the whole concept of covert contact implies that the explorers can be covert when they move among the natives. Surgical alteration and disguise can only go so far when dealing with an alien civilization. The Imperial Navy will rely more on the extensive use of probe droids or commandos, while the Republic will rely more on scientists. Current protocols call for Republic explorers to move directly to an overt contact mode.

Members of the "Alpha Team" assembled for a covert contact mission must be as familiar as possible with the native language and customs. At this point, they will speak the native language at a Broken level, but their understanding of local culture will be too incomplete to permit any level of Cultural Familiarity. This implies the expenditure of one character point and 200 hours of study per explorer.

If possible Alpha Team members are provided with clothing and personal equipment that will fit local styles. Money is often a problem, especially if the local technology can produce elaborate currency that is hard to counterfeit without close examination. Instead, the Alpha Team is provided with compact items that might be of value in trade. Precious metals are a common choice. High-technology goods may be carried, but only if they can be concealed very easily; covert-contact specialists often have high levels of the Holdout skill. The Alpha team may carry concealable weapons for self-defense.

An inhabited area is chosen for the mission, preferably a frontier or rural region that allows for an unobserved landing. Once the Alpha Team lands, it makes its way into contact with the local population. Naturally, the course of each covert contact mission should be played out as an adventure!

The goal of each covert-contact mission is to gather more detailed information about local language, culture, political structures, laws, and customs. The Alpha Team must decide what items or information later teams will need to better interact with the natives. They should obtain examples of local currency, identity documents, clothing, personal equipment, and so on. They can

also obtain scrolls, books, newspapers, downloads from library computers, any kind of documentation that will improve the expedition's grasp of the local language and social situation. Naturally, all this will mean interacting with the local population, unless the team resorts to stealth and theft. Apply all penalties to social skills for lack of language skill or Cultural Familiarity!

The GM should decide in advance how many successful covert-contact missions will be required before this stage of the contact operation can be concluded. For a culture that isn't too alien to the explorer's experience, 1d+1 missions may suffice. For a complete alien culture, 2d or even 3d missions might be needed.

Once the requisite number of covert-contact missions has been completed, the exploration team may improve the language database so that members can buy up to an Accented comprehension level. Cultural Familiarity for the local culture may also be purchased at this time.

Overt Contact

Once covert contact is finished, or once the decision has been made to skip the covert contact step entirely, in the case of a truly alien culture, the exploration team can move to overt contact. The Galactic republic has no "non-interference" principle, and permits its explorers to make open contact even with low-technology societies. After all, the common wealth of the Galactic Republic is meant for all species, or in the case of the Empire, any alien can be oppressed and used as slaves, its planet mined and any opposition eliminated...

The "Beta Team" that engages in first overt contact is outfitted in a manner similar to the covert-contact Alpha Teams, although if higher levels of language skill and Cultural Familiarity are available, the Beta Team members must have invested in them. The exact procedure for overt contact is left up to the mission commander, since the circumstances are likely to vary widely.

Established protocols call for the first overt-contact mission to open communication with local political authorities. The existence of offworlders or Galactic Civilization is not to be revealed to the general populace until local authorities agree that this can be done. Even then, the announcement is left up to the local officials, with the contact team operating only in support.

The Beta Team should not discuss the details of advanced scientific or technological knowledge. High-technology items may be demonstrated as part of the process of proving the team's claims, but how devices work should be left to later discussions.

Similarly, the team should not discuss intergalactic politics or institutions. Beta Teams may admit to being from a starfaring civilization that is interested in continuing contact with the local society, but the details should be left vague if possible. The Team may promise that more information will be made available once a good working relationship seems likely.

Once local authorities are coping well with the implications of contact, the Beta Team should conclude an agreement with them, laying out how further contacts may proceed. This may require considerable negotiation. The explorers should gain free access to the local population, enough to complete in-depth linguistic and sociological surveys. This normally requires that the authorities cooperate and that the population be made aware of the explorers' presence. The relationship should be set up so that the existing social and political situation is left as intact as possible. In particular, the Beta Team must be careful not to become part of any local power struggle, withdrawing entirely if the appears necessary.

Once friendly overt contact has been made, other agencies will step in, especially from the Ministry of Trade and the Ministry of Culture. The exploration team's job is complete, and it will doubtless be assigned to other work...

STARSHIP DESIGN

The ship-design system presented here gives the GM and players all the tools necessary to create ships for the Star Wars setting. The system is modular, permitting ships to be assembled from standard-sized hulls and modules.

The design system involves a step-by-step procedure. Calculations are simple and can easily be done on scrap paper. A calculator is useful but not essential. Before beginning, refer to Units and Abbreviation for a list of terms and abbreviations used in this design system.

Step 1:

Determine the design concept.

Step 2:

Design the ship's hull.

Step 3:

Choose armor and surface features.

Step 4:

Evaluate hull design.

Step 5:

Install maneuver and hyperdrives.

Step 6:

Install bridge systems.

Step 7:

Install sensors.

Step 8:

Install offensive systems.

Step 9:

Install defensive systems

Step 10:

Select small craft.

Step 11:

Install power plant.

Step 12:

Install fuel tanks and fuel processing equipment.

Step 13:

Determine size and makeup of the crew.

Step 14:

Install quarters and miscellaneous systems.

Step 15:

Install special features and unique systems

Step 16:

Determine ship performance.

Step 17:

Finalize the design

As design choices are made, keep track of the number of internal spaces taken up by ship's systems, the ship's mass (in tons), its cost (in M[♣]), and the power required by ship's systems (in MW).

Units and Abbreviations

The following units and abbreviations will be used throughout the starship design process.

dDR:

A measure of spaceship Damage Resistance. One point of dDR equals DR 10.

dHP:

A measure of hull hit points. One point of dHP equals 10 hit points.

dton:

A "displacement ton", a measure of hull volume. One dton is equal to 500 cubic feet.

Gravity (G):

A measure of acceleration equivalent to that produced by the surface gravity of Coruscant. One G is equal to 33 feet per second per second.

ksf:

A measure of hull or turret surface area, equal to 1,000 square feet.

M[♣]:

A "megacredit" or one million Republic credits.

MW:

A megawatt, a unit of power production or consumption. Equal to 1,000 kilowatts (kW)

Space:

A unit of 500 cubic feet, a convenient measure of the internal volume of a hull, or of the size of a ship's systems. Often used interchangeable with dton (see above).

Ton:

A measure of mass or weight, equal to 2,000 pounds.

Step 1: Determine Design Concept

First, decide on the general concept and mission for the ship. Who is building it and for what purpose? Is it a starship, or a craft intended only for in-system travel? Is it a merchantman or a warship? Does it have specialized functions that most ships do not have?

Next, decide at what era the ship is being designed and built. From 25,000 BBY all Republic and Imperial ships are always built at TL11, but many systems are of lower TL. The following eras are available:

The Pre-Republic era	(2 million years BBY – 25,000 BBY)
The Old Republic era	25,000 BBY – 1,000 BBY
Fall of the Republic era	1,000 BBY – 32 BBY
Rise of the Empire era	32 BBY – 0 BBY
The Rebellion era	0 ABY – 5 ABY
The New Republic era	5 ABY – 25 ABY
The New Jedi Order era	25 ABY – 40 ABY
The Legacy era	40 ABY – 137 ABY

Generic Modifiers and Multipliers

In the steps given below, the mass and the space used by systems and components must be modified. This is because in later stages of the TL11, technologies become better than in the beginning

years of TL11. Because TL11 is spread over more than 25,000 years, there is only little improvement possible. The improvements which are easy to include in this ship design system is to alter the mass of the systems and reduce the space used. It will be noted whenever this modification should be applied.

Mass Multiplier:

Multiply the given mass by:

- 2.0tons during The Pre-Republic era
- 1.0tons during the Old Republic era
- 0.8tons during the Fall of the Republic era
- 0.6ton during the Rise of the Empire era
- 0.5tons during The Rebellion era
- 0.4tons during the New Republic era
- 0.3tons during The New Jedi Order era
- 0.2tons during The Legacy era

Space Multiplier:

Multiply the given space used by:

- 1 during The Pre-Republic era
- 0.5 during The Old Republic era
- 0.3 during the Fall of the Republic era
- 0.25 during the Rise of the Empire era
- 0.2 during The Rebellion era
- 0.15 during The New Republic era
- 0.1 during The New Jedi Order era
- 0.05 during The Legacy era

13	-	1.68	0.65	+6
14	-	1.75	0.7	+6
15	-	1.85	0.75	+6
20	-	2.24	1.0	+6
25	-	2.60	1.25	+6
30	-	2.94	1.5	+7
35	-	3.26	1.75	+7
40	-	3.56	2.0	+7
45	-	3.85	2.25	+7
50	-	4.13	2.5	+7
60	-	4.67	3.0	+7
80	-	5.66	4.0	+7
100	9	6.56	5.0	+8
200	9	10.4	10	+8
300	9	13.7	15	+9
400	9	16.5	20	+9
500	9	19.2	25	+9
600	9	21.7	30	+9
700	9	24.0	35	+9
800	9	26.3	40	+10
900	9	28.4	45	+10
1,000	The Pre-Republic era	30.5	50	+10
2,000	The Pre-Republic era	48.4	100	+10
3,000	The Old Republic era	63.4	150	+10
4,000	The Old Republic era	76.8	200	+11
5,000	The Old Republic era	89.1	250	+11
6,000	Fall of the Republic era	101	300	+11
7,000	Fall of the Republic era	111	350	+11
8,000	Fall of the Republic era	122	400	+11
9,000	Fall of the Republic era	132	450	+11
10,000	Rise of the Empire era	141	500	+12
20,000	Rise of the Empire era	224	1,000	+12
30,000	Rise of the Empire era	294	1,500	+13
40,000	The Rebellion era	356	2,000	+13
50,000	The Rebellion era	413	2,500	+13
75,000	The Rebellion era	542	3,750	+13
100,000	The Rebellion era	656	5,000	+14

Step 2: Hull

A ship's hull is its frame, and also provides its basic infrastructure (decks, cables, stress bracing, and so on). The size of a hull is measured in dtons. To design the ship's hull, choose its size, shape, and degree of streamlining

Hull Size

Begin by selecting a hull size from those listed on the Hull Table. Note that the largest hulls are only available at higher TL/era. Based on the hull's size, record the hull's base surface area (in ksf), base cost (in M⁷), and Size Modifier (SM).

The base surface area of each hull is the area of a sphere with the appropriate volume (assuming 500 cubic feet per dton of hull volume). Areas have been rounded off to three significant figures. Hull shapes that vary from a sphere will have more surface area to cover the same volume; this is implemented in later steps.

The base cost of any hull is equal to 750,000 per dton. This covers not only the cost of the hull itself, but also the cost of internal bracing, partitions, airlocks, power transmission infrastructure, artificial gravity, and other systems not explicitly described in the rest of the ship-design rules.

The Size Modifier for each hull size is assumed to incorporate the modifiers for hull shape from BS page 550, regardless of the actual shape of the hull. A spherical hull has the same cross-section from every direction, but gets the full +2 bonus to Size Modifier. A long, narrow hull will be larger in its longest dimension, but will have no bonus to Size Modifier. In any case, the total SM will be the same.

For GMs who want to use any hull size, calculate base area as follows:

$$r^3 = (500 \times \text{dtons}) / (4/3 \times \pi)$$

$$\text{Ksf} = (4 \times \pi \times r^2) / 1000$$

Hull Table

Hull Size (dtons)	TL Required	Base Area (ksf)	Base Cost (M ⁷)	SM
9	-	1.32	0.45	+5
10	-	1.41	0.5	+6
11	-	1.51	0.55	+6
12	-	1.60	0.6	+6

Suggested Hull Sizes

A ship's classification depends on its function, not its size. Even so, naval experts usually classify spaceships according to hull size. Here are some suggested hull size ranges for various ship classes.

Ship Function

Ship Class	Hull Size Range (dtons)
Capital	
Light Carrier	500-2,000
Carrier	2,000-3,500
Heavy Carrier	3,500-5,000
Capital Carrier	5,000+
Corvette or Patrol Cruiser	400-1,000
Destroyer	1,000-2,000
Frigate	1,500-2,500
Light Cruiser	500-2,000
Cruiser	2,000-3,500
Attack Cruiser	3,500-5,000
Heavy Cruiser	5,000-10,000
Battle Cruiser	10,000-15,000
Dreadnought	15,000-30,000
Battle Ship	30,000+
Monitor	100,000+
Bomber	
Light Bomber	15-25
Bomber	25-35
Heavy Bomber	35-45
Fighter	
Fighter	10-15
Attack Fighter	15-25
Heavy Fighter	25-35
Civilian & Utility	
Escape Pod	5-10
Lifeboat	10-20
Launch, Gig, or Ship's Boat	20-30
Cutter	30-50
Shuttle	50-100
Scientific Scout	100-400
Courier, or Transport	100-400
Light Freighter	100-500
Freighter	500-5,000
Large Freighter	5,000-25,000
Super Freighter	25,000+

To help you determine what hull function to select, a brief description of each function is given below.

Capital Ships

Capital ships are the ships used by the military. These are armed, often with weapons not available to civilians.

- Monitor: Well, you can't talk about ships anymore with this size. Monitors are more like large space stations with engines. They are costly, slow and cumbersome but

they can mount a lot of firepower not available even on the largest battleships.

- **Battleship:** These are the biggest starships in existence. They are well armed, armored and shielded. The only purpose is to punish other ships. They are slow and cumbersome and therefore not well suited for escort or intercept missions.
- **Dreadnought:** Packing heavy armor but lacking the firepower of a battleship and the maneuverability of the cruiser. These ships are often used as shields for more precious ships until they jump into hyperspace.
- **Cruiser:** Cruisers are large combat vessels with multiple target response capability. Cruisers are well armed and well equipped. The largest cruisers are as well armed as battleships but have less armor for protection.
- **Frigate:** Frigates are the most versatile starships. Though a frigate is armed its main function lies elsewhere. It is quite capable of supporting a fleet with its facilities like medical support and sensor scanning.
- **Destroyer:** These fast warships provide multi-mission offensive and defensive capabilities, and can operate independently or as part of a carrier battle group or interplanetary action groups. Destroyers are small, heavily armed, shielded combat orientated ships. Because of their small size and limited operations theater, destroyers require regular re-supply and maintenance at a starbase. Destroyers tend to be inexpensive to produce, but draining in maintenance.
- **Corvette:** Corvettes or blockade Runners as they are called are fast lightly armed ships. These ships are often used for diplomatic mission, specialized cargo transfers or as personal ships or whenever there is need for speed with a bit of protection.
- **Carrier:** Carriers only took their place in the Navy when the Empire had to build a lot of cheap ships, capable of countering the Rebel threat of their hit-and-run attacks. Carriers lack proper armaments and tend to keep out of the fire zone. The Rebel Alliance already employed light carriers for several years with great success.

Bombers

Bombers are small crafts like fighters with the addition of an ordnance payload capability. It makes them slower and less maneuverable than fighters.

Fighters

Fighters are the superiority fighters. They are fast, light and maneuverable. Fighters armed with missiles are known as attack fighters.

Civilian & Utility Crafts

Many different types are known to be built by many different factories. Most civilian ships are unarmed and meant for work, pleasure, or research.

- **Escape Pod:** Small emergency pods to ensure safe evacuation. Escape pods have no hyperdrive and only limited food and oxygen supplies.
- **Lifeboat:** Larger than the escape pod. Some ship captains have their own lifeboat which has a hyperdrive.
- **Launch, Gig, or Ship's Boat:** A large, multi-person, but less luxurious lifeboat. Mostly used on commercial transports.
- **Cutter:** A utility craft used for many various engineering and space mining tasks.
- **Shuttle:** Shuttles are dedicated to deliver personnel. Shuttles come in all sizes, from small shuttles to deliver diplomatic personnel to large for carrying an invasion force.
- **Scientific Scout:** Deep space explorers will need specialized ships with the appropriate modules onboard (see *Interstellar Exploration* above).
- **Courier or Transport:** These are a hybrid between shuttles and light freighters. They are most commonly used as long range shuttles. The Empire converted

harmless transports into assault transports which contained a small number of troops as a boarding party.

Configuration and Shape

Hulls come in different configurations as well as sizes. Each configuration defines the hull's shape and affects the layout of internal and external features. The available configurations are needle/wedge, flattened sphere, cylinder, close structure, sphere, and dispersed structure. Some configurations have more surface area than others, and some configurations are more likely to be sleek and streamlined.

Needle/Wedge:

A long, sleek shape with very clean lines. "Needle" hulls are very long and narrow, while "wedge" hulls are somewhat shorter and wider. Most Imperial warships are built on this shape.

Flattened Sphere:

A round, flat shape, reminiscent of the classic "flying saucer" configuration.

Cylinder

A long, rounded shape, suitable for ships that don't need the best atmospheric performance. Most Mon Calamari cruisers are built with this shape.

Close Structure:

A generic shape, generally cylindrical in structure but with various pods, nacelles, and other substructures attached. Many civilian and Old Republic ships are built with this shape (i.e., the Corellian Corvette).

Sphere:

A standardized spherical shape, with few or no attached substructures. The Yevethan Aramadia-class thrustships are built with this shape as are the command section of the Trade Federation's battleships.

Dispersed Structure:

A generic classification for ships built as open frameworks rather than compact hulls. Very few ship classes are built with this shape, although aliens using this configuration may still be encountered.

Hull Configuration Table

Configuration	Area Modifier	Cost Modifier	Turrets Modifier	Best Streamlining
Needle/Wedge	2.5	2.0	0.3	Airframe
Flattened Sphere	2.0	1.6	0.25	Airframe
Cylinder	1.5	1.2	0.3	Streamlined
Close Structure	1.2	1.0	0.25	Streamlined
Sphere	1.0	1.0	0.2	Streamlined
Dispersed Structure	2.0	1.0	0.2	Unstreamlined

Streamlining

Every hull has one of three levels of streamlining: unstreamlined, streamlined, or airframe.

Unstreamlined vessels may have dispersed structures, or they may have more standard hull shapes but with no concessions to airflow. An unstreamlined vessel must remain below supersonic speeds in any atmosphere denser than Trace or it risks destruction. This makes atmospheric landings and takeoffs very difficult and dangerous for such vessels. Meanwhile, unstreamlined vessels typically have no landing gear or other facilities to relieve the stresses on the hull when set on the ground. Spaceports may have special docking clamps to support these ships. An unstreamlined ship may be able to land on a world once, but is likely to be unable to ever lift off again without repulso-lifts.

Streamlined vessels are generally cylindrical, spherical, or block-shaped. Sharp edges may have been rounded off, but the hull does

not generate lift and there are no aerodynamic control surfaces. A streamlined ship may skim gas-giant atmosphere for hydrogen fuel (IW page 192), but they must exercise caution when landing on or taking off from worlds with substantial atmospheres. However, they normally have retractable landing gear and are unlikely to be damaged by simply landing on a planetary surface.

Airframe vessel are sleek, usually needle-, wedge-, or disk-shaped. An airframe ship is designed for atmospheric performance and smooth airflow over the hull. It has full atmospheric maneuverability, and generates lift in any substantial atmosphere. Airframe ships may skim for fuel and can safely re-enter any atmosphere. An airframe hull is assumed to include retractable landing gear. Nubian ships, for example, are airframe ships.

Select a streamlining level, and make a note of the Area Modifier and Cost Modifier from the following table. The best level of streamlining that is available depends on the hull configuration, as given on the Hull Configuration Table.

Hull Streamlining Table

Streamlining	Area Modifier	Cost Modifier
Unstreamlined	0.0	0.0
Streamlined	0.2	0.2
Airframe	0.3	0.4

Finalizing Hull Design

Once the hull size, configuration, and degree of streamlining are determined, several attributes of the hull can be computed in turn.

Surface Area:

To determine the total surface area of the hull (in ksf), multiply the base surface area from the Hull Table by the sum of the Area Modifiers from the Hull Configuration Table and the Hull Streamlining Table.

Mass:

The hull’s mass is computed by multiplying the total surface area (in ksf) by the generic mass multiplier.

Cost:

To determine the total cost of the hull (in M⁷), multiply the base cost from the Hull Table by the sum of the Cost Modifiers from the Hull Configuration Table and the Hull Streamlining Table.

Maximum Number of Turrets:

The maximum number of turrets that can be placed on the ship’s hull is based on the hull’s base surface area multiplied by the Turrets Modifier from the Hull Configuration Table. Round down the result to the nearest integer. The degree of streamlining does not affect the number of turrets that can be mounted on a hull.

Step 3: Armor and Surface Features

Ships are armored to protect against micrometeors, cosmic radiation, and enemy weapons. Adding armor will make a ship more massive and therefore slower, but it will also make the ship more durable. Other surface features may make the ship harder to spot using active or passive sensors. These features do not take up internal hull volume, but do add mass and cost.

The mass and cost of these surface features depends on the total surface area of the hull (in ksf), as derived in Step 2.

Choose Armor dDR

Spaceship armor is rated in dDR (multiples of DR 10). An airframe or streamlined ship must have at least dDR1. An unstreamlined ship with a configuration other than Dispersed Structure may have any dDR. A ship with a Dispersed Structure hull must have dDR0.

Most civilian ships will have at least dDR 1, but ships likely to face enemy fire (warships, pirates, Republic Peacekeeper ships) are likely to be much better armored.

View ports have a standard dDR 1. View ports are made of transparisteel. View ports are not covered by the normal armor (count view ports as eyes or windows of a vehicle).

To determine how much armor a ship needs, review the weapon tables. Armor is considered Ablative and directional. The dDR is equal to all sides; Forward (F, or front), Aft (A, back), Starboard (S or left), Port (P or right), Dorsal (D or top), and Ventral (V or underside).

Armor Mass and Cost

Armor Mass:

Multiply the ship’s hull area (in ksf) by the chosen dDR. Multiply the result by the generic mass multiplier. Hardened armor adds +20% to the mass per level of Hardened.

Armor Cost:

Multiply the Ablative armor’s total mass (in tons) by M⁷0.001, or Semi-Ablative armor’s total mass (in tons by M⁷0.012) to get armor cost. Hardened armor adds +20% to the cost per level multiplied by the level of hardened (i.e., a level 3 Hardened armor would cost an extra 20% x 3 x 3 = 180%).

Step 4: Evaluate Hull Design

So far, the design process has focused on the hull. Now the hull has been completely described, and the process is about to move to the task of allocating ship’s systems to take up space within the hull. At this point, the hull should be evaluated to set the parameters for later stages in the process.

Hull Spaces

Hull spaces are a measure of usable internal hull volume. A ship, no matter what its degree of streamlining, begins with hull spaces equal to its hull size in dtons.

Record the number of available hull spaces. Beginning with the next step in the design process, ship’s systems will be installed inside the hull. Each system will take up some number of hull spaces, if the total number of hull space is occupied by systems is no greater than the number of available spaces, the design will be legal.

Hull Mass and Estimated Mass

Compute the mass of the empty hull, and use this figure to estimate the final loaded mass of the completed ship. This estimate is useful when choosing drives and other equipment for the ship.

Hull Mass:

Add together hull mass, armor mass, and stealth mass, as determined in earlier steps. Record the total as the Hull Mass.

Estimated Mass

Record a working approximation of the ship’s final loaded mass, useful when deciding what components (especially what maneuver drives) are to be placed in the hull. Estimated Mass can be ignored once the ship design is completed. The density of internal components and payload can vary widely, but for most ships a reasonable estimate is: Hull Mass + (3 x hull spaces).

Step 5: Drives

Every mobile ship needs a maneuver drive, or “M-drive”, to propel it through space. Every starship needs a hyperdrive, or “H-

drive”, to permit it to make hyperspace transitions from one star system to the next.

Maneuver Drive

A maneuver drive is a reactionless system that produces thrust using power and without needing to consume reaction mass. Maneuver drive systems are rated for thrust, measured in tons; the total thrust delivered by all M-drive systems on board is used later to determine the ship’s maneuvering performance.

Maneuver drive systems are installed by the space. No matter what type of M-drive, one space of maneuver drive machinery has a mass of 4 tons, costs M71.0, uses 20 MW power, and provides 10 tons of thrust per MW. Half-space maneuver drive systems can be installed, taking up half the mass, requiring half the cost and power, and delivering half the thrust of a single space.

M-drive Mass:

Multiply the mass by the generic mass multiplier.

M-drive Space:

Multiply the space used by the generic space multiplier.

Decide on how many separate engines the spaces are allocated. Many engines will provide a higher sAccel but a limited MGLT.

Hyperdrive

The hyperdrive enables faster-than-light interstellar travel. Any ship size may have a hyperdrive installed if it fits.

Hyperdrives systems are installed by the space. A standard hyperdrive in any time uses one space of hyperdrive machinery has a mass of 4 tons, costs M74.0, and uses 20 MW per pc/hr of power. The hyperdrive’s power requirement applies only when the ship is in hyperspace, jumps into hyperspace, and exits hyperspace. The designer may assume that the maneuver drives will be shut down while the hyperdrive is drawing power but most warships, pirate ships, smuggler ships, and the like will still draw power by the maneuver drives while engaging their hyperdrives.

Hyperdrive Mass:

Multiply the mass by the generic mass multiplier.

Hyperdrive Space:

To determine how many spaces of hyperdrive systems are required, refer to the Hyperdrives Table below. Add this number to the spaces needed for the H-drive chosen speed. Each available jump range has a specific requirement in spaces of hyperdrive systems, install exactly that many spaces per 100 dtons of ship hull size. A hyperdrive of a given range will only be available at a certain date (see Engine Class Availability Table above). Multiply to total space used by the generic space multiplier.

Some ships have external hyperdrives, like the Jedi Fighter in Episode II. These kinds of ships rely on a hyperdrive built into a separate hull. Treat this hull as another craft. Build a new ship using these rules but skip the unnecessary systems which are not needed.

Hyperdrives Range Table

Range (pc)	Spaces	Cost Modifier
100	1	x0.25
125	1	x0.5
150	2	x0.5
200	3	x0.75
225	4	x0.75
250	4	x1
275	4	x1.25
300	5	x1.25
325	5	x1.5
350	5	x1.75
375	5	x2
400	5	x2.25

425	5	x2.5
450	5	x2.75
475	6	x2.75
500	6	x3
525	6	x3.25
550	6	x3.5

Repulsorlift

The repulsorlift provides cost-effective planetary travel. Repulsorlifts only worked within a gravity well, as the technology required mass to push against. For a typical habitable planet such as Coruscant, "antigrav range" was approximately 1 mile. Repulsorlifts used minimal power and were reliable enough to be left on continuously. The further away a repulsor lift is from the mass it is pushing against, the power requirements become drastically higher.

Repulsorlift systems are installed by the space. No matter what era, one-tenth space of repulsorlift machinery has a mass of 0.1 tons, costs M71.0, uses 1 MW power, and provides 10 tons of upward thrust per MW times distance in yards. Half-space repulsorlift systems can be installed, taking up half the mass, requiring half the cost and power, and delivering half the thrust of a single space. The power requirement at heights below 1 yard is negligible.

Repulsorlifts could be assembled in arrays, clusters, or vanes studded with micro-coils of gravitic knots. These units were then mounted on a vehicle or spacecraft, usually on the underside. The many repulsorlifts needed for a large ship were typically powered by a dedicated "antigrav generator."

Ships as massive as the Clone Wars era Venator-class Star Destroyers and Lucrehulk-class Core Ships were only able to make planetfall with the aid of massive ventral repulsorlift suspensor units. In fact, the landing legs of a Core Ship could not long support the ship's immense weight without the aid of repulsorlifts.

Due to the high energy cost at high heights, many ships start their maneuver drives at the height in which the power requirement of the repulsor lift exceeds the power requirement of the maneuver drives (although for unstreamlined ships this may be risky).

Ships equipped with sufficient repulsor lifts do not stall within an atmosphere.

Repulsorlift Mass:

Multiply the mass by the generic mass multiplier.

Repulsorlift Space:

Multiply the space used by the generic space multiplier.

Step 6: Bridge

Every manned ship needs at least one bridge to serve as a command center for the ship. In this compartment, the ship’s leading officers and crew work and manage ship’s systems. Many ships have secondary control rooms as well. In particular, warships often have an emergency bridge in case the main bridge is damaged, or a “flag bridge” for the use of flag officers in command of whole squadrons.

Select at least one bridge system for the ship. A bridge is assumed to include the ship’s main computers, workstations for the bridge crew, mechanical and electronic control for other ship’s systems, communications equipment, image processing equipment for the ship’s sensors, and so on.

Small Cockpit:

A small cockpit is a single-seat cockpit, typical of short-range, unarmed craft. It includes limited life support (three man-days at BBY dates, six man-days at ABY dates).

Large Cockpit:

A large cockpit is a twin-seat cockpit, typical of fighters and long-range small craft. It includes limited life support (six man-days at BBY dates, 12 man-days at ABY dates).

Huge Cockpit:

A huge cockpit is a tri-seat cockpit, typical of the larger fighters and bombers. A huge cockpit might also be a twin-seat cockpit with an extra bunk permitting one crewman to stretch out for rest periods. It includes limited life support (12 man-days at BBY dates, 24 man-days at ABY dates).

Small Bridge:

A small bridge is typical of small civilian starships like shuttles. It has three crew stations and enough room for the crew to get up and walk around. It includes limited life support (24 man-days at BBY dates, 48 man-days at ABY dates).

Standard Bridge:

A standard bridge is typical of small warships and most, larger civilian ships. It has five crew stations and plenty of walking-around room. It includes limited life support (40 man-days at BBY dates, 80 man-days at ABY dates).

Command Bridge:

A command bridge is usually found on large warships. It has 10 crew stations and plenty of walking-around room. It includes limited life support (80 man-days at BBY dates, 160 man-days at ABY dates).

For each bridge system type, the size of the ship’s computer is given. Every ship is assumed to have three hardened computer systems of the same size, with two of them serving as backups. The complexity of the ship’s computers is also noted.

Bridge Systems Table

System	Spaces	Mass (tons)	Cost (Mƒ)	Computer	Complexity
Small Cockpit	0.5	3	0.25	Microcomputer	TL-5
Large Cockpit	0.75	4	0.75	Microframe	TL-4
Huge Cockpit	1	5	1	Microframe	TL-4
Small Bridge	1.5	8	0.5	Minicomputer	TL-5
Standard Bridge	2.5	12	1	Microframe	TL-4
Command Bridge	5	24	4	Mainframe	TL-3

Step 7: Sensors

Every ship needs sensor equipment in order to remain aware of its environment. Install at least one sensor system in each ship; multiple sensor systems can be installed as backups in case of battle damage. Most small civilian ships can get by with no more than a Model-1 sensor array; warships and freighters will have heavier sensor systems.

Sensor systems have a Scan rating, a general measurement of sophistication and power. The spaces, mass, and cost of a sensor system do not vary with TL. However, sensors built at a later date have greater power requirements and longer range. Apply the era level adjustment given in the table for each sensor system.

Sensor Systems Table

System	Spaces	Mass (tons)	Cost (Mƒ)	Power (MW)	Scan
Model-0	0.5	6	2	1	12
Model-1	1	12	4	2	14
Model-2	1.5	18	6	3	15
Model-3	2	24	8	4	16
Model-4	3	36	12	6	17
Model-5	4	48	16	8	18
Model-6	6	72	24	12	19
Model-7	9	110	36	18	20
Model-8	14	170	56	28	21
Model-9	20	240	80	40	22
Era					
The Pre-Republic era	-	x2	-	-	-
The Old Republic era	x0.5	-	x1.5	x2	+1
Fall of the Republic era	x0.3	x0.8	x2	x3	+2
Rise of the Empire era	x0.25	x0.6	x3	x3	+3
The Rebellion era	x0.20	x0.5	x3.5	x4	+4

The New Republic era	x0.15	x0.4	x4	x4	+4
The New Jedi Order era	x0.1	x0.3	x4.5	x4	+4
The Legacy era	x0.05	x0.2	x5	x4	+4

Step 8: Offensive Systems

The Star wars universe is a dangerous place, and most ships mount some sort of armament.

Fixed Mounts

Any small craft (100 dtons or less) may install up to eight fixed mounts in the hull. Fixed mounts permit the installation of light weapons without the ability to rotate them to cover different field of fire. In order to aim a weapon in a fixed mount, the whole ship must be turned.

If the ship is not going to carry fixed mounts at first, stop after allocating hardpoints. Small craft may install only small energy weapons, repeater blaster cannons, or any type of projectile weapon launchers.

Weapons placed on a fixed mount take up no hull space beyond that used by the fixed mount. One weapon may be placed upon a fixed mount. Weapons placed on a fixed mount draw power and corbana-gas (in case of the blaster cannons) directly from the power plant.

Fixed Mount Table

System	Space	Mass (tons)	Cost (Mƒ)	Power (MW)
Fixed Mount	0.25	0	0	0

Turrets

Turrets are rotating superstructures mounted on the hull, used to hold weapons. They have considerable flexibility in arc of fire, since they can rotate on the hull to aim in any direction. As long as the ship’s hull or appendages aren’t in the way, the turret can fire in any target, regardless of the ship’s current attitude. Turret weapons are the universal tools of space combat which made its entry during the end of the Clone Wars. Even on large vessels, they fulfill valuable point-defense roles against missiles and small vessels.

The maximum number of turrets that can be installed depends on the area of the ship’s hull, and is determined in Step 2. Turrets need not be installed when the ship is built. Instead, “hardpoints” up to the maximum number of allowed turrets can be designated as places for turrets to be installed later.

Turret armament need not be specified when a vessel is designed, as shipyards can leave turrets empty for the owner to customize. Warships built in peacetime may have empty turrets, or may mount only one or two rather than the full complement of weapons. Although empty or partially filled turrets cannot be used to store cargo, crews often find creative uses for the extra space, like illicit stills.

Weapons placed in turrets take up no hull space beyond that used by the turret.

Turret Mass:

Multiply the mass by 2.0 tons during The Pre-Republic era, 1.5 tons during the Old Republic era, 1.25 tons during the Fall of the Republic era, 1 ton during the Rise of the Empire era, 0.9 tons during The Rebellion era, 0.8 tons during the New Republic era, 0.7 tons during The New Jedi Order era, and 0.5 tons during The Legacy era.

Turrets Table

System	Space	Mass (tons)	Cost (Mƒ)	Power (MW)
Small Turret	1	1	0.1	neg.
Medium Turret	2	1.5	0.2	neg.
Large Turret	3	2	0.4	neg.
Heavy Turret	6	4	1	1

Weapon Bays

Weapon bays are large spaces allocated for heavy weapons on the skin of the ship's hull. They are rarely found on even very large civilian craft, but they are quite common on medium and large warships until the Rise of The Empire. Bay weapons have limited arc of fire, requiring the ship to maneuver to face them toward the enemy. Bay weapons are larger versions of turret weapons systems but they are also weapons that can be loaded using shells or power packs and need not to be dependent on the ship's power and ammo.

As with turrets and fixed mounts, bay weapons need not be installed when the ship is built. Empty bays can be set aside at construction and filled later. Warships may use empty bays to store "deadfall ordnance" (i.e. missiles, bombs, and corbana shells). Empty bays can also be used to store cargo or small craft.

Empty weapon bays take up space in the hull (50 or 100 spaces, as appropriate) but have no mass, cost, or power requirement. Weapon bays take up hull area and displace turrets; a 50-dton bay displaces eight turrets, while a 100-dton bay displaces 10 turrets.

Spinal Mount

A spinal mount is a large weapon mount used only for massive beam weapons. In effect, the ship (or space station) is built around the weapon, which is fixed inside the ship's hull and is considered its main structural member. Spinal mounts have a limited arc of fire, so in order to aim a spinal mount weapon the whole ship must be turned.

Spinal mount weapons are almost never found in ships built at early TL11 or smaller than 30,000 dttons, and are never found in civilian ships. Most ship designs will not need to consider them. A ship may only include one spinal-mount weapon.

Only one spinal mount weapon can be installed in any ship. The weapon must be specified and installed at the design stage; a spinal mount forms an integral part of the ship's structure, and the ship cannot operate without the weapon in place. Like other weapon systems, spinal mounts take up hull area and displace turrets. Refer to the Spinal Mount Weapons Table, which gives turrets displaced for each weapon along with the other usual attributes.

The Empire used spinal mount weapons on the Prototype Death Star, Death Star I and II and later some axial super lasers (though less powerful) were built in the Eclipse-class Star Destroyers (Eclipse I and II), on Durga the Hutt's Darksaber battle station and on the ship of Booster Terrik.

Launcher

This is the basic launcher system for the popular proton torpedoes, concussion missiles, heavy missiles, and space bombs. It consists of a mechanical launch tube that ejects the projectile from the tube at the maximum speed available for the projectile. Once free of the tube, the torpedo operates on its own. The launchers itself a small compared to the storage room needed for the projectiles.

During the Galactic Civil War, the launcher were upgraded to an advanced version which was capable of ejecting advanced proton torpedoes and advanced concussion missiles while still being able to launch heavy missiles and space bombs.

Energy Weapons

Energy weapons are classified by its size and output. Size classifications are small, medium, large, and heavy. Output types are blaster, laser, ion, and turbolaser. A separate class super weapons is added to catch all other unorthodox energy weapons. In the Space Energy Weapons Table all stats are given. Weapons placed on fixed mounts or turrets do not occupy spaces.

Some abbreviations are used in this table: fm (fixed mount), st (small turret), mt (medium turret), lt (large turret), ht (heavy turret), b (bay), and sm (spinal mount).

Space based weapons differ from atmospheric based weapons in that they provide a larger output. The damage is given in D-scale dice. Multiply by 10 to get normal scale damage. Range is the half-damage and maximum range in space and atmospheres. If a space ship is equipped with atmospheric as well as space weapons than an "a" (atmospheric) or "s" (Space) may be added in front of the weapon abbreviation for your convenience.

Energy weapons can either use the ship's power or power packs. Blaster weapons can also either use the ship's corbana gas or shells. Weapons mounted on fixed mounts or light turrets always use the ship's resources.

Triple Blasters

The oldest and most venerable of blaster technology was the triple blaster. It worked by using three separate blasters connected to the same targeting system. By the Rise of the Empire, triple blasters had become exceedingly rare.

Small Blaster Cannon

The SBC is the smallest blaster available for starships. It provides low-yield firepower and is used mainly as a deterrent of defensive weapon or as the main weapon of small craft like fighters and bombers.

Medium Blaster Cannon

The MBC (by many simply called the BC) is a good compromise between firepower and cost. MBCs are most often used as small sized ships.

Large Blaster Cannon

This larger version of the BC provides added firepower through a larger energy output. It is mostly relegated to support or defensive fire.

Repeater Blaster Cannon

The RBC is a favored weapon by most vehicle crewmembers as it provides gatling strength firepower against targets. It is often found in a defensive role against infantry.

Gatling Blaster Cannon

The GBC is more expensive because it is multi-barreled. It provides an even faster ROF than the RBC with less chance of malfunction by overheating.

Small Laser Cannon

The SLC is the main weapon of choice for most small military crafts in space today. It provides a decent yield of damage, while remaining light and affordable enough.

Medium Laser Cannon

MLCs are the larger brothers of the SLC (found mostly in military vessels or on larger civilian ships) the MLC operates on a balanced design of good firepower and sensible energy consumption. Although it is a somewhat bulky weapon, its firepower compensates for its largish size.

Large Laser Cannon

The LLC are the top of the laser cannons family. They are considered heavy weapons and generate high amount of firepower. The LLC are found mostly on military ships as secondary weapons.

Gatling Laser Cannon

The GLC is better known by its more common name of "Quad Laser". That name comes from the fact that the GLC is equipped with 4 barrels, each able to fire 2 shots per second, giving the weapon its overall ROF of 8. The "Quad" is favored weapon

among civilian merchant ships, as it provides great firepower in both offensive and defensive roles, especially when used in anti-aircraft barrages.

Small Turbolaser Battery

The smallest of the three members of the turbolaser family, the STBL (often dubbed Killer Baby) provides great firepower (over twice that of the LLC) in both offensive and defensive roles. The STBL is the weapon of choice on many military patrol crafts such as Carrack Light Cruisers.

Medium Turbolaser Battery

The most common heavy weapon in space, the MTBL equips most military vessels as the main gun type. The MTBL is a powerful weapon, able to shoot down and destroy most types of aerospace fighters with a single salvo. Its heavier firepower also makes it the weapon of choice in such roles as naval warfare (heavy ship against heavy ship) and siege warfare.

Large Turbolaser Battery

The largest weapon available for naval ships, the LTBL is feared by most ship captains and pilots. Able to destroy many small ships with a single shot of its powerful barrels, the LTBL is found mostly on capital warships such as Mon Calamari cruisers and Imperial Star Destroyers.

Heavy Turbolaser Battery

This is the largest turbolaser available, the HTBL and can be found only on Starbases, and as planetary defenses. The HTBL is able to destroy medium sized capital ships with a single shot from its massive barrels. Because of their heavy weight, they perform poor as anti-aircraft guns.

Super Laser Mark I

The SL Mk 1 is the first super laser and could be found on the first Death Star. The SL Mk 1 is the only one which had the chance to destroy an entire planet. The SI Mk 1 can only be used as a spinal mount weapon.

Super Laser Mark II

The SL Mk 2 could be found on the next two Death Stars of which one was destroyed during the battle of Endor. It has the same destructive power as the mark I but its firing rate is a little higher and the construction is lighter. Because of the reduced weight the weapon can be mounted on slight maneuverable mounts. The mounts can be directed against its opponents instead of turning the entire station.

Super Laser Mark III

A newer version of a weapon is normally more powerful, has greater range, or penetrates armor more quickly. None of these is true with the new SL Mk III, better known as the axial laser. This weapon can be found, mounted on the Eclipse-Class Star Destroyers.

Small Ion Cannon

The smallest EMP gun available on the ship’s market, the SIC provides a good protection-to-cost ratio to its owner. Easy to maintain and not requiring any gunner (can be fired by a dedicated computer), it is a perfect buy for small operators or single-crew ships like the T-38s or the BTL-S3 Y-wing.

Medium Ion Cannon

A common design, the ion cannon is just a larger version of the LIC. It provides greater disabling power, but at a greater cost. It is mostly used aboard medium-sized ships or planetary patrol boats.

Large Ion Cannon

The LIC is a standard design for large capital ships. It is often used to disable other large capital ships, or even space stations.

Heavy Ion Cannon

The largest pulse weapon available on ships, the HIC is mostly used on space stations as a capture system, in conjuncture with tractor beams.

Space Weapons Table I: Placement

System	Spaces	Mass (tons)	Cost (M ⁷)	Power (MW)	Corbana Gas (tons/shot)	Placement	Turrets Displacement
Blasters							
Triple Blasters	1	2	0.25	10	0.006	fm	-
Small Blaster Cannon	1	3	0.5	20	0.012	fm, st	-
Medium Blaster Cannon	2	6	1	40	0.018	fm, mt	-
Large Blaster Cannon	3	9	1.5	60	0.03	fm, lt, b	-
Repeater Blaster Cannon	1	4	0.75	20	0.012	fm, lt	-
Gatling Blaster Cannon	2	6	1	20	0.012	fm, mt	-
Lasers							
Small Laser Cannon	1	2	1	5	-	fm, st	-
Medium Laser Cannon	2	4	2	10	-	fm, mt	-
Large Laser Cannon	3	6	4	20	-	fm, lt, b	-
Gatling Laser Cannon	2	4	3	15	-	fm, mt	-
Turbolasers							
Small Turbolaser Battery	6	24	3	40	-	fm, st, b	-
Medium Turbolaser Battery	12	42	6	80	-	fm, mt, b	-
Large Turbolaser Battery	18	60	9	120	-	fm, lt, b	-
Heavy Turbolaser Battery	24	78	12	160	-	fm, ht, b	-
Ion							
Small Ion Cannon	1	2	3	20	-	fm, st	-
Medium Ion Cannon	2	4	6	40	-	fm, mt	-
Large Ion Cannon	3	6	9	60	-	fm, lt	-
Super Weapons							
Super Laser Mark I	4,000	20,000	80,000	8,000	-	sm	40
Super Laser Mark II	4,000	15,000	125,000	8,500	-	sm	40
Super Laser Mark III	1,000	5,000	6,000	5,000	-	sm	10
Launchers							
Basic Projectile Launcher	1	1	0.75	neg.	-	fm, st, mt, lt, b	-

Space Weapons Table II: Energy Weapons

TL	Weapon	Damage	Acc	Range	RoF	Shots	Rcl	LC	Notes
11	Triple Blasters	6d(3) burn, cr	10	500/1,500	3	-		4	[4, 5]
11	Small Blaster Cannon	6dx2(5) burn, cr	10	900/2,700	4	-	11	4	[4, 5]
11	Medium Blaster Cannon	6dx3(5) burn, cr	8	1,300/3,900	3	20(5)	1	4	[4, 5]
11	Large Blaster Cannon	6dx5(5) burn, cr	6	1,300/3,900	1	20(5)	1	3	[4, 5]
11	Repeater Blaster Cannon	6dx2(3) burn, cr	8	900/2,700	8	-	1	4	[4, 5]
11	Gatling Blaster Cannon	6dx2(3) burn, cr	7	900/2,700	10	100(5)	1	3	[4, 5]
9	Small Laser Cannon	6dx2(2) burn, imp	6	1,500/4,500	5	-	1	4	[3, 6]
10	Medium Laser Cannon	6dx3(2) burn, imp	5	1,800/5,400	4	20(2)	1	4	[3, 6]
11	Large Laser Cannon	6dx4(2) burn, imp	4	2,100/6,300	3	20(2)	1	3	[3, 6]

10	Gatling Laser Cannon	6dx2 burn, imp	4	1,500/4,500	12	100(2)	1	3	[3, 6]
11	Small Turbolaser Battery	8dx2(10) burn, imp	3	2,400/7,200	1	10(5)	2	2	[4, 6, 8]
11	Medium Turbolaser Battery	8dx3(10) burn, imp	2	2,700/8,100	1	10(5)	2	2	[4, 6, 8]
11	Large Turbolaser Battery	8dx4(10) burn, imp	1	3,000/9,000	1	10(5)	2	2	[4, 6, 8]
^	Heavy Turbolaser Battery SL	8dx5(10) burn, imp	0	3,300/9,900	1	10(5)	2	2	[4, 6, 8]
^	Super Laser Mark I	8dx1000(100) burn, imp	-5	360,000	1	1(25)	1	1	[4, 8]
^	Super Laser Mark II	8dx1000(100) burn, imp	0	360,000	1	1(20)	1	1	[4, 8]
^	Super Laser Mark III	8dx100(10) burn, imp	0	180,000	1	1(5)	1	1	[4, 8]
11	Small Ion Cannon	HT-5 aff	5	600/1,800	4	-	1	4	[2]
11	Medium Ion Cannon	HT-6 aff	4	900/2,700	3	25(2)	1	3	[2]
11	Large Ion Cannon	HT-7 aff	3	1,200/3,600	2	25(2)	1	2	[2]

Space Weapons Table III: Projectile Weapons

TL	Weapon	Damage	Mass	Acc	Range	Speed	Shots	Rcl	LC	Notes
9	Heavy Rocket	6dx6(10) cr, ex	1	3	1,800	12	1	1	1	
9	Space Bomb	8dx8(10) cr, ex	1.5	3	500	6	1	1	1	
10	Concussion Missile	6dx2(2) cr, ex	0.25	3	2,400	80	1	1	3	
11	Adv. Concussion Missile	6dx3(2) cr, ex	0.5	3	2,700	100	1	1	2	
11	Proton Torpedo	6dx2(5) cr, ex	0.25	3	3,000	144	1	1	2	
11	Adv. Proton Torpedo	6dx3(5) cr, ex	0.5	3	3,300	156	1	1	2	

Notes:

All Mounted weapons are powered by a power generator, either from the vehicle or ship, or from an independent power generator. See Heavy Weapons section for detailed rules.

- [1] Weapons requires atmosphere to function. No effect in trace atmosphere or vacuum!
- [2] The damage has the Surge modifier (BS page 105). As well, whether or not any damage penetrates, the target must make a HT roll at -4, plus half the DR on the location struck (due to armor divisor). On a failure, the electrical shock suns him. He may roll against HT every turn at the same penalty (but without DR bonus) to recover.
- [3] Smoke, for, rain, cloud, etc. give the target additional DR equal to the visibility penalty. For instance, if rain gives a penalty of -1 per 100 yards, a laser firing through 2,000 yards of rain must penetrate an extra DR 20.
- [4] Burn damage has the Surge damage modifier (BS page 105).
- [5] If the weapon is used within an atmosphere, ignore the number of Shots. In space the weapon must be supplied by shells containing plasma in addition to power or taking plasma directly from the ship’s fuel tanks.
- [6] If the weapon is used in space, ignore the half-damage range.
- [7] Planetary guns can only hit objects in space and have no half-damage range.
- [8] Cannot aim at targets closer than a quarter of the maximum range.

Tractor Beam

A tractor beam is an invisible force beam that drags objects from place to place. Tractor beams are used for cargo handling, starport traffic control, and for capturing starships. Also known informally as grappling rays or magnetic beams, tractor beams are common armaments aboard military vessels.

A tractor beam itself usually cannot disable a ship, but it can reduce target maneuverability, increasing the likelihood of gunnery attacks connecting with vital systems. A ship attempting to break free of a tractor beam lock may suffer crippling engine damage due to system strain.

Imperial vessels such as Star Destroyers and the Death Star were equipped with powerful tractor beam projectors used to capture and reel in craft suspected of subversive affiliation.

Tractor beams use large amounts of power and are more common on larger ships than on smaller ones, though not unknown.

1 space has a mass of 1 ton multiplied by the generic mass multiplier, uses 10 ME of power, and costs M71. One space of tractor beam can reduce the maneuverability by 1 per 100 tons. A two space tractor beam can reduce the maneuverability of a 100ton starship by 2 or a 200ton starship by 1 and uses 20MW.

Effectively, by decreasing the maneuverability in this way, the acceleration is also decreased. As long as the ship remains at least more than half its acceleration, it has a chance to escape. The ones controlling the tractor beam may set dictate what to do with the acceleration “stolen” from its target.

Step 9: Defensive Systems

Shields

Some weapons might be used as defensive fire against small craft and missiles and armor protects the ship at any incoming attacks. Armor is sufficient in most cases as the primary defensive measure, it can be bulky and heavy which makes the ship slower and less maneuverable. Another option became available during the Great Hyperspace War. The first deflector shields only offered limited protection at a high cost of power but gradually the power usage dropped and shield became more resistant.

No matter what era or shield type, a deflector shield generator will use 1 MW per 1dDR per ksf. The total number of dDR is equal over the six sides of the hull (Forward (F, or front), Aft (A, back), Starboard (S or left), Port (P or right), Dorsal (D or top), and Ventral (V or underside).

Ships may have several shield settings. These settings allow the crew to fortify a certain part of the ship with the shield dDR taken from another part of the ship. The most common are:

- 1 setting: the ship has one shield covering the entire hull and equally dividing the dDR over all sides.
- 2 settings: the ship shield can be set to cover the entire hull or just the forward half or the aft half of the ship.
- 6 settings: the ship’s shield can be set to cover the entire hull or just one out of six sides.

The recharge time is equal to 1dDR x ksf in seconds. Doubling this rate will result in doubling the mass of the shield generator and quadrupling the cost. The recharge rate limits to 1/10 of the total dDR thus it will take a minimum of 10 seconds for a depleted shield to fully recharge.

Particle Shield:

This type of shield was used to deflect space debris or physical object such as bombs, torpedoes and missiles. Particle shields have Limited Defenses against Physical attacks only, are Ablative and have the Force Field enhancement

Ray Shield:

Ray shields or energy shields was a type of deflector shield specifically designed o deflect energy weapons such as blasters, lasers and ion weapons. Ray shields have Limited Defenses against Energy attacks only, are Ablative and have the Force Field enhancement.

Shield Generator Spaces:

Multiply the ship's hull area (in ksf) by the chosen dDR by the generic space multiplier, multiplied by the chosen setting. Divide the result with 6.

Shield Generator Mass:

Multiply the ship's hull area (in ksf) by the chosen dDR (excluding the +20% for the Force Field enhancement). Multiply the result by the generic mass multiplier.

Shield Generator Cost:

Multiply the Ablative shield generator's total mass (in tons) by M⁷0.01 multiplied by the available settings to get the deflector shield generator cost.

Countermeasures

Step 10: Small Craft

Ships often carry various vehicles and small craft, air/speeders, shuttles for the crew's use, light freighters to permit cargo offloading from unstreamlined ships, fighter squadrons, and so on. Any such vehicles or small craft should be selected at this point.

Small craft can be carried in several different ways.

Vehicles Bays

A vehicles bay is a small space recessed into the larger ship's hull, custom-designed to snugly hold a single, specific small craft. It cannot be used for any other type of vehicle. To access the small craft, crewmen use a hatch that directly connects the larger and smaller vehicles. Any maintenance to be performed on the small craft must be done from inside unless the two vehicles are in spacedock.

The total size of all small craft carried in vehicles bays cannot exceed 20% of the larger ship's hull size. For example, a 100-dton scout ship could carry two 10-dton lifeboats or a single 20-dton gig in vehicle bays, but no more.

Regardless of the size of the small craft, the equipment for a vehicle bay takes up one space, has a mass of 0.5 tons, has negligible cost, and uses no power. The vehicle bay must also be allocated one space for every dton of the small craft's size; this extra space has no mass, cost, or power requirement.

Hangar Bay

A hangar bay is a large space inside the ship in which a variety of smaller craft can be stored for use. Unlike a vehicle bay, a hangar bay is not specific to one class of small craft. Any small craft that does not exceed a specified size may use it, indeed, large hangar bays may provide sufficient space to store many small craft. Such large hangar bays have bay doors, and may include elevators or ramps to move the small craft into launch position.

There is no limit to the size of hangar bays within a large ship. When hangar bays are being designed, the capacity (in dtons) of the bay must be specified; the exact nature of small craft to be carried need not be. Decide whether the systems form one large hangar bay or several smaller ones.

Regardless of the size of any small craft to be stored within a hangar bay, the necessary equipment takes up 1.5 spaces, has a mass of one ton, has negligible cost, and uses negligible power. The hangar bay must then be allocated two spaces for every dton of capacity; this extra space has no mass, cost, or power requirement.

Hangar bays are normally sealed against vacuum, and can be provided with air pressure and life support while the ship is not engaged in launch or retrieval operations.

Launch Tubes

Ships that carry many similar small craft (such as carriers or "mother ships", which carry fighter squadrons) sometimes install launch tubes in order to launch the small craft as efficiently as possible. A launch tube is a low-powered mass driver, which uses electromagnetic induction to propel the launched craft quickly away from the larger ship's hull. There is usually a "reloading" mechanism, a set of elevators used to bring new craft into the launch tube very quickly.

If a ship is to launch small craft with a launch tube, begin by installing a hangar bay in which all of the carried small craft can be stored when not on flight operations. Then install a separate hangar bay just large enough to contain the largest craft to be accommodated by the launch facility. Finally, add one module of launch tube systems for every five dtons (or fraction thereof) of the largest craft to be accommodated. During and after The Rise of the Empire era, one module takes up two spaces, has a mass of 20 tons, cost M⁷0.2, and uses 0.5 MW of power. Before The Rise of the Empire era, launch tubes are not available.

Step 11: Power

Power Plant

Before The Old Republic era, almost all starships use a fusion power plant design. Some isolated civilizations may even use the older fission power plant. With the invention of the Corfaize-Tibanna Gas Turbine (CTGT) or better known as the Corbana Gas turbines, most starships were equipped with the CTGT which provided cheap and safe power but uses large amounts of space.

A ship may have more than one separate power plant, to provide redundancy in case of systems failure or battle damage.

Total up all of the power (in MW) required to run all systems installed so far. For most ships, any remaining power requirements are trivial. The total power requirement must normally be met in full by installing power plant systems. The GM may choose to permit "underpowered" ships, but this adds extra complication as the crew must choose which systems to keep fully powered at any given time.

Since a ship's maneuver drive and weapons cannot be used in hyperspace, the hyperdrive's power requirement can be ignored unless it is greater than the sum of maneuver drive and weapon power requirements.

Select a power plant system from the following table. Power plants are also rated for output, giving the MW of power required for other ship's systems that can be satisfied by the power plant. They are also rated for efficiency, giving the time that the power plant can operate on one cubic feet of fuel.

Output, mass, and cost are per 1/100 of space of power plant.

Power Plant Mass.

Multiply the mass by the generic mass multiplier.

Power Plant Space:

Multiply the spaces used by the generic space multiplier.

Efficiency:

During the years, CTGT power plant became more efficient. The number represents the fuel used, in cubic feet, to get 1 MW for an entire hour. Multiply the efficiency from the table below with the following multiplier:

N.A. during The Pre-Galactic era (use the power plants given in IW page 195, which are powered by hydrogen fuel)

x1 during The Republic era

x0.75 during The Fall of the Republic era

x0.7 during the Rise of the Empire era

x0.6 during The Rebellion era

x0.55 during The New Republic era
x0.5 during The New Jedi Order era
x0.45 during The Legacy era

Power Plant Table

System	Mass	Cost	Output	Efficiency
CTGT	0.1	0.1	1	1

Batteries

Short range ships, ships which use low power most of the time but high power in certain circumstances (like combat) may have batteries installed in place of a power plant or as an extra power source. Batteries are rechargeable by either the on board power plant or via a connection to the mother ship when docked. Batteries use no power unless recharging. A battery is installed by the space. 1 space of batteries delivers 100MW of power, have a mass of 10tons, cost M75.

Battery Mass:

Multiply the mass by the generic mass multiplier.

Battery Space:

Multiply the spaces used by the generic space multiplier.

A battery pack can only be installed for one system. For example, a TIE Fighter has two laser cannons. Each of these laser cannons needs a separate battery.

Recharge Rate:

Batteries recharge rate is 1MW per second. This is taken from the power plant's capacity. A super charger may be installed on the battery. A supercharger takes no space, has no mass and doubles the cost of a battery and charges the battery with a rate 1 + 1% of the total power delivered by the power plant (round down).

Step 12: Fuel Tanks

Starships use power, provided by the power plant, which uses large quantities of corbana gas and some ships are equipped with blaster cannons which, when not using shells, also use large quantities of corbana gas with each shot. Much of a starship's volume will be devoted to the storage and processing of this fuel.

Fuel Tanks

Starships need fuel tanks to store corbana gas, which is used to feed the power plant and starship dependent blaster weapons. Ships without hyperdrives and blaster weapons do not need much fuel for their own operation, although "tankers" that provide fuel to other ships are possible.

Fuel tanks are installed by the space. No matter what the era, one space of fuel tanks has an empty mass of 0.025 tons, costs M70.02, holds 500 cubic feet of fuel, and uses no power. Half-space fuel tanks systems can be installed, with half the mass and cost, and storing half as much corbana gas.

A CTGT uses exactly 1 cubic feet of fuel per 1 hour to provide continually 1 MW of power during that hour.

A ship usually has at least enough fuel tanks to store the fuel necessary for one jump at its maximum range and one take off and landing on a planet. Ships may have extra fuel tanks.

Fuel Processors

Starships sometimes perform "wilderness refueling", refilling their fuel tanks from materials found on backwater worlds or out-of-the-way moons. The most common method is for a starship to skim the outer atmosphere of a gas giant planet, scooping up corfaize and tibanna gas. These gases cannot be found in many

places. Corfaize and tibanna gasses that are skimmed must be processed and purified before it can safely be used as fuel.

Fuel processor systems are rated for the amount of unrefined fuel that they can process in one hour, measured in dttons.

Fuel processors are installed by the hull space. The statistics for each space of fuel processor depend on the era and are given in the following table. Half-space fuel processor systems can be installed, taking up half the mass, requiring half the cost and power, and processing half of the unrefined fuel of a single space.

Fuel Processor Mass:

Multiply the mass by the generic mass multiplier.

Fuel Processor Space:

Multiply the space used by the generic space multiplier.

Fuel Processor Table

Ship Build Era	Mass (tons)	Cost (M7)	Power (MW)	Fuel Processed/Hour (dttons)
The Pre-Republic era	4	0.2	20	2.0
The Old Republic era	4	0.2	18	3.0
Fall of the Republic era	4	0.2	16	3.5
Rise of the Empire era	4	0.2	14	4.0
The Rebellion era	4	0.2	13	4.2
The New Republic era	4	0.2	12	4.4
The New Jedi Order era	4	0.2	11	4.7
The Legacy era	4	0.2	10	5.0

Step 13: Crew

Now that almost all of the ship's systems have been installed, consider how many crewmen will be needed to man them.

Typical crew requirements are given below, but these are averages; actual requirements can vary a great deal, and every individual ship may have a different crew roster. Military ships will have larger crews to allow for multiple shifts and to replace loses in combat. Transports often run with a bare minimum of crew to save money. A civilian yacht might not have any permanent crew, but when the yacht is in operation somebody needs to do each job. Ships with minimal crews call for talented people, since several jobs are doubled up.

In general, crew should have a skill level of at least 12 in the skill(s) appropriate for their positions. If the GM feels that a ship is undercrewed, he should assess penalties to appropriate skill rolls, especially in stressful situations when one crewman has to be in three places at once.

Crews, especially on large ships, are divided into sections; each section has a specific function and is usually commanded as a unit. For the purpose of these rules, we divided the various sections into core crew (the crewmen required to operate the ship's functions) and the support crew (the crewmen whose primary job is to support the core crew). The core crew includes the command section, the gunnery section, the flight section, the passenger service section, the cargo service section, the ship's troops, and the specialists. The support crew includes the maintenance section, the life support section, the medical section, and the general services section.

Before allocating the crew, decide how many passengers the ship can expect to carry; the size of several crew sections depends on the passenger capacity of the ship. Passengers can travel by low passage, standard passage, first-class passage, or luxury passage; although passenger accommodations can be shuffled from one trip to the next, the expected number of passengers in each class should be determined.

Aside from dividing crew into sections, the crew allocations listed here also classify crew into officers, petty officers, and crewmen. These terms are very specific to the Republic or Imperial navy, but every starship service tends to divide its crew in some fashion into "commanders", "experienced crewmen", and "ordinary

crewmembers". In services other than the navy, feel free to apply different labels to each level of the crew as appropriate.

On many vessels, droids fulfill many tasks normally done by ordinary crewmembers. Some affiliations even rely on a full occupation of droids instead of crewmembers of their own species. On small craft even the entire crew may consist solely of droids. Treat droids as crewmembers with their own rank or specialty.

Command Section

The command section includes "bridge crew", the officers and support staff who coordinate all of the ship's activities.

Small craft usually run with only one to three crewmembers in the cockpit. All of these crewmembers are to be considered to be apart of the small craft's "command section".

Very small starships (100-200 dtons) often get by with as few as three crewmembers in the command section; a commanding officer, a pilot who also serves as navigator, and an officer who runs sensors and communications systems.

Slightly larger vessels will usually split the available work among more officers. A five-man command section, typical for ships of 100-1,000 dtons size, would include: commanding officer, executive officer (who also serves as command pilot), navigator, sensor officer, and a communications officer.

Ships approaching 10,000 dtons in size will often have a 10-man command section: a commanding officer, an executive officer (command pilot), an additional pilot, two navigators, two sensor officers, two communications officers, and a computer officer.

On ships of 10,000 dtons or greater hull size, the command section often expands beyond the bridge, including more officers and a support staff that work elsewhere on the ship. The total number of personnel in the command section should amount to at least five per 1,000 dtons of ship.

On any starship, up to the first 10 members of the command section will all be officers. After that, about 50% of the section will be officers, 25% will be petty officers, and 25% will be ordinary crewmembers.

Engineering Section

The engineering section includes technicians who operate the ship's drives and power plant. It also includes technicians who perform routine maintenance and repairs on the drives.

The engineering section requires one engineer for every five spaces of hyperdrive, maneuver drive, or power plant systems during any era for all known species and civilizations. The Bakuran and Shindaarri do not have the same taboo for automation and therefore only need one engineer for every 20 spaces. The number of engineers is rounded down, although ships of 200 dtons or more almost always have at least one engineer. Small craft don't normally carry an engineering section, relying instead on maintenance technicians carried by the parent ship.

The first two crewmembers in the engineering section are always officers, the chief engineer and the second engineer, or "chief engineer's mate". After these two, the engineering section will have about 10% officers, 20% petty officers, and 70% ordinary crewmembers.

Gunnery Section

The gunnery section includes not only the "gunners" who operate ship's weapons in combat, but also the fire-control and tactical specialists who coordinate weapon fire in accordance with orders from the ship's captain.

Spinal mount weapons need one gunnery crewman per 100 spaces taken up by the weapon (round to the nearest whole number). Bay

weapons need at least two crewmembers, and turret weapons need at least one crewman per turret.

Small craft don't normally carry a gunnery section. The gunnery functions are usually taken over by the pilot or another command crewmember.

The gunnery section will usually have about 10% officers, 30% petty officers, and 60% ordinary crewmembers. On warships, there is usually at least one officer or petty officer to serve as a chief gunnery officer; if the gunnery section is large, there will be at least one petty officer per type of weapon on board.

Flight Section

The flight section includes pilots and crew for the ship's attached small craft, including personal vehicles, gigs, shuttles, fighters, and even subsidiary spaceships of 100 dtons or more. It also includes "flight control" officers, who coordinate the traffic of such smaller vehicles.

Each small craft needs its own pilot, as well as any other crew that is needed when the craft is in operation. Each craft also needs at least one technician to provide regular maintenance. If the ship has at least four small craft on board, then the launch facilities themselves (hangar bays, launch tubes, and so on) will need at least one crewman for every four small craft. Finally, if the ship has at least 10 small craft on board, then it needs at least one flight control crewman for every 10 small craft.

The pilot for each small craft of 10 dtons or more will be an officer, as will any flight control crewmembers. After that, the flight section usually includes 10% officers, 30% petty officers, and 60% ordinary crewmembers.

Passenger Service Section

The passenger service section includes crewmembers whose primary job is to tend to the comfort and entertainment of passengers. Crewmembers in the passenger service section are also called stewards.

Ships designed to carry passengers always require at least one crewman dedicated to passenger care. A ship needs one extra steward for every 50 low passengers, one for every 20 standard passengers, one for every 10 first-class passengers, and one for every two luxury passengers.

The passenger service section's first crewman is usually an officer called the chief steward; this officer often acts as the ship's day-to-day accounts and running the ship's store. After the chief steward, the passenger service section usually consists of 10% officers, 20% petty officers, and 70% ordinary crewmembers.

Cargo Service Section

The cargo service section includes crewmembers whose primary job is to handle cargo loading and unloading operations, and to monitor and care for a cargo when a ship is in transit. Cargo handlers are also called stevedores.

Even many ships that make a living carrying freight have no specific cargo service section. Such ships press other crew into service to help with cargo handling, or they rely on cargo handlers working at each port of call. The major exception is Rebel Alliance merchant vessel working inside Imperial territory; such ships cannot usually call on port stevedores, so they carry their own cargo-handling crew instead.

Any starship that carries cargo for pay must have at least one crewman dedicated to cargo handling. Small merchant ships will usually press other crewmembers into service during cargo loading or unloading. Large merchant ships with at least 1,000 spaces of cargo storage are likely to have dedicated teams of stevedores (and appropriate cargo-handling equipment) for every 250 spaces of cargo.

The cargo service section is led by a crewman called cargomaster. This individual supervises loading and unloading operations, and double-checks the cargo manifest. If the cargomaster is the only stevedore on board, he is usually a petty officer reporting to the ship's purser. If there are multiple stevedores on board, then the cargo service section usually consists of 10% officers, 20% petty officers, and 70% ordinary crewmen.

Ship's Troops

Most ships of at least 1,000 dtons size have an armed contingent on board, the ship's troops. On a warship, these are marines or navy troopers; on a civilian ship, they are usually security forces organized in a paramilitary fashion. The ship's troops contingent varies in size from a single fire team up to a whole regiment. They often fill the role of security forces aboard their ship and take part in military exercises when required by the ship's commanding officer. They are also used for damage-control parties, for manning some ship's weapons, and for boarding actions.

Ship's troops contingent vary in size from about three per 1,000 dtons to three per 100 dtons. They are armed and organized according to the standards of the service from which they are drawn.

Specialists

Large ships, especially military vessels, will carry full-time officers and specialists for a variety of tasks: communications, sensors, landing teams, security staffs, science crew, and so on. Allocate as many specialists as appear to be needed to fit the ship's functions, considering all the crew that were assigned to other core-crew sections.

Total up all of the crewmen allocated thus far, these are the core crew.

Maintenance Section

The maintenance section includes technicians who perform generalized maintenance and damage control on all of the ship's systems (the drives, power plants, life support, and other systems as well).

The maintenance section includes one full-time mechanic if there are at least eight core crewmen on board; one more for every full 40 core crewmen or 400 dtons of ship, whichever is greater. Maintenance crewmen usually report to the chief engineer. The section normally consists of 10% officers, 20% petty officers, and 70% ordinary crewmen.

Life Support Section

The life support section includes technicians who specialize in performing maintenance and damage control on the ship's life support systems.

The life support section includes one full-time technician if there are at least 15 core crewmen and passengers. Life support technicians usually report to the chief engineer. The section normally consists of 10% officers, 20% petty officers, and 70% ordinary crewmen.

Medical Section

The medical section includes fully certified medical doctors, nurses, and medical technicians to care for crew and passengers.

The medical sections includes one full-time medic if there are at least 15 core crewmen and passengers on board; one more for every full 40 core crewmen and passengers. A ship should have at least one medic per sickbay system.

On a small ship, the first medic is usually a petty officer reporting to the ship's chief steward or directly to the captain. On a ship of 1,000 dtons size or larger, the first medic is usually an officer. A

large medical section usually consists of about 20% officers, 30% petty officers, and 50% ordinary crewmen.

General Service Section

The general service section includes a number of different specialties, all of whom provide basic services to the crew and passengers. These run shops and storage, provide ship's security (especially if there are no ship's troops aboard), provide food service, handle cargo, and perform other operations.

All ships require service crewmen to take care of the crew's general needs, as well as to provide services that both crew and passengers share. Allow one such crewmen if there are at least 15 core crewmen and passengers on board; one more for every full 40 core crewmen and passengers. Increase the size of the general service section by 50% if there are no ship's troops on board, both to perform security duties and to reflect the fact that the ship's troops often act as supplementary service crew when not on combat duty.

The general service crew usually consists of about 10% officers, 20% petty officers, and 70% ordinary crewmen.

Step 14: Quarters & Miscellaneous

Once the crew size has been determined, quarters and other working spaces can be installed.

Quarters

Crew and passengers need quarters to live in during travel. Several classes of accommodation are available. The space taken up by these systems is only about 50% allocated to living space; the rest is taken up by common areas (corridors, galleys, lounges, and so on) and life support equipment.

Bunkrooms:

A bunkroom is a room with 10 bunk beds (each with a small locker), intercom, controls for light and temperature, and shared sanitary facilities. Bunkrooms are generally used only on warships, where space is at a premium. One bunkroom can accommodate up to 10 crewmen.

Stateroom:

A stateroom is a cabin capable of housing one or two people. It contains beds, chairs, desks, closets, and sanitary facilities. There is an intercom and controls for temperature.

Luxury Stateroom:

A luxury stateroom is a spacious cabin capable of housing one or two people in great comfort. Its fittings are similar to those of a standard stateroom, but are much more expensive and attractive.

Low Berth:

A low berth is a suspended-animation system, capable of housing up to two passengers for long periods of time without drawing on ship's supplies or life support. So long as the ship's power plant continues to operate, the low berth will maintain its occupant in good health. A low berth can be designated as an emergency low berth with the same volume, mass, and cost; an emergency low berth will carry four passengers, but it is too dangerous for routine passenger transport (see IW page 166).

Small Craft Seating:

A unit of small craft seating provides moderately comfortable seating for 12 passengers for a short period of time (up to 12 hours). It is normally installed only on small craft intended for short-term operations (orbital shuttles, for example).

A flag officer will normally have his own luxury stateroom. A ship's commanding officer normally has his own stateroom, as does any officer commanding the engineering, gunnery, or flight sections, or the ship's troops. Other officers and petty officers live two to the stateroom. Ordinary crewmen and ship's troops may share staterooms, although on warships (especially Imperial warships) they are often housed in bunkrooms. Each luxury passenger should have his own luxury stateroom, while standard and first-class passengers should have their own staterooms; couples or groups traveling together may share staterooms, but this should not be assumed when installing quarters.

Half-space versions of low berths or small craft seating may be installed, with half the mass, cost, power requirement, and capacity.

Quarters Table

System	Spaces	Mass (tons)	Cost (M ⁷)	Power (MW)
Bunkroom	2	0.5	0.01	neg.
Stateroom	4	1	0.05	neg.
Luxury Stateroom	8	2	0.15	neg.
Low Berth	1	4	0.05	neg.
Small Craft Seating	1	1.5	0.01	neg.

Workshops

Many ships need built-in workshops to support the engineering and maintenance staff. Machine parts often need to be repaired or replaced, and if a needed component isn't immediately available it may need to be fabricated by hand.

Regardless of era, one workshop system takes up 2.5 spaces, has a mass of 15 tons, cost M⁷0.06, and uses negligible power. Workshops at an later era will have better equipment. Up to three personnel at a time can work in each workshop.

One workshop should be installed for every 60 full personnel in the engineering, maintenance, and life support sections. On exploration ships, especially those likely to be in unexplored space for long periods, this requirement is often exceeded.

If a workshop is available, any penalty for not having one is negated. A workshop also provides a +2 bonus to the user's skill on any task involving the diagnosis or repair of ship's systems.

Laboratories

Ships intended for exploration, survey, or other scientific work need laboratory space for the science specialists on board. Each laboratory system is dedicated to a single scientific skill and cannot be used to support other skills.

Regardless of era, one laboratory system takes up two spaces, has a mass of 10 tons, and costs M⁷1. Laboratories devoted to certain physical sciences (GM's discretion) use 0.3 MW of power each; other laboratories use negligible power. One scientist at a time can work in each laboratory. One laboratory should be installed for every science specialist in the crew, unless some of the scientists are working in a survey module (see below).

A laboratory gives a +2 skill bonus in any situation where the associated scientific skill is being used and lab equipment would be a benefit.

Survey Modules

Exploration and survey ships often carry specialized astronomical instruments and sensor arrays. These sensors are not useful for ship-combat situations and can't be used to target ship's weapons. Instead, they are used to detect astronomical object at multi-parsec distances, and to survey planetary surfaces in detail from orbit.

Regardless of era, one survey module takes up four spaces, has a mass of 12 tons, and uses negligible power. A survey module costs M⁷60 during the Old Republic era, M⁷15 during the New

Republic and later and M⁷30 in between. At the GM's discretion, a survey module can count as laboratory space for skills like Astronomy, Cartography or Geology. It provides space for four scientists. A ship will rarely need more than one survey module, unless it is likely to have many survey specialists working at the same time.

For rules regarding the use of a survey module see Interstellar Exploration above.

Sickbays

Any ship carrying medical personnel may have sickbays where the sick and injured can be treated under controlled conditions. A sickbay includes medical beds with special instruments and storage for drugs and surgical equipment. A large sickbay can include a motion-controlled theater for surgical procedures.

Regardless of era, a sickbay system takes up one space, has a mass of one ton, costs M⁷0.2, and uses negligible power. One medical specialist at a time can work in each sickbay, and there is room for two patients per sickbay. Multiple sickbay systems can be combined into one larger medical facility (with a kolto-tank, up to 3960 BBY, or bacta-tank, from 4,000 BBY). One sickbay should be installed for every two people in the medical section. If there is only one medic on board, but that medic is an officer, he is usually given a sickbay to work in.

Cargo Space

Any leftover space in the ship may either be left as "empty space" or designated as a cargo hold. Each space of cargo hold has room for 500 cubic feet of cargo. Necessary cargo doors, ramps, tie-downs, and other equipment are included. Multiple spaces of cargo can either represent a single large hold or a number of smaller holds. Holds may be installed in half-space increments.

An empty cargo hold has no mass or cost.

Step 15: Special Features

Many ships appearing in the Star Wars movies, computer games and novels may have unique features not included in the ship design rules described here. Such features may include s-foils, ion engines, lack of artificial gravity, and so on. These special features will be added to this section when encountered during the ship design.

Cluster Engines

Maneuver drives can be clustered together and operate as if one engine. Thus not providing a multiplier for acceleration but also not providing a divider for max speed in space.

External Systems:

In order to conserve space on a ship, some systems may be placed outside of the ship's hull. Imperial Star Destroyers are known for their external shield generators, many Alliance starfighters have external maneuver drives, and the Millennium Falcon has external sensors, and so on. Although this saves space, the external systems can be targeted by enemy gunners within their arc of vision and only -6 to hit.

Inertial Dampeners:

Imperial cockpits lack inertial dampeners. This reduces the mass, cost and spaces used by 10%.

S-foils

S-foil motivators divide the wing into two separate wings. This was especially useful in combination with cluster engines. While the s-foils were closed, higher speeds were possible (although the acceleration was lower). When the s-foils were extended, the top speeds dropped but the maneuverability, as a direct effect of the increased acceleration, increased.

Vacuum Cockpit:

Imperial pilots always wear vacuum space suits. Their cockpit does not have life support. This reduces the price, mass and space with 10%.

Step 16: Performance

At this point, the ship design is complete and a number of important attributes can be determined.

Ship Mass

Total Empty Mass (EMass):

Add together the Hull Mass (from Step 4) and the mass of all installed systems. Do not include the mass of ammunition, fuel, or payload. The result is the ship's empty mass. Round the EMass to three significant figures.

Total Loaded Mass (LMass):

This is equal to the empty mass, plus these additions:

- The mass of cargo carried. Assume five tons per space of cargo hold; this figure allows for holds that are not fully packed, for container mass, and so on. A dense, heavy load may be as much as 25 tons per space.
- The mass of crew and passengers. Assume 0.1 ton per person. As a rule of thumb, this can be simplified to one ton per bunkroom, 0.2 tons per stateroom or luxury stateroom, 0.2 tons per space of low berths, 0.4 tons per space of emergency low berths, or 1.2 tons per space of small craft seating.
- The mass of corbana gas. This can be simplified to one ton per space of fuel tanks.
- The mass of ammunition. This can be simplified to 0.03 tons per blaster shell for medium blaster cannons, 0.05 tons for large blaster cannon, and 0.02 tons for gatling blaster cannons.
- The empty mass of any small craft or vehicles carried in vehicle bays or hangar bays.

Round the LMass to two significant figures.

Health

Starships don't all operate to the same standard. Some are built by skilled craftsmen applying the best tools and resources, while others are built in ramshackle civilian shipyards by contractors who are engaging in wholesale fraud and embezzlement. Even a well-constructed ship will end to decay over time as wear and tear accumulates.

A vessel's general condition is indicated by its HT attribute (see BS page 483). In the Star Wars universe, a vessel just out of the shipyard will have a HT of 8-12. The vast majority of new ships will have a HT of 10, while only the most exceptional ships will have HT as low as 8 or as high as 12 (indicating truly atrocious or remarkably sound workmanship, respectively).

A vessel's HT attribute declines by one level every 50 years. Once a ship's HT drops below 8, it is too unreliable for use and is normally scrapped. Thus a typical starship can expect to have a 150-year operating lifespan.

A spacecraft's purchase cost is naturally related to its workmanship and state of repair. The GM may choose to tie a ship's purchase cost to its HT attribute, permitting adventurers to buy old or ramshackle ships for a bargain price, or superbly built ships for a premium. A suggested scheme is as follows. Multiply the base cost for the ship (as given by the ship design sequence) by the Price Multiplier for its current HT score.

Ship HT and Cost Table

Vessel HT	Price Multiplier
12	5.0

11	2.0
10	1.0
9	0.5
8	0.1

Hit Points

The ship's hit points depend on its empty mass. Refer to the following formula and record the ship's hit points. Calculate dHP as $4 \times (\text{cube root of empty weight in lbs.})/10$. Alternatively, you can use the Ship Hit Points Table (see IW page 200).

Other Attributes

Total Cost:

Add together the cost of all components to get the ship's final cost. Round off to two significant figures.

Size Modifier (SM):

As determined in Step 2.

ASig:

This is the ship's active sensor signature. It is equal to SM, minus (TL-4) if the ship has stealth.

Life Support Capacity:

This measures how many people can be supported by the ship's life support systems for long periods (assuming enough provisions are on hand). Capacity is equal to $(2 \times \text{Luxury Staterooms}) + (2 \times \text{Staterooms}) + (10 \times \text{Bunkrooms})$. Low berths yield no life support capacity. Bridge systems and small craft seating modules also yield no life support capacity, although they can provide life support for strictly limited periods.

Space Acceleration (sAccel):

This measures how rapidly the ship can accelerate (including its ability to decelerate and maneuver). A ship's sAccel in yards/second per second is equal to 11 multiplied by the number of engines or engine clusters multiplied with tons of thrust provided by its maneuver drive, divided by the ship's total loaded mass in tons. Round off to two significant figures.

GMs may wish to calculate multiple sAccel for ships whose mass can change rapidly (e.g., with empty vs. full fuel tanks, or with empty vs. full cargo holds).

Space Speed Limit (MGLT):

This measures how fast the ship can travel. A ship's MGLT in yards/second is equal to 220 multiplied by the tons of thrust provided by its maneuver drive, divided by the ship's total loaded mass in tons, and divided by the number of engines.

GMs may wish to calculate multiple MGLT for ships whose mass can change rapidly (e.g., with empty vs. full fuel tanks, or with empty vs. full cargo holds).

Some ships have special engines

Hyperjump Performance (Jump):

This is the ship's hyper speed, inaccuracy and jump range, and is determined by the size of its hyperdrive. Range is determined by space and date. Speed by power and date and inaccuracy by date.

Top Air Speed:

To compute a ship's top cruising speed in a substantial atmosphere, begin by calculating the ship's drag as equal to her surface area (measured in ksf) multiplied by the appropriate factor from the Drag Table.

The top air speed in a Standard atmosphere is equal to the square root of $[15,000,000 \times (\text{Total thrust/ Drag})]$. A streamlined hull is restricted to 740 mph, while an unstreamlined hull is restricted to

600 mph. The top air speed caps at the maximum speed the engines can provide (if used at all in an atmosphere).

Flight Time:

This is the maximum flight time when using only power for the M-drives. Divide the maximum fuel tank capacity (in cubic feet) by the power usage of the power plant when only providing power for the M-drives.

Drag Table

Streamlining	Drag Factor
Airframe Hull	100
Streamlined Hull (per dton)	200
Unstreamlined Hull (per dton)	1,000
Fixed Mounts	+0.25
Light Turret	+1
Medium Turret	+2
Large Turret	+3
Heavy Turret	+6
External Systems (per space)	+1

Hoover Height:

Stall speed defines the maximum height at which a ship can hover or if the ship is incapable of hovering.

Hoover Height = 1 yard + (1 yard x upward thrust/LMass)

Maneuverability:

Maneuverability is dependent on the ship’s size and acceleration. Divide the ship hull size in dton by the ship’s size modifier. Deduct the result from the acceleration. Round down to the nearest integer. The result is the modifier to vehicular dodge, half the Piloting (Contragravity) or (High Performance Spacecraft) skill modified with the Maneuverability.

Note: when the starships become larger, the maneuverability will drop drastically. It is easier for a small fighter to dodge asteroids or even blaster bolts than for a battleship.

Step 17: Finalize Design

The ship design is now complete. A new ship is usually categorized by size and function (“heavy cruiser” or “tramp freighter”). The first ship of a new class usually gives its name to the class.

STARSHIP TEMPLATE

The following small craft and starship designs are seen in the six movies and are typical for those eras.

Ship Name

Hull:

Systems:

Statistics:

Crew:

Production:

Description:

FIGHTER/BOMBER

Z-95 Headhunter



Z-95Mk1

Hull:

14 dton Wedge Streamlined hull, dDR 10 armor

Systems:

2 external cluster fission drives (thrust 85tons), Repulsorlifts (upward thrust 85tons), Small Cockpit, Model-0 sensors (scan 14), 2 Fixed Mount, 2 Triple Blasters, Fuel Tanks 500 cubic feet, Cargo Hold 100 cubic feet

Statistics:

EMass 140.445tons, LMass 157.545tons, Cost M759.6738, SM+6, ASig +6, Hull dHP 26 (262 HP), Life Support 3 man-days, Space 66MGLT and 13MGLT/s, Top Air Speed 134.2-135.1mph, Max Flight Time 3h55m, Hoover Height at 4’9”, Maneuverability +10

Crew:

Flight Section: 1 pilot

Production:

Manufacturer: Incom / Subpro, era Fall of the Republic era

Z-95C4d

Hull:

14dton Wedge Streamlined hull, dDR 10 armor

Systems:

2 external cluster fission drives (thrust 85tons), Repulsorlifts (upward thrust 150tons), Small Cockpit, Model-0 sensors (scan 14), 3 Fixed Mounts, 2 Triple blasters, 1 Space Bomb Launcher, Ordnance 2 Space Bombs, Fuel Tanks 500 cubic feet, Cargo Hold 100 cubic feet.

Statistics:

EMass 142.445tons, LMass 147.545tons, Cost M765.0238, SM +6, ASig +6, Hull DHP 26 (223 HP), Life Support 3 man-days, Space

63-65MGLT and 13MGLT/s, Top Air Speed 129.6-133.2mph, Max Flight Time 3h55m, Hoover Height at 6', maneuverability +10

Crew:

Flight Section: 1 pilot

Production:

Manufacturer: Incom / Subpro, era Fall of the Republic era

Z-95XT

Hull:

14 dton Wedge Streamlined hull, dDR 10 armor

Systems:

2 external cluster fission drives (thrust 85tons), Repulsorlifts (upward thrust 85tons), Large Cockpit, Model-0 sensors (scan 14), 2 Fixed Mount, 2 Triple Blasters, Fuel Tanks 500 cubic feet, Cargo Hold 100 cubic feet.

Statistics:

EMass 141.445tons, LMass 143.645tons s, Cost M760.1738, SM +6, ASig +6, Hull dHP 26 (263 HP), Life Support 6 man-days, Space 65-66MGLT and 13MGLT/s, Top Air Speed 133.1-134.1mph, Max Flight Time 3h55, Hoover Height at 4'9", Maneuverability +10

Crew:

Command Section: 1 officer (instructor)

Flight Section: 1 pilot (trainee)

Production:

Manufacturer: Incom / Subpro, era Fall of the Republic era

Z-95ER

Hull:

14 dton Wedge Streamlined hull, dDR 10 armor

Systems:

2 external cluster fission drives (thrust 90tons), Repulsorlifts (upward thrust 90tons), Small Cockpit, Model-0 sensors (scan 14), 2 Fixed Mount, 2 Triple Blasters, Fuel Tanks 2000 cubic feet, Cargo Hold 100 cubic feet.

Statistics:

EMass 143.685tons, LMass 145.785tons s, Cost M762.6338, SM +6, ASig +6, Hull dHP 27 (265 HP), Life Support 3 man-days, Space 67-68MGLT and 13MGLT/s, Top Air Speed 138.9-139.8mph, Max Flight Time 11h7, Hoover Height at 4'10", Maneuverability +10

Crew:

Command Section: 1 pilot

Production:

Manufacturer: Incom / Subpro, era Fall of the Republic era

Description:

The Z-95's endurance, adaptability, and large numbers have led to its continued use long after its initial production run had ceased. A multi-purpose starfighter, the Z-95 has spawned countless variants, with individual forces, governments, squadrons and owners adding and adapting components and systems.

Developed in a cooperative venture between Incom Industries (later the Incom Corporation) and the later defunct Subpro Corporation, the Z-95 is largely recognized as the premiere

starfighter of its era, and the forerunner of the incredibly successful X-wing starfighter.

The Z-95 has changed throughout the years, eventually evolving into the T-65 Incom X-wing starfighter. The initial models resembled atmospheric craft rather than deep-space starfighters. Early production models were twin-tailed wedge-shaped craft with bubble-cockpits.

As the series progressed, the bubble-cockpit got smaller, with increased instrumentation compensating for reduced visibility. Subsequent models had swing-wings and forked tail with twin engines. These initial models (the Mark I, or Z95Mk1) were very maneuverable in an atmosphere. The basic frame was 11.8 meters long, and had weapons hardpoints located on wing and fuselage.

Incom added new Z-95s annually during the height of production. Among the most common variants were the Z-95C4d, a ground support bomber equipped with additional bomb-racks and ordnance hardpoints. The Z-95ER was an extended range model, with additional consumable tankages. The Z-95ML was a missile launch platform, with added missile racks and long-range ordnance hardpoints. The Z-95XT was a two-person fighter used as a trainer. The Rebel Alliance used the XT as a training vessel as well as for ferrying runs in-system or between ships in the fleet.

These later era Z-95s had a basic configuration that strongly hinted at the T-65 X-wing that was to soon take the galaxy by storm. A thin pointed spaceframe rested between two large engine clusters, from which foils extended outward. The tips of the foils typically housed the primary weapons (usually blasters or laser weapons) while the fuselage provided a more stable platform for missile weapons. Later in the production run, the Z-95AF4 (Assault Fighter 4) featured twin engine clusters that split into a total of four engine thrusters, much like the modern X-wing. These later Headhunters also had the capability of splitting the foils into attack position, widening the coverage area off the wing-mounted weapons.

Each generation of Z-95 has increased in speed. Compared to today's fighters, Z-95 have low maneuverability. The Mark I, with its aerodynamic styling, offered a greater airspeed-to-space speed ration than later models.

Z-95s are typically not equipped with hyperdrive engines, though famed Republic (and later Alliance) tactician Adar Tallon developed a variant, the Z95t, which featured a hyperdrive, and increased maneuverability. Later Z-95s did feature an Incom Gbk-435 hyperdrive motivator, and a Narmox Zr-390 navcom system. Smuggler Alliance leader Mara Jade piloted a modified Z-95 with a hyperdrive before switching to larger, more practical craft.

The Z-95 is notorious for being able to take brutal punishment before falling apart, though as starfighter weapon technology has progressed, Headhunter pilots would rather trust their flying than their armor and shields. Z-95s have respectable armor plating, but their shielding tends to be very light. Near the end of the product line, Z-95s could boast a titanium alloy hull and Xolyyyn shielding.

Weapon systems vary among the different models, but most Z-95s are equipped with two wing-mounted triple-blasters, which are fire-linked. Another common weapon system is a bank of concussion missiles. The dedicated missile platform Z-95s, of course, had increased payloads.

A common model featured twin Taim & Bak KX5 fire-linked laser cannons, and twin Krupx MG5 concussion missile launchers. These weapons are controlled through a Fabritech ANq 2.4 tracking computer and SI 5g8 "Quicksan" vector imaging system. Sensor systems include a Fabritech ANS-5c unit with long-range Phased Tachyon Detection Array #PA-9r and one short range Primary Threat Analysis Grid model #PG-7u.

CAPITAL SHIPS

CIVILIAN / UTILITY CRAFT

12. DROIDS

There are many variations of droids. Some resemble humanoid appearance while other tend have the looks of a box on legs. In this first sourcebook, a selection has been made to enter only those droids which can be seen in the six Star Wars movies.

Droid Classification

For millennia, droids have been classified according to their purpose, and these classifications provide droid manufacturers with guidelines for droid design (few have attempted to create true multipurpose droids). The five classifications of droids roughly correspond to their complexity.

First-Degree Droids

First-degree droids are the common laborers, cheap, predictable, and in most cases, disposable. They are mainly employed for carrying heavy loads or performing repetitive tasks. Typical examples include the ubiquitous ASP Series labor droid and the J9 worker drone.

Second-Degree Droids

Second-degree droids are effectively mobile computers. They are programmed to solve scientific problems quickly and accurately and put those solutions to effective use. These droids are often found in roles relating to physics, mathematics, and medicine. Examples include the 2-1B medical droid and the 1T-O interrogation droid.

Third-Degree Droids

Third-degree droids are often found in the engineering and technical science fields. Like second-degree droids, their main function is solving complex equations specifically related to their field. They're generally equipped with appendages and control ports to allow them to interact with other machines. Examples include the popular R2 Series astromech droids.

Fourth-Degree Droid

Fourth-degree droids are programmed to perform social services: translation, protocol, teaching, housekeeping, and secretarial work. Many are also programmed to act as controllers of complex systems and are found in spaceports and emergency-services stations throughout the galaxy. The most widely recognized third-degree droids are the 3PO protocol droid and the M-TD Series translator droid.

Fifth-Degree Droid

Fifth-degree droids are nearly all employed in security or military applications. They are generally quick, often strong, and not usually very intelligent, almost always requiring supervision for tasks outside their core programming (which rarely includes the usual prohibition on killing sentients). Classic examples include the Baktoid Combat Automata B1 battle droid, B2 super battle droid, and the E522 Series assassin droid.

Sixth-Degree Droid

Sixth-degree droids are fully aware AI units which think their mission through. They are mainly droids who haven't had their regularly memory sweep, are given a fully aware AI, or went berserk at some time. Examples are the droids IG-88 and 4-LOM which became fully aware and acted as real individuals.

Droid Designation

Droids often are programmed for specific tasks. A forth-degree droid can be designated for defense, offense or as a gladiator. These designations are very variable. The R1 to R7 Series could have a designation such as Navigations Astromech. Some droids may have multiple designations after a time of service (and without having a memory sweep). For example, R2-D2 has is originally an astromech droid but was also capable of damage control. In Episode VI, R2-D2 was even assigned to as servant to Jabba's sail barge. Below are some examples of designations within a classification:

First-Degree Droids:

- Decon droid
- Messenger droid
- Patrol droid

Second-Degree Droids:

- Interrogator droid
- Medical droid

Third-Degree Droids:

- Astromech
- Combat Communications Astromech
- Damage Control Astromech
- Engineering droid
- Navigations Astromech
- Security Droid

Fourth-Degree Droids:

- Communications droid
- Protocol droid
- Supervisor droid

Fifth-Degree Droids:

- Attack droid
- Battle droid
- Defense droid
- Gladiator droid
- Guard droid

Sixth-Degree Droids:

- Assassin droid
- Probe droid

Droid 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 droids with ease.

Secondary Characteristic Adjustment:

Some droids are stronger or weaker than human norm, while others are faster or keener. In the GURPS 4th Edition system, a droid's inherent strengths or weaknesses are shown by modifying the secondary attributes of the droid type. These modifications are only added once, during the character creation.

Attribute Adjustment:

Some droids are stronger or weaker than human norm, while others are smarter or dumber. In the GURPS 4th Edition system, a droid's inherent strengths or weaknesses are shown by modifying the attributes of the droid type. These modifications are only added once, during the character creation.

Origin:

The planet, system, corporation or facility the droid type originally was invented or manufactured. This does not mean that the character is activated on the same planet, system, corporation or facility that the type originates.

Tech Level:

The TL, or technological advancement of the droid type. This represents the technological advancements of the droid's components.

Classification:

The droid's classification as shown above.

Designation:

What is the droid's purpose (see above). Some droids may have more than one.

Droid Advantages:

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

Droid Disadvantages:

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

Free Skills:

Skills such as Area Knowledge and Binary language in that droids 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 created and activated away from their home factory. In this case, simply change the area knowledge to the area the character was assigned to.

Droid Programmed Skills and Droid Skill Bonuses:

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

Names:

The most common way the inventors named their droids (mostly reflecting the series and type), and also a few sample names.

Description:

This gives a description of the droid type and its 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:

The notes to the reader.

CP:

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

Meta-Trait Droid

All droids have the meta-trait Droid for -84 points. This means your body is completely mechanical, composed of non-living materials. This meta-trait includes:

Advantages [+135pts]

- Digital Mind [+5pts]
- Doesn't Breathe [+20pts]
- Doesn't Sleep [+20pts]
- Immunity To Metabolic Hazards [+30pts]
- Injury Tolerance (No Blood; Unliving) [+25pts]
- Pressure Support [+15pts]
- Sealed [+15pts]
- Vacuum Support [+5pts]

Disadvantages [-219pts]

- Cannot Learn [-30pts]
- Dependency - (Lubricants, Common; Weekly) [-20pts]
- Electrical [-20pts]
- Fragile (Explosive) [-15pts]
- Hidebound [-5]
- Low Empathy [-20pts]
- Maintenance (Electronics Repair, once per cycle) [-2pts]
- Maintenance (Mechanic Repair, once per cycle) [-2pts]
- No Sense of Smell and Taste [-10pts]
- Numb [-20pts]
- Reprogrammable [-10pts]
- Restricted Diet (Power Cell, Common) [-10pts]
- Restricted Vision (No Peripheral Vision) [-15pts]
- Social Stigma (Valuable Property) [-10pts]
- Unhealing (Total) [-30pts]

In the droid template, the above will be noted as an Advantage: Meta-Trait Droid [+135pts] and a Disadvantage: Meta-Trait Droid [-219pts].

Variable traits:

Droids, just as sentient species, vary from each other. Below are some dis.- advantages which are not uncommon to droids.

Advantages

- Ambidexterity - multi-armed droids only. [+5pts]
- Damage Resistance - droids can purchase any amount of DR available with the GM's approval.
- Extra Arms (BS page 53)
- Extra Legs (BS pages 54 & 55)
- Flight [+40pts]
- Modular Abilities (Computer Brain) (BS page 71)
- Payload (Cargo) - up to 5 levels (BS page 74)
- Reduced Consumption - up to 5 levels (BS page 80)

Disadvantages

- Cannot Float [0pts]
- No Legs (BS page 145)
- Sense of Duty - The owner or related to the owner (BS page 153)
- Slave Mentality - Mostly only for combat orientated droids [-40pts]

The following rules also apply:

- You have an eight-hour energy reserve and need refueling three times a day unless the droid has the advantage Reduced Consumption.
- You neither have nor can spend fatigue Points; see Machines and Fatigue (BS page 16)
- Your body does not age. Instead it wears out, with effects similar to aging.

Note that your Unhealing disadvantage means that the only way for you to regain lost HP is through repairs with Mechanic or Electronics Repair skill (as appropriate).

Playing an Droid

Playing a droid is a lot more complicated than just a compilation of traits written down on a character sheet. Some droids have such simple programs that these droids are not recommended as PCs.

Some GM might even set a base droid CP limit. A good starting point is a base droid CP limit of half the total CP limit.

Create Your Own Droids

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

DROID TEMPLATE

Droid Type

Attribute Adjustment:

Secondary Characteristic Adjustment:

Origin:

Tech Level:

Classification:

Designation:

Droid Advantages:

Droid Disadvantages:

Free Skills:

Programmed Skills and Droid Skill Bonuses:

Names:

Description:

Notes:

CP:

Type	CP
Attribute Adjustment	
Secondary Characteristic Adjustment	
Tech Level	
Droid Advantages	
Droid Disadvantages	
Programmed Skills and Droid Skill Bonuses	
TOTAL	



13. 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 over 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.

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, pupil less 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:

IQ-1 [-20pts]

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 Bipedes 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 "blooding", 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 Blooding (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
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:

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:

Skinny [-5pts]; 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-digited 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	0
Tech Level	0
Racial Advantages	+15
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	0
TOTAL	+15

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
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 breath air and water, though this will not rule out communication and cooperation. They keep top 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 f 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 too 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.

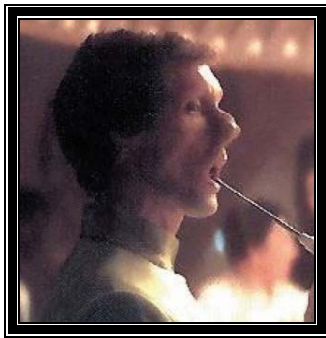
Note:

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, Anzati 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 victim's HT ever drops 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]; 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]; Skinny [-5pts]

Free Skills:

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

Racially Learned Skills and Racial Skill Bonuses:

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

Features/Taboos:

None

Names:

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

Description:

The Ayrrou are willowy humanoids from the planet Maya Kovel, a windswept Outer Rim world with a thin acrid atmosphere, in the Modell Sector. They evolved from a birdlike species yet are incapable of flight.

The Ayrrou were one of the first sentient species in the Modell 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 Ayrrou 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 Ayrrou are not usually covetous and regard their gathering nature as simple "practical".

Ayrrou are strong-willed individualists, wily negotiators, and tireless collectors, for information about anything and everything. Despite their relentless drive, they Ayrrou 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 Ayrrou is tall and thin, standing almost 7 feet tall but weighing only 135 lbs. The Ayrrou are an attractive species, with milky white skin and long, lean limbs.

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

Ayrrou 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	+5
Tech Level	0
Racial Advantages	+29
Racial Disadvantages	-10
Racially Learned Skills and Racial Bonuses	+4
TOTAL	+18

-B-

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.

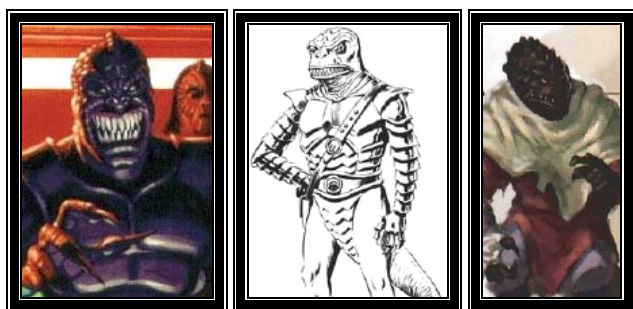
Notes:

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:

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:

None

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]; Very Fat [-5pts]

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	0
Tech Level	0
Racial Advantages	+30
Racial Disadvantages	-55
Racially Learned Skills and Racial Bonuses	0
TOTAL	-89

Besalisk



Attribute Adjustment:

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

Secondary Characteristic Adjustment:

None

Origin:

Ojom

Tech Level:

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:

11

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 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]; 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 “Iya” 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’Iya, Tav Breil’Iya, 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.

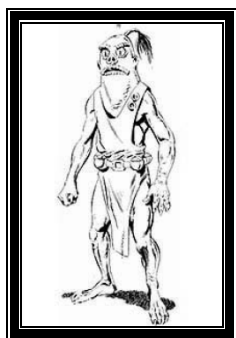
Assassination is rare in Bothan society, as a Bothan statesman will most likely resign when allies began to desert him and/or an embarrassing scandal is revealed. Many other races in the galaxy view the Bothan as untrustworthy opportunist, and refer to their political methods as “the Bothan Way”.

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	+8
TOTAL	+3

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

Caamasi



Attribute Adjustment:

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

Secondary Characteristic Adjustment:

None

Planet/System of Origin:

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

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 Alderaanian Caamasi also met their end by way of the Emperor's whim.

Caamasi display a unique ability to share memories, which they call memnii. A Caamasi can effectively record a memory in her

mind so that it is never forgotten. Experiencing memnii is as vivid as participating in the events in question. Using a sort of telepathy, a Caamasi can share memnii with another Caamasi, or in some cases, a Jedi or other Force user. Caamasi sometimes intermarry between clans specifically to share memnii with their entire culture. The desire to spread memnii 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 memnii 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, x1/2) [-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 tot 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 Chagri 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:

Chagrian 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 Chagrian 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 Chagrian 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 Chagrian adults consume nutrient capsules to avoid wasting time eating. When traveling the galaxy, they carry nutritional analyzers to scan unfamiliar food and determine its nutritional worth.

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 Chagrian 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.

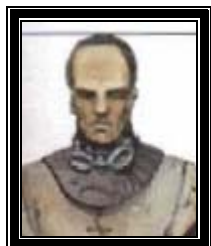
Note:

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 repulsorlifts, comlinks, and weaponry, to their slaves.

One drawback to the Chevin's permissive attitudes toward Chev culture, at least from the point of view of oppressive slave masters, is that they remain unaware of high-tech rebel movements within Chev villages. Like the Chevin, the Chevs take quickly to advanced technology and secretly build 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'zharp, Kyrrik, J'kilkritz, 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.

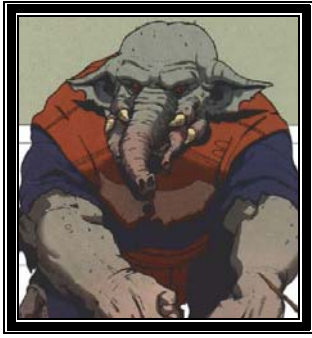
Note:

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 (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

-D-

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, x²/₃, Occasionally, x¹/₃) [+3pts]; Radiation Tolerance /2 [+5pts]; Force Static (Resistible, -50% [+15pts]; Heat Dissipation+1 [+21pts]

Racial Disadvantages:

Reputation -5 (Commoners, x²/₃, Occasionally, x¹/₃) [-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 heeds a "Duchess," a female Drall who is deemed the most fit to lead. Once appointed, the Duchess becomes the owner of all the family's property, and she holds the position for life or until she steps down and passes the title and property along to a suitable heir. Most of the Drall clans follow the overall direction set by the Duchess of the most prosperous and powerful of all the clans.

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

Most Drall who venture from their homeworld work for 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 multipeps 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 Gllilto, 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

-E-

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 humanoid 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 a 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:

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:

Fat [-3pts]; 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	0
Tech Level	-55
Racial Advantages	+12
Racial Disadvantages	-38
Racially Learned Skills and Racial Bonuses	+1
TOTAL	-70

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

Indriummseggh, Verrinnefra B'thog Indriummseggh, Monjai, Notoganarech, Rattagegach, Theosidicc 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 disorder 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 warriors 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 or make all-out attacks) for a number of turns equal to the time spent in the spirit of battle or the rest of the combat encounter, whichever is longer.

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

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:

None

Planet/System of Origin:

Etti IV

Tech Level:

Racial Advantages:

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

Racial Disadvantages:

Likes (Luxury) [-1pt]; Skinny [-5pts]

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 avian 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	0
Tech Level	0
Racial Advantages	+9
Racial Disadvantages	-6
Racially Learned Skills and Racial Bonuses	0
TOTAL	-7

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]

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, Dee, 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	-5
Racially Learned Skills and Racial Bonuses	+4

TOTAL	-46
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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, Area Effect 4 yards, +100%, Emanation, -20%, Sense-Based - Smell, +150%) [+17pts]; 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, Xzuhul, Miaksi, 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	+38
Racial Disadvantages	-15
Racially Learned Skills and Racial Bonuses	0
TOTAL	+53

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, Crefax, 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, Dreylla, 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-

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 Tundei 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:

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 (Abregado-rae)

Racially Learned Skills and Racial Skill Bonuses:

Acrobatics skill at DX+1 [+4pts]

Features/Taboos:

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:

None

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	0
Tech Level	-40
Racial Advantages	+48
Racial Disadvantages	-50
Racially Learned Skills and Racial Bonuses	+12
TOTAL	-70

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 invariable soft-spoken and polite. Even the most accomplished Gand warrior downplays his achievements when discussing them and responds with humility when praised.

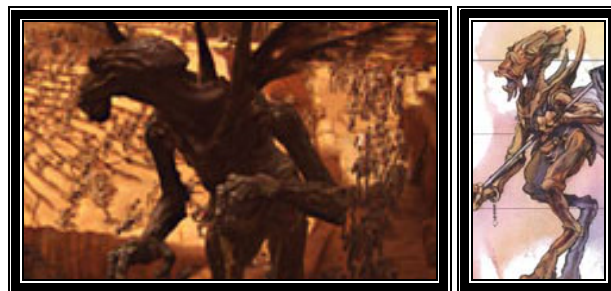
The Gand have three fingers on each hand and stand 5.3 feet tall on average. Their bodies are covered by durable exoskeletons that vary in color from green to brown.

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, Poggie, 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 exists 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

-H-

H'nemthe



Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Origin:

H'nemthe

Tech Level:

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 are a deeply passionate and spiritual people. Male H'nemthe comprise 95% of the species population: whether this is due to a species-wide genetic defect is unknown. After a H'nemthe couple conceive, the female eviscerates the male with 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:

SM+1

Planet/System of Origin:

Giju

Tech Level:

11

Racial Advantages:

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

Racial Disadvantages:

Fat [-3pts]; 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	0
Tech Level	0
Racial Advantages	+4
Racial Disadvantages	-27
Racially Learned Skills and Racial Bonuses	0
TOTAL	+6

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, x½) [-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 were 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:

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]; Very Fat [-5pts]; 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 kajidies. 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 kajidies, 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 kajidie, 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	+5
Tech Level	0
Racial Advantages	+52
Racial Disadvantages	-66
Racially Learned Skills and Racial Bonuses	+8
TOTAL	+15

-I-

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:

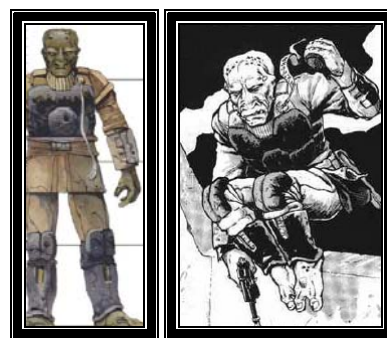
The limitation Uncontrollable for the Force Power Farseeing is deleted as soon as the character has both bought at least one Sense Talent and the appropriate Force Training – Attuned.

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 Trig, 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 (Environmentalism, 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, $\frac{1}{3}$) [-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]; Odious Racial Habits (Odor) [-5pts]; Reputation-1 (Thieves and Swindlers, Almost Everyone but Tusken, x²/₃, 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	-23
Racially Learned Skills and Racial Bonuses	+7
TOTAL	-25

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:

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.

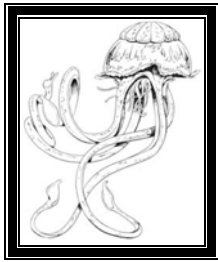
Notes:

CP:

Type	CP
Attribute Adjustment	+30
Secondary Characteristic Adjustment	+5
Tech Level	0
Racial Advantages	+6
Racial Disadvantages	-20
Racially Learned Skills and Racial Bonuses	+5
TOTAL	+26

-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 (Aerial) [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:

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]; Skinny [-5pts];

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	0
Tech Level	0
Racial Advantages	+11
Racial Disadvantages	-6
Racially Learned Skills and Racial Bonuses	+3
TOTAL	+18

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:

Khommm

Tech Level:

11

Racial Advantages:

None

Racial Disadvantages:

Social Stigma (Clone, Only on Aliens, -30%) [-4pts]

Free Skills:

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

Racially Learned Skills and Racial Skill Bonuses:

Khommmites can have any skill useable in a profession up to 4 points.

Features/Taboos:

None

Names:

Khommmites 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:

Khommmites are a species of clones created from a race that stopped developing over a thousand years ago. At that time, the Khommmites 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 Khommm changed when a Khommmite named Dorsk 81 discovered he was capable of sensing the Force. When he left his world to study at Master Skywalker's academy, other Khommmites considered him a borderline lunatic. They fully expected him to eventually return to his old duties, but Dorsk 81 had other plans. The Khommmite 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 Khommmites reconsidered the benefits of pure conformity without innovation. Since then, a few have left Khommm to follow the example of Dorsk 81.

Among Khommmites, conformity is more important than creativity. Consequently, Khommmites are usually intelligent yet narrow-minded; most of them are set in their ways and not very innovative or imaginative.

Khommmites are a hairless species of near-Humans. Small ridges run across the top of a Khommmite'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 animals called derlac.

Kian'thar congregate in small villages built over shallow water. Shistavanen explorers made first contact with the species three centuries before the Battle of Yavin. This encounter with offworlders split the Kian'thar into two factions: the Lith'lon (or Preservers) and the 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 empaths 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:

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

Origin:

Kirdo 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]; Overweight [-1pt]

Free Skills:

Language (Kitonese, spoken Native); Area Knowledge (Kirdo 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 Kirdo 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	+5
Tech Level	-50
Racial Advantages	+41
Racial Disadvantages	-101
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 (Hutttese, 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 had escaped destruction.

While the Klatooinians are aware of advanced technology and most are trained in the use of blaster weapons so they can effectively serve their Hutt masters as guards or combat troops, many of them prefer the simpler, low-tech lifestyle that is prevalent on their homeworld. It is far more common for a Klatooinian to wield a sword and slugthrower than with a 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, x¼) [+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 tough 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 a 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, Tiek, and Widdimur.

Description:

Kushibans are often mistaken for pets or vermin, when in fact they are an intelligent race with a complex, peaceful society.

Kushibans have little need for tools or technology on their homeworld, where they manage to live in almost complete harmony with their natural environment. Although preyed upon by large predators, Kushibans typically use fire to keep them at bay. As herbivores, they do not need tools for hunting or preparing food. As they eat most of their food uncooked, they have little use for cooking utensils or similar items. When Kushibans need shelter from the elements, simple caves or 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

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, Rçardo 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 feint 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-

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.

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:

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 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, Tralpkha, 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 (Morserian Home System, Possible Death) [-30pts]

Free Skills:

Language (Morserian, Native); Area Knowledge (Morseria)

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 Morserians are among the most secretive beings in the galaxy. Few non-Morserians have seen one without an environmental suit.

Despite having lived on the fringes of galactic civilization for nearly twelve thousand years, the Morserians have kept hidden the whereabouts and name of their homeworld, guarding this information with their lives. In fact, "Morserian" might not be the true name of their species. The name is derived from one of their known colonies.

Morserians 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.

Morserians pursue trade and tend to deal only with merchants they have had luck with in the past. Despite their retiring nature, Morserians maintain excellent relations with Squib merchants and prefer dealing with them above all other species.

Aside from their trading expeditions, the Morserians 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 Morserian Force adepts exist, but there are no documented clashes or exchanges between Jedi and Morserians, nor are there any records of Morserians among the ranks of the Jedi.

Morserians 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.

Morserians 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.

Morserians 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 Morseria.

Notes:

Morserian 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 Mrlsst 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:

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]; Skinny [-5pts]

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	0
Tech Level	0
Racial Advantages	+17
Racial Disadvantages	-24
Racially Learned Skills and Racial Bonuses	0
TOTAL	+24

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]; 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 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	-16
Racially Learned Skills and Racial Bonuses	0
TOTAL	-55

-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 of 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 I 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:

Will+1 [+5pts]

Origin:

Neimoidia

Tech Level:

11

Racial Advantages:

Fashion Sense [+5pts]; Higher Purpose (Acquire Wealth an 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]; Skinny [-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	+5
Tech Level	0
Racial Advantages	+40
Racial Disadvantages	-37
Racially Learned Skills and Racial Bonuses	+7
TOTAL	+25

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 desserts. 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]; Limited Linguist [-10pts]; 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	-35
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-6

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 Noghreese; 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 Baik'h'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 podracers 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 podracers 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

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 breath 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

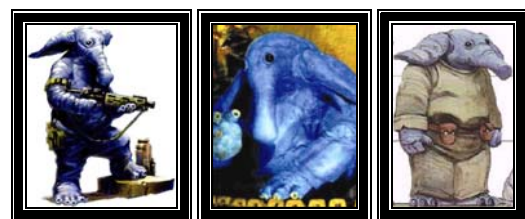
Notes:

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:

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]; Overweight [-1pt]; 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	0
Tech Level	-5
Racial Advantages	+29
Racial Disadvantages	-17
Racially Learned Skills and Racial Bonuses	+8
TOTAL	+5

-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 heeds 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

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

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:

SM+1

Origin:

Illareen

Tech Level:

11

Racial Advantages:

Peripheral Vision (Large, -20%) [+12pts]; Teeth [0pts]

Racial Disadvantages:

Bowlegged [0pt]; Overweight (Heavy Bones) [-1pt]

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	0
Tech Level	0
Racial Advantages	+12
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	0
TOTAL	+11

Psadan



Attribute Adjustment:

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

Secondary Characteristic Adjustment:

None

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:

Overweight [-1pt]; 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	+15
Tech Level	-45
Racial Advantages	+28
Racial Disadvantages	-2
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 Sllus, 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	-5
Tech Level	0
Racial Advantages	+42
Racial Disadvantages	-12
Racially Learned Skills and Racial Bonuses	+8
TOTAL	+43

Quermian



Attribute Adjustment:

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

Secondary Characteristic Adjustment:

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]; Skinny [-5pts]; 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	-5
Tech Level	0
Racial Advantages	+70
Racial Disadvantages	-22
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-

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, x½, 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

Rakata



Attribute Adjustment:

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

Secondary Characteristic Adjustment:

SM+1

Origin:

Lehon

Tech Level:

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, Reegesk, 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.

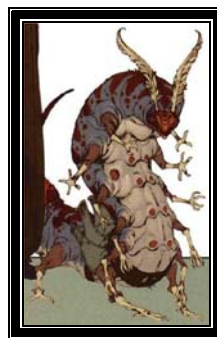
Notes:

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, x $\frac{2}{3}$) [-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 Hutts, although no one can offer a better explanation for the origin of the Rybets. Whatever the truth, strong hatred exists between Rybets and Hutts.

Rybets are encountered along heavily traveled space lanes in the Mid and Outer Rim Territories. They shun planet life, preferring to live aboard starships, orbital facilities, or starports. A few work as transport pilots, starship mechanics, and spaceport engineers; many earn a living by operating tramp freighters and hauling small cargoes and contraband. Rybets have a knack for ending up on the wrong side of the law, and experienced spacefarers who rely on privately owned ships for travel hesitate to travel on Rybet-operated freighters and transports, for the risk of never reaching their destination is too great.

Xenobiologists estimate that fewer than one billion Rybets live in the galaxy. Some attribute the species' relative scarcity on their solitary nature and the lack of any established Rybet settlement. Also to blame is the species' gender opposition: Rybet males inexplicably detest Rybet females. (The reverse is true of the female of the species.) Only an overwhelming compulsion to reproduce can overcome the males' fear and loathing of Rybet females. Rybets feel a drive to reproduce every 10 years of their adult lives.

Females lay a clutch of between three and eight eggs. A Rybet couple stays together for a year or two, typically slaving their ships together and each taking part in the early rearing of the children. Eventually, however, they start to grate on each other's nerves; if the male doesn't leave of his own accord, he often ends up dead or maimed. Rybet children mature swiftly. By the age of five, they are ready to attempt to make their way in the galaxy. A Rybet mother who slays the father typically sells his ship, giving her young the proceeds with which to start their lives, if not, they must figure out how to make it on their own after their mother tosses them off her ship.

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 [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	+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 toes 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 Penyk, 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(Though 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, Urtek, 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.

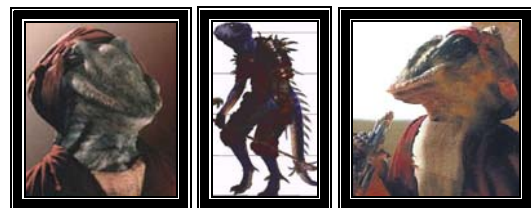
Notes:

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 if 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:

Strangestick 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 from 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:

Selonian

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.

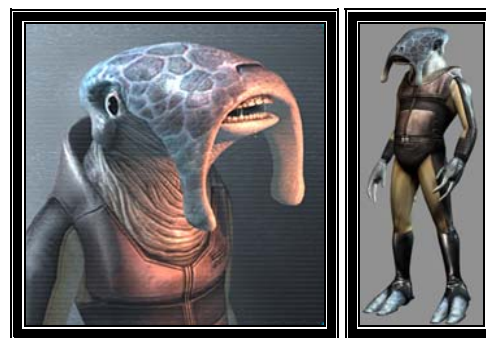
Notes:

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 Metaan. Since Metaan 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:

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:

Dwarfism (Included in SM) [-1pt]

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 "quicken" and hatch.

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	0
Tech Level	0
Racial Advantages	+14
Racial Disadvantages	-1
Racially Learned Skills and Racial Bonuses	+4
TOTAL	-83

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 en 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 (Beggar) [-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:

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]; Skinny [-5pts]; 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	+10
Tech Level	0
Racial Advantages	+24
Racial Disadvantages	-32
Racially Learned Skills and Racial Bonuses	+6
TOTAL	+7

Sludir



Attribute Adjustment:

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

Secondary Characteristic Adjustment:

Basic Move+1 [+5pts]; SM+1

Origin:

Sludren

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]

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 Zanjast 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	-11
Racially Learned Skills and Racial Bonuses	+10
TOTAL	+19

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, x1/2, All the time, x1) [+5pts]

Racial Disadvantages:

Cold-Blooded [-5pts]; Indecisive (Your spacecraft mechanics, x1/2, 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 though 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, Jerriid, 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 Eebareebaveebedee (Eebaree), Galaneeever-marmalios (Galan), Meelawindemort (Meela), Sleerinwilpher-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, repack, and resell the cast-offs, supplying cheap goods to distant settlements.

The history of Squib interaction with the general galactic community is a comedy of manners and errors. From the Old Republic, through the Empire, and into The New Jedi Order era, every corporation and government has viewed the Squibs as eager, obnoxious, and frustrating laborers. The Squibs, however, view themselves as spies and master merchants, continually informing the Squib Merchandising Consortium fleet of business opportunities. Hundreds of security reviews have been triggered over the ages when supposedly top-secret installations suddenly found themselves beset by Squib trading and reclamation vessels. Invariably, however, Squibs do not share any secret data they uncover with other groups; they are not interested in warfare or politics, only commerce. They are always careful about protecting their markets, as both Alliance and Imperial spies learned during the Galactic Civil War when they tried to trail Squib vessels to each other's secret bases; few such efforts were successful.

Despite security breaches that surround them, the Squibs are usually well received wherever they appear. Although their personalities are often abrasive, they are sincerely amicable. Further, Squibs are more interested in acquiring fancy baubles and curious technology they haven't seen before (working or not) than with monetary value, so those who do business with Squibs often feel like they are getting the better part of the bargain. The Squibs, of course, believe they are suckering all comers. Nonetheless, they are typically honest in their business dealings and Squibs hold liars and dishonest traders in low esteem.

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. They have short muzzles that end in a black nose, and their tufted ears rise well above their heads. Their ears can adjust to point in different directions to help detect even the faintest sounds. Their overly large eyes 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 Firwurrung, 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, Ddir 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 Tevv, 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 time 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 (Sunesis, 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 later 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, x1/2, 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, Gagra, 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.

CP:

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

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 Lifespan_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 I 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 consulars to negotiate a new treaty. The Tarasin refused to give in to outsider demands and after six months of tense negotiations, all sides agreed to an accord called the Cularin Compact, sharply curtailing the outsiders' ability to harm the planet. For their part, the Tarasin struggled to work with the offworlders, allowing them to harvest limited resources while protecting the planet's ecological balance.

Later years saw many conflicts among the various trading companies and cartels for control of Cularin's resources, but few of these conflicts involved or affected the Tarasin directly.

During the Rebellion era, the Empire seized control of all mining operations on Cularin, but the Imperials did nothing to invite conflict with the Tarasin. The planet had little to offer, and the Imperials regarded the Tarasin as a primitive, backward species with little potential. The Tarasin hid their mastery of the Force, and unsubstantiated rumors persisted that at least a handful of Jedi took refuge among the Tarasin after escaping the Jedi Purge.

The fall of the Empire spelled the return of the trading cartels, but the New Republic was quick to reinstate the Cularin Compact, ensuring that these companies would not despoil the planet. The Tarasin enjoyed their diplomatic dealings with the New Republic, and a few Force-strong Tarasin have even expressed interest in joining the New Jedi Order to help repel the Yuuzhan Vong.

Most Tarasin dwell in tribal villages. Their tribes called *irstats*, are small (between thirty and fifty members each) and led by a chieftain (called the *Irstat-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.

Tarasins 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 Tarasins 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 hydrospanners 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, Zanzost, 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. Their 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 though of enslaving the Thakwaash because of their size, strength, and unpredictable attitudes, not because the planet was worthless.

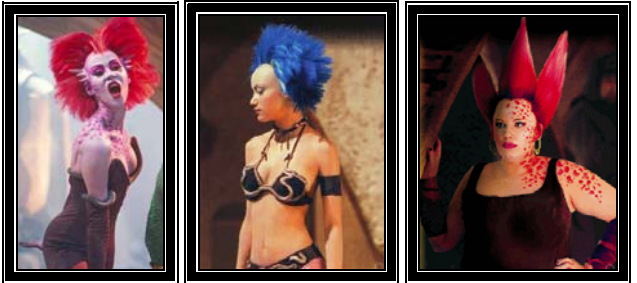
Notes:

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 (Theeline, 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:

Thisspias

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 (Thisspias)

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, Thisspiasians resemble humanoids except for their serpentine lower bodies. The species eagerly joined the Old Republic, and Thisspasian warriors were instrumental in helping the fledgling Republic overcome many internal and external threats.

A single hereditary monarch rules the Thisspasian homeworld, although an elected parliament deals with most matters of state. Many Thisspiasians consider the monarchy decadent and bound by archaic customs, although the monarchy has taken periodic strides to catch up with the changing views and times.

A Thisspasian named Oppo Rancisis inherited the position of monarch but later relinquished the title in favor of staying with the Jedi Order. During the Clone Wars, Rancisis attempted to

persuade the ruling monarch to take 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.

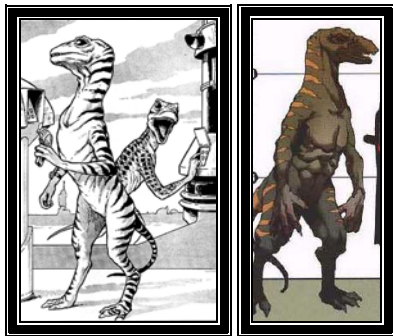
Notes:

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: Entrhallment (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 theropods, Tiss'shar are distinguished by their long necks, tooth-filled maws, dark glassy eyes, colorful scales, and short tails. The average Tiss'shar adult stands 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, Krowv, 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 o 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'l

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'l, 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'l system.

The Toong reluctantly expanded beyond their own star system, giving rise to scattered colonies throughout the galaxy. These colonies are typically organized around mining or farming efforts, and the Toong colonists enjoy minimal contact with other sentient species. A few rare Toong work outside the Toong'l system or its colonies as accountants, mechanics, or even scouts or bounty hunters, but more often than not, they gravitate to positions where they don't have to interact with others.

Visitors to Toong'l are often surprised to learn that rocket-jumping, Podracing, and aircar demolition derbies are favorite pastimes among the Toong. Further, many raiders who felt Toong ships or communities would be easy targets for piracy realized

Toong fight back if forced into a corner by excessive demands or obvious threats to their livelihood.

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'l 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'l 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:

Toydaria

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 (Toydaria)

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 Toydaria 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, Toydaria remained nearly untouched by Imperial rule. Food shortages would frequently trigger skirmishes among rival communities, but overall, Toydarians lead a quiet, airborne existence, their daily routines broken only with the occasional visiting merchant. Toydaria remains a sleepy corner of the galaxy well into The New Jedi Order era.

The Toydarian brain, though no more complex than a Human or near-Human brain, possesses an unusual structure that resists mental domination through the Force. 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 Toydaria 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

Trandoshan



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, Sung, Traggissk, 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 Dosha) 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.

Triar 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

-U-

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

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 scarred and tattooed), and dark, coarse hair. High-ranking Yuuzhan Vong often sacrifice parts of their bodies to honor their gods, then replace them with new improved ones.

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
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13. CREATURES

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By Dark Lord Azagthoth





STAR WARS



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