STAR WARS™

THE COMPLETE SPECIES GUIDE



A Species Sourcebook

FAN PRODUCT

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Dice icons are courtesy of FFG forum user Aazlain's Edge of the Empire font.

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COVER ART

INTERIOR ART

The Complete Species Guide would not be the same if not for all the great artists and their fantastic art that contributes so much to Star Wars.

A full list of interior art credits can be found at the end of this document.

OTHER THANKS

Fantasy Flight Games, for creating the overall game, designing an effective format for species stats, and creating species stats which were the basis of many stats in this guide.

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George Lucas, for starting it all.

FOREWORD

About four years in the making, the Complete Species Guide is the ultimate source for species selection during character creation, featuring over 300 species and counting. Similar to FFG's books, every species has stats, a picture, and information pertaining to their physiology, society, homeworld, and language. The CSG is incredibly comprehensive, including every official FFG species, every species from the Ultimate Alien Anthology, Unofficial Species Menagerie, Alien Anthology, Galaxy Guide 4: Alien Races, Galaxy Guide 12: Aliens-Enemies and Allies, or the New Essential Guide to Alien Species, as well as many other species.

This document is under constant upgrading, from adding more species to changing stats to fixing typos. Anyone who reads it can help bring such issues to my attention, so please critique it if you find something you don't like.

In the stats section, the stats are somewhat homebrewed. If FFG stats are available, they are used as a base. However, they are subject to change for many reasons. First, many of FFG's stats are based on Canon, while the species are different in Legends, so this creates differences. Sometimes, I simply disagree and change it. Also, I tend to add more detail, including abilities that FFG deemed too minor. For non-FFG species, my first resort is GMAC (Great Movie Alien Compendium), as it provides pretty good stats. However, these tend to be tweaked as well. With all due respect, I find that the stats can overemphasize details sometimes. I often remove some of the abilities. If neither of the above resources are available, I create my own stats.

DISCLAIMER

The CSG is intended to include the most reasonable stats possible for every sentient species that a player could think of. However, not every species is right for every game. The CSG places trust in the player to make sensible decisions and assumes the Game Master will veto game-ruining concepts. Taungs existing during the Galactic Civil War would create major contradictions with prior lore, but they could fit right in for a game set in the Pius Dea Era. Yuuzhan Vong would have a very hard time getting along with most parties, but a party of all Yuuzhan Vong could make for an incredibly interesting game. A min-maxed Gen'Dai Marauder would make most combat encounters completely unbalanced, but a Gen'Dai Scholar could make for an interesting character. There are many more examples of species that can only work in very particular scenarios, so be sensible in using the CSG.

HELPFUL NOTES TO READ BEFORE YOU BEGIN

Unless otherwise noted, The Complete Species Guide is Legends and Legends only. Canon simply doesn't provide enough information. For the handful of Canon-only species that have been added, they are clearly identified as such.

The CSG is a living document, undergoing constant updates, improvements, and additions. Because of its digital nature, it's never too late to change anything. If you ever find notable omitted species, poorly written stats, missing information, or typos, please contact me.

Present tense is used to represent approximately 1 ABY, considered to be the default time for this game. Some other information is included to provide context or accommodate other time periods using past tense or future tense.

In the stats section, characteristics that aren't mentioned are presumed to be at a rating of 2.

In the stats section, WT represents wound threshold and ST represents strain threshold.

In the stats section, when species receive a rank in a skill, they still may not train that skill above 2 during character creation unless otherwise mentioned.

In the stats section, not all abilities are necessarily described. Caamasi, for example, have memniis. A Kubaz should add several boosts when digging through soil in search of insects. When attempting to replicate the growls of Shyriiwook, a protocol droid or Wookiee could obviously succeed without check, while it would require a difficult effort and hard check for someone of another species to be comprehensible. Some abilities are too minor or too specific to be mentioned in a profile. Handling them is the responsibility of the players. They are generally defined narratively in later sections, or they may be obvious enough.

I have created this guide with the assumption that players are ultimately benevolent and will not use species that don't fit well in their campaign. As such, there are a few species present which will not work in a majority of games. Think carefully about how you can integrate them before choosing any species, and listen to your GM.

Yaccarus

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ABEDNEDO

A gregarious species of mammals, Abednedo are similar to humans in that they display a diverse set of abilities and can be found all throughout the galaxy, although they have had poor relations with the Galactic Empire.

Physiology: Abednedo are mammalian humanoids who have tan, cream, or brown skin, which occasionally has gray spots. They have a wide, elongated head, and their eyes, split far apart on their face, are also very dark. They have prominent nostrils split on their sides of their head, and their mouth is at the end of their pointed chin. Surrounding their mouth, they have two tendrils that droop downwards, and these act as extra sensory organs, which are helpful in conditions where they struggle to see. They have hair which is similar to human hair in color and placement, and their hands have five digits, but they have just three toes. Although they are typically similar to humans in size, they have more dramatic size differences than other species, so some can be significantly larger than other Abednedo.

NOTE

Unlike many of the species in this guide, Abednedo are exclusive to Canon. However, just as many Legends species could also exist in Canon, relatively little prevents Abednedo from existing in Legends.

ABEDNEDO AND THE EMPIRE

Abednedo are currently allies of the Rebel Alliance, but their loyalty will not be reinforced until after the Battle of Endor, when the Empire will conduct Operation: Cinder. During this event, the Empire will use a climate disruption array to devastate Abednedo's environment, along with many other planets, including some of the Empire's most loyal allies. After surviving the Imperial occupation, the Abednedo will become firm allies of the New Republic and the Resistance.



Society: Not unlike humans, Abednedo are a very common sight in the galaxy, and they can excel in a wide range of professions that includes politicians and pilots to scoundrels and technicians. They often travel offworld, as they are gregarious and also curious about the rest of the galaxy. They are accepting but curious towards other cultures. The Abednedo descend from a species that lived in massive underground cathedrals, which are interconnected by a complex tunnel system. When they formed a more civilized society than that of their precursors, they colonized the surface of their planet, and they built massive cities. Their precursors still exist underground, although the two species rarely interact with one another.

Homeworld: Abednedo come from Abednedo, a planet in the Colonies. The architecture, decoration, and organization of their cities is complex and erratic, featuring seemingly random flagpoles, decorative spires, and artistic carvings. These are typically confusing and overwhelming to outsiders, but the Abednedo find them to be entertaining.

Language: Abednedo have a knack for learning many different languages, so they typically know at least Basic and their native tongue of Abednedish, and many know even more.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Knowledge-Xenology**
- **Sensory Tendrils**: Remove ■ for lighting conditions.

ABYSSIN

Primitive but powerful, the one-eyed Abyssin boast incredible strength and toughness in addition to regenerative abilities. While some have found them useful as mercenaries, their violent culture makes interaction complicated.

Physiology: The Abyssin are large creatures who are extremely muscular. They have one eye that is typically white, yellow, or orange with a black pupil. They have pointed ears and black hair around their face. Most have no neck, as their entire upper chest is filled with muscle. They are not very intelligent but do boast powerful regenerative abilities. Aside from the elderly, the Abyssin can regrow nearly any body part, such as limbs and even organs. As such, they can live for about 300 years.

Society: The Abyssin have a primitive tribal society that is very violent. They are a brutish people, largely a result of their regeneration. Many don't realize that other species do not have their extreme toughness or fast healing. Since they lack stable resources, they are organized into nomadic tribes with no centralized government. Because life is so harsh for them, elderly Abyssin often voluntarily exile themselves to die alone rather than waste their tribe's resources.

Homeworld: Abyssin come from the desert world of Byss, an Outer Rim planet in the Ash Worlds. It is very hot and very dry. It has twin suns, causing it to have a unique day-night cycle. Many Abyssin are taken offworld as slaves; others go as mercenaries.

Language: The Abyssin speak Abyssin, a hieroglyphic language of grunts and growls. Most do not know Basic.



SPECIES ABILITIES



- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Brawl or Survival**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Regeneration**: When recovering 1 or more wounds through natural rest or a bacta tank, recover 1 additional wound. May also regrow lost limbs after a few weeks.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

TRADING AND BLOODING

When Abyssin tribes encounter one another, their tradition allows for two options. If both have enough food and water to survive, the two tribes trade with each other in peace and fairness. However, if one tribe severely lacks food or water, that tribe will instigate a "Blooding." This violent event is a brawl that involves all members of each tribe. It only ends when all the members of one tribe have surrendered, are incapacitated, or are killed. Once the Blooding is over, the surviving tribe takes all of the food and water. While this tradition has worked fine amongst the Abyssin, it is somewhat more problematic with offworlders. Arcona colonists first came to Abyssin, bringing food and water to exchange. However, the poorer Abyssin tribes would instead fight them.

ADARIAN

A species with a stubborn focus on financial success, the Adarians have a strict caste system called screel'sara that defines their society. A hole through the side of their head gives them a unique appearance.

Physiology: Adarians are mammals distinguished by a tall, wrinkled head which has a large hole that goes through its side. Their skin comes in shades of brown, yellow, or blue, which is mostly dependent on caste. They have no nose or ears, but they have olfactory glands under their skin and thin hairs which can hear even more effectively than the ears of other species. They have a distinctive throat pouch which they can inflate and vibrate to emit a low sound called a long call. They can use it to communicate with each other over long distances, but it can be used as an attack against non-Adarians who are nearby.



SCREEL'SARA

Adarians are arranged into a caste system called screel'sara, which almost all of them support. Any Adarian will support a member of a higher class and obey their commands. This structure is so successful that their civilization has been stable and avoided any sort of civil unrest. Their government is composed of members in the higher castes. Breaking away from the tiers of the caste structure is unthinkable, so any Adarians in the lower caste who want freedom must leave their planet.

Society: Highly intelligent, the Adarians will take a long time to consider before making any sort of decision, but once they have made their choice, they are incredibly stubborn. They place high value in financial success, which gives them a powerful drive to succeed in business, often at the expense of hobbies or relationships. This, when combined with their knack for technology, has ensured that they do well in mining and technology industries.

Homeworld: Adarians come from the Inner Rim planet of Adari, although it is widely accepted that they immigrated to it thousands of years ago from an unknown homeworld. A cold world with forests and mountains, it is ruled by a government, which is headquartered in the Hall of Decisions, that acts like a corporation. It has prominent industries of mining and manufacturing, but many Adarians are sent offworld to find more business opportunities.

Language: Adarians have a rigid mouth with no lips, so they have a thick accent when they speak Basic. Their own language, Adarese, is based on pitches and tonal inflections.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	1	3	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Perception**
- **Long Call**: May create a low sound which can be heard up to 20 kilometers away by other Adarians. Once per encounter, may also use it to attack using an ♦ Resilience check, dealing 4 base damage as strain to all non-Adarians within short range. Have Crit 4, but suffer 2 strain when using this attack.

ADVOZSE

Advozsec are yellow-skinned herbivores with a single horn. They come from Riflor, a geologically active planet. This caused most Advozse to learn pessimism and selfishness, traits that continue in the species to this day.

Physiology: The Advozsec are herbivores who have both reptilian and mammalian heritage. They have no hair and instead have a single black horn. They have blue-gray eyes and pale-yellow skin. Despite their vegetarian diet, they have fairly sharp canine teeth. Their head is fairly wrinkled for the most part. They have relatively good hearing thanks to their pointed ears. They can also see quite well in the dark, although they can adjust to bright lights. While they have opposable thumbs, they only have four fingers.

Society: The Advozsec are herbivores who have both reptilian and mammalian heritage. They have no hair and instead have a single black horn. They have blue-gray eyes and pale-yellow skin. Despite their vegetarian diet, they have fairly sharp canine teeth. Their head is fairly wrinkled for the most part. They have relatively good hearing thanks to their pointed ears. They can also see quite well in the dark, although they can adjust to bright lights. While they have opposable thumbs, they only have four fingers.

Homeworld: Advozsec come from Riflor, a planet in the only known star system with three suns. It is in the southwest portion of the Mid Rim. The Advozsec eat fungi that grow around the Riflor's hot springs. In addition to hot springs, it has many active volcanoes. A Yuuzhan Vong bioplague will later destroy the plant life and kill much of the Advozsec.

Language: The Advozsec speak Advb, a language which is known by almost no one else. Many know Basic.



SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Discipline or Vigilance**
- **Night Vision**: Remove ■ for darkness.
- **Sensitive Ears**: Add □ on auditory Perception checks.
- **Natural Skeptics**: When assisting an ally, remove 1 uncancelled ⚙ from the final roll in addition to the base benefit.

EFFECTS OF GEOLOGY

Many of Advozsec's behaviors are a result of their planet's geology. They have settled near hot springs for heat, but those generally occur in geologically unstable regions. As such, volcanoes are a common problem for them. The destruction of their homes has left them pessimistic and paranoid. However, they have come to understand that financial stability can allow them to rebuild back up to their previous lifestyle. This desire for acquisition of wealth and power makes many of them bureaucrats.

AING-TII

A unique species of monks, the Aing-Tii are entirely Force-sensitive but view the Force through a philosophy much different than the Jedi or Sith. They are also very xenophobic and keep to themselves.

Physiology: Aing-Tii are a unique species of Force-sensitive mammals who are covered by a layer of protective plates. They typically paint their plates with motifs unique to the individual. They are similar in size to humans, but they have a long tail, and they lack a neck, as their head simply juts out perpendicular to their chest. Their hands have three clawed fingers, and their feet end in two claws as well. Their hairless head features two wide eyes and six green tongues which extend about half of a meter beyond their mouth. Aing-Tii are not capable of speech, but they speak using a combination of taste, smell, pheromones, and touch, all via their tongues.



Society: Aing-Tii are a people who are all Force-sensitive, and they are highly religious in how they view the Force. They do not call it the Force, and they see it as a gift from "Those Who Dwell Beyond the Veil," but it is not a gift that they wish to squander by using in excess. They see themselves as completely subordinate to the Force, and they see the Force as having total control of their life. Often living as warrior monks, they spend their lives traversing the Kathol Rift on pilgrimages, only using the Force when absolutely necessary. Their connection to the Force is different than that of either the Light or the Dark Side, so their powers are also different. They are capable of teleporting objects, similar in practicality to telekinesis but instantaneous. Their other unique ability is that of flow-walking, which is much rarer among them, but those who are capable of it surrender their emotions to the Force in order to observe both the future and the past in a more detailed way than simple visions. However, they must be present at the location they wish to observe. Although their own actions can change the future, the Aing-Tii believe that the Force has predestined all things, so that the final outcome of all things will ultimately be the same. Aing-Tii are extremely reclusive, and they have little interest in working with outsiders, learning their ways, or teaching their ways to outsiders. The one exception to this isolationism is the Aing-Tii's view of slavery, which they detest so much that they will venture into the rest of the galaxy in order to attack slavers, let the slaves go free, and dissapear as suddenly as they came.

UNIQUE TECHNOLOGY

Aing-Tii travel on Sanhedrim ships, which are living transports about the size of frigates that have a crew of about one hundred. They are covered by symbols similar to those on the Aing-Tii themselves, and they travel using both the Aing-Tii's teleportation abilities and their own power. In addition to the unique technology being harder to detect, the living ships boast incredible firepower. Another Aing-Tii innovation is the Vor'cha stun stick, which appears as a wooden staff wrapped in wire and is capable of electrocution.

Homeworld: Aing-Tii come from a very hidden planet in the Kathol Rift of the southern Outer Rim. It has a cooler climate than most, and its unique atmosphere means that some humans prefer to use a breath mask on it. The terrain is rocky, and it has several oceans.

Language: Aing-Tii cannot speak Basic because they lack vocal chords, and they use their native language to communicate. Eventually, the smuggler Jorj Car'das will design a device that interprets Aing-Tii communication and reads it aloud in Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	1	3	1

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 80
- **1 rank in Discipline**
- **Protective Plates**: Receive the talent "Enduring."
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Monks**: Receive the mentor discount on the Forsee Basic Power and the Move Basic Power. When using the Move power, may teleport it instantly rather than move it. Still may not move objects farther than otherwise allowed. When using the Foresee power, may also see into the past.
- **No Vocal Cords**: Cannot speak.

ALEENA

Aleena are adventurous reptiles who are very family-oriented. They are small but very fast, and their advanced reflexes grant them an edge in many sports, such as podracing.

Physiology: At 80 centimeters and 50 kilograms on average, Aleena are a small and fast species of warm-blooded reptiles. Proportionally, their body is rather long with short legs and arms. Despite their short stride, they have quick reflexes, and a fast metabolism gives them large amounts of energy: enough energy to outrun much larger predators. Though their hands have only four stubby fingers, they are nevertheless superior to many species in terms of dexterity. Their somewhat scaled skin is mostly blue-gray and typically grayest at the chin and chest. Their hairless head also includes a wide mouth of sharp teeth, downward-pointing ears, noseless nostrils, and a pointed forehead.

Society: Aleena are social creatures, thriving the most amongst their own families or with other closely-knit groups. They live in villages with large groups of their extended family members. They are very loyal and dedicated to their families and friends, travelling with them even if they leave the planet. They are also innately curious, eager to see new things. Their food is omnivorous and known for being extremely spicy.

Homeworld: The Aleena homeworld is the Inner Rim planet of Aleen, which, despite its verdant terrain, is a very dangerous planet. Predatory sagcatchers continue to plague the Aleena because of their great speed, as do the scatalpens. Despite these troubles, the Aleena have built a well-functioning society, including a prominent sporting industry. However, because of their love of tourism and exploration, they are scattered throughout the galaxy.

Language: Most Aleena can speak Aleena, which is their native language, and Basic.



SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Coordination**
- **Sturdy Frames**: Receive the talent "Durable."
- **Silhouette 0**

ALEENA TOURISTS

Tourism is a preferred hobby of most Aleena, and their dedication to family means that Aleena families touring is common sight at many metropolises, historical sites, amusement parks, or sporting events. Podracing is a particularly common sport for Aleena, whose quick reflexes and dexterity grant an edge. The Aleen Classic is one of the most important races on their homeworld.

AMANI

The Amani are large worm-like predators from the grasslands of Maridun, where they live as primitive hunters. While some have been taken as slaves, their large size and innate poison allow many to escape and become mercenaries or bounty hunters.

Physiology: Amanin, also known as Amanaman, are a planarian race similar to worms. They have green and yellow skin to camouflage themselves in grasslands, but their tall body makes them stick out. They have short legs, long arms, and a long, wide neck. Their hairless head is flat and has small, red, eyes that can see well in the dark. They secrete a minor poison onto their skin to deter predators, which generally works. While they are relatively slow and clumsy when walking, they can move very quickly when they choose to roll. They are also effective in trees, swinging from their long arms. They are very difficult to kill, as all of their vital organs are dispersed throughout their bodies. In theory, an Amani could even survive being vertically cut in half, with each half regrowing into a full version of the original Amani. Perhaps the most odd facet of their biology is that they remove waste through their mouth, although they have learned that this act is best done in private.

Society: The Amani culture is very primitive, and they live as nomadic hunters led by lorekeepers. They are a very violent people, and tribes will fight each other for control of a forest. These traditional fights are called takitals. Despite the temporary violence, takitals still ultimately lead to peace and understanding and result in few hard feelings between tribes.



Homeworld: Amanin come from Maridun, which is an uncivilized world of savannas and rainforests. It has a minor Imperial presence in their small mining colonies.

Language: The Amanin cannot read, and few speak Basic. They only speak their native language, Amanese.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **Dispersed Organs**: Receive the talent "Durable."
- **Night Vision**: Remove ■ for darkness, add ■ for brightness.
- **Poisonous Skin**: When attacked by a Brawl check that generates ⚙, may make the attacker suffer wounds equal to the number of ⚙.
- **Regeneration**: When recovering one or more wounds through natural rest or a bacta tank, recover one additional wound. May also regrow lost limbs after a few months.
- **Rolling**: As a maneuver, may begin rolling. When rolling, must spend at least 1 maneuver per round moving, but this maneuver may move 2 range bands.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.
- **Silhouette 2**

THE ACCIDENTAL TAKITAL

One takital that changed the Amanin forever was the one that an Imperial mining operation inadvertently started. Called by outsiders as the Battle of Maridun, this takital saw Amanin and Imperials battle through several days of bitter fighting. In the resulting stalemate, the Empire agreed to stay off of tribal lands in exchange for ownership of all captives from further takitals. These captives became slaves offworld, introducing the Amanin who escape to the rest of the galaxy.

AMARAN

Small vulpines with a large tail, the Amarans are persistent negotiators and savvy ranchers. They often work in animal handling, business, or both. They have travelled to many planets and often many many languages.

Physiology: The Amarans are small-sized creatures that share vulpine and canine heritage. They are covered in fur, which is typically red-orange with a white spot on the chest. Their fur is relatively short aside from their bushy tail and tufted cheeks. They have a pointed white muzzle with a small mouth. They also have small black eyes and a black nose, and their ears are large and pointed. While the Amarans have no toes, they do have four-fingered hands with thin claws.

Society: The Amarans are a social people, so many work in roles related to leadership. They are a mobile species that likes to form colonies. Even more Amaran travel for business and job opportunities. Negotiation comes naturally to them, although they are notorious for spending far longer than other species in the process. While this long-winded bargaining can be a waste of time in some cases, many Amaran manage much better deals when they make others cave out of frustration. Many are also good at dealing with animals, so some find work as ranchers or beast charmers. Others combine these abilities to sell animals. Unlike some other furred creatures, they typically wear clothing.



Homeworld: The Amarans originally come from Amar, a terrestrial Inner Rim world. However, they are often seen on other planets. Many live on the watery Mid Rim world of Naboo, where they inhabit swamps and work as ranchers for the native bursa. These swamps also feature a primitive species, the Gungans. Those on Vulptereen and other worlds related to the Trade Federations mostly focus on business management, leadership, and other white-collar jobs. They can also be found on many other planets like Coruscant, often as merchants or traders.

Language: Amarans often know many languages, as they like to travel and be social. Typically, Basic is one of them.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 95
- **1 rank in Leadership or Survival**
- **Demanding Negotiators**: After making a Negotiation check, may suffer 2 strain to convert ⊕ into ✲✲.
- **Silhouette 0**

AMARANS AND THE TRADE FEDERATION

While the Amarans originally hail from Amar, their nature for business makes many of them travel offworld. In particular, many have worked with the Trade Federation as managers or middle men. One of the planets that many have come to for business is Vulpter. This highly polluted Deep Core planet had many Amarans, who made up about six percent of the population. It was used as a storage world for the Trade Federation, with its underground facilities managed by immigrant Amarans while the native Vulptereen handled menial labor. This arrangement meant that the Amarans were greatly disliked by the Vulptereen. The Amarans on Vulpter were also disliked by their own people, as their homeworld chose to stay with the Republic. After the end of the Clone Wars, the Amaran immigrants who worked for their Trade Federation suddenly lost their offworld benefactors in addition to being trapped on the planet by Imperial regulations regarding the Deep Core. With their hostile relations combined with poverty, the life for Amarans on Vulpter is now difficult.

ANOMID

Anomids are a mute species, so they must use a vocalizer mask or sign language with their six-fingered hands. Despite this challenge, they have had great financial success thanks to their technical skills.

Physiology: Anomids are humanoids with translucent skin that comes in varying shades of purple. They are typically somewhat thin, and they prefer technical work to physical labor. Younger ones typically have long dark hair, while older ones are bald or have very little hair. They have yellow or blue eyes that lack visible pupils. Their ears are flat and pointed. Most unique about their head is that they have no vocal cords whatsoever, so they cannot effectively speak on their own. Their hands have two end fingers, two middle fingers, and two thumbs, all of which end in claws.

Society: Anomids are technically gifted and have made great wealth because of it. They were quick to discover space travel, and they made contact with the rest of the galaxy in 15,000 BBY when a drought caused food shortages. They began to trade and became prominent in commerce thanks to their advanced technology. They are especially good at building computers, especially those that are small and light. They learned advanced agricultural techniques from the Ithorians, a gift that the Anomids remember to this day. They continue to have success in farming, which is the main industry on their homeworld. They are also very pacifist, as no major wars have been fought in their history. This makes them respect the Jedi, and some privately disagree with the Empire. A few even donate to the Rebellion.



ANOMID CLOTHING

Anomids are distinguished by what they wear. Almost all have vocalizer masks, which read mouth movements and play sounds in response, allowing them to emulate spoken languages. These masks are often stylized or ornately decorated, and they show information such as wealth, heritage, and profession. Anomids also typically wear long, oversized robes, although this isn't always the case. About 70 years ago, a nonconformist culture began that wore light, sleeveless clothes. These nonconformists also were often pacifists.

Homeworld: Anomids come from the wealthy Outer Rim agriworld of Yablari, which is ruled by a Central Council of prominent businessmen. Its legal system is complicated and cumbersome, as they never repeal any laws. Instead, they create new laws that counteract the older laws when needed.

Language: Anomids use a sign language, which only can be used by those who have six fingers. This means that those who communicate with offworlders must know Basic, which they speak via their vocalizer mask.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Mechanics or Negotiation**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **No Vocal Cords**: May not speak without a vocalizer mask, which costs 100 credits.
- **Vast Wealth**: Gain +1,100 starting credits.

ANX

A very tall people who are sociable and peaceful, the Anx love to talk. While they may wear their emotions on their sleeve metaphorically, they literally show them on a crest above their head. Anx evolved from herd animals, so they are very attached to their large families.

Physiology: Anx are very tall reptilians, and they can be four meters high. Their thin, hairless head has a crest extending upward and a chin extending downward. The crest can change color based on mood, so they have a very difficult time hiding their emotions. They also have no nose. To maintain balance on their high gravity world, they have a hunched posture and a tail extending backwards. Their feet are also larger, since they have toes pointing backward as well as two toes on each foot that point forward. Their skin is a leathery brown, yellow, or blue. Though their eyesight is poor, they can smell very well. They have three stomachs, which consume an entirely vegetarian diet of mostly leaves.

Society: Anx are a sociable people who have evolved from herd animals. They live in large, complicated clans. They tend to obsess about people and get to know all of their family very well. For those offworld, this also applies to their friends and all sorts of other acquaintances. They are very curious in general, so many choose to explore other worlds. While Anx are normally peaceful, their curiosity about people has given them a reputation as warriors. This is because they are highly familiar with the biology of all sorts of sentients, so Anx can be surprisingly effective in combat, crippling or wounding opponents with one well-placed attack.

Homeworld: Anx come from Gravlex Med, but few live on it anymore. The Empire has badly mismanaged the planet's resources, and industrial pollution has turned the savannahs into a hazardous wasteland. The Anx have fled offworld to their many colonies.

Language: Anx speak the language of Anx, but many know Basic as well. They have a very deep voice.



SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **Anatomical Knowledge**: Receive the talent "Lethal Blows."
- **Socially Savvy**: Receive the talent "Kill with Kindness."
- **Mood Crests**: Upgrade the difficulty of Deception checks if head crest isn't covered.
- **Silhouette 2**

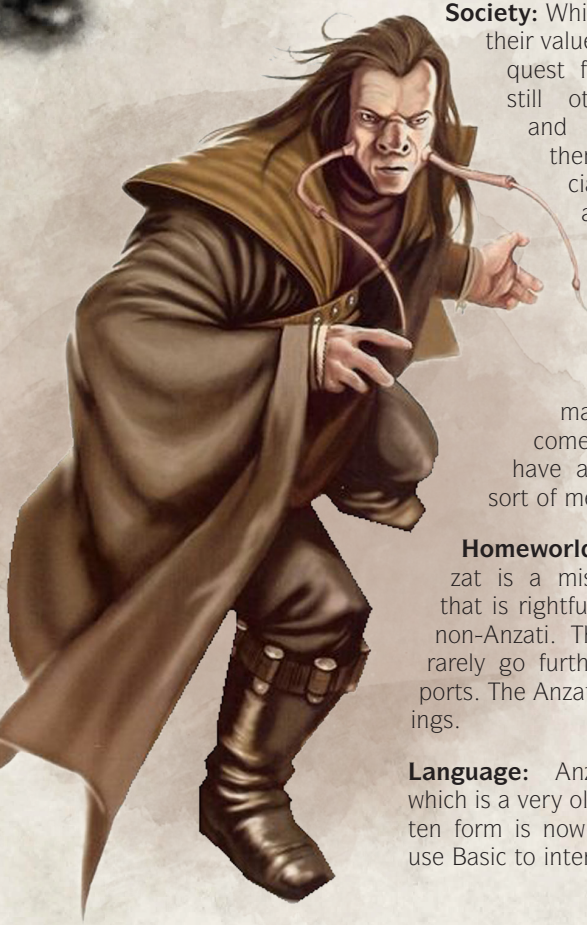
POOR LIARS

Anx value sharing emotions as a people, and they are often eager to talk about their feelings with their friends and family. (They are also very eager to listen to the feelings of their friends and family.) However, talking isn't always necessary. Anx display their moods by the colors of their crests. This makes them struggle with hiding their emotions, and lying can be very difficult for them. Few even bother trying. Those that do must cover their crests with a cloak of some sort. However, covering their crests is seen as very odd and is almost a taboo when among their people. Among other sentients, many realize that a covered crest is an indication that an Anx cannot be trusted. This suspicion sometimes makes it just as difficult for an Anx to successfully lie, even if they cover their crest.

ANZAT

Perhaps no species is more feared than the Anzati. Though near-human, they have proboscises which can be used to "feed" off of the "soup" of other sentients. They boast a number of superhuman abilites such as incredible strength, immunity to heat or cold, and telepathy, all of which combine to make them nightmarishly dangerous.

Physiology: The Anzati are a near-human species who feed off of the "soup" of sentients. Beyond a more pale skin color and a larger nose with flared nostrils, an Anzat can easily pass as human against a brief inspection. However, when the time is right, Anzati release thin proboscises out of pores in their cheeks. Similar to tentacles, these can go into nostrils and take a delicious soup out of a victim. The soup goes by many names, including "luck" and "sea of memory." Regardless, drinking it is almost certain to kill the victim, and the Anzati are addicted to it. They strongly prefer soup of those who are lucky, clever, or strong in the Force. They live for about 1000 years, and they have a moderate form of telepathy. They also boast a powerful combination of great athleticism, low-light vision, enhanced hearing and smell, immunity to hot or cold climates, and regenerative abilities.



Society: While most Anzati place their value and purpose in the quest for soup, there are still other characteristics and values that define them. Though not social and almost always alone, they can nevertheless be artistic, although they tend to eventually find that the art is meaningless. Their longevity causes many of them to become very lonely. Most have a "kill or be killed" sort of mentality.

Homeworld: The world of Anzat is a misty Mid Rim world that is rightfully avoided by most non-Anzati. Those that do come rarely go further than the spaceports. The Anzati live in stone buildings.

Language: Anzati speak Anzat, which is a very old language. Its written form is now dead. Most Anzati use Basic to interact with others.

FEEDERS

Anzati are best known for feeding on sentients, which makes many distrustful of them, and rightfully so. All Anzat characters must deal with the reputation cost, and many species have terrifying legends of the Anzati. Once they have chosen a target, they are typically patient and secretive, blending into crowds before finally choosing to strike. Although they sometimes hunt in groups, these informal alliances are very rare.

NOTE

Since the Anzati are a mysterious species, some GMs may wish to consider one or more of their abilities as mere myths and adjust the profile accordingly.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 70
- **1 rank in Coercion**
- **Advanced Senses**: Remove ■■ for darkness. Add □ on olfactory or auditory Perception checks.
- **Unique Circulatory System**: Remove ■■ for temperature.
- **Feeders**: When attacking a target, may spend ❍❍❍ to hit with proboscis. This requires the target to make a Discipline check opposed by Coercion. If failed, the target is subdued, becoming incapacitated and receiving the injury "Bleeding Out." After feeding for the first time, receive 20 points of obligation for addiction to feeding in this way. May not select this obligation during character creation.
- **Hypnotic Telepathy**: As an action, may make an opposed Discipline vs. Discipline check against a chosen target within short range. May reduce their Willpower by 1 for 1 round per ✲.
- **Recognition of the Force**: When tracking a Force-sensitive target, add □ equal to the target's Force Rating.
- **Regeneration**: When recovering 1 or more wounds through natural rest or a bacta tank, recover 2 additional wounds.

ANZELLAN

A tiny species averaging a quarter or a meter tall, the Anzellans are adapted for technical work rather than anything physical, and they have eyes which can see incredibly tiny details up close.

Physiology: Anzellans are one the galaxy's smallest sentient species, about a quarter of a meter in height. They have skin in shades of pink, tan, and gray, and they have three digits on each of their limbs. Their wide head lacks a nose but boasts two wide eyes, both of which have micro-lenses that are capable of seeing details which would be microscopic to other species. They typically have whiskers of some sort.



NOTE

Unlike many of the species in this guide, Anzellans are exclusive to Canon. Furthermore, everything following below is written by the author. However, just as many Legends species could also exist in Canon, nothing prevents Anzellans from existing in Legends.

Society: Tending to plan ahead extensively, Anzellans are a detail-oriented people. They believe that everything can be optimized, the concepts such as subjectivity or multiple valid approaches are generally foreign to them. Anzellans are a technically inclined species, so this is apparent in their work. They prefer to mass-produce, finding overarching solutions that are repeated to the letter in every scenario. Although most of their technology is rarely seen among other species because it is intended only for usage by smaller species, those who do utilise Anzellan technology will discover that it has been carefully planned and is almost never modified or revised in any way. Because of these tendencies, Anzellans excel in research and development work but are overwhelmed when needing to improvise with limited time or facing problems where their usual solutions do not work. Many Anzellans learn to trust the counsel of other species in these situations, while those who do not are often overwhelmed.

Homeworld: Anzellans come from Zell, a mostly urban Mid Rim planet with sizable manufacturing industries. Their architecture is incredibly dull, having little decoration and being eerily uniform in its utilitarian style. Because it is designed exclusively for beings of their small size, offworlders spend little time on it beyond the spaceports.

Language: Anzellans rarely ever speak Basic, and they continue to use their native language of Nazellia. Even those who know Basic use Nazellia whenever they have the chance to, as they see it as the optimal language.

BENEFITS OF SIZE

Although their small size can be a setback in many situations, Anzellans often take advantage of it by travelling offworld, where their cost of living is much lower than it would be for members of larger species. With their expenses much lower, Anzellans are often able to save up enough money to last a year during only a few months of work. As such, many of them are able to spend much of their time relaxing, vacationing, or working on hobbies. Unfortunately, this has created a stereotype that Anzellans are lazy or uncommitted to their work, and it has tainted their reputation in the corporate world.

SPECIES ABILITIES



- **Wound Threshold**: 6+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Mechanics**
- **Microvision**: Add ☐ on checks to see tiny details up close.
- **Silhouette 0**

AQUALISH

Racial separations divide the Aqualish, and they are often belligerent. Though they may lack subtlety, they make up for it with natural strength and aquatic abilities.

Physiology: Aqualish are fairly average in height, but their body is well muscled and, in the case of the Aquala, insulated in a layer of fat. Depending on the subspecies, they can have hands or fins and two or four eyes. Either way, the Aqualish are a combination of arachnid and aquatic mammal species. Their two mandibles that extend from the jaw are resemblant of many large spiders, but they have many similarities to aquatic mammals, including, most notably, their aquatic nature. In addition, their gray, green, or black skin has a rough, rubbery texture.

Society: Aqualish culture centers on belligerence and strength. Subtlety, restraint, and negotiation do not come naturally to them, meaning they are difficult to interact with diplomatically. Furthermore, they are not technologically gifted, either. They will slap bits and pieces together, but generally in a less than ideal manner. Given their innate violence and focus on brutality, they make natural bullies, which causes the racial aggression and tension that they are also known for.

Homeworld: The Aqualish share the world of Ando, which is 95 percent water. The other 5 percent is devoted to rainforests, swamps, and rocky caves. Even this is covered in mist and fog, however. A fairly minor world, it sits in the Mid Rim along the Corellian Run. The capital, Quantill City, is the home of the major spaceport and Imperial legislation. Most of the planet is segregated by subspecies.



Language: All subspecies speak similar dialects of a language known as Aqualish, which cannot be spoken by other species. When they speak Basic, it is generally harsh and abrasive, thanks to their large tusks.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 90
- **1 rank in Brawl**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater.

AQUALISH SUBSPECIES

AQUALA

- **1 rank in Resilience**
- **Blubber**: Remove ■ for cold or wet conditions, add ■ for hot or dry conditions.

QUARA

- **1 rank in Coercion**
- **Forest Dwellers**: Remove ■ when tracking outdoors.

UALAQ

- **1 rank in Survival or Perception**
- **Four Eyes**: Remove ■ for darkness, add ■ for brightness.

RACIAL TENSIONS

The Aqualish have a great amount of racial differences. Most numerous are the Aquala, and they also hold the most power. Most stay on Ando, however, since their fins are not ideal for gripping outside technology. The Quara are second in terms of power and are the most humanoid. Their five fingers and two eyes make them ideal for working offworld. They are also the smallest in number. They maintain better standing than the Ualaq, but are still blamed for the species's reputation as thugs. The Ualaq are the most persecuted and also the least represented. They have adapted better towards the dark caves and forests. The only four eyed species, they work well in the dark and have five fingers. Many have fled persecution, making them a common sight offworld.

ARCONA

Arcona are a very community-oriented species of reptiles who are very restrained with one notable exception: They can become addicted if they have too much salt, which acts like a narcotic for them.

Physiology: Arcona are reptiles with a triangular head and brown skin. They have green eyes, but their vision is extremely poor. To make up for this, the protuberance between their eyes is sensitive enough to detect minute changes in heat, an ability they use to recognize other beings. They smell with their tongue, so they often flick their slender tongue in and out. This flicking can be annoying or insulting to other species. They need ammonia to survive but do not need to breathe it constantly. Instead, they can make due with ammonia supplements, small vitamins that they can bring along when travelling offworld. They can survive without them but will suffer long term health effects should they go too long.

Society: Arcona value community almost to the point of being a hive mind. Raising a family and being a part of one is considered both a vital duty and a prized privilege. They tend to put the good of the community before their own desires and expect the same from others.



SALT ADDICTION

Although Arcona are generally known for restraint, they still have a weakness: sodium chloride. This common compound, otherwise known as salt, is very common in the galaxy. It causes extreme hallucinations and turns their eyes from green to an unhealthy yellow. Arcona need 25 grams of salt per day if they become addicted but are generally not affected by "impure" salts. (Salted foods like chips) Should an unaddicted Arcona consume two or three grams of pure salt, he must make a ◆◆◆ Discipline check or receive two obligation points for addiction. Consuming salt disorients an Arcona for the remainder of the current encounter and all of the next encounter. On the other side of things, salt smuggling is a popular business on Cona. It is risky, however, as the substance is just as illegal as any narcotic.

The nests that they organize themselves into combine to make the Grand Nest, which rules them. Males tend to be the primary caregivers, since, under Arconan standards, females tend to be more reckless and unreliable. Although few Arcona would travel anywhere without their families, those that go alone find it very difficult. Adapting to a community that is more individual-oriented takes time, but thankfully, Arcona tend to be good at adapting.

Homeworld: Cona is a hot and dry world in the Inner Rim with a blue star. High levels of ammonia give it a bad smell, and other species need a breath mask.

Language: Arcona are practical, teaching their children Basic before they learn Arconese. Arcona speak Basic with a hissing accent and prefer to use "we" instead of "I." This is not an issue of knowledge or accuracy, but a reflection of their communal outlook.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Vigilance**
- **Desert Natives**: Remove ■ for arid or hot conditions, add ■ for cold or wet conditions.
- **Unique Senses**: Add ■ on visual Perception checks, but remove this penalty if smell or heat sensing can also be used.

ARDENNIAN

A smaller species of six-limbed primates, the Ardennians are nimble and coordinated, allowing them to swiftly navigate jungle environments. They tend to be outgoing and friendly, and they develop strong bonds with their allies.

Physiology: Ardennians are a shorter species of primates with an extra set of arms. They are incredibly agile and dexterous, and their feet are just as prehensile as their hands, so are able to easily climb around a thickly forested environment. They have gray-brown skin, and they have short fur. Their face, which is lighter in color than the back of their head, has a flat nose and a slight snout, and their eyes are black.

NOTE

Unlike many of the species in this guide, Anzellans are exclusive to Canon. Furthermore, everything following below is written by the author. However, just as many Legends species could also exist in Canon, nothing prevents Anzellans from existing in Legends.

Society: Ardennians are very social among their own, but their society is deeply split among a number of villages with about 50 members each. They are chosen for a particular job at a young age, and each village has a socialist economy. Unlike more individualistic species, Ardennian culture emphasizes the importance of societal good over individual good, and Ardennians see helping their group as the only way to benefit themselves. Such beliefs extend to those who live offworld, and they think of partners and allies like they would fellow villagers. Those who team up or join organizations view it as a permanent commitment, placing complete trust in their allies and expecting such attitudes to be reciprocated. Ardennians mostly live in canopies to avoid predators, although they operate farms and trap animals on the ground. Ardennians only joined the modern galaxy 150 years ago, and although they have taken advantage of some new technologies, they have been doing so slowly. Its usage has been a controversial subject, and it has split some villages apart.

COMPETITION AND SPORTS

Ardennians have fierce rivalries between different villages, and they have a strong tradition of gambling land and settling disputes using annual games. Although such attitudes do not extend to those in their village, when they encounter those from outside their village, one of their first instincts is to brag or try to one-up. One of their most popular sports is the chaotic game of Yerik-Wrin, which is played between three villages in all three dimensions of a tree canopy. Each region has its own unique rules, but it generally involves five to seven balls, which they attempt to throw into bags defended by the other villages.

Homeworld: Ardennians come from Ardennia, a very warm planet in the Mid Rim that supports little life outside of its poles. They are native to its forests near the south pole, where they live in wooden treehouses.

Language: The nationalism of Ardennian villages has meant that every village has its own distinct language. They are united by a trade language called Norell, which a couple members from each village speak. Some regions have replaced Norell with Basic, which an increasing number of Ardennians are learning.



SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Athletics or Coordination**
- **Brachiation**: Remove ■ for moving through forest or jungle terrain, add □ on checks to swing, climb, or jump.
- **Extra Limbs**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. When hanging, treat feet as extra hands. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Silhouette 0**

ARKANIAN

Arkanians are arrogant and selfish near-humans who focus primarily on science. They are often seen as geneticists, and they have a track record of genetically modifying sentient creatures. They have even created species, such as the Quermians.

Physiology: Arkanians are near-humans, having much in common with their human relatives. What makes them most distinctive visually are their silvery eyes without pupils and white hair. They also have four fingers, which are somewhat clawed. Offshoots have five normal fingers and human-resembling eyes. Their skin is much lighter. For both, their eyes are capable of both infrared and heat detecting sight, meaning that they can effectively see in the dark. They are also sensitive to light in general, meaning that they sometimes need sunglasses on planets with brighter suns.

Society: Arkanian society is best defined by arrogance. They believe themselves to be the pinnacle of evolution and act like it. Though arrogant and often blatantly insulting towards outsiders, they expect politeness toward themselves. Insulting an Arkanian without a proper apology or gift to make amends can mean prison time on Arkania. They are often scientists, and brutal ones at that: Famed for genetic manipulation, they have created new species, made major medical discoveries, and also committed major genocides and atrocities. Though passionate about their field, they are still very slow to conduct their research. That being said, Arkanians are good scientists and not afraid to say so. Even the more modest ones acknowledge it. They are also competent when it comes to finances. Though not well-liked, they work with large corporations in order to maximize their own credit flows.



Homeworld: Arkanians live on the cold world of Arkania, which is mostly tundra. Rich in diamonds, it is used for mining is well as medical research. Though it is in the Core, it is not a commonly visited world thanks to the speciesist and arrogant ways of its natives.

Language: Arkanians speak Arkanian, though many know Basic as well.

SPECIES ABILITIES (BASELINE)



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Medicine**
- **Night Vision**: Remove ■■ for darkness, add ■ for brightness.

SPECIES ABILITIES (OFFSHOOT)



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Mechanics or Resilience**
- **Night Vision**: Remove ■■ for darkness, add ■ for brightness.

ARKANIAN OFFSHOOTS

Arkanians are known for genetic engineering, and it applies even to their own species. They have made several groups of genetically modified Arkanians, who serve as lower-class laborers. These are all distinguished by pale white skin, eyes with pupils, and five-fingered hands. They are better suited towards manual labor than the mainline counterparts. They are treated as second-class citizens with minimal rights, so many may seek to leave their discriminating homeworld.

ASKAJIAN

Primitive near-humans native to the deserts of Askaj, they Askajians are capable of storing large amounts of water in their body, which can make them very builky.

Physiology: Askajians are near-humans who tend to be very bulky, as they store water in their skin. They can store up to three weeks of water and can drink a week's worth in a single day. If they do not have any water stored in their skin, they are relatively normal in size. They have wrinkled skin on their face and two hearts. Female Askajians have six breasts.

Society: Askajans are very primitive, and most are still hunter-gatherers. They live in tribes which are nomadic, and each tribe typically contains one large extended family. They call their children "cubs." The tribes occasionally unite and form military alliances. Dancing is an important aspect of their culture. The best dancer in a tribe acts as a storyteller and a shaman. Dance is used to re-enact history or legends and is also used as a form of worship to their god. Askajians believe in the Moon Lady, a goddess that values joy and happiness, even amidst death and tragedy. Another trait associated with Askajians is bravery, which some will proudly display.



Homeworld: Askaj is a desert Outer Rim world on the Rimma Trade Route. It has little technology and no central government. The tribes survive by hunting tomuons and gathering plants. Imperial control of the planet by Grand Moff Wilkadon has caused many Askajians to leave Askaj. They tend to head for other desert planets, like Tatooine.

Language: Askajians speak Askajian and some also know ancient Askajian. Those that leave their homeworld tend to learn Basic, although it isn't ever used on Askaj.

ASKAJIAN WEAVERS

Weaving is an important aspect of Askajian culture. The tomuons that they hunt are known for wool, although they also use the meat, hides, and horns of the animal. Tomuon wool is their only real industry, and it is a luxury even in the Core Worlds. Supposedly, it even makes up Palpatine's robes. Weavers amongst the Askajans are very important, and their methods are a well-kept secret. Tribes have fought over the best weavers as well as access to the tomuon fur itself.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	1	3	3	2

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Survival**
- **Desert Natives**: Remove ■ for hot or dry conditions, add ■ for cold or wet conditions.
- **Water Storage**: May store up to 3 weeks of water in skin. May drink 1 week of water per day. Gain +1 soak but add ■ on social checks for each week of water being stored.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

ASOGIAN

Asogians are a small species with a large head and short limbs, and they are known for their child-like curiosity and desire to explore. Their homeworld, Brodo Asogi, is on the edge of the galaxy, and they once founded a major exploration into the intergalactic void.

Physiology: Asogians are a smaller, more nimble sentient species with brown or yellow skin that is typically very wrinkled. They have short legs, but a longer neck and arms. They have four-fingered hands and three-toed feet. Many are hairless, but a few have patches of dark hair atop their head. Their head is short, flat, and wide, and it is dominated by large eyes, which can be blue or red. They have a short, pig-like nose. Asogians rarely wear any clothing.

NOTE

Little is known about Asogian society. The remainder of this entry is based on subtle comments and the author's own assumptions. Players are not obligated to follow this, but it is encouraged that if not, they imagine their own aspects of Asogian culture.

Society: Asogians are known for their curiosity, which is almost childlike, and they are generally perceived to have a persona of innocence, which helps them get along in the galaxy. They can be overly naive at times, and they tend to speak their mind, even when it is best to keep silent. In particular, many have run afoul of the Empire for criticizing it too vocally. Despite this naivete in social situations, Asogians are nevertheless disciplined and restrained when they need to be, and they are also hard workers. They do a good job of planning for the future and thinking in the long term.

Homeworld: The Asogian homeworld of Brodo Asogi lies near the edge of the civilized galaxy, in the northwestern Outer Rim. It is a lush, verdant planet, where plant life is dominant. It lacks native animal life, and the Asogians themselves are actually immigrants to the planet. Their original home, Nellik Asogi, is mostly barren.

Language: Asogians typically speak Basic, given their frequent contact with other species. Their native language of Dwellig is mostly dead, known only by scholars.



SPECIES ABILITIES



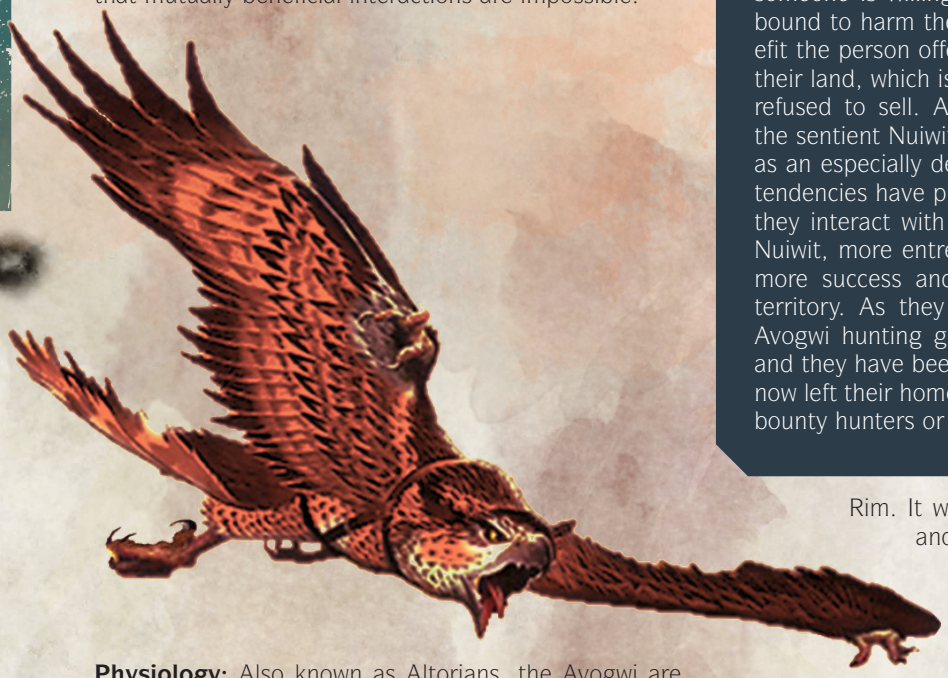
- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 105
- **1 rank in Astrogation**
- **Silhouette 0**

ASOGIAN EXPLORERS

Because of their curiosity, Asogians are often explorers. In fact, one of their most noteworthy achievements was conducting an expedition to traverse the intergalactic void about 20 years ago, which remains unprecedented in scale. However, stable hypercommunications have not been established outside the galaxy, so its fate will not be known until lightspeed messages eventually reach back. More relevant to the rest of the galaxy are Asogians all over frontier worlds, from rural farming colonies to lawless trading outposts. Even on worlds with larger populations, they are almost always drawn to exploring the areas that are left unexplored.

AVOGWI

A solitary species of avian preditors, the Avogwi are completely primitive, even preying on a fellow sentient species called the Nuiwit. They are paranoid and believe that mutually beneficial interactions are impossible.



Physiology: Also known as Altorians, the Avogwi are an avian species with clawed fingers on the joint in the middle of their wings, allowing them some dexterity with which to use tools. Their legs are short but rather muscular, and they have a tail. Avogwi are quite large, similar to humans in height but boasting a wingspan of four or five meters. In addition to the claws on their wings, the Avogwi have clawed feet and a sharp beak, because they are entirely carnivorous. Their skin is generally red, but they are covered by orange feathers, which allow them to blend in with their planet's hazy atmosphere.

Society: Avogwi are solitary predators, living only with their mate and claiming vast tracts of land, often a square of around seven kilometers in length, as their personal hunting territory. They settle disputes among their own by ceremonial duels to the death, and they are drawn to violent professions when they are offworld. They have next to no technology and are totally primitive, focusing solely on finding food and water. All of these tendencies come from a surprisingly intricate philosophy which was allegedly developed by a legendary Avogwi named Toro-toral, the first of their species to fly. According to his sayings, the only way to survive is by killing, and those who refuse to kill will be killed. They recite these sayings often, ensuring that they are united in this grim outlook.

Homeworld: As their second name of Altorians indicates, Avogwi come from Altor 14, a planet composed of warm deserts and dry plains. It is on the fringe of galactic society, at the edge of the southeastern Outer Rim. It was discovered sixteen years ago, and its population is under one million sentients.

TENSE RELATIONS

Avogwi are naturally paranoid, and they cannot understand the concept of a deal benefiting both sides. As such, they always believe that if someone is willing to offer a deal, that deal is bound to harm the other party in order to benefit the person offering it. Even mining rights to their land, which is rich with minerals, they have refused to sell. Avogwi share their home with the sentient Nuiwit species, whom they see only as an especially delicious species of prey. These tendencies have played to their disadvantage as they interact with modern society, because the Nuiwit, more entrepreneurial, have experienced more success and been able to expand their territory. As they have built cities and farms, Avogwi hunting grounds have become smaller, and they have been forced to adapt. A few have now left their homeworld in order to find work as bounty hunters or mercenaries.

Language: Given their relative isolation, most Avogwi have little interest in learning Basic and typically only speak their primitive native language.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Brawl**
- **Paranoia**: Receive the talent "Nobody's Fool."
- **Desert Dwellers**: Remove ■ for hot or dry conditions, add ■ for cold or wet conditions.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

AYROU

Ayrou are thin, lavender-skinned avians with a squawking voice that are obsessive hoarders of trinkets. They also excel in gathering information, and they are savvy negotiators despite their annoying demeanor.

Physiology: Ayrou are avians with skin in varying shades of lavender and eyes which can be crimson, azure, or emerald. They are slightly taller than most other species, but they are thin and relatively light. Their limbs are triple-jointed, which makes them much more flexible than other species, and they have four-fingered hands with claws. They have a flat face with high eyebrows and a long nose, and they have colorful feathers on top of their head. The precise characteristics of this plumage are essential to beauty and also reflect overall health and social standing. Although they are adapted to a thin atmosphere of slightly different composition than most, they can also survive in a normal environment.

Society: Ayrou are a people who are obsessive in their desire to collect information. Many of them also extend this tendency to physical items, causing them to hoard various trinkets and never throw anything away. However, they are not especially greedy, and they consider their ways to be practical. They are strong-willed and determined, never giving up when they want something. However, they disdain combat and prefer to bargain for what they want whenever possible. To them, negotiation is an art, while combat is an alternative used only by the straightforward.

Homeworld: Ayrou come from Maya Kovel, a very windy world in the Moddell sector of the Outer Rim. Its atmosphere has low pressure and an unpleasant smell, so most other species prefer to wear a breath mask.

Language: Ayrou can only speak their native language, Ayrou. Their voice is squawking and incredibly annoying to non-Ayrou. Some have compared it to a songbird being strangled, and a few species even find their blood-curdling sounds to be physically harmful. Although they cannot speak Basic, many Ayrou can understand it.



A BAFFLING PARADIGM

In order to solve the many debates of religion and politics which can divide a society, the Ayrou have a very unique tradition: Two well-respected individuals, one from each side of the debate, meet together and discuss the issue over the course of decades. However, they eventually come to a single conclusion in which one or both of them change their beliefs. This agreement is upheld by both parties, and Ayrou who change their mind in these debates generally support their new beliefs for life.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Negotiation or Streetwise**
- **Information Gatherers**: Receive the talent "Researcher."

BALOSAR

The Balosars are near-humans who live in a society that is defined by crime and poverty. They are extremely resistent to any form of drug or poison, but they do export death sticks. Most look somewhat sickly.

Physiology: Balosars are near-humans, although they tend to be more pale and sickly than their human counterparts. They have evolved a resistance to many poisons, including many narcotics, certain pollutants, and countless other toxins. They have a relatively short lifespan on their homeworld because of pollution. The most distinctive feature that separates them from humans are their antennapalps, which can acutely sense many things through their subsonic hearing. This can allow them to sometimes sense surges of emotion in others in a way that acts similar to a danger sense. The antennapalps can be hidden inside their head as well. Though they are useless when hidden this way, it does provide an option for the Balosars who want to hide their powerful ability.

Society: Balosar society is one of crime and poverty. It has decayed heavily and they possess one of the worst reputations in the galaxy. Stereotypes describe them as weak-willed, manipulative, selfish, and deceitful. They aren't entirely false, either. They are indeed very selfish, and many are criminals. Depression is common among them. It isn't genetic, however. Their outlook is a result of their impoverished situation and criminal nature. Balosars learn that survival isn't easy, and their situation forces them to abandon morality if they wish to survive.

Homeworld: While some choose to leave it, most Balosars find themselves in the urban mess of poverty, crime and pollution that is Balosar. Although it is in the Core Worlds, it has a huge underworld. It is highly industrialized, so there is still legal work in factories. It is very literally a place where the sun doesn't shine, as tall towers and smog blot out the sunlight. Most of its residents live in slums.

Language: Most Balosars speak Basic and their native tongue, Balosur, in a raspy voice.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Streetwise**
- **Antennapalps**: With extended antennapalps, remove ■ from Perception checks. May also sense surges in emotion, adding □ on all initiative checks.
- **Poison Tolerance**: Remove penalties for most toxins or reduce difficulty to resist toxins by up to 2 at the GM's discretion.



DEATH STICKS

The only thing that the Balosars seem to have going for them is that their homeworld prominently grows the balo mushroom, which can act as a narcotic. Referred to as "death sticks," these drugs do little other than addict users and shorten their lifespan. Though their lifespan is short to begin with thanks to pollution, Balosars are actually immune to the side effects of death sticks, just not the addictive property. While death sticks do provide an industry that employs many Balosars, countless other Balosars are addicts. Many are both sellers and addicts.

BARABEL

A species of clawed reptile with vicious jaws, Barabel are deadly. They deal with harsh conditions on their homeworld of Barab I and mostly live as primitive hunters. They do not understand some emotions like regret and grief, often causing major and even violent misunderstandings.



Physiology: Barabel are bigger and taller than humans, averaging just over two meters in height. They are strong and muscular, as well. Though they are reptilians, they differ from Trandoshans in that they have a long tail. Their skin comes in many shades, including green, black, gray, brown, and red. Their eyes are red or black, and they have five centimeter teeth. Their retractable claws are also good weapons. Barabel have two stomachs and are carnivorous. They lay eggs as opposed to giving live births.

Society: Barabel are territorial and aggressive, which reflects in their culture. They live in small communities of no more than 10,000, or even as small as a dozen. They have tribes on their homeworld, which also can number up to 10,000. Their communities center around a warren, which they hunt from. Natural hunters, they're excellent at tracking down prey. They're also aggressive and tend to have short tempers. They are often violent, but still very loyal to family. Barabel families are female dominated, as children don't even know their fathers. Barabel emotions are different from those of humans, and they fail to understand apologies.

OUTSIDE RELATIONS

Barab I is fairly isolated, so Barabel are not completely well known in the galaxy. Their first notable outside contact was with Jedi. After a Jedi Knight came to Barab I and stopped a heated clan dispute, Barabel became highly respectful of the Jedi. Their second notable contact with the rest of the galaxy is more violent. Planetary Safaris Inc. began to organize hunting trips to Barab I, targeting the Barabel. Under Imperial law, Barabel were considered non-sentient and were hunted for sport. However, after a few Barabel were killed, a Barabel named Shaka-Ka organized hunting parties of her own, attacking the safaris. The safari ships were continuously destroyed until an Imperial investigation revealed that Barabel are, in fact, sentient.

Apologizing, as a matter of fact, tends to make things worse. They do not comprehend guilt or sympathy and also find mourning to be a strange tradition.

Homeworld: Barab I is a world in the eastern part of the Outer Rim. A harsh planet, deadly radiation fills the daytime hours. Its many caves are the only shelter, as no species can survive Barab I's daytime. In the night, the hunt begins across the rocky badlands. The extremely hot day also evaporates the oceans and standing water, meaning that later in the night, sudden downpours again force the natives to take shelter.

Language: Barabel, the language of the Barabel, is full of barks and hisses. Barabel can learn Basic, but have a hissing accent and pronounce the letter "s" as a "z." They also refer to themselves as "this one," instead of using the common first person singular pronouns, "I" and "me."

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 80
- **1 rank in Perception or Survival**
- **Dark Vision**: Remove setback for darkness, add setback for brightness.
- **Natural Hunters**: Receive the talent "Expert Tracker."
- **Claws and Teeth**: Deal +1 Brawl damage as wounds and have a Crit rating of 3. May spend ⚙⚙⚙⚙ to bite, inducing a Critical Injury, adding the Vicious 2 quality, and immobilising the victim for 1 round.

BARAGWIN

Baragwin make natural colonists; they are found on so many worlds that their original homeworld is now forgetten. Though hunchbacked, slow-moving, and not particularly attractive, they are resilient and excel in mechanical professions.

Physiology: Baragwin are hunchbacked reptiles with very thick skin that is typically brown, gray, or olive. This thick skin helps them to shrug off a great deal of damage, but they are heavy and slow. Such sluggishness is purely physical, however, as their mind is highly intelligent. They do sometimes hide their intelligence, as they can often take advantage of misconceptions. They have three-fingered hands and three-toed feet. Their head, typically very wrinkled, is large and roughly cylindrical with a flat face. They have small, black eyes, and their mouth is wide and slobbery. They have a very large, circular nose. This nose is extremely sensitive, and they can use smell to track targets or even decipher the moods and emotions of others. Because of these abilities, a number of them have found success as bounty hunters.

Society: Baragwin are a people with a desire to move and explore, often migrating and forming colonies throughout the galaxy. They are also known to treat all people equally, regardless of societal background or wealth. This even applies to criminal Baragwin, who often exploit without prejudice. Their intelligence allows them to succeed in many careers, and they were one of the first spacefaring species. However, they have become especially noteworthy as weaponsmiths. They make weapons ranging from blasters to vibroblades, and they can be found on both sides of the Galactic Civil War.

Homeworld: The Baragwin originate from Old Barag, an Expansion Region planet. However, they were quick to discover space travel and have moved on to many other other planets. They have now completely forgotten Old Barag. Although their population is only in the millions, they have many small colonies. Such colonies include Tatooine, Denuhi-Eight, and Coruscant. Because of how widespread they are, they are a common sight and are very-well known throughout the galaxy.



Language: Baragwin typically know Basic, and some know other tongues that are used on their planet of origin. They have a native language, Baragwinian, but most of them are not fond of it.

BARAGWIN COLONIES

Baragwin are so inclined toward colonization that they have forgotten their old homeworld and have yet to unify on a single planet. They have a number of small settlements, most of which are relatively anarchic and have politicians selected by an informal democracy. Such politicos only remain in power for short periods of time, however. They affiliate themselves more with their colony of origin than their species, and their culture varies greatly based on which colony they are from. For example, the Baragwin on Denuhi-Eight and amiable yet cautious, but Baragwin on other worlds such as Tatooine are very different.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	3	2	2	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Mechanics**
- **Thick Skin**: Receive the talent "Enduring."
- **Advanced Olfaction**: Add □ on olfactory Perception checks. As a maneuver, may sense the emotional state of anyone within medium range by passing an ◆◆ Perception check.
- **Ponderous**: May only spend 1 maneuver moving per turn.

BARDOTTAN

Dimunitive saurians, the Bardottans are a species that are known for their reclusive, scholarly ways. They are also very spiritual, and some are members of the Force tradition known as the Dagoyan Masters.



DAGOYAN MASTERS

Bardottans have a rich Force tradition, although they long detested the Jedi Order for kidnapping children. (This opinion somewhat changed in 19 BBY after Mace Windu assisted the people.) Almost all Bardottans believe in Dagoyan ways, and Dagoyan beliefs are deeply ingrained into their culture. They practice peace, meditation, and study. However, long ago, the Bardottans were not so peaceful. They instead were ruled by the Frangawl cult, a violent group of demon-worshippers. While the Frangawl were barbaric and stuck fear into the hearts of many, they truly believed that their actions were moral and necessary.

NOTE

Bardottans are from The Clone Wars TV show, which contradicts many of the prior Legends sources regarding the Bardottans, previously known as the Phuii. Their use is not recommended in a purely Legends setting.

Physiology: Bardottans are a species with saurian biology. Their neck is long, curved, and wrinkled. They have a duck-like head, with eyes on the sides and a narrow snout including nostrils and a mouth. They get around by hopping with their three-toed feet. Their knees bend backwards. Bardottans can look very different from each other in many ways. First, some have a tail, and some do not. They also vary greatly in height, from one meter to nearly two meters. Some have three-fingered hands, others have four-fingered hands. Some also have two skin colors, while others have just one. Their skin is often green, but it can also come in yellow, gray, purple, or red.

Society: Bardottans are best known for being a very spiritual people. They are also disciplined and knowledgeable, and many tend to be scholarly. They are also very independent and take pride in being able to do things by themselves. Few ask for assistance in anything. They view education as privilege, not a right, and earning it requires intense study. Bardottans tend to focus on academics, and each city specializes in a different field of study.

Homeworld: Bardotta is a mountainous world in the Colonies that most Bardottans call home. It is covered in many temples and academic facilities. Few Bardottans leave their homeworld.

Language: Some Bardottans know Basic, but they almost always choose to speak in their own language, Bardottan.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	1	3	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Cool or Knowledge-Lore**

BARTOKK

A species of insects with a hive mind, the Bartokk are unintelligent on their own but can be more calculating in groups. They are often assassins, as their strange physiology allows them to regenerate quickly, and their limbs can function without being attached to their body.

Physiology: Bartokk are insects with six limbs, four of which they can use for grasping and manipulation. They have six eyes on their head and more on their abdomen. Their sharp claws make them deadly combatants. Their body is black and covered in a spiky chitinous exoskeleton, which provides them with excellent protection. What damage they do absorb, they can regenerate very quickly, recovering from almost any injury after a few days. They can even generate an entire body using just half of their brain, meaning that they can recover from any injury other than complete disintegration of their brain. Furthermore, they have telepathy, which allows severed body parts to function normally, even allowing them to use their body after being decapitated. This telepathy also allows them to act as a hive mind. This hive mind is important, since they are barely sentient as individuals but much more intelligent as a group.

Society: Bartokk possess little individuality, since they are almost always part of hives. They are not technologically advanced, but when they are in a hive, they are intelligent enough to make some progress in reverse-engineering technology. When they interact with the rest of the galaxy, most hives act as one and make a living as assassins. However, many facets of Bartokk society are shrouded in mystery.

Homeworld: Only the Bartokk know the location of their home planet, a rocky Outer Rim world. Its minor radiation can cause mutations for Bartokk.

Language: Bartokk have no language of their own, since they are all capable of telepathy with each other. If they wish to communicate with outsiders, they are able to speak. However, individual Bartokk are not intelligent enough to possess a complete vocabulary. Because they lack individuality, individuals in a hive are nameless.



SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Brawl or Stealth**
- **Hardened Carapaces**: Receive the talent "Enduring."
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Compartmentalized Anatomy**: Severed body parts may function normally for up to 8 hours.
- **Four Arms**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Hive Minds**: May form a hive mind with all other Bartokk within 500 meters, sharing all information. When part of a hive mind with more than 5 Bartokk, gain +1 Intellect and +1 Cunning.
- **Regeneration**: When recovering 1 or more wounds through natural rest or a bacta tank, recover 2 additional wounds. May also regrow lost limbs after a few days. May attempt to heal critical injuries 3 times more often.

THE HIVE AND THE INDIVIDUAL

Bartokk who are part of a hive act collectively without individual freedom or personality. However, a hive mind is not automatic. In fact, a small minority of Bartokk lack the ability to join a hive mind entirely. Others are forcibly removed from a hive mind because of mutations, such as additional fingers or a slightly misshapen carapace. Bartokk who are without their hive often die in the wilderness of their homeworld, although some find kinship offworld. For those who follow either of these paths, they are barely sentient and act very much like animals, only capable of extremely basic logic.

BERRITE

A species of quadrupedal hunter-gatherers, Berrites are surprisingly cunning and use their ugly appearance and primitive lifestyle to make others underestimate them.

Physiology: Berrites are quadrupedal, and they are typically lumbering and slow. Although they are only a meter tall, they are also chubby and have a thick layer of wrinkled green skin. They have some patches of black hair. Their feet have three claws each, but their hands are more humanoid, except with larger palms and longer pointer fingers. They store food in their cheek pouches, as it can take hours to chew. Berrites have a small nose and eyes, and their vision is very poor. Their hearing, also rather poor, is done through a number of small tubes on either side of their head, and they have no ears. However, Berrites overcome these sensory shortcomings using sonar, which typically is enough to compensate. Berrites are hermaphrodites, meaning that they are all capable of producing and carrying eggs as well as fertilizing them. Although this means they are capable of reproducing without a mate, they still generally find one. If they think it will cause them to receive better treatment, Berrites will arbitrarily assign themselves a gender when encountering other species. Because they lack true genders, they typically struggle to identify genders for members of other species. They typically have three babies at a time, who reach full size within a year, but they do not truly reach adulthood until the age of 60. Their lifespan is about 400 years.



DECEPTIVE APPEARANCE

Berrites are extremely clever, and they are smart enough to know that their sluggish appearance and physical clumsiness often causes others to assume they are unintelligent. Those who encounter other species often take advantage of this, acting as con artists or playing dumb if their ever are put in a dangerous situation. When pressured, they prefer to respond in a manner that seems aloof, protesting cheerfully and pretending not to understand the situation's severity.

Society: Berrites have a primitive and anarchical society, foraging to survive without any real government or civilization. Nevertheless, they are peaceful and cultured, cooperating with one another and enjoying storytelling in groups. Typically, storytelling sessions are also a time that they use to chew their food, which takes many hours. They spend the rest of their time as highly skilled foragers, but they also manage their resources carefully, and they are actually very intentional with their actions in order to achieve sustainability.

Homeworld: Berrites come from Berri, a hot planet with few natural resources and high gravity. It is primitive and has little trade or other offworld contact. It once had Imperial factories where the Berrites were enslaved, but it has been left alone after the Berrites passively resisted the Empire by feigning stupidity and intentionally making mistakes.

Language: Berrites have no known native language and typically speak Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	3	2	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 110
- **1 rank in Deception**
- **Expert Survivalists**: Receive the talent "Forager."
- **Ponderous**: May only spend 1 maneuver moving per turn.
- **Sonar**: Remove ■ for lighting conditions. Add ■ on auditory or visual Perception checks, but remove this penalty is sonar may be used instead.

BESALISK

Besalisks are brave and adventurous avians with four arms. They come from the frigid glaciers of Ojom, where they live in relative isolation. Their bulk provides great strength and protects them from the cold.

Physiology: Besalisks are strong, bulky humanoids with four arms. Some females have even more arms. Like humans, Besalisks only have one dominant hand, however. Some have a slight beak for a mouth, as they are technically avian. They have three-toed feet, but four-fingered hands. Their skin is typically a light brown. Their head is quite distinctive, with a bulbous throat, wide mouth, downward-drooping ears, and, in males, a hard crest. Just above their mouth, they have black whiskers with sensory capabilities. They reproduce by laying eggs, which are hatched during the warm seasons.

Society: Besalisks are typically brave, adventurous, and friendly. They often seek thrills, even if it isn't very safe. They also love to talk, gossiping often and trying to make friends with just about anyone. This makes them not the best employees for some jobs, but they quit due to boredom just as often as they get fired. Whether it's prospecting for aurodium on Subterrel, working as a criminal enforcer on Nar Shaddaa, smuggling glitterstim spice on a freighter, or setting up a restaurant or Coruscant, Beskalisks are likely to switch jobs quite a bit, and they'll also be willing to tell stories about these jobs. Despite this mobility, they still tend to form long-lasting friendships and will remain dedicated to their friends.

Homeworld: Ojom is an icy ocean world that the Besalisks inhabit. It is very hard to get to and from, as it is in the Deep Core. They have several space stations that they use to conduct business over the planet. Though the space stations are mostly designed for offworlders, who are less adapted to the cold, many Besalisks reside in the space stations as well. Their populations exceed that of the surface itself. It has very little Imperial presence, as the Besalisks have called in favors from various underworld connections to stay independent.

Language: Besalisks speak their native language of Besalisk, one of barks, grunts, and growls. Since many travel offworld, quite a few know Basic.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 7+Willpower
- **Starting XP**: 85
- **1 rank in Resilience**
- **Cold Adaptations**: Remove ■ for cold conditions, add ■ for hot conditions.
- **Extra Arms**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."



BESALISK COMMUNITIES

Besalisks live in relatively small communes instead of large cities, with none being larger than a thousand families or so. Each is ruled by a single elder. The idea of keeping the community sizes equal is to prevent war between communities, and it typically works. They are so dedicated to this size equality, in fact, that if one gets too big, families are asked to leave and start their own community. Each community has its own glacier to inhabit. They are still sparsely populated enough that they haven't needed to colonize other worlds.

BILAR

A playful species of primates, the Bilars are distinguished by a powerful hive mind, or claqa, which unites them for life. They have an almost telepathic ability to communicate with those in their claqa, but they can go into shock if they are separated from their claqa.

Physiology: Bilars are a species of herbivorous, hairless primates with pink skin, an appearance which generally comes off as extremely cute or repulsive, with little in-between. They are chubby and can move both bipedally or quadrupedally. They are also skilled climbers and can move effectively swinging through a forest canopy. They are shorter than most species, about a meter tall, and they have a large head with wide ears and circular ears. They can see in the infrared and have capable night vision, and their ears, capable of hearing a broad range of pitches, are also able to rotate in order to home in on specific sounds. They have a slight snout with a wide, smiling mouth, and a short, black nose. Their most unique distinction is their form of telepathy, which is not entirely understood by scientists but is thought to include pheromones, visual cues, and physical touch.



Society: Bilars tend to have a child-like temperament brought on by the abundance of natural resources on their world. Offworld, scarcity of resources makes them frustrated, and they tend to complain if they don't get what they want or need to work. On their homeworld, they are playful, although they are capable of using and developing technology. They are peaceful, especially among their own, and they tend to avoid combat. They are innately curious and are typically too naive to be truly afraid, so they enjoy exploring.

Homeworld: Bilars come from the tectonically volatile Mid Rim planet of Mima II. Although most of the planet is plagued by groundquakes and volcanoes, the Bilars live in an equatorial region which is more stable and has rainforests with an abundance of edible fruit. They do have a few natural predators, including large flying reptiles called the riams.

GROUP CONSCIENCE

Bilars are distinguished by their claqas, a form of hive mind that lasts for life. They have no individual name, only one for the claqa. Bilar mothers give birth within minutes of others in their claqa, and the resulting newborns form a lifelong telepathic bond among themselves within a few minutes. If the claqa has only one Bilar, that Bilar is non-sentient, but two or three Bilars can achieve semi-sentience. Claqas of four are sentient, five take slightly more interest in technology and cities, and seven are geniuses. All members within a claqa are almost totally identical, staying together, learning together, and making decisions together. Although this unity has its benefits, it also comes with consequences. Many other species are unnerved by their strange hive-mind, making it hard for them to get along offworld. Additionally, they must remain within sight of their claqa at all times: Even temporary separation from a single member causes a shock that revokes their intelligence, and a death can render all others deeply depressed or even comatose.

Language: Bilars need little language among their own claqas because of their unique telepathy, but they often know Basic in order to communicate with other species.

SPECIES ABILITIES



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 110
- **Infrared Vision**: Remove ■ for darkness, add ■ for brightness.
- **Advanced Hearing**: Add □ on all auditory Perception checks.
- **Brachiation**: Remove ■ for moving through forest or jungle terrain, add □ on checks to swing, climb, or jump.
- **Multiple Individuals**: Control 4 individuals who each have identical stats. May increase the amount of individuals controlled at a cost of 20 XP per individual, purchased at character creation prior to all other XP spending. For every 3 individuals purchased, receive +1 Intellect. Communicate automatically between individuals if within sight. If separated or split in any way, reduce Intellect by 1 for 1 day or until reunited.
- **Silhouette 0**

BIMM

Bimms are two dimunitive species who share a culture and a world. One is furred, the other is near-human, but both are amiable, peaceful, and have a strong sense of morality.

NOTE

The Bimms are two genetically unrelated species. However, since they share a name, culture, homeworld, and language, they are both on this page.

Physiology: Although the Bimms are both biologically unrelated, they are each very small, ranging from one meter to one and a half meters tall. The near-human Bimms are likely related to humans immigrants, and they are only distinguished by being smaller and typically having a prominent beard. The furred Bimms are more unique. They have a long muzzle, pointed ears, and black eyes. They are covered in fur that is typically tan but can be darker. They have just four fingers on each hand.

Society: Bimms are a mild-mannered and peaceful people. This allows the two species to live together with no racial conflicts. Crime is minimized, as they are too peaceful for violent crime and detest cheating or deception. They revere the Jedi, although they quietly left the Republic during the Clone Wars. Both of their cultures almost identical, and intermarriage among the two groups is common, although such couples must adopt if they want children. There are small differences, however. The near-human Bimms are more prone to scholarly pursuits and enjoy storytelling, while the furred Bimms, for their part, value bargaining and have tendencies toward haggling and shopping. They also often wear the color yellow.

Homeworld: The Bimms are united in that they both live on Bimmisaari, a temperature world in the Mid Rim. It is filled with jungles of asaari trees, although most of the cities are built over plains. Despite a small population in the tens of millions, it is a sector capital and a prominent trade world, exporting luxury goods such as wine.

Language: Both Bimm species speak Bimmini, a melodic language that sounds like a five-part harmony. They are typically bilingual, as most also learn Basic from a young age.

SPECIES ABILITIES





- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **Sociable**: Receive the talent "Kill with Kindness."
- **Silhouette 0**

BIMM SUBSPECIES

FURRED

- **1 rank in Negotiation**

NEAR-HUMAN

- **1 rank in Knowledge-Education or Knowledge-Lore**

BIMMS AND OUTSIDERS

Just as the furred Bimms embraced the near-human immigrants into their culture, Bimms are a friendly and welcoming people. When they receive visitors, they conduct a silent welcoming ritual in which the visitors walk in a line and are touched on the head or back one by one. They are always very kind hosts. They are not so welcoming to armed visitors, whom they do not typically allow on their world. The only exceptions are Jedi, whom they greatly respect.

BITH

Bith are a mathematical people who are experts in technology and music. They have a large large yellow head that houses a powerful brain. They are very pacifistic thanks to major damage caused by bio-weapons in a wat that occured 300 years ago.

Physiology: Bith are highly advanced craniopods, a group of species with a large head. They have yellow or tan skin, or rarely light green. They don't have toes, but have very long fingers. Their large head is hairless and has eyes close to the bottom. They have skin flaps in their cheeks, which hold olfactory organs. Their eyes are large and black, and their mouth is not as wide as a human mouth. Hearing is their strong suit, and they have a particular knack for detecting pitch. Exhalation is done through the skin, and they have just one lung. Bith do not need to sleep but still require a light meditation for about four hours each day. They cannot reproduce naturally and require artificial conception.



WAR

300 years ago, the Bith city-states of Nozho and Weogar went to war, battling using bio-weapons over the patent rights for a certain hyperdrive technology. This ruined the ecosystem of their homeworld and devastated their infrastructure capacity. They learned their lesson: Bith now tend to be pacifistic and attempted to stay neutral during the Clone Wars. However, they were eventually forced to pick a side. When it became apparent that the Republic was morally corrupt and that the Confederacy could offer them better rights, they made their choice. They still chose not to fight and only supplied technology to the Confederacy's efforts. Although they are horrified by the Empire's militarist ways, they have peacefully given their technological expertise to the Empire for now.

Society: Bith society is one of the oldest in the galaxy, and they have developed advanced computer programs for most things. These computer programs control everything from who represents them politically to mating and breeding. Though they generally tend to lean on the pacifistic side in politics, that was not always the case.

Homeworld: Clak'dor VII is an Outer Rim planet on the Rimma Trade Route. It has swamps and jungles, but the atmosphere is poisonous. Bith live in domed cities, with food, water, and any raw materials needing to be imported.

Language: Bith learn to speak to speak and write both their language, Bith, and Basic from an early age. Bith is numerical in structure, indicating the mathematical nature of the species.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	1	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Knowledge-Education or Mechanics**
- **Sensitive Ears**: Add ▢ on Perception checks that involve hearing. Triple all sonic damage and, at the GM's discretion, increase sonic damage from 0 to 1.
- **Tireless**: Suffer no penalties for lack of sleep and only require 4 hours of light meditation per day.

BIVALL

Bivall are a thin aquatic species with a beak-like mouth and wide eyes. They are known more as academics than anything else, as they are seen across many universities and hospitals.

Physiology: A thin species of aquatic ancestry, the Bivall have long limbs but are relatively weak. They have skin in shades of pink and light green, and they lack hair. Not unlike the Rakata, Bivall have a thin head with eyes protruding from its sides. They have a crest atop their head, and their somewhat beak-like mouth is covered by a thin strand of flesh drooping over it.

NOTE

Bivall come from The Clone Wars TV show, which often contradicts Legends sources. Furthermore, everything following the physiology section is written by the author. However, just as many Legends species could also exist in Canon, nothing prevents Bivall from existing in Legends.



Society: Known mostly as academics, Bivall value knowledge above all else and tend to focus on understanding problems rather than solving them, so it is rare to see them doing work that isn't highly theoretical. Although their abstract way of thinking makes them excel as theoretical physicists or mathematicians, many of them enjoy the arts. However, their tastes are so incredibly abstract that their arts and literature are incomprehensible and bafflingly random to almost all other species.

Homeworld: Bivall come from the planet of Protobranch, a planet in the Core Worlds which is mostly plains. Although the Bivall come from its lakes, they have moved onto land in order to have more space. It is highly urbanized and has some agriculture, but its most notable businesses are laboratories and universities.

Language: Bivall have mostly adopted Basic as their language, aside from a few sects that try to preserve their native tongue, Viogesh.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in any Knowledge skill**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.

SCHOOLS OF THOUGHT

For Bivall, moral stances and philosophies are heavily dependent on which philosophical school of thought they follow. Every region or city has a different blend of belief systems, although many Bivall find a new philosopher to follow during their earliest part of adulthood. Many of their criminals follow the teachings of Dioenis, an ancient philosopher who preached that morality is an illusion and that total hedonism is the only rational behavior. The most numerous, encompassing about fifteen percent of their people, are the Akiyans. They believe in a concept of the Akiyus, who is similar to a deity but is abstract and without tangible details. They theorize that they were created with an intuition that understands morality and a corruption in their mind that is evil, and they believe that they must use logic to choose correctly and please the Akiyus. A rapidly growing sect are the Poelions, whose founder, Gionis Poeli, is still alive. He preaches that evolution is the source of morality, so their only purpose is to carry on their genetics as much as possible and expand the species. The Poelions generally have many children and focus on being frugal in order to stock up resources for future generations.

BLOOD CARVER

Blood Carvers have a tribal society and do everything for their good of their tribe rather than their own. They detest sloth and flattery, and they focus on constant improvement in all things, especially the sculptures that are the centerpiece of their culture.

Physiology: Blood Carvers are humanoids with gold skin, orange blood, and triple-jointed limbs who technically qualify as insectoids. Their combat capabilities are enhanced by both their sharp claws and innate quickness. They have nose flaps which are capable of both smelling and hearing along their beak-like snout. They can move these nose flaps and change their color in order to communicate. They have tiny, black eyes, and instead of hair, they have ridges on their skull.

Society: Blood Carvers have a primitive, tribal society. Their traditions include tattoos, especially on their upper lip, and they particularly detest flattery, greed, and vast wealth in general. Those who exhibit such traits are punished harshly; beatings or exiles are common. They can also punish via temporary exiles called extensions. They have very strong ties to their tribe, and they are extremely loyal. They also expect this in other relationships, so those who travel away from their people are often shocked by a comparative lack of loyalty. If they venture into the galaxy, they almost always form groups with other Blood Carvers. Most of them are warriors, although they demonstrate restraint in battle and avoid excessive mutilation. However, these skills did not help them enough when they were attacked by the Lontars, a species which nearly wiped them out in 110 BBY.



SCULPTURE

Although Blood Carvers are known as warriors, sculpture is a far more essential aspect of their culture. They typically carve from the wood of a red tree, meaning their works have a blood-like color-hence their name. It is tradition that the sculptures are not complimented, which is actually seen as a grave insult. Conversely, a Blood Carver who makes a sculpture will show it expecting it to be critiqued harshly. This focus on improvement rather than praise reflects an overall outlook in their art: They only make it to benefit their tribe, never for personal gain.

Homeworld: The forest world of Batorine, found in the Colonies, is the Blood Carver homeworld. The war against the Lontars devastated their population, and the near-genocide meant that many surviving Blood Carver relocated to planets such as Coruscant. Those who did so generally remained in their tribes.

Language: Blood Carvers speak Batorese, a language which combines sounds with scents and nose flap colorations. Many of those who relocated away from Batorine learn Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	1	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

BOSPH

Bosphs are porcine mammals with four arms who dislike social interactions but tend to enjoy travelling. They are ruled by their Force-sensitives, so they were orbitally bombarded by the Empire.

Physiology: Bosphs are a mammalian species with six limbs, four of which act as arms. Although they can be a bit shorter than humans, they tend to be thickly built, and their skin, brown-gray in color, is thicker than that of most species. Their hands and feet all end in three digits. Their hairless head is hemispheric, and they lack a neck. They have a pig-like nose and wide, multifaceted eyes. These eyes also act as tympanic membranes, meaning they are responsible for both hearing and sight. Right beside their eyes, they have two sharp horns which curl upward.

Society: Bosphs are a gregarious but antisocial people, a combination which makes them often go out of their way to avoid others. Although both of these tendencies have the rare exceptions, Bosphs tend to be polite yet indifferent when they are forced into social interactions. Bosphs respect other spacefaring species, and they value travelling amongst themselves. They often tattoo themselves with star maps, a tradition required of Force-sensitive Bosphs. Force-sensitives, called ela b'Yentarr, are all taken into factions at a young age. Factions act as the government, but factions are diverse in what they do and how they think: Some hunt animals, some are healers, and some are philosophers. All Bosphs tend to be more philosophical than other species, although their views on property are very distinct. Individual ownership of anything is only allowed for ela b'Yentarr, and everything else is shared among their entire society. Because of their unique views on property, Bosphs are often confused by offworld laws and get into legal trouble. Those allowed ownership claim objects using glyphs, although if multiple claims are made, they may fight for it. However, they are not especially violent otherwise. Bosphs rarely kill, and if they enter a conflict, the worst insult is to forget it and entirely ignore their adversary's existence.



THE FORCE AND YENTARR

Bosphs are a somewhat superstitious species, and all phenomena which are unexplained to them are referred to as the result of Yentarr, who is similar to a deity among them. The Force, referred to as abo b'Yentarr, is one example of this, although they associate it with rituals and ceremonies and struggle to use their powers without them. The Bosphs' submission to Force-sensitives concerned the Imperial Moff, who orbitally bombarded their planet. Ever since then, they have ignored the Empire's existence, and even the drastic damage from the Imperial bombardment has been attributed to Yentarr. Although individuals continue to traverse the spacelanes, they refuse to acknowledge any Imperial mandates, and their planet has taken an isolationist stance. The Empire has mostly ignored it ever since.

Homeworld: Bosphs come from the planet of Bosph, which is a planet of plains in the Outer Rin, and they have also colonized Bosph I.

Language: Bosphs are capable of speaking Basic, but they typically only speak their native language.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	3	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Astrogation**
- **Four Arms**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."

BOTHAN

The Bothans are paranoid and rarely trust anyone. They are canines who use their small size and enhanced senses to their benefit when it comes to stealth. Since they run the Bothan Spynet, they are often seen in this role.

Physiology: Bothans have keen senses and a small size that many use to their advantage. They have a tapered snout for their dog-like face, which includes a very sensitive nose. Their eyes have a greater range of focus and their ears are twice as large as those of humans. Bothans are also very small. While this means they aren't as tough in a fight, they can sometimes fit into places far too small for a human. They average five thirds of a meter tall. However, what may be the greatest asset to the Bothans is their fur, which they can use as a form of communication by rippling it. In terms of appearance, Bothans have tan or brown fur. They have black or blue eyes as well as a black nose. Their ears are large and point up.

Society: Bothans are natural spies who base their society on the acquisition, manipulation, and selling of information. Unlike many other enterprising species, they are not driven by wealth as much as reputation. Prestige, they view, is really all that they can have or gain. This is hard to get, however, as Bothans are notorious for not trusting anyone. They are not fond of combat but instead use information as their weapon of choice. Bothans are governed by the Bothan Council. Their society is divided into a clan system, and all of the major clans receive a representative on this body. This parliament then elects a Council Chief to lead it. The clans are large groups of families, and Bothans combine their family name with their clan name in order to form their last name, with an apostrophe separating the two.

Homeworld: Bothawui is a well populated city planet in the Mid Rim. It has a temperate climate and is a hub for information and spying. The Bothans also have colonies on Torolis and the water world of Kothlis.

Language: The Bothans almost all speak Basic, as well as their native tongue, Bothese. Its written form is Botha. Bothans also have another language: Wrendui. This language uses body language and ripples of the fur in order to subtly convey information. It is naturally coded, so it takes a cipher to understand.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100



- **1 rank in Perception or Streetwise**
- **Skilled Spies**: Receive the talent "Convincing Demeanor."

BOTHAN SPYNET

The Bothan Spynet is the most advanced and powerful network in the galaxy for intelligence. It is used to collect information on any potential enemies, which, to the Bothans, are pretty much anyone. It is diverse in nature, with some branches working for the Empire while others collect information for the Rebellion. It has knowledge about the criminal underworlds as well. It is active all over the galaxy and is devoted to the interests of the Bothans. While leadership is mostly Bothan, the lower ranks are much more diverse.

BRUBB

Although their hearing is very poor, Brubbs are a social people who enjoy parties, banquets, and dances. They combine their charms with a durability built to withstand a high-gravity desert with fierce winds.

Physiology: Adapted to high-gravity conditions, Brubbs are a species of herbivorous reptiles who are strong and durable for their humanoid size. Their ears are mostly vestigial, as howling winds make hearing almost useless. They have thick but transparent membranes over their eyes in addition to their eyelids, and this extra layer can grant them protection from harsh sandstorms. They have dark hair which comes in one or more braids, and they have bony ridges at their eyebrows and lips. They smell with their forked tongue, and their nose is restricted to respiratory functions. Their skin, which is thick enough to make them more durable than other species, can also change color, granting them a limited degree of camouflage. However, its spectrum of colors is limited to shades of yellow, gray, and green. As reptiles, they reproduce by laying eggs once per year.

Society: Brubbs are a highly social people who live in tightly-knit communities of extended families called habas. These groups can contain as many as ten thousand or as few as ten individuals. Each haba is devoted to a particular business, such as a farm, mine, or factory. In their free time, Brubbs are almost always socializing, whether it is a communal dinner or a formal dance. To ensure that Brubbs end up where they are most well-suited and create a diverse population, children are raised communally by the haba, rather than only their parents, and they are then traded away to another haba once they are mature. Each haba gives and receives an equal amount of children when trading with one another, with the exception of the prestigious university habas. Sending children to university habas is seen as a great benefit, because members of the universities pass on their knowledge back to their original haba. Children sent to universities stay there for life, where they earn generous wages to develop new technologies.



Homeworld: A rocky Outer Rim planet with almost three times standard gravity, the Brubb homeworld of Baros is a harsh and isolated planet. It is mostly desert, and it is extremely hot and dry. Dust storms are common. None of its tangible commodities attract much trade interest, and the planet is fairly isolated, but many of the Brubbs themselves use their strength as guards or their color-changing abilities as entertainers.

Language: Given their near-deafness, the Brubbs' native language is likely a sign language. Because of their love of social interactions, they typically know Basic.

GENDER DIVISIONS

Brubbs lay eggs every year, which is 567 days, and women are very selective about their mates. Typically, both mates will protect their egg together, but some males will abandon their nest to mate with multiple women. It is seen as humiliating for a woman to guard a nest on her own, so it is not uncommon for her to hunt down and murder the philanderer. Even when this does not happen, laying eggs is also very difficult work, and it does serious harm to the body of Brubb women, so they have a shorter lifespan because of this. Unfortunately for them, all Brubb habas are ruled by the ten eldest Brubbs, so this means that men are almost always in charge of their societies. To combat this, many women demand that the rulers be the five oldest males and five oldest females, but such cries have fallen on deaf ears both literally and figuratively. As such, many women now refuse to lay eggs in protest, and the two genders remain bitterly divided.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	1	2	3

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 90
- **Desert Dwellers**: Remove ■ for hot or dry conditions, add ■ for cold or wet conditions.
- **Camouflage**: Add □ on Stealth checks.
- **Deafness**: Add ■■ on auditory Perception checks. Cut distances required to hear speech in half.

CAAMASI

Caamasi are extremely pacifistic mammals that are known for their abilities as diplomats. They are known for their strong moral compass, but that did not protect them from a vicious Imperial atrocity that resulted in the deaths of most Caamasi.

Physiology: Caamasi are furry mammals with a beak. Their fur is gray or brown and has a strong smell similar to that of Corellian Whiskey. Their two arms are long, but having only three clawed fingers means that they sometimes lack the dexterity of other sentients with five fingers. Their beak tends to be pink and has an acute sense of smell via the nose at the end of it. Their eyes are yellow, and their ears point off to the sides of their head.

Society: Caamasi are a people with pacifistic ways who are almost universally beloved. In fact, their name, in some languages, translates to "trusted stranger," or "friend from afar." Their culture centers around the basic tenets of peace and justice. They are among the most excellent mediators in the galaxy, with their wise words bringing peace to the hearts of all. It was the Caamasi who managed to even create peace between the Kubaz and Verpine. Furthermore, the Caamasi have strong ties to the Jedi Order. Their philosophies seem so similar to those of Jedi because the Caamasi ways, in fact, inspired the Jedi. The Jedi Scholars on Ossus first constructed the Jedi Code based on Caamasi ways. In 11,000 BBY, it was the Caamasi who first motivated the Jedi to take arms against the Puis Dea controlled Republic and Chancellor Contispex XIX. The Caamasi are, unfortunately, quite rare now. With their peaceful ways at odds with Imperial philosophies, the Empire arranged a bombing of Caamas in 18 BBY. The surviving Caamasi have since relocated, living on other worlds. While some suggest using polygamy in order to create more members and regrow the species, the Caamasi are extremely monogamous.



MEMNIIS

All Caamasi are capable of memnis, which are particularly detailed memories. They are created in extremely emotional moments, both good and bad. Unlike regular memories, they do not fade with time. A Caamasi can perfectly recall these events as well as all of the emotion. A memnii can be transferred to close relatives or Force-sensitives that they have a very close bond with. A memnii also stores emotion very effectively, so Caamasi who commit horrible acts or experience great pain have a hard time forgetting their actions.

Homeworld: The world of Caamas was a well populated Core world. It had jungles, marshes, steppes, and rolling hills. This all changed in the Caamas Firestorm, in which Star Destroyers decimated the planet via Base Delta Zero. Only 200 Caamasi survived this incident, in addition to any others on other planets. These Caamasi were forced to leave, as the lack of vegetation has polluted the atmosphere. Ironically, many Caamasi relocated to Alderaan. One could say that they're just looking for safe planets in all the wrong places.

Language: Caamasi speak Caamasi in addition to Basic. After the devastation of their home, they also rely heavily on memniis to communicate with their relatives.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Charm or Discipline**
- **Skilled Mediators**: Receive the talent "Kill with Kindness."

CAARITE

Porcines adapted to a hot and wet environment, the Caarites have a mind for business, and they have a charm that makes them very savvy negotiators. They were once part of the Trade Federation but headed the Metatherian Cartel in more recent years.

Physiology: Caarites are short humanoids (about one meter tall) with porcine features. They have an elongated snout with a large nose, wide cheeks, and pointed ears. They have pink skin and a wide smile with perfectly white teeth. They have no hair, so they are very vulnerable to the cold; however, they are well-adapted to their native environment on Caarimala, which is hot and steamy.

Society: Caarites are a greedy bunch who are willing to resort to any methods necessary to fulfill their goals. Although they are very selfish, they exude a friendly demeanor and a childlike smile in order to appease potential customers. Their small size prevents them from doing well in combat, so most of them prefer to use their charms and their wits instead of resorting to a fight. Very few of them support any cause beyond filling up their own pockets. They were once prominent in the Trade Federation, but they split away to form the Metatherian Cartel on Cularin following the blockade of Naboo, which they felt was bad for business.

Homeworld: Caarites come from the Outer Rim planet of Caarimon, which is hot and humid. It used to have many rainforests, but an asteroid collision has caused many toxins to spread into the land. Now, the Caarites live in floating cities which are higher up in the atmosphere.

Language: Caarites place very high value in the ability to communicate, so they are well-trained in at least three languages. Most know their native language of Caarimala, and they typically understand Basic as their second language. Their third language varies from Caarite to Caarite.



SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Deception or Negotiation**
- **Heat and Humidity Adaptations**: Remove ■ for hot or wet conditions, add ■ for cold or dry conditions.
- **Silhouette 0**

NEGOTIATIONS

Unfortunately for the Caarites, they have been crooked for long enough for the rest of the galaxy to understand their ways. Anyone who deals with a Caarite is always very careful, since the Caarites have a reputation for being deceitful. However, many Caarites manage to overcome these difficulties with their wide grins almost childlike demeanor, which they can use to overcome their reputation. Time and time again, Caarites use their charms to make people abandon their belief in stereotypes, and then they immediately take advantage by swindling their trusting, new friend.

CATHAR

Disciplined yet ferocious felines with sharp claws and fast healing, Cathar have a history as warriors, although they were once devastated by Mandalorians. They are religious and value honor.

Physiology: The Cathar are predatory felines who have great instincts as warriors. Though not incredibly large, they are fast and possess excellent reflexes. Further making them formidable in combat are their retractable claws and great healing abilities. They have pointed ears, a mane around their head, sharp teeth, and a black nose. Though their brown skin is similar in color to fur, they do not have fur over the rest of their body. There are two other subspecies, the Juhani and the Myr Rho, both of which are more similar to humans in terms of looks.



A TRAGIC PAST

Long ago, Mandalorian Neo-Crusaders devastated the Cathar and their homeworld: In the fateful Battle of Cathar, about 90 percent of the population was killed by the Mandalorians. While a few fled and survived, the rest were taken as slaves by their conquerors. Not only did the population suffer, but the ecological damage done lasted for a long time as well. It is now finally repaired, however. Before that, the Cathar settled on worlds like Ord Mantell and Taris. Their time as slaves to the Mandalorians has ended, but many are now enslaved by the Empire or other organizations. While females are prized as slaves, the males' ferocious temper makes them too difficult to control.

Society: Though Cathar are a passionate people known for their temper and emotions, they also strongly value honor and loyalty. They are as dedicated and as determined as anyone. They are organized into clans which are lead by "Elders." These clans inhabit cities that are built into giant trees and have carvings that store their history. They greatly value monogamy, mating for life and never loving another, even for those whose spouses die. Their religion includes a ritual known as a "Blood Hunt." In this dangerous rite of passage, a single Cathar goes into battle against a horde of kiltik. The kiltik are giant insectoids who are very dangerous. Blood Hunts are believed to teach courage and purge inner darkness, but they are also an important way to gain honor.

Homeworld: The Cathar homeworld, Cathar, is a planet of mostly savannahs that is covered by giant trees. It is a dangerous world because of the giant kiltiks.

Language: The Cathar mostly speak accented Basic in addition to knowing their native language, Catharese.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	2	3	1

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Brawl or Discipline**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Regeneration**: When recovering 1 or more wounds through natural rest or a bacta tank, recover 1 additional wound.

CELEGIAN

Celegians are a species of large crustaceans adapted to cyanogen oceans, so they must surround themselves with a chamber of the substance when they are on other planets. They do not speak, instead using their natural telepathy.

Physiology: Celegians are crustaceans who look similar to jellyfish and generally float around using their form of natural levitation. Although they can live in air or water, they require complete submersion in cyanogen, a gas which is lethal to other species. They have a large, brain-like mass of more than a meter in diameter at the top of their body. They have four large tentacles, about two meters long, and several small tentacles which descend from their brain. Although they are not especially coordinated, they can use these tentacles to grasp objects. Their skin is a mottled mix of red, pink, and white. Despite their lack of clearly visible eyes or ears, they are still capable of sight and hearing. They are also telepathic, which lets them communicate silently with anyone nearby.

Society: Celegians are an intellectual species who are very wise and thoughtful. They typically enjoy puzzles and riddles, and they tend to be more logical than abstract. They tend to avoid combat, which is most likely a result of the vulnerabilities presented by their need to breathe cyanogen. However, they are not always cowardly, as they also enjoy exploration. Many Celegians in the galaxy find work as scouts or other explorers.



CYANOGEN CHAMBERS

All Celegians not in a cyanogen environment must use a cyanogen chamber in order to survive, and conventional breath masks cannot act as a substitute. They float around in the chambers, which are typically made of transparisteel and equipped with repulsorlifts to give them some mobility. A cyanogen chamber costs 6,000 credits and completely encloses up to 15 encumbrance, preventing any attacks from going in or out. However, it can be ruptured with 8 points of damage. It can only move once per turn and still requires a maneuver to move.

Homeworld: Celegians come from the Expansion Region planet of Celegia, which is covered in seas. It has cyanogen dissolved underwater and in the atmosphere.

Language: Clegian telepathy operates without any language, meaning that they can communicate ideas with anyone.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **Aquatic**: Remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Cyanogen Breathers**: Need a cyanogen tank to breathe in a normal environment. Receive a free cyanogen tank at character creation. Oxygen is a dangerous atmosphere of rating 8.
- **Extra Limbs**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Natural Levitation**: May float in the air and move in any direction without touching anything, but may only spend 1 maneuver moving per turn.
- **Telepathy**: May communicate telepathically, projecting messages silently to one or more beings within 500 meters. May also receive messages telepathically from willing subjects.
- **Silhouette 2**

CEREAN

A binary brain allows the Cereans to have powerful intellectual abilities and easily multitask. They have avoided technology on their home planet in order to protect from environmental damage.

Physiology: Cereans are near-humans with a tall head that holds their large brain and a second heart. Their skin is a similar color to human skin, and their hair appears in similar places, colors, and textures. Their hands have five fingers, but the digits have slight claws at the ends. Their long forehead has little hair, as they generally lack eyebrows and often prefer to wear their hair back. They are somewhat tall, about two meters on average. This is partially because of their tall forehead. Their large brain is very binary and can easily concentrate on multiple things or multitask. However, the weight from their large head can make them less coordinated and sometimes causes back problems later in life.

Society: Cereans have a low-tech society on Cerea, which they are fine to keep relatively isolated. They are ruled a "Council of Elders," which the president leads. The president still must listen to the advice of the rest of the Council. Male Cereans are very rare, about five percent of their population, so a male will typically have several "honor wives" in order to sustain the population. However, they only have one "bond wife." Cereans embrace the Force culturally, and their analysis can appear to others as precognition. Cerean names are three hyphenated parts, which are derivatives of the names from their parents and grandparents. Cereans are willing to use technology when they are offworld, though most are unfamiliar with it. They tend to be calm and rational in nature, and their philosophies are peaceful.

Homeworld: Cereans come from the world of Cerea, which is notable for its lack of pollution and harmony with nature. The low-tech society keeps the planet in excellent shape and the Cereans live in giant buildings to preserve space. The land is otherwise used for farming, which they do without the help of technology. It is isolated from the rest of society but not unknown and covered in lush vegetation. Away from the oceans, there are mountains, rivers, and plains. Outsider technology is only allowed in the Outsider Citadels, and the Cereans are touchy about any pollution.

Language: Cereans speak a language of the same name, Cerean. It contains long compound words and many glottal stops. They also typically learn Basic, despite their isolationist nature.

SPECIES ABILITIES





- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Vigilance**
- **Intellectuals**: Receive 2 free career skills of choice. These skills must be Knowledge skills. Still may not receive a free rank in them without spending XP.

CEREAN MEDITATION

Meditation is a very important ritual in daily life for Cereans, even ones without the Force. To focus during meditation, they use kasha crystals. These crystals clear the mind of all distractions and bring calm to anyone touching it. They have patterns on them to harness the full potential. When used as a lightsaber crystal, the kasha gives the user focus and calm, even in intense combat situations.

CHA'WEN'HE

A three-headed species, the Cha'wen'he are a people who are always on the lookout for danger as a result of the many predators on their world. They live in flocks which have no central leadership and are nomadic, so they enjoy travelling.

Physiology: One of the galaxy's more uniquely built species, the Cha'wen'he are flightless and featherless avians distinguished by their three snake-like heads, each of which has a flexible two-meter long neck. Standing at about four meters tall with their necks fully extended, they have a wide body with two thin legs, and both legs end in a three-toed foot. Additionally, they have spikes on their heels that they use for self-defense. Their legs, necks, and body are all covered in scales. Unlike multi-headed Troigs or Paaerduags, each of their heads does not have its own consciousness. However, their heads are distributed evenly around the body, allowing them to see in all directions. Each head also has four digits around its mouth, which the Cha'wen'he use as fingers. This ability, combined with their flexible necks, means that any of their heads can act as limbs when needed. They are herbivores, and they are naturally very high-energy, preferring to stay on the move at all times.

Society: Facing a great deal of predators on their planet, Cha'wen'he are naturally hypervigilant, anxious, and easily scared. Their society is organized into flocks,all of whom are nomadic, and they lack a central government. Even fact, even the flocks have no official rulers and constantly shift between a number of informal leaders. This strange structure makes it hard for them to negotiate with offworlders, as changes in leadership can render treaties or contracts null and void. They also have no private property, and everything they own is shared among the entire flock. Most of them eventually learn such concepts in their dealings with other species, but the idea of private land is still foreign to them, and they will often trespass. Because of their wanderlust, those who leave their home tend to become explorers.

SPECIES MEMORY

Cha'wen'he learn skills through a strange sort of genetic memory in addition to learning them from their mentors. Their most primitive motor skills, for example, are so entrenched in their genetic code that they can walk, run, and grasp objects almost as soon as they are born. However, genes which grant them memories of more complicated skills can only be accessed later in life and activate almost randomly. As such, they can sometimes learn new skills almost immediately for no observable reason.



Homeworld: Cha'wen'he come from Wen'he'dinae, a backwater Mid Rim planet with no organized government. The Cha'wen'he are still hunted by many predators, and the Imperials have also attempted to rule the planet. However, because the Cha'wen'he have no real permanent cities or larger governments, Imperial rule has little effect on them.

Language: Cha'wen'he have no known native language and typically speak Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	1	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 95
- **1 rank in Vigilance**
- **Natural Explorers**: Receive the talent "Galaxy Mapper."
- **Heel Spikes**: Deal +1 Brawl damage as wounds and have a Crit rating of 3
- **Three Heads**: May see in all directions.
- **Silhouette 2**

CHADRA-FAN

Chadra-Fan are optimistic and amiable, always seeing the best in others. They love to tinker with mechanics. They are very small rodents who are instinctively afraid of drowning, so many leave their homeworld of Chad.

Physiology: Chadra-Fan are short, rodent-like creatures. They average about a meter tall and are not particularly strong. They make up for this with several other advantages. First, they have great senses. Not only are all of their senses more acute than a human's, they also boast two extra: infrared sight and chemoreceptive smell. Their fast metabolism means that they need very little sleep and can survive off of a couple two hour naps each day. They have two hearts but still will die after a few days if either stops working. Their body is covered in brown fur, their eyes are dark, and they have a bat-like face. They also have pheromones, which they can use to display their emotions to other Chadra-Fan. Their lifespan is about 40 years.

Society: Chadra-Fan are amiable creatures, and they regard very few things as permanent. Their outlook is generally positive, but they grow to be very depressed when alone. This depression, in fact, can kill them. They love to tinker and create unique devices, which are considered to be more art than practical tools. Though they come from a water world, they have an instinctive fear of drowning. Many, for this reason, find home on arid worlds. Much of this fear traces back to an event from a decade earlier, when a tsunami wiped out much of the life on their planet. On the anniversary of this disaster, they set billions of candles afloat into the ocean. They have an ancient religion claiming that a deity under the waves is responsible for such floods, although few modern Chadra-Fan take it seriously. They have a clan structure, where all households are open, and the entire clan is responsible for raising the children of the clan. Leadership is passed on by situation. They are not picky at all with friends and will avoid loneliness at any cost. They get along well with others and are very forgiving. They will only hate or get angry from the most vile of acts. They work well in teams, especially since they are so forgiving and even ignorant to the failings of their other members.



CHADRA-FAN AS SLAVES

Many Chadra-Fan have been taken offworld as slaves. They generally don't fight this and just follow along with whatever happens. This laid-back attitude makes them almost aloof to their mistreatment, so they are often content. Many even view it as a big adventure, meeting new people and seeing new things.

Homeworld: Chadra-Fan come from the world known as Chad, (also known as Chadra or Chad III) which is a water world in the eastern part of the Outer Rim. It is fairly hot and very moist. It is prone to flooding, which is one of the many reasons why Chadra-Fan choose to leave it. The climate is fairly uniform across seasons. It is a major planet in the dairy industry and still fairly primitive with technology, since the Chadra-Fan generally do not mass-produce their strange mechanisms. A small human population also calls it home.

Language: The Chadra-Fan speak a language known as Chadra-Fan. It is sensitive to pitch and very squeaky. The Chadra-Fan can speak Basic, but their voices are generally fairly high-pitched.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	3	2	1	2

- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Mechanics**
- **7 Senses**: Remove ■■ from Perception checks.
- **Silhouette 0**

CHAGRIAN

Peace and justice are extremely important to Chagrians, as they are are reserved and serene. Their pysiology is amphibious, so they are only aquatic as children fore they can breathe on land. They cannot taste, so they eat only for nutrition.

Physiology: Chagrians are an aquatic species, and they begin their life as tiny tadpoles before they can emerge from the water. As adults, they are amphibious and similar in size to most sentients. They have a skin that ranges in color from lighter shades of blue to cobalt. They have horns growing down the sides of their head and onto their chest which are quite elegant. Males also have two more horns called lethorns that grow upward. All Chagrians keep their horns very well cared for. They cannot taste at all as adults, so they eat purely for nutritional value.



THE COLOR OF WAR

In the Chagrian spirit of compassion and fairness, killing civilians in a war is seen as a horrible mistake. As such, during their rare conflicts, soldiers wear a certain shade of maroon red to indicate that they may be attacked, thus reducing accidental attacks on civilians. While uniform standards mean that those in offworld militaries cannot wear entirely red, they still often incorporate it into the uniforms.

Society: Chagrians live in a very wealthy society, so they find poverty and inequality to be disgusting, surprising, and unjust. As a people they are normally very reserved and serene, however. They are sticklers when it comes to procedure and are very law abiding. Justice is an important concept for them, so their courts are incredibly meticulous. Those Chagrians that do commit crimes typically admit their guilt, however. Their relative affluence and comfort makes them stand up against injustice often, so many also join the Rebel Alliance. They have a strong desire to please others, which, when combined with their respect for traditions, makes them excellent as diplomats. One custom that doesn't work as well for them is meals, as their lack of taste makes them find the practice to be a waste of time.

Homeworld: Chagrians are native to the water world of Champala, found in the Inner Rim. Its cities are built entirely underwater or in tidal zones so that they are submerged half the time. Spaceports are above water to appeal to its many tourists. While tourism on its coastlines and beaches has been a major industry, industrial pollution from Imperial mining operations have recently reduced it.

Language: The Chagrian language of Chagri is rarely used off of Champala. Not all Chagrians know Basic, but they can learn it relatively easily.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Resilience**
- **Scholars**: Receive the talent "Knowledge Specialization."
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.

CHALACTAN

Religion is vital to the near-human species known as the Chalactans, as they arealmost all members of the Chalactan Adepts. They are extremely strong-willed, as their beliefs center around self-control and discipline.

Physiology: Chalactans are a near-human people with only a few differences. Their skin is darker than most humans, and they also generally have darker hair. They are somewhat notable in that their females are very often Jedi. These female Chalactan Jedi include Knight Sar Labooda, Padawan Klossi Anno, and High Councilor Depa Billaba. While they are not genetically compatible with humans, Chalactans are otherwise fairly similar to humans. Most are also distinguished by their facial piercings, which have religious significance.

Society: Chalactans are a spiritual people who are focused on meditation, self-control, and discipline. While they focus greatly on knowledge and their mind, they are more philosophical than practical. They prefer to teach by using riddles. On the other side of this, they are a simpler people who are trusting and benevolent. Their spirituality and philosophy often makes them not get along entirely well, especially with those who do not share their values. However, they are a very calm people who are typically cool and collected. Because they can often avoid conflict by being that way, they are also very pacifistic. Their religious views further enforce that.

Homeworld: Chalacta is a planet in the eastern part of the Mid Rim that is the Chalactan homeworld. A terrestrial world of seas and plains, it is a refugee for the spiritual. It is the headquarters for the Chalactan Adepts and has the Temple of Illumination. When facing a big decision, many Chalactans will return home to consult those in the Temple of Illumination.

Language: Chalactans generally know Basic as well as their own native language. The latter is often used for religious purposes.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Discipline**
- **Staunchly Committed**: Receive the talent "Nobody's Fool."



CHALACTAN ADEPTS

Almost all Chalactans fall into the religion of Chalactan Adepts. The Chalactan Adepts focus on many of the views that distinguish the Chalactans as a whole. They are a mystical people with a complex philosophy. They strive constantly to receive illumination, also called Enlightenment. This is best defined as an understanding of the natural laws of the universe, which they also believe to exist in every single sentient person. All Adepts have a piercing near the top of their nose referred to as the Lesser Mark. It symbolizes their quest for Enlightenment. Once a Chalactan Adept has received Enlightenment, they receive a Greater Mark of Illumination in the lower middle of their forehead. Both these marks are small golden beads featuring the "Unclosable Eye" that are attached on by piercing. They are ruled by a Convocation of Adepts and study at the Temple of Illumination. On the more practical level, Chalactan Adepts are known to use their discipline to be nearly immune to manipulation and torture.

CHANDRILAN HUMAN

Chandrilans are a unique human culture that have two notable things. First is their extreme pacifism, as most prefer to settle disagreements via debate. The other is their focus on protecting the environment, so their planet is in excellent condition.

Physiology: Chandrilans are a culture of humans, so they differ more through culture than physiology. Some of the humans on Chandrila are immigrants who can have different genetics entirely. Those of mostly Chandrilan ancestry typically have lighter skin and hair.

Society: Chandrilan culture is well-known for its combination of debate and environmentalism. The former is related to a strong connection to democracy. The Chandrilans value the right to speak freely and participate in politics. They have unparalleled rights to protesting, but most express their beliefs in public debates. Every city or town has a debate rotunda where anyone is free to debate issues with others or with government officials. This greatly reduces corruption and makes the Chandrilans place high value in free speech. They use many tactics to debate, but most avoid personal attacks. Because of the great scrutiny related to debate, lies are also rare. They are very pacifistic politically. The Chandrilans have a strong preference for conservation that is almost equally noteworthy. While they prefer reduced roles for the government and increased freedom, the environment is an exception. Families are reduced to no more than two children so that the population stays around one billion. They let animals roam freely in cities and also protect them in preserves. Industrial pollution is essentially non-existent. Nature walks are a common hobby for Chandrilans, as are boating, fishing, and sun jammer racing. They are also an artistic people who value painting, dance, and theater.

Homeworld: Chandrila is Core world on the Perlemian Trade Route. It is a farming world of meadows and plains. Hanna City is the capital city; it is found near Lake Sah'ot. It has the Imperial garrison and the government buildings. The only place on the world zoned for industry is Emita, which has made many advances in clean technologies.

Language: Chandrilans only speak Basic.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 110
- **1 rank in Knowledge-Xenology or Leadership**
- **Intellectual Debate**: When arguing persuasively, may add ▢ equal to ranks in a relevant Knowledge skill at the GM's discretion.



IMPERIAL OPPOSITION

Chandrilan beliefs run almost exactly opposite to those of the Empire. Their former Senator, Mon Mothma, is a known Rebel leader. With the Empire unable to use the Death Star on Chandrila, Palpatine has let Gerald Weizel govern the planet. Weizel attempted to blockade the planet, but underestimated the determination of the Rebel Alliance. The planet was freed by Rogue Squadron. However, the Empire has placed forces above its neighbors and used tariffs on food to hurt the Chandrilan economy. This indirect blockade has forced Chandrilans to rely on smugglers. While their orbital fleet is ready to defend the planet should the Empire attack, the people will not attack the Imperial garrison

CHARON

Eight-limbed arachnids with sharp claws and the ability to shoot webs, the Charon come from a pocket of space known as otherspace, where they are almost entirely isolated from the rest of the galaxy. This is a great relief, as their cult-like religion makes them wish to end all life in the galaxy.

Physiology: Charon are hulking arachnids who are more than two meters tall. In addition to some hair, they are covered by a gray, brown, or turquoise carapace which is thick enough to offer them protection. They also have three sharp claws on each of their eight limbs. They have mandibles on their mouth and two large eyes which have slit pupils. Although their upper body is upright, their abdomen trails horizontally. They can shoot webs from their abdomen, which can be used like ropes or as an offensive weapon. They have a short lifespan, reaching adulthood at six and typically dying around 60. They have two castes: Warriors are distinguished by darker skin, while Bioscientists have colored cilia on their limbs.

Society: Charon are simple-minded and obsessive, and they will do whatever it takes to get what they want. Many are extremely ruthless and immoral, and a majority desire nothing more than the murder of everything that they encounter. The technology that they developed is biological, although the organisms they use lack free will. Unlike the Yuuzhan Vong, they are willing to use mechanical devices when available, but simply believe that biotechnology is more effective. Bioscientists develop this technology, while the Warriors focus on combat.



THE PROPHET OF THE VOID

One of the most important figures in Charon society is the Prophet of the Void, the leader of the death cult that governs society. Their goal is to cast all life "into the Void of Death." They have conducted many successful genocides under this desire. However, there is a smaller group called the "Cult of the Light," which opposes the ways of the Prophet of the Void but acts in secret. These few Charon will discover the hyperdrive in a few years, but they will attempt to keep their discovery secret in order to prevent the other Charon from invading the galaxy. The Cult of the Light is peaceful, seeking to make colonies and contact other species. They are also unique in that members are given names.

Homeworld: The Charon homeworld is unnamed, bleak, and barely habitable. It is surrounded by black holes, which means that it will soon be sucked in. The Charon live in a pocket of space called otherspace, which acts similar to another dimension. They have annihilated all other species in otherspace and generally do not know how to reenter the galaxy. However, there is a colony of other Charon on Kayri III, although there are only a couple dozen of them.

Language: The Charon language is composed of bizarre clicking and scratching, and a few other insect species can replicate it. Few have any reason to learn Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	1	2	1

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 70
- **Natural Armor**: Receive the talent "Enduring."
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Extra Limbs**: May have 3 times as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Webs**: May shoot webs once per encounter, attacking within short range using Athletics. Deal no damage, but have the Ensnare 3 quality. May also use webs as a tool similar to rope.
- **Silhouette 2**

CHEV

Chevs are near-humans who are almost entirely enslaved by a much larger species called the Chevin. Their predicament is a more civilized one than that of other enslaved species, and harsher punishments are rare, but they are still ultimately in bondage.

Physiology: The Chevs are a near-human people who evolved from primates. They have pale skin and their hair, which is only atop their head, is blonde or white, similar to many humans. However, their hair is often dyed for identification purposes. They have two notable differences from humans, however. They have multiple hearts, which sometimes allows them to have a significantly longer lifespan. However, a majority of Chevs still live a fairly normal lifespan, around 75 years. The other distinction is that they lack eyelids.

Society: The society of the Chevs is defined by their owners, the Chevin. On Vinsoth, slavery of the Chevs is widespread. Although the Chevin are their rulers, the Chevs give what little power they have to the oldest female, who oversees the other slaves and acts as the leader. The Chevs are a docile and submissive people, a result of evolution both genetically and culturally. As the Chevin are a nomadic people, the Chevs in bondage to them must also be nomadic. They fulfill a variety of roles, although many are especially good at technical work. Despite their oppression, the Chevs still have some freedoms. Most Chevin give them some free time and tolerate their cultural rituals. They also place high value in folklore and art. Some Chevin sell this art for profit, while others simply tolerate it as a way to keep the Chevs content. Legally, the Chevin can do whatever they wish to the Chevs they own, although harsher punishments are somewhat taboo.



FREE CHEVS

Like any species that is enslaved to a great extent, the Chevs look forward to the day when they can become free. This isn't particularly likely, however, as only a handful of Chevin support emancipation- only because they believe the Chevin should learn to survive on their own, not over morality. A handful of Chevs do hold secret meetings in the night where they discuss possible rebellions. There are some escaped Chevs. These Chevs often fight for freedom as part of the Rebel Alliance, although others are more paranoid and seek to keep a low profile for fear of being recaptured. Almost all who escape use elaborate clothing or tattoos to separate themselves from their enslaved brethren. Eventually, in almost 50 years, the Chevs will be freed as part of the Freedom Flight movement.

Homeworld: The Chevs live with the Chevin on Vinsoth, a fairly flat Outer Rim world. Most of the Chevin live on the temperate plains. They are nomadic pastoralists, and the Chevs live in small villages for manufacturing or farming. There are seven dictators who rule on Vinsoth, each with their own continent.

Language: Chevs all know their native language of Chev, and they also learn Chevin and Basic.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 110
- **1 rank in Mechanics**

CHEVIN

A selfish people who still practice slavery, the Chevin put business first. They are very large and tough, but most prefer to get what they want through commerce. While they may drive a hard bargain, they are still honest.

Physiology: Chevin are large creatures who can be up to three meters in height. They are wide, too, making them difficult to tackle in a brawl. With their thick hide, they are also difficult to bring down by a blaster. Disproportionate humanoids, they have a huge, long head that makes up much of their mass. They are hunched over, and their chin reaches knee level on their stubby legs. Short arms with four-fingered hands protrude from their wide shoulders. They have hair, typically blonde or brown, on their chin and atop their hooded head. Their long snout is ideal for smelling, and their eyes have two lids to help in sandstorms or blizzards. They also have beady, black eyes. Their skin, generally a shade between gray and brown, is thick and wrinkled.

Society: For all of their cunning, Chevin are surprisingly honest. Their culture is obsessed with commerce, which relies on trust. Their moral code demands honesty, especially in terms of fulfilling their side of a bargain. They expect the same from others. Chevin are generally harsh and selfish in trade, however. Their moral outlook is generally a grim "every man for himself," which they find in themselves and expect from others. Chevin are aggressive, generally high achievers. They work well in leadership roles and have a knack for sensing potential for both people and markets. Going anywhere to make a profit, they are especially good at navigating black markets and the underworld. Aside from the dictators, all other Chevin are nomadic, and whole villages move on their homeworld. Likewise, they often travel the stars in search of better opportunities. Their villages are known as lodges, which carry them and their goods.

Homeworld: Like the Chevs that they keep enslaved, the Chevin are native to Vinsoth. The durable nature of the Chevin works well with the diverse climate of their homeworld, which includes grassy plains, polar ice caps, and dry deserts. However, most prefer to stick with the plains. It is an Outer Rim world in the northern part of the galaxy. It has seven continents, each ruled by its own dictator.

Language: Most Chevin speak both Chevin and Basic fluently.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 85
- **1 rank in Negotiation**
- **Thick Hides**: Receive the talent "Durable."
- **Advanced Olfaction**: Add □ on olfactory Perception checks.
- **Silhouette 2**



SLAVERY ON VINSOTH

On Vinsoth, there are two native species: the Chevin and the Chevs. Long ago, the bigger, tougher Chevin defeated the Chevs and kept them as slaves. It has lasted for a long time, even back in the days of the Old Republic, when slavery was illegal. Few Chevin see anything wrong with their arrangement, although there are extremist Chevin who disagree. However, most of them believe that abolition is only necessary because it would benefit the development of the Chevin by teaching hard work and independence. Most of the Chevin who have enough morals to disagree with slavery have long given up on persuading their fellow Chevin and have left Vinsoth.

CHIRONIAN

An athletic species of equines, the Chironians are quadrupedal and have a fur-covered lower body, but their upper half is more humanoid. They also have sharp horns that they use in combat.

Physiology: Chironians are centauriforms, possessing an equine lower body with four powerful legs with hooves and a humanoid upper body. They are large, as tall as a human adult even if they fold their legs underneath them in order to sit. They have a long tail behind them, and their skin Their upper body has arms and a head that are physiologically almost identical to a human, except they have horns. The horns fall off and regrow every year. They start off as knobs of furry velvet, which slowly grow until the horns pierce the velvet. The horns are shiny and smooth with ridges, and they can be used in combat. However, if the velvet is pierced artificially before the horns are long enough, the injury can actually be fatal. Chironians have red-brown hair, which they typically let grow down their back, and their skin is red-brown. Youth have orangish skin with white spots. They often do not wear clothing as youth, although adults typically wear clothing over their torso.

NOTE

Little is known about Chironian society. The remainder of this information is based on subtle comments and the author's assumptions. Players are not obligated to follow this, but it is encouraged that if not, they imagine their own aspects of Chironian culture.

Society: Descending from herds of grazing herbivores, the Chironians are a communally-oriented people who are far less individualistic than many other cultures. Most live in small migratory herds of a couple dozen individuals, and the concept of families is almost entirely unknown to them. Children are raised by the entire community, and mates do not remain together. Chironians have few possessions of their own, and resources are shared by the entire herd.

Homeworld: Chironians come from Chiron, a planet in the Ash Worlds covered by grasslands. The eastern part is more urbanized, including the capital city of Tartain, while the west is dominated by wilderness.

Language: The Chironian's native language of Re'ein uses a combination of gestures, including foot stomps and hand signals, to communicate, and it has no written form. As they modernized, Tartainians developed Relen'ein, a language that uses only sounds and can be written. Chironians who live a traditional lifestyle continue to learn only Re'ein, while Tartainians learn Basic and Relen'ein. When speaking Basic, they have a thick accent and a husky voice.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 80
- **1 rank in Athletics**
- **Equine Athleticism**: Move twice as quickly, and encumbrance threshold is equal to 10+Brawn.
- **Horns**: When using Brawl, may spend to hit with horns, adding the Pierce 2 quality.

CHANGING WITH THE TIMES

Chironians were discovered by the rest of the galaxy only 300 years ago, but they have been slow to adapt to modern technology. Most Chironians live in the wilderness, living in large tents and often moving their homes to match the seasons or find greener pastures. It is very rare for these Chironians to use any electronic technology or offworld goods. The only exception is Tartain, their only major city, which tried to embrace galactic culture when Chiron was discovered. Tartainians are increasing in number, but most Chironians view their modernity with suspicion.

CHISS

Chiss are a very calculating people who focus on planning and analyzing ahead of time as much as they can. They are distant relatives to humans, but are now distinguished by their blue skin and red eyes that have no pupils.

Physiology: Chiss are near humans most notable for their blue skin and red eyes that lack pupils. These features grow even more intense when in greater concentrations of oxygen. Their hair is almost entirely a jet black, except for the elderly, who have silver hair. They tend to be a bit taller than humans, as well as in better shape. According to genetic analysis, the Chiss are still relatives to the humans, but they are old enough that no record of these connections is known. They reach physical and emotional maturity as young as 13 and live to about 80.

Society: Chiss value caution, thought, and careful planning. They are peaceful and highly cultured. They tend to keep to themselves and even those that do venture into the rest of the galaxy keep a careful respect for the rest of their species's desire for isolation. They also tend to be very reserved towards outsiders and are only truly loyal to the Ascendancy. The Chiss are highly unknown, and few are aware of their existence. Much, much fewer have actually travelled to the Chiss Ascendancy. The Chiss themselves are not prone to emotion and carefully plan their moves with logic. They tend to plan for the future and can be excellent at predicting their opponents. Their culture values art and intellectual achievement but not very much at the economic level. They instead strive for personal growth and contribution to the society that they have worked so hard to create.



COOL AND CALCULATING

Chiss are patient and have an aptitude for tactics. They are constantly taught to plan for the future, to painstakingly analyze the situation, and to formulate a perfect plan. This has created a cultural taboo against preemptive strikes, and to break this can result in exile. A player who follows this trend likely waits for the last moment to draw his blaster and doesn't fight until he first is attacked. However, some other Chiss may be rebellious, striking first and using the element of surprise to their advantage. This tendency could be the reason why a Chiss has left the Ascendancy in the first place.

Homeworld: Chiss hail from the Chiss Ascendancy, the organization that governs 28 inhabited planets in the westernmost region of the galaxy. This region is cut off from the rest of the galaxy by a hyperspace tangle, making travel difficult. The Ascendancy has many worlds, but it originates from Csilla. This planet, the Chiss "homeworld," is icy. Covered in glaciers, the Chiss now live underground. A large network of passages connects the cities.

Language: Chiss are the only species that can speak Cheunh. This language requires their unique vocal cords to use, and name is formed as three parts connected by apostrophes. To humans, they abbreviate it by only using the middle part.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	1

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Cool**
- **Infrared Vision**: Remove ■ for lighting conditions.

CHISTORI

A very violent people, the Chistori are saurians know for their bad temper and straightforwardness. Their few Force-sensitives are persecuted out of fear, and most of them seen in the broader galaxy perform mercenary work of some sort.

Physiology: The Chistori are saurian reptiles with skin that is blue or purple on the back and yellow or tan on the front. Their head points forward with a snout-like beak. They have a very wide mouth that features a handful of teeth sticking out. Their small, black eyes face off to the side. Although they are average in height, they are strong and athletic. As reptiles, they are cold-blooded and have scales. These scales afford them some protection.

Society: Chistori are an extremely violent people who are straightforward and impatient. They are also mean and bad-tempered, and they aren't exceptionally moral. Because of their violent nature, they often become mercenaries or bounty hunters if they leave their world. However, such Chistori are relatively few in number, as a majority of them choose not to leave their homeworld.

NOTE

No knowledge exists regarding the homeworld or language of the Chistori. The remaining information is based on the author's own assumptions. Players are not obligated to follow this.

Homeworld: Chistori come from a rocky world in the Outer Rim called Chistor. It is a relatively rural planet completely outside of Imperial influences and has a low population. They live in independent tribes which often go to war with each other. The Chistori mostly survive through hunting, although they have began mining operations in recent years. They trade the minerals, which has allowed them to have moderate levels of current technology.

Language: Chistori rarely speak Basic, as most of them only know their growling native tongue of Hrr'ost. The handful who do business with outsiders use a trade language, Bocce. Those of them who do speak Basic typically have a deep voice.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 105
- **1 rank in Brawl**



CHISTORI AND THE FORCE

Chistori have no knowledge of the Force as it is known to the Jedi or Sith, and they are far too undisciplined to know it as any other religion. Most of them fear the Force, so the few who are gifted with Force-sensitivity are feared and persecuted. Such persecution makes Force-sensitive Chistori eager to leave their world, like Cydon Prax, who became a bounty hunter. Similarly, Desann will join Luke Skywalker's Jedi Academy and later become a Dark Jedi.

CLAWDITE

Shapeshifting is a powerful ability that defines the Clawdites. However, it also works to their detriment, as on their homeworld, the religious Zolanders find it to be heresy. However, their ability to disguise themselves as almost anyone is also extremely useful.

Physiology: Clawdites are unique in that they can change almost all of their physical features at will in order to match the appearance of another. They still have struggles changing size or drastically altering physiology. Some can even make their skin look like clothing or jewelry. Their natural form is reptilian with an olive green or yellow skin. This form has sunken cheeks, a small mouth, and a narrow nose. Shape-shifting does put sufficient strain on them, and they revert back to their original form when asleep, badly wounded, or dead. While they can take the shape of a specific person, many go with a generic looking human when they want a general disguise.

Society: Clawdites are quiet and solitary, and they aren't particularly social. Like Bothans, they are distrustful, and like Chevin, they are harshly pessimistic. While they can work together for when it benefits them, they aren't natural team players. Relatively few Clawdites choose to change their form, and doing so does cause them great physical pain. They need oils and creams in order to keep their skin healthy.



ZOLANDER OPPRESSORS

While many have inevitably been jealous of the Clawdites, their life is not as glamorous as one would think. The Zolanders share the Clawdite homeworld, and they have the same appearance as Clawdite in their natural form. The Zolanders are deeply religious, and they shun the Clawdites, whom they view to be impure and sinful. The Zolanders have forced the Clawdites to live in secured ghettos so that they cannot spread. Many Clawdites in the galaxy have learned to fight through the Mabari. The Mabari are a Zolander tradition, an ancient order of warriors. Since the Zolanders fear the Clawdites, few let them access this elite warrior training. Those who do enter face harsh standards and are watched closely. Failure means permanent exile from Zolan, so this sets up many Clawdites to be bounty hunters.

Homeworld: Clawdites come from Zolan, a Mid Rim world. It was in great turmoil during the Clone Wars, since the Clawdites were eager to join the Confederacy, which they correctly assumed would have given them better rights.

Language: Clawdites speak Clawdite, a modified version of Zolanese.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **1 rank in Resilience**
- **Changelings**: As an action, may attempt to shapeshift by suffering 3 strain and making an ◆◆ Resilience check. If successful, change appearance to match that of a previously observed humanoid silhouette 1 character. Any observers who would want to recognize the disguise must attempt a Perception check opposed by Deception. □ or ■ can be added based on how much either have observed the individual, whether the clothing matches, or if imitating a species that is considerably different in physiology.

CODRU-JI

Codru-Ji have six limbs, and most live a relatively-low tech lifestyle. They are known for their strange custom of harmless kidnappings in politics and are seen as barbaric by many. Although the adults resemble humans, young Codru-Ji are very canine and barely sentient.

Physiology: The Codru-Ji are six-limbed mammals who undergo metamorphosis to become adults. As children, they appear as six-legged canines called wyrwulves, in which they resemble animals more than sentients. wyrwulves cannot speak, although are smart enough to protect their parents and bond emotionally. They are covered in fur and have a tail, a snout, and pointed ears. However, once they reach puberty, the Wyrwulves encase themself in a cocoon, and they eventually emerge as a humanoid adult. They still somewhat resemble their animal-like forms with thick, tannish skin, claws, and pointed ears. Both can also hear very high frequencies undetectable to many other species. They have six limbs, four of which act like arms. Unlike most other species, they sleep standing up. They are excellent survivalists who are typically in good physical condition and able to survive for days without food or water.

Society: Codru-Ji are somewhat xenophobic, as their customs are typically seen as barbaric by outsiders. They are also concerned about external influences on their culture. This has kept their society very isolated. They typically maintain a relationship with wyrwulves similar to that of a human with a pet, and most wyrwulves will loyally protect their parents or caretakers. They do not receive a complete name until adulthood and only have nicknames as wyrwulves.

Homeworld: The Codru-Ji homeworld, Munto Codru, lies on the edge of the galaxy at the northeast tip of the Slice. It is a mountainous planet with a temperate climate. It is extremely isolated and exports very little. Its capital, Capital Codru, has the planet's primary spaceport.

Language: The Codru-Ji speak Codruese, a language composed of barks, growls, and snarls. Although it is seemingly well-suited for young wyrwulves, it can only be spoken by the humanoid adults. Because of their isolation, a majority of Codru-Ji chose not to learn Basic.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 80



- **1 rank in Stealth**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Four Arms**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."

KIDNAPPING AND POLITICS

One habit of the Codru-Ji that is seen as particularly barbaric is their tendency to kidnap. In politics, it is common for rivals to kidnap each other's children, although they typically return them following a ransom. Their politics are very complex, and they are divided into competitive clans which vie for power in their tribal government. They sometimes base themselves within castles which were abandoned by an unknown civilization, but a majority of Codru-Ji avoid the mysterious fortresses, which they consider to be haunted.

COLICOID

Although they have a stinger that makes them fierce in combat, the Colicoids are better known for their intellect and ability with building droids and weapons. They are extremely dangerous to deal with, as they are cannibalistic and ruthless.

Physiology: The Colicoids are quadrupedal insects with six limbs. They are shorter but relatively bulky and walk with their stomach upward. This structure also allows them to easily curl into a ball, which gives them protection and can help to surprise prey. They also have a stinger which is venomous and can pierce through armor. Their brownish skin is covered in spikes and tough, providing them with some protection. Their neck points forward, and their flat head has orange eyes and two antennae which help them smell. Their unique psychology makes them difficult to influence with the Force. They mature quickly, reaching adulthood at the age of eight.

Society: Colicoids are absolutely ruthless, and they are a selfish people who are motivated by greed. Their combination of immorality, ruthlessness, and cunning makes them excellent as negotiators and combatants. Although they excel in commerce, they are isolationist and care little for other societies. One of the most prominent Colicoid businesses is the Colicoid Creation Nest, which sells combat droids. However, the most deadly of their droids are reserved to defend their homes. Colicoids excel in making advanced technology, especially anything related to war: They made the droideka and the tri-fighter, both of which were highly effective. They have a hierarchical society divided into specialized nests, and Queens are very important to them. The Queens are much larger and have a unique stinger, but they only fight when provoked.

CANNIBALISM

Colicoids are cannibalistic, especially when food is scarce. They have no qualms about eating members of other species or even other Colicoids. They often deal in flesh as currency, and they murder and eat many diplomats. They are also known to capture nearby travellers in order to eat them. This gives them a fearsome reputation and ensures that no one willingly deals with a Colicoid unless they have a great deal of protection.

Homeworld: Colla IV is a tropical Inner Rim planet which is very close to the Expansion Region. It is a home to the nearly-extinct huech, an animal so ferocious that any Colicoid will instinctively curl into a ball upon seeing one.

Language: The Colicoid language uses buzzing sounds, and it requires both their antennae as well as rubbing their legs together. They enjoy using it in front of others who cannot understand it, although they are capable of speaking Basic with a buzzing accent.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	3	2	1	1

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 80
- **1 rank in Mechanics or Negotiation**
- **Defensive Ball**: As a maneuver, may curl into a ball, reducing crit damage by 30.
- **Unique Psychology**: When targeted by a telepathic Force Power, increase the difficulty by 2.
- **Stinger**: When using Brawl, may spend to hit with stinger, gaining the Pierce 1 quality and forcing the target to pass a Resilience check or suffer 2 wounds every round for up to 8 rounds.

COLUMI

Columi are so focused on intelligence and technology that their limbs are vestigial, and they cannot move or survive without technology. They were prominent early in galactic history, but they have since taken up a more isolationist stance, enjoying their advanced technology on their own.

Physiology: Descending from herbivorous reptiles, Columi are a technologically advanced species who have almost all of their mass devoted to their cranium. Although they are similar to humans in size, their body is incredibly weak, its sole purpose being to house their heart and lungs needed to support their mind. Their arms and legs are essentially vestigial, as they are longer able to walk or support their own body weight, even on their low-gravity homeworld. They have wrinkled skin, and their head features two wide eyes. They lack a nose or ears, as they cannot hear, smell, or taste, although their eyes double as auditory receptors which can even detect radio waves. Their sense of touch is also very weak. They cannot reproduce on their own and must use cloning to make new Columi. However, all of these disadvantages are made up by the fact that they have four highly advanced cerebrums, each with veins visible from the outside of their hairless scalp. These combine to make perhaps the greatest mind of any species in the galaxy, and the Columi excel in all intellectual pursuits.



Society: Columi have built a technologically advanced society which is relatively isolated. They view intellectual pursuits as inherently superior to physical ones, so they look down on all other species who do not share their intellect. They also prefer indirect interactions over face-to-face meetings. They have a democratic society, although they have agreed to support the Empire in exchange for being left alone. They often work as administrators, engineers, or analysts within the Empire, although a few use their genius to achieve wealth in private enterprises. Columi in the rest of the galaxy typically wear repulsorsuits or ride in mental hoverpods in order to move around normally. Their technology is typically controlled by sensing brain waves rather than using physical consoles, and most of their production is automated.

Homeworld: Columi come from the low-gravity Core World of Columnus, which is composed of jungles and muddy swamps. As they are adapted to its low gravity, they dislike travelling to other worlds with standard gravity.

Language: Because they have little interest in dealing with other species, the Columi typically do not speak Basic and instead use their native language.

SPECIES ABILITIES



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 120
- **1 rank in any Knowledge skill**
- **Vestigial Limbs**: Reduce encumbrance threshold by 4 and may not move without mechanical assistance.

ANCIENT ROOTS

Columi were one of the first species to ever achieve space travel, and they explored the galaxy long before contemporary societies such as those of the humans and Duros had developed. Disappointed by the barbarism they found on other worlds, the Columi retreated to their home, and they remained there to avoid conflicts with the ancient race known as the Celestials. This sense of superiority has not gone away over the past millennia, and they have remained isolated with little interest in trade ever since.

CORELLIAN HUMAN

Corellians are a cocky breed of human that are very prominent in all things related to ships. They build them, they fly them, and they are good at both. Corellians are often risk takers or thrill seekers, so speed is their primary focus.

Physiology: Corellians are a race of mostly humans, but the distinction is more cultural than genetic. There are some differences, however. Most of them have lighter skin and brown hair. They also often wear a confident smirk.

Society: Corellians are a unique society known for daring, cockiness, and a bit of self-interest. Most notable is their desire for independence: a desire so notable that "Solo" is a last name in their society. They also tend to be good at things related to starships, mostly piloting. Making ships is also a skill, as their maverick natures and bold tastes can lead to innovation. Corellian Engineering Corporation (CEC) is notable for making some of the most easily customizable and fastest ships in the galaxy. The latter trait is particularly valued by most Corellians. They are known to value loyalty to family as well. One more unique aspect to this is that in a dispute with a family member, it is seen as very dishonorable to involve a third family member. Although Corellians tend to share these many traits, they are not totally homogenous. In particular, a group of rural-dwelling Corellians called ensterites are very xenophobic, keeping to themselves and forbiding any relations, especially marraige, outside of their own.



Homeworld: Corellians come from Corellia, but as spacefarers, they travel all across the galaxy. Corellia is a terrestrial Core World of mostly cities. In the same system, there are four other inhabited planets. These are the homeworlds of the Drall and Selonians, as well as two other planets that all three share, Talus and Tralus. The system is theorized to have been built by the powerful, ancient, Celestials.

Language: Corellians speak Basic mostly, but occasionally use Olys Corellisi amongst themselves.

EARNING YOUR STRIPES

One of the highest honors in Corellian society is the Bloodstripe, awarded for military service of particular courage and daring. The Bloodstripe is applied to the side of one's pants, a series of short horizontal lines in red going down from top to bottom. While Corellians are often too free-spirited and independent to join a military, some nevertheless manage it. Corellian militaries are, of course, less rigid and disciplined than others, acknowledging the culture's tendency. As an independent sort, they have fought in several wars. For most of their history, they had various wars of secession from the Republic. Despite this, they were actually mostly neutral during the Clone Wars. However, under Imperial rule, they have come to get back their desire for independence and have started to fight back. Wedge Antilles and the smuggler Han Solo currently work with the Alliance, and both will go on to become famed heroes.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Piloting-Planetary or Piloting-Space**
- **Gifted Pilots**: Receive the talent "Skilled Jockey."

COSIAN

Scholarly reptiles with a beak and olive skin, the Cosians typically prefer to observe rather than jump into action. They generally live as farmers on Cosia, a planet found in the Deep Core.

Physiology: Cosians are reptiles with olive or gray skin, a long neck, and two knees per leg. Though hunched and on the smaller side, they make up for it with a keen mind hidden behind their beaked face. They have four fingers and toes, the latter of which are clawed. Cosians also have a small tail that they use for balance. They have yellow eyes, but their hair stays similar to that of humans in terms of color with age. Despite having a very different facial structure, Cosians often give off the appearance of old age.

NOTE

Cosians come from The Clone Wars TV show, which often contradicts Legends sources. Furthermore, everything following the physiology section is based on the author's own assumptions. However, just as many Legends species could also exist in Canon, nothing prevents Cosians from existing in Legends.



EXILES OF LOSARU'ON

The Cosians are a small but rather gregarious people. However, none are more gregarious than the Exiles of Losaru'on. Particularly popular among older Cosians, the group started about 60 years ago when their leader, Tor Losaru, began recruiting members. Playing up guilt over involvement in a war, Losaru blamed the Cosian's conflict on a sense of pride. Preaching humility and outward focus, many Cosians joined his cult-like religion. The most notable of their tenants is that they face a punishment of leaving their homeworld and never settling again. The Exiles of Losaru'on are always on the move, living and working aboard starships. To further distinguish themselves from what they see as an odd cult, many other Cosians have become highly sedentary.

Society: Cosians are a scholarly people with a tendency towards social sciences and understanding how people act. They often are patient but cunning, seeing benefit, both practical and spiritual, in a role of observation. While not wholly religious as a society, they are unified in a wisdom of sorts that comes from years of observation. Their silent nature serves them well socially, but should they enter conflict, passive-aggression is their favorite tool.

Homeworld: Cosia is a plains-covered world in the Deep Core. As such, going to and from it is relatively dangerous, as well as restricted by the Empire. On it, most Cosians are simple farmers.

Language: Cosians have more than a dozen languages on their homeworld, so they are united by Basic, which is known by almost all.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 95
- **1 rank in Knowledge-Lore or Perception**
- **Keen Observers**: When talking second in a conversation, may make an ◆◆ Perception check. If successful, add □ on next social check against the NPC that talked first.

COWAY

Primitive humanoids distinguished by a thin layer of red fur, the Coway live as simple hunter-gatherers in the dark caves of Mimban, but their lifestyle has been upset by Imperial mining operations, drawing them into conflicts with the offworlders.

Physiology: Coway are a humanoid species covered in a very thin layer of fine, red fur. Although their body structure is mostly humanoid, they have pointed ears, a very small nose, and extremely tall eyelids, which are a darker colored layer of flesh extending beyond their eyes. Their eyes are capable of seeing in the infrared, which allows them to navigate darker conditions than other species. Although some are bald, a few have darker hair atop their head. Their digestive system is different than that of humans, capable of consuming fungi which are poisonous to other species. They also eat lichens, raw meat, and fruit. Because of their primitive lifestyle, they are typically well-muscled.

Society: Valuing spirit and brute force, the Coway are a primitive people who have little involvement with technology or education. They mostly live underground, hunting and gathering to survive. Their highest levels of technology are controlling fire and using stone tools, and death is an everyday occurrence among them. They live in villages with a population generally over one hundred, each ruled by a triumvirate of three male chiefs. If the chiefs cannot come to an agreement amongst themselves, the greatest warriors from the respective sides challenge one another to single combat. Although some of these duels are to the death, they often end when one of the warriors quits. The winner is seen as having the favor of their god, Canu, and the rest of the village will then abide by Canu's judgement. Most Coway adorn their body with primitive charms, typically made from bone.

Homeworld: Coway are native to the Expansion Region planet of Mimban, also known as Circarpous V, which is a steamy planet that has mostly swamps and jungles on the surface. With a population of about one million, it is relatively rural, home to only small mining operations.

Language: Coway speak Coway, a language which is difficult but possible for humans to speak. They rarely know Basic, although Coway is very similar to the Mimbanite language.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower



- **Starting XP**: 110
- **1 rank in Melee**
- **Infrared Vision**: Remove ■ for darkness, add ■ for brightness.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

COWAY AND THE EMPIRE

Coway are fairly isolationist, interacting little with the Mimbanites whom they share their homeworld with, but they were forced to interact when the Empire arrived and set up dolovite mining operations. Coway responded by moving deeper underground to avoid the drills, but their way of life has been permanently disrupted. They often attack Imperial assets or venture into mining towns. Despite their ferocity, they flee if confronted.

CRAGMOLOID

Despite their incredible toughness and large size, the Cragmoloids are gentle giants, and they detest all forms of trickery and dishonesty. They face extinction because of a combination of habitat destruction, hunting, and enslavement at the hands of a number of sinister interests.

Physiology: At about three meters tall, the Cragmoloids are an intimidating species of bipedal pachyderm. They are very wide and have thick limbs which are extremely strong. They have leathery gray-green skin and small red eyes. Their head features coarse hair, pointed ears, and a wrinkled trunk which is sometimes surrounded by two smaller trunks. The primary trunk, which is almost a meter long, is capable of basic manipulation. They have tusks surrounding their trunk which can be used as weapons in combat. Some have four small tusks, while others have two large tusks. They have a relatively long lifespan, typically around 120 years.

Society:

Homeworld: The Cragmoloids come from Ankus, a world in a freestanding subsector of the northwestern Mid Rim. It will revert to isolationism shortly after the fall of Grand Admiral Thrawn at Bilbringi, although it is currently under Imperial control. It is composed mostly of rocky plains.

Language: Cragii is the language of the Cragmoloids, and many of them also know Basic. They have a one-word name.



VERGE OF EXTINCTION

The tusks of a Cragmoloid are made of ivory, which is very valuable in the galaxy. They are commonly preyed upon by hunters who seek to harvest it, so some of them cut off their tusks in order to stay safe. However, this is seen as extremely humiliating, so this is typically only a last resort. However, the hunters are not the only danger. In recent decades, the Empire has also begun to take advantage of the Cragmoloids. Their strength makes them very useful in labor camps, where they have been enslaved. Furthermore, TaggeCo mines on their world, which has greatly reduced the amount of land available to them. The combination of these three factors have had a devastating effect on the Cragmoloid population, so their population is extremely low. In fact, their species is in danger of extinction.

SPECIES ABILITIES



- **Wound Threshold**: 15+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **1 rank in Coercion**
- **Tusks**: When using tusks, deal +2 Brawl damage as wounds and have a Crit rating of 3, but add the Inaccurate 1 and Linked 1 qualities.
- **Silhouette 2**

DANTARI

Distant relatives to humans who now live a primitive life on the plains of Dantooine, the Dantari are arranged into nomadic tribes. They are a hardy people and excellent survivalists, forged by their harsh way of living.

Physiology: Theorized to be the descendants of a failed human colony, the Dantari are humanoids adapted for a nomadic, outdoor lifestyle. They are typically much stronger than humans, and their tan skin is somewhat thicker than that of a normal human. They have a large face, and their hair is dark.

Society: As a nomadic people who live in many different environments, the Dantari are highly adaptive and excel in outdoor survival. They are skilled warriors, but they are not particularly cruel. They are extremely primitive and cannot even conduct agriculture or process metal, but they are still interested in the stars and offworld technology. They are organized into tribes which hunt animals to survive, and each carries tents around, which they set up at night alongside campfires. They rarely keep a village up for more than one night. The most important figure in a Dantari tribe is the garoo, who is a shaman of sorts. It is said that garoos can command animal spirits and that they never lie. The actual power is held by a council with five or six elders who are considered responsible for the success of the tribe. Dantari tribes trade internally and sometimes with other tribes, although such events are more similar to a gift exchange.



DANTARI AND THE EMPIRE

The Dantari have had a few interactions with the outside galaxy, so the interactions that they do have can leave a major impression. Recently, a rebel base was on Dantooine, although it is unknown if the rebels met the Dantari. One such interaction will occur later, several years after the Battle of Endor. After the New Republic will settle refugees on Dantooine, the entire colony will be massacred by Admiral Daala's forces. The Dantari will be impressed by this display of power, and they will practically worship the Empire. They will tattoo themselves with Imperial insignias or pictures of AT-ATs, and their best warriors will use metal weapons scavenged from after the battle.

Homeworld: Dantari come the remote Outer Rim world of Dantooine, a planet which once held a Jedi Enclave. It has many savannas and grasslands, with some mountains and rivers. There is a population of human colonists, most of whom are simple farmers. Both the colonists and the Dantari are small enough in number that they rarely interact with each other.

Language: The Dantari tongue of Dantarian is a simple and crude combination of gestures and spoken words. Literacy among Dantari is very rare, although they have invented writing. Given their isolation, it is extremely rare for a Dantari to know Basic.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 110
- **1 rank in Survival**
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

DASHADE

The Dashade homeworld of Urkupp was destroyed millenia ago in a supernova, and they are still few in number. However, they have played a prominent role in the Sith Wars, as their natural resistance to Force powers makes them valuable allies in fighting against Jedi or Sith.

Physiology: Dashade are reptilians with brown, olive, or gray skin and canine features. They have very powerful abilities to resist radiation and heat, the latter of which they can absorb and dissipate at will. This allows them to survive in many environments that would be fatal to other species. They also boast an immunity to many direct aspects of the Force, such as mind tricks, telekinesis, and sensing. This has made them valuable as mercenaries in many of the Sith Wars. They have a high forehead, a long chin, and a wide mouth with very sharp teeth. Their beady eyes can be orange, red, or black. They have three pointed fingers on each of their hands.

Society: Dashade are a secretive warrior people who are skilled as hired guns and assassins. Their most elite, the Shadow Killers, were once feared almost universally, although the Dashade have become more obscure with time. In order to deal with a lack of resources, many became warlords, and their society has been filled with conflict ever since. However, they are also a deeply religious people, especially after discovering their immunity to the Force. They believe in an unseen power that governs the galaxy and rewards those who are moral by granting them success and power. Their immunity to the Force has made them valuable allies to both the Jedi and Sith alike, who have often used them as mercenaries. Even in times of peace, the Jedi have found that Dashade are useful as sparring partners and combat instructors, since they prevent learners from relying too much on the Force.



AFTER THE SUPERNOVA

Unfortunately for the Dashade, their homeworld was destroyed millenia ago by a supernova that completely engulfed the planet. As a spacefaring species, there were survivors of this catastrophe. However, the Dashade are very secretive, so the number and location of these survivors is unknown. Although some Dashade appear in the wider galaxy, (many have hunted Jedi for the Empire) it is suspected that they have established colonies somewhere near their original home. Because of their ability to dissipate heat, it is possible that they survive on a world that was deemed uninhabitable by other species. A few others have survived in cryogenic suspension, where a Falleen royal family has stored them for later use.

Homeworld: The Dashade come from the hot, radiation-tainted world of Urkupp. After its destruction in a supernova, it is suspected that they live in colonies, but it is possible that the entirety of Dashade have integrated with the rest of the galaxy.

Language: Dashade speak and write their native language of Dashadi, and they typically know Basic.

SPECIES ABILITIES

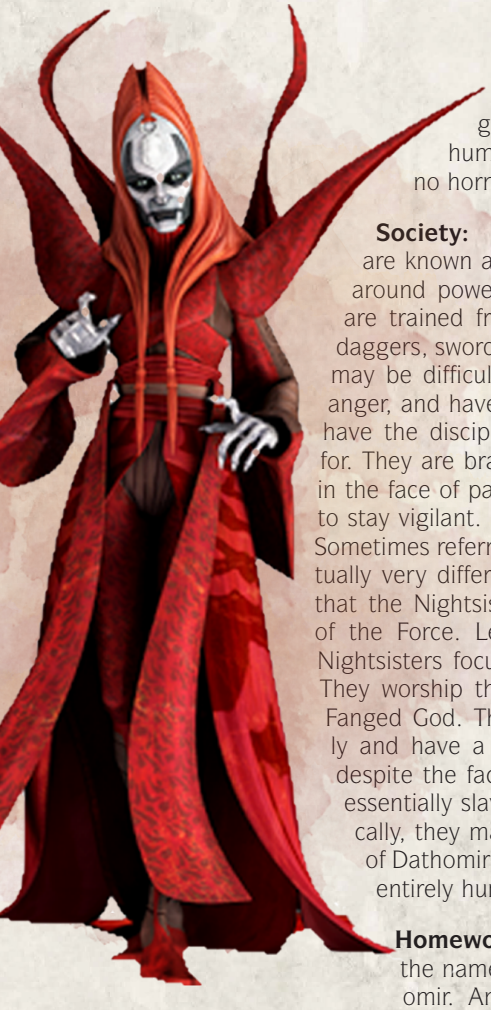
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **Force Resistance**: When targeted by a telepathic Force Power, increase the difficulty by 2. When targeted by other Force Powers, cause the check to automatically fail.
- **Heat Dissipation**: Remove ■ for hot conditions and be invisible to those who detect heat signatures.

DATHOMIRIAN

The Dathomirians are small in number but have have a strong connection the Force. The males, similar to Zabraks, are slaves who become powerful marauders. The females, more humanoid, have adapted the traditions of the Nightsisters.

Physiology: Dathomirians are a hybrid of human and Zabrak genetics. Male Dathomirian Zabraks are fairly similar their Iridonian relatives, with a humanoid body and face and a head full of sharp horns. They are unique in appearance, however, with their skin, which is generally red, orange, or yellow. In addition, almost all wear distinctive cultural tattoos, even those such as Darth Maul, who left his clan at a very early age. Their focus on physical activity and combat means that Dathomirians are also much more muscular than Iridonians. Females, for their part, are more similar to humans. They have gray or white skin, silvery eyes, and are generally more lean than their human counterparts. They have no horns.



Society: Male Dathomirian Zabraks are known as Nightbrothers. They center around power and the warrior way. They are trained from birth to fight with axes, daggers, swords, and their bare hands. They may be difficult to control, easily give into anger, and have little patience, but they still have the discipline that Zabraks are known for. They are brave in the face of fear, tough in the face of pain, and strong-willed enough to stay vigilant. Females are the Nightsisters. Sometimes referred to as witches, they are actually very different to the human witches in that the Nightsisters draw on the Dark Side of the Force. Less brutish than the males, Nightsisters focus on their Dark Side magic. They worship the Winged Goddess and the Fanged God. The two groups live separately and have a mostly peaceful relationship despite the fact that the Nightbrothers are essentially slaves to the Nightsisters. Ironically, they make a relatively small percent of Dathomir's population, which is almost entirely human.

Homeworld: Dathomirian Zabraks, as the name implies, are native to Dathomir. An obscure Outer Rim world, it has a very small population. Temperate, it is beautiful by most standards and possesses a diverse ecosystem that includes oceans, forests, mountains, canyons and deserts. The male Dathomirian Zabraks are isolated on the far side of the planet in a small village. Females stay closer to the other human witches and ride on the native rancors.

Language: Dathomirian Zabraks do not have their own language and are fluent in Basic. While there are religious chants, they are not a useable tongue.

SPECIES ABILITIES (MALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	3	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 80
- **1 rank in Brawl or Melee**
- **Fearless**: Recieve the talent "Confidence."

SPECIES ABILITIES (FEMALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	3	2	1

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Deception or Melee**

NOTE

Dathomirians are from The Clone Wars TV show, which contradicts many of the prior Legends sources regarding Dathomir and its populace. Their use is not recommended in a purely Legends setting.

THE FORCE

All of the Nightbrothers have enough midi-chlorians to be considered Force-sensitive, but, unlike their Nightsister counterparts, rarely practice their abilities. A player who is a Nightbrother could choose to have a Force Rating of zero and ignore this aspect entirely, explaining it by his lack of training. Perhaps the player truly can't use the Force do to a rare genetic defect. Having a higher Force Rating is also possible, of course, and the player could be very skilled with it, like Darth Maul or Savage Oppress. Nightsisters are more likely to know the Force, as it is very much ingrained in their culture. Those genetic defects who are not Force-sensitive could be possible, but would likely be an outcast from birth. Otherwise, Nightsisters are almost certain to have a Force Rating of at least one. Of course, some may choose to hide their powers.

DATHOMIRIAN HUMAN

A primitive culture of humans isolated on the planet of Dathomir, the Dathomirans are entirely Force-sensitive, although only the females, who rule their people, are trained to use their powers. Known as the Witches, they follow the Light Side and often tame rancors.



Physiology: Dathomirians, or Dathomiri, are a group of humans who share a common ancestor in a Jedi Knight named Allya. They are typically in good physical condition, and their hair color ranges from brown to black. All are Force-sensitive to some extent.

Society: Dathomirians have existed for millenia, and many ancient Dathomirians were even Force-sensitive, but their modern society ultimately began 600 years ago, when Allya came to their world. She had been exiled by the Jedi and came to Dathomir in search of solitude. At the time, they were small in number, as they were easy prey for the rancors. Allya taught Dathomirian women the ways of the Force, allowing them to subdue the rancors, while those outside of her society faced extinction. Men voluntarily became slaves and breeding stock under Allya and her daughters, for there was no other way for them to survive. Becoming known as the Witches of Dathomir, Allya's daughters formed distinct clans, each named after its closest landmark. Ruled by an elderly matriarch, each clan lives in a fortified village, and the women are trained as warriors. They ride rancors as mounts, and they use primitive armor and weapons. The clans often raid each other, although the conflicts are half-hearted and viewed more as a sport. Men, on the other hand, are slaves who are used to breed and do menial labor, and they do not train in the Force or even know of their potential power. Many men try to escape, but few succeed. However, they are allowed to go free if they save a woman's life.

Homeworld: Dathomir has slightly below-average gravity and is an idyllic planet with forests and mountains. The Witches number in the thousands, and they have no space travel. Prior to the blockade, offworlders occasionally came to the planet to recruit mercenaries, but it is now totally isolated. After Gethzerion's defeat, Dathomir will join the New Republic, although it will remain a fairly primitive planet.

Language: Dathomir's inhabitants prior to Allya came from the Paecian Empire, where they spoke Paecian. Some continue to speak Paecian, but most also know Basic.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Discipline or Melee**
- **Rancor Tamers**: Receive the mentor discount on the Enhance Basic Power and the Influence Basic Power. When using an Influence Power check on an animal, add ▢▢.

THE BOOK OF LAW AND THE NIGHTSISTERS

Dathomirian morality is based around the Book of Law, a document written by Allya herself, although every clan has its own slight variations. It forbids the use of certain Force powers, and it also repeats many Jedi ideals about avoiding anger. Its most important tenet, which all agree on, is simple: "Never concede to evil." Dathomirian Witches use the Force as spells, which they summon via chanting, singing, or dancing. It is very rare for them to be able to concentrate and use the Force without such rituals. Spells associated with the Dark Side, also known as Shadow Magic, are forbidden, and those who use them are exiled. Many such exiles repent and eventually return to their clans, but a few join the Nightsisters, a recently-created clan devoted to the use of Shadow Magic. Gethzerion, their founder, is incredibly powerful, and she effectively rules the planet. Gethzerion is so powerful that Palpatine, who once sought to colonize Dathomir, has abandoned the planet and cut off all offworld contact in order to strand her. Gethzerion will acquire a shuttle and attempt to flee the planet after the fall of the Empire, but she will be killed when her shuttle is destroyed. Afterwards, the Witches will be liberated from the Nightsisters, and a few will go on to join Luke Skywalker's Jedi Academy.

DEFEL

Defel are small canines who have a natural ability to become almost entirely invisible in darkness, making them a natural fit in jobs related to infiltration. However, their overall temperment is not inclined toward this line of work, and many more prefer the field of metallurgy.

Physiology: When viewed in normal light, the Defel don't appear to be a particularly exceptional species. They are about one and a third meters tall, with a stocky build making up for their short size. They have fur that is black or dark brown, although their exposed skin at the jaw appears greenish. They are canines who have claws and sharp teeth. Their red eyes can see excellently in the dark but are blinded by light. As such, many of them wear visors to avoid being blinded by the brighter lights found in the rest of the galaxy. However, their most unique abilities happen in the dark. With less light, they can't be seen at all. In fact, the only way to realize their presence is to see their shadows. Especially if they're willing to stand still, that makes them almost impossible to spot.

Society: Defel are a cooperative people who help others and share resources communally in their society. Despite this tendency, they are also very independent and can survive without help when needed. Defel are tough and determined; they are scared of very little. They have a strong sense of honor and are very honest. They will often refuse to associate with those who have broken their word.

ASSASSINATION OR METALLURGY

Although their innate abilities make the Defel very effective as assassins and thieves, they are actually more notable for a very different ability. For the most part, the Defel are not a particularly intelligent people. They didn't discover space travel or even agriculture on their own. However, they are extremely intelligent in one field: metallurgy. As an underground society, they have been naturally inclined toward mining and metalworking. Their mining technologies are actually very advanced, and their homeworld has exceptional quantities of a rare metal called meleenium. They are also great metalworkers. Many of the Defel who travel offworld are actually more prized for their metalworking abilities than any combative advantages gained by their physiology.

Homeworld: The Defel come from Af'El, an Outer Rim world. Because of violent storms, all of the cities are underground. Much of the light is ultraviolet. Because of very high gravity, space travel is more difficult than with other planets.

Language: Defel speak Defel, and they are not fond of Basic. However, those who do leave Af'El often learn it out of necessity.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Resilience or Stealth**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Light Absorption**: When in darkness, appear only as a shadow. When standing still in the dark, cannot be seen without a ◆◆◆◆ Perception check. When attempting Stealth checks in darkness, add 1-5 additional boosts.
- **Light-Sensitivity**: Remove ■■■ for darkness, add ■■■ for brightness.
- **Silhouette 0**

DEVARONIAN

The Devaronians have great gender diversity. Males are bald, have horns, are extremely gregarious and eat only meat. The females, on the other hand, are very much opposite: They are furry, lack horns, and are omnivorous.

Physiology: Devaronians are mammals that have evolved horns as a mutation to fend off predatory birds. The males are taken straight from a thousand myths, embodying the creatures known as demons. They have red, yellow or orange skin, with long ears and two horns atop the forehead. They lack hair and tend to have a sly smile. The females are much different in appearance. While they have a face of the same color, the rest of their body is generally covered in white, brown, or gray fur. All females also have no horns, and females without fur have circular spots on their forehead where their horns would be. All Devaronians have silver-based blood that appears black when outside the body. Their dual livers and unique filtration systems allow them to be almost entirely resistant to poisons. Furthermore, they have a much denser body than their humanoid counterparts, making them heavier than they appear.

Society: As a wise man once said, "I know the difference between a Devaronian and a demon, and I would rather trust the demon." Devaronians are sly and clever, and they don't exactly have the best reputation for morals. Devaronian society is female-lead, since the males tend to be more gregarious. They are often found riding on tramp freighters or working as scouts, where they travel the galaxy at the first chance. Females are more stationary, preferring to stay on Devaron with the family. For their part, males send as much money back home as possible. Both are content with this arrangement, as males like to wander, and females view them as disruptive to home life. Couples mate in the season of "Koh'hibril" and typically never see each other again. Although Devaronians have a relatively high percent of Force-sensitives, they have developed religious traditions related to the Force.

Homeworld: Devaron sits in the Colonies on the Corellian Trade Spine. It is a lush world of jungles.

Language: Devaronese is a language of grunts and growls, but the practical Devaronians mostly use Basic. Few even bother to learn their native language.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Deception**
- **1 rank in Survival**
- **Multiple Livers**: Add ☐☐☐ on Resilience checks to deal with poisons, including alcohol.



TEETH

Devaronian teeth are also different by gender: Males have sharp, pointed incisors, while females possess molars and canines as well. One in fifty males has a retractable set of "female" teeth as well as his male ones. These males were preferred as scouts in ancient times, since they can eat a greater variety of foods. These rare males (and all females) can survive off of plants, although all Devaronians prefer a carnivorous diet.

DEVLIKK

A short avian species native to swamps, the Devlikks' homeworld of Ord Radama has become industrialized by human colonists, but many wish to return a more rural state. Their magnetic sense gives them a natural sense of direction, so they excel in navigating narrow tunnels.

Physiology: Devlikk are a shorter avian species, less than one and a half meters tall on average, and they have unique proportions, including a small tail, a long neck, and stubby legs. Their skin comes in shades of tan, yellow, and green, and it is accented with prominent lime-colored feathers. Their face features red eyes and a long beak. Their hands have three fingers and they have three toes per foot, with the central digit being the longest on each. Their digits end in a dark claw for traction, as they often run on all fours to make up for their short legs. Despite their unique physiology, Devlikk have no problems using things designed for humans, including taller chairs. Their most unique ability is a sensitivity to magnetic fields, which they use for navigation, as they always know which way is north.



IMPERIAL OCCUPATION

Devlikk are ruled by the Imperials, whose rule is a harsh one. They are often forced into servitude or slavery at the hands of wealthy nobles, and they resent the Empire. However, most Devlikk do not dare oppose the Empire directly, and they only subvert Imperial rule through subtle forms of resistance, like passing along intelligence to the Rebel Alliance.

They have a very short lifespan, maturing to adulthood in two years and typically dying before the age of ten. Although most Devlikk wear a shirt or tabard, they are comfortable without clothing.

Society: Devlikk have large families and tend to be on the more social side. Although they are capable of using technology and living in advanced societies, they have a strong preference for nature and seek to preserve the wetlands and bogs that they live in.

Homeworld: The Devlikk homeworld of Ord Radama, once a swampy one, has been overtaken by human immigrants, who make up the majority of the population and hold most of the wealth and power. It sits at a major hyperlane crossroad and plays a major role in galactic trade, particularly in exporting its mineral deposits and wines. While the biggest cities, like Livien Major and New Raido, are very advanced, most Devlikk live in slums such as the Barrows. Their original architecture, mostly buried underground, is a maze-like network of small tunnels, and it is almost impossible to navigate without their combination of magnetic sense and small size.

Language: Devlikk no longer use a native language and typically only know Basic.

SPECIES ABILITIES



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Coordination or Perception**
- **Swamp Dwellers**: Remove ■ for wet conditions, add ■ for dry conditions.
- **Magnetic Sense**: When in a strong magnetic field, know direction at all times and add □ on all Coordination or Piloting checks and □□ on checks to navigate mazes or buildings.
- **Silhouette 0**

DIATHIM

Diathim are renowned for their mythical beauty, and they are generally regarded as spacers' legends rather than a real species. However, they do indeed exist, and they can fly, survive in space, and glow, but their radiance is notoriously hypnotic, often inadvertantly causing diasters.

NOTE

Diathim come from The Clone Wars TV show, which often contradicts Legends sources. However, just as many Legends species could also exist in Canon, nothing prevents Diathim from existing in Legends.

Physiology: Diathim are angelic creatures renowned for their beauty. Generally, they are humanoid in shape but over two meters tall, and they have six wings. They are tall and thin, with long arms and legs. Some non-human species report Diathim as appearing more similar to their own physiology, but all observe them as beautiful females with glowing skin. To humans, they have wide eyes and a small nose. They are capable of both flight and gliding, and they can survive in the total vacuum of space. Their most dangerous ability, however, is one of hypnosis, which often brings disaster to nearby travelers.

Society: Diathim are creatures of legend, known as Angels to the rest of the galaxy and said of spacers to be both beautiful and mysterious. Although many of the myths regarding them are just tall tales, the Diathim are in fact real. They are a simple but peaceful people, and they have a fascination with starships. If a starship nears their world, they tend to mob it, and their hypnosis can mesmerize the pilots, often bringing fatal results. Few Diathim ever enter the rest of the galaxy, and they generally live in isolation.

Homeworld: Diathim currently live on Millius Prime, a rocky moon that orbits the planet of Iego. Iego is a planet of rocky wastelands in the Ash Worlds of the Outer Rim. According to legend, all of its inhabitants, even immigrants, are immune to hunger and aging. Iego and its countless moons are mostly considered a myth among the rest of the galaxy, and the system's location is known to very few.



Language: Diathim do not seem to have a native language, and they generally speak Basic.

TRAPPED ON IEGO

Diathim are native to Iego's largest moon, Millius Prime, but they abandoned it and went to Iego after the Separatists set up a base on the moon. For a brief period, the Diathim and Iego's other inhabitants were totally isolated, as a grid of automated defenses preventing anyone from leaving the system. Although this defense grid was destroyed, allowing the Diathim to return to their original home, it is still rare for Diathim to travel to other star systems.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **Natural Hypnosis**: Receive 2 ranks in the talent "Distracting Behavior."
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain.
- **Natural Radiance**: Always count as having an active glow-rod. Add up to ■■■■ on Stealth checks made in darkness.
- **Space-Dwellers**: Do not take wound or strain damage due to vacuum, unbreathable atmosphere, or abnormal air pressure. When in space for long periods of time, make an ◆ Resilience check. For every ✲, may spend 1 week in space without penalty. After this span, suffer 1 wound per day.

DOWUTIN

Dowutin believe in the very simple tenet that physical strength is the source of morality, so that anything they are able to do is good. They are giant humanoids because they never stop growing and live almost indefinitely.

NOTE

Unlike many of the species in this guide, Dowutin are exclusive to Canon. However, just as many Legends species could also exist in Canon, nothing prevents Dowutin from existing in Legends.

Physiology: Dowutin are massive humanoids who can live for centuries, and dying of old age is unheard of for them. While most other species become frail as they age, Dowutin never stop growing and getting stronger. As teenagers, Dowutin resemble Wookiees in size and strength, but by their fifth century, they are a mountain of muscle weighing a metric ton. They have leathery, brown skin, and their hairless head has two tusks on the chin. The material of their tusks also makes up sharp claws, which make them even more formidable in combat. Dowutin physiology comes with one big drawback, however: They eat almost half their weight every day, so affording food can be very difficult.



Society: Dowutin are a very straightforward people, and their society is among the most simple in the galaxy. They have few cities, governments, or even organized social structures, as they often survive entirely on their own. Children are left behind by their families at a very young age and must learn to fend for themselves. If given the choice, they are solitary, but they will team up if it benefits them. They are very blunt in conversation, easily agitated, and not at all amiable. Dowutin are valuable as mercenaries and bodyguards because of their size, but they absolutely refuse to take orders from anyone who is physically weaker than them. As such, those who employ Dowutin will command them in more subtle ways, typically phrasing their commands as suggestions or advice.

MIGHT MAKES RIGHT

Dowutin believe that might makes right in the most literal sense: They settle disputes through brawls or organized contests of strength. The idea of grudges, revenge, or justice are all foreign to them. As they see it, if they are strong enough to accomplish something, they have every right to do it, and the same applies for others. Strength in the literal sense is very important to them; it is a measure of worth and earns them respect. As such, they are often confused when they interact with other species, who evaluate people using criteria that the Dowutin find unimportant.

Homeworld: Dowutin come from Dowut, a world in the western part of the Core. It has a harsh environment and is fairly frigid. The Empire has taken over their planet, but Dowutin are useless as slaves because they refuse to take orders, and most of them are nomadic enough that they simply ignore the Imperial cities.

Language: Dowuta is a loud language spoken in a low voice, and most non-Dowutin lack the vocal cords to pronounce it. Conversely, few Dowutin see a reason to learn Basic unless they travel offworld.

SPECIES ABILITIES (OLD)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	1	1	2	2	1

- **Wound Threshold**: 16+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 85
- **1 rank in Resilience**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Silhouette 2**

SPECIES ABILITIES (YOUNG)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	1

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Resilience**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

DRABATAN

An amphibious species, the Drabatans are known for their incredible musical gifts. However, one of their singers, Sa'Kalla, protested the Empire, and her martyrdom has prompted the much of the species to resist the Empire.

NOTE

Unlike many of the species in this guide, Drabatans are exclusive to Canon. However, just as many Legends species could also exist in Canon, nothing prevents Drabatans from existing in Legends.

Physiology: Amphibians with gray-green skin, the Drabatans have small eyes and no nose, making their wide mouth their most prominent feature. Drabatans also have powerful lungs, which they use to bellow out vocals of songs. They come from eggs, after which they live as tadpoles in the mud before growing legs and becoming bipedal. As adults, spend much of their time in freshwater, where they are excellent swimmers. They eat insects and small fish, and although they are slightly shorter than humans, they are every bit as athletic.

Society: Drabatans are among the most musically gifted species in the galaxy, and song permeates every aspect of their lives. Many work as musicians, typically vocalists, for operas, theaters, and bands, where they are seen throughout the galaxy. Songs written by the Drabatans can be appreciated even without translation, and particularly excel with somber songs. On their homeworld, the Pipada Symphony Chamber Chorus is among the best musical groups in the galaxy. Even for those who do not take up a career in music, Drabatan schools teach through songs, and families generally store their history through song. Drabatans value expression in all ways, however, so free speech is essential to them, and they are strongly opposed to Imperial ways. They love to take up causes, so they can often be seen leading protests throughout the galaxy.



Homeworld: Drabatans come from Pipada, a steamy swamp planet with architecture that is both above and below the water. Their biggest cities are built in lakes, which have tall towers that also extend deep beneath the depths. Most Drabatans live on small ponds, while a few have built their homes in treetops.

Language: Most Drabatans know three languages, including Drabatese, which is difficult to write because volume also determines meaning. In Drabatese, smaller words are combined to form longer ones with complex meanings. They have a second language which is simpler, quieter, and better suited to written form, and most also know Basic.

SA'KALLA

Shortly after the Declaration of a New Order, Drabatan resistance to the Empire was spurred on by a prominent singer named Sa'Kalla, who loudly criticized Imperial rule. Their planet was blockaded, stormtroopers violently quashed protests, and Sa'Kalla herself was arrested. The Drabatans grew angrier, and as tensions mounted, the Imperials believed that their torture had finally broken Sa'Kalla. She was ordered to proclaim her allegiance to the Empire in front of hundreds of thousands of Drabatans, but she did the opposite, and shouted that they needed to resist. She was killed on stage, the Drabatans rioted, and they briefly took their planet, but Imperial reinforcements quickly retook it and placed the planet under martial law. Many Drabatans are now in the Rebel Alliance, and they often shout Sa'Kalla as a war cry.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	2	3

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Charm or Leadership**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.

DRAEDAN

Although they are aquatic, Draedans are similar to humans in that they are diverse in temperament and have created many different nations. These governments are often at war with one another, and some fight proxy wars on behalf of the Alliance and Empire.

Physiology: Draedans are a species of amphibians with silver or green scales and a long tail. On land, they have a hunchbacked posture, and their tail is used for balance. They are excellent swimmers thanks to their webbed, three-fingered hands and tail, and they also have fins on their back and near their ears. They are a fierce species, boasting claws and sharp teeth, and they are carnivorous. Draedans require a moist environment if they are only land, and they are also very vulnerable to temperature extremes because of their cold blood. However, they can survive high pressures in water, and they can breathe in both saltwater and freshwater.

Society: Draedans are diverse in temperament, but they are known to be very emotional and easily aggravated. Their reputation has been tainted by the fact that their society is one of warfare, as it has been for most of its history. They have many nations, including many tyrannies but also several democracies. All governments, however, are almost constantly at war with one another. They are successful in trading with the rest of the galaxy, exporting wood, coral, medicinal drugs, and gems, although they are technologically rather simplistic. They have built submersible vehicles, environmental suits to travel on land, and energy weapons, but they have yet to engineer a hyperdrive and must rely on offworlders if they ever want to leave their planet. Generally, these offworlders are associated with the criminal underworld, so Draedans in the broader galaxy often become mercenaries.



DRAEDANS AND THE EMPIRE

Draedans were allowed to go about their business unregulated during the days of the Old Republic, and human colonists on their planet left them alone. In recent years, however, they have had to deal with the Empire, which allied itself with the nations of Feynir and Maeril. These two nations have received Imperial weapons in exchange for their riches in medicines and other goods. This intervention has meant most other Draedan nations are now opposed to the Empire, so they often trade with the Rebel Alliance. Using smugglers, they have bought technology from the rebels and their affiliates, which they have also received in exchange for medicines. As such, most Draedans are now involved in a proxy war between the Rebel Alliance and the Galactic Empire.

Homeworld: Draedans come from the Outer Rim planet of Sesid, which is covered mostly by oceans. They mostly live among its coral reefs or in underwater forests of laterans, but they also venture its forests on land occasionally.

Language: Draedans have no known native language and typically speak Basic.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Knowledge-Warfare**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Cold-Blooded**: Add ■ for cold or hot conditions.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

DRAETHOS

Draethos are telepathic reptiles who are very warlike. In addition to be staunchly focused on conquest for its own sake, and they always try to uphold tradition, so changing these views is almost impossible.

Physiology: Vaguely reptilian with gray, blue, or black scales, the Draethos are distinguished by a lipless mouth with a large overbite. Their face also features a nose split into two distinct tubes with one nostril each and eyes split apart to the sides of their head. They boast excellent night vision, and their webbed hands also end in claws. Most notably, they can live more than 800 years. However, they still reach adulthood by 18. They are also capable of telepathy, which allows them to contact the mind of anyone within 500 meters. However, they have no way to read the minds of others, so this telepathy only works for one way messages unless they are with another Draethos.

Society: The Draethos are a species of aggressive warriors, and all of them are judged by the martial skills that they are expected to demonstrate. Their wealthy aristocrats provide income to large swaths of mercenaries, hunters, and gladiators, whom they use to gain wealth or improve their social standing. They are also very slow to change in any way, and they rely heavily on tradition. They have a very hard time adapting to the rapid changes that occur in other cultures, which means that even though they aren't especially xenophobic, most prefer to stay among their own people.



Homeworld: Draethos come from the isolated Outer Rim planet of Draethos, which they call Thosa. It is a very dry world comprised of mountains and caves. It is ruled by a military dictatorship.

Language: Most Draethos encountered offworld can speak Basic, but those on their home planet typically only know Draethos. It is a language of fast clicks and sighs which other species cannot pronounce.

PEACEFUL DRAETHOS

Among the Draethos, pacifism is not a trait that is appreciated. However, it is still a trait that can appear, albeit rarely. A small minority of Draethos who pop up randomly in the population are peaceful and intellectual, likely because of a single recessive gene. These counterculture Draethos mostly share a common fate: exile. Typically, this exile is by choice, as peaceful Draethos struggle to live among their violent brethren. Exile is so common for peaceful Draethos that a majority of Draethos in the wider galaxy are intellectuals. They are typically so enthralled by their subjects of choice that they only learn about them and never actually apply their knowledge for hundreds of years.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Melee**
- **Cave Dwellers**: Remove ■ for darkness, add ■ for brightness.
- **Claws**: Brawl +1 Brawl damage as wounds and have a Crit rating of 3.
- **Telepathy**: May communicate telepathically, projecting messages silently to one or more beings within 500 meters.

DRALL

Short rodents who are intellectual by nature, the Drall are one of the three species present in the Corellian System. They are a very civilized people who are very dignified. They love storytelling, which they greatly enjoy.



Physiology: Drall are short rodents of about one meter in height. They have clawed hands of four fingers as well as four clawed toes. Their ears point upward from the top of their head. They have a short muzzle as well on their face. Their entire body is covered in fur, which is usually brown, black, or gray. Though they have descended from burrowing creatures, they have long lost an ability to dig any better than most other species. Similarly, though they used to hibernate, they have since lost that ability.

Society: Drall are diligent, refined, and gentle. Not only are problem solving and other scientific pursuits natural to them, they also are detail oriented and are known to focus and record details. Drall records have recorded even the most trivial of events and have done that for so long that "prehistoric" events do not exist. Drall prefer intellectual pursuits as their career and in their hobbies. Most are abstract thinkers who work at the grander scale. On their homeworld, most Drall work in agricultural research, and they are typically too cautious to go offworld. Those that do are often hired as researchers. Anywhere they think, they will often decorate as a cave, which was their original habitat. They find that it helps them focus better. Drall have no formal government but are ruled by the large family groups instead. Each family is led by a Duchess, who is the eldest female. Drall also have a tradition of gossiping. They are not hostile and tend to get along well if they choose to interact. When not thinking as a hobby, they prefer reading or hearing stories. Storytelling sessions are referred to as Ta'sharr. They are held daily among Drall families, under the direction of Duchesses.

Homeworld: Drall come from Drall, one of five habitable planets in the Corellian System. It is a temperate world of forests and is best known for great food and its "Boiling Sea." It has below average gravity. Some are in other parts of the Corellian System, just as humans and Selonians inhabit their world.

Language: Drall speak Drallish, and almost all also know Basic. They can speak it without issue and are generally literate in both.

SPECIES ABILITIES



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 110
- **1 rank in Discipline or Knowledge-Education**
- **Sophisticated**: Receive the talent "Respected Scholar."
- **Problem Solvers**: Add ▢ when providing skilled assistance.
- **Silhouette 0**

DRALL CLOTHING

Given their fur, most Drall choose not to wear clothing. This does have two major exceptions, however: Many wear a belt to help carry belongings, and they also like jewelry. This jewelry typically includes gems of some sort, which they view as valuable art. A Drall PC could follow these trends, but Drall are also practical. If it were needed, they would wear armor.

DRESSELLIAN

Dressellians are primitives who place very high value in freedom and independence. Their face is wrinkled so they are often called "Prune Faces." On their homeworld of Breehara, they are hunter-gatherrs and farmers.

Physiology: Dressellians are near humans best identified by their hairless, wrinkled forehead and face, which sometimes earns them the derogatory nickname "prune face." They have an orange or brown skin. They are tall, thin, and tough. Some have yellow eyes. Their hands have five fingers, which are clawed. They have teal blood.

Society: Dressellians are primitive and are known for valuing freedom above all else. They prefer isolationism, even though they participate in political matters and organize as necessary. They are peaceful in most cases, but they are capable of warfare and willing to do it if they feel their rights are threatened. Their homeworld was discovered by Bothans over two centuries ago, but they mostly kept to themselves. They have a democratic government, but they are in strong support of a smaller government, so it is of little relevance.



AGAINST THE EMPIRE

Ten years ago, Dressellians found their first major enemy in the Galactic Empire. Though they were part of the Confederacy during the Clone Wars, they were too minor to be invaded by the Republic. However, ten years ago, they first met the Empire. The Empire came in search of resources and the Dressellians were quick to resist. Though they were unsuccessful at first, they are skilled at riding the native selldus as cavalry and have become masters of guerilla warfare. Bothan smugglers have shipped them weapons, which made them effective enough to win. Not considering occupation worth the cost, the Empire has now pulled out.

Homeworld: Dressel is an extremely backwater Mid Rim planet of plains, forests, and small hills. Most Dressellians live on grasslands of the continent Breehara as hunter-gatherers or farmers. It has very low levels of technological development.

Language: Dressellians have taken thousands of years to invent a language, but they have finally created Dressellese, which also includes a written form. They use the language of their Bothan friends to an extent. A few know Basic as well.

SPECIES ABILITIES



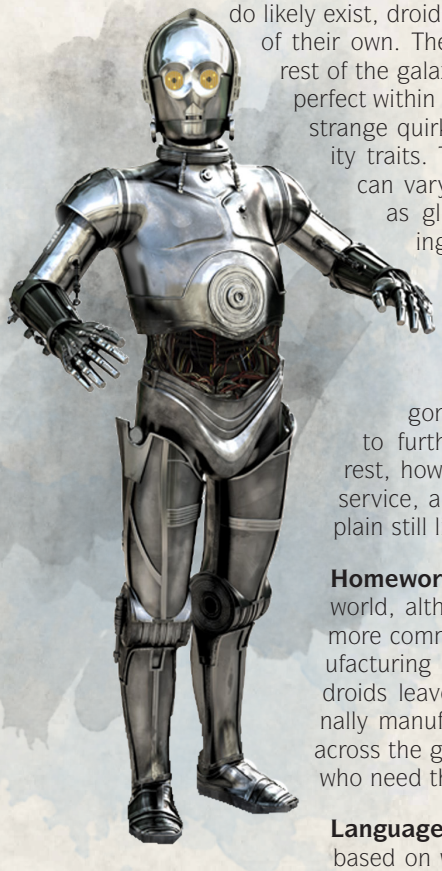
- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Survival**
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

DROID

Mechanical contrustions designed to serve, droids come in countless shapes and sizes. Some are simple; others replicate sentience. All are intended to be owned by sentients, but things don't always turn out that way.

Physiology: While certain standard models exist, typically based on humanoid design, the construction of droids is only truly limited by the creativity and funds of the creator. They almost always have durasteel plating of sorts and internal wires to control them.

Society: While rumors have long existed of all-droid communities, and a few small havens of rogue droids do likely exist, droids have no notable society of their own. They instead toil within the rest of the galaxy. However, they are not perfect within their role, and many have strange quirks or inefficient personality traits. The personality of droids can vary even further with time, as glitches can occur, or going without memory wipes paves a road towards further personality. Some, such as the bounty hunter 4-LOM or the assassin IG-88A have gone entirely rogue, working to further their own ends. The rest, however, tend to continue in service, and even those who complain still live to serve.



Homeworld: Droids have no homeworld, although certain planets are more common than others for manufacturing them. Regardless, most droids leave where they were originally manufactured and are shipped across the galaxy to the many beings who need them.

Language: Most droids are limited based on what their creators deem necessary. Though some can speak languages like Basic fluently, many use binary to communicate. Others are programmed with little conversing ability at all and are simply told what to do.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 190

DROIDS AND LIFE

As much as they may advance and create the illusion of sentience, droids are not truly sentient. (Although this is certainly up for debate, especially among many droid's rights activists) This means that most treat them as objects, although some owners may grow attached in time. While their value makes droids rarely mistreated, they often do dangerous jobs or work without stopping for days. Tedious toil is the life of a droid, and right or wrong, it is how things go. While droids do differ, few ever consider their deeper place in life, and few sentients ever bother to ask them.

- **Durasteel Plating**: Receive the talent "Enduring."
- **Mechanical Beings**: Do not need to eat, sleep, or breathe and ignore effects of toxins or vacuum. Have a cybernetic implant cap of 6. Gear of 1 encumbrance or less may be built-in, ignoring encumbrance threshold. May not become Force-sensitive, and when being targeted by Force Powers, cause the check to automatically fail. When healing, replace stimpacks with emergency repair patches, Medicine with Mechanics, and bacta tanks with oil baths.
- **Specialized**: Gain free ranks in 6 skills from career instead of 4, and 3 from specialization instead of 2.

MAY CHOOSE 0-3 OF THE FOLLOWING ABILITIES:

BULKY

- **Ponderous**: May only spend 1 maneuver moving per turn. Encumbrance threshold is equal to 15+Brawn.

LARGE

- **+2 WT**
- **Silhouette 2**

LIMBLESS

- **+30 XP**
- **Limbless**: Encumbrance threshold is equal to Brawn and may not carry items in hands. May interact with computers or vehicles.

SMALL:

- **-2 WT**
- **Silhouette 0**

WITH JETPACK:

- **-10 XP**
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain.

DUG

Dugs are small mammals that walk and their arms and use their feet for manipulation. They make natural bullies, and they constantly insult others. They have been treated as second-class citizens by their Gran conquerors.



Physiology: Dugs are small mammals, averaging about a meter in height. Despite their small size, however, they have a well-muscled body. The most interesting feature of Dug physiology is the fact that they use their legs for grasping, carrying, and fine manipulation while walking on their arms. Some, however, walk on all fours. Their legs (which they use as arms) have two knees each, allowing them greater dexterity. They have brown, gray, or purple skin that is smooth. It hangs loosely at the neck. Their face is unique as well. They have pointed ears and a snout. This snout features a piglike nose and a mouth that always seems to snarl. Dug eyes, somewhat on the side of their snout, are yellow or blue.

Society: Dugs are aggressive creatures who like to establish dominance with their bullying ways. Natural with insults, they are experts at angering others. However, Dugs themselves are undisciplined and easily angered. Dugs are little more than a slave species to the Gran, who conquered their home. They are paid minimal wages and treated as second class citizens thanks to the power that the Gran hold in politics. They still live in primitive villages in the treetops of their homeworld, which they call "tree thorps." Experiences with the Gran leave Dugs xenophobic, and they are rarely seen offworld. Those that are tend to come in groups with others of their kind and be criminals or risk-takers, sometimes both.

Homeworld: Dugs come from Malastare, a high gravity world in the southern part of the Mid Rim that is rich in fuel. The diverse terrain of forest, desert, and methane lakes make it ideal as a hub for podracing. The Dugs have been forced onto the western part of the world by their Gran oppressors.

Language: Dugs speak Dug, a language that is mostly suppressed by the Gran. Forced to learn Gran, many Dugs choose not to learn Basic, so as to force the use of their language. Dugs that speak Basic tend to have a deep voice. Their speech also tends to be full of insults and rudeness.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 100
- **1 rank in Brawl**
- **Pilots**: Receive the talent "Defensive Driving."
- **Silhouette 0**

PODRACING

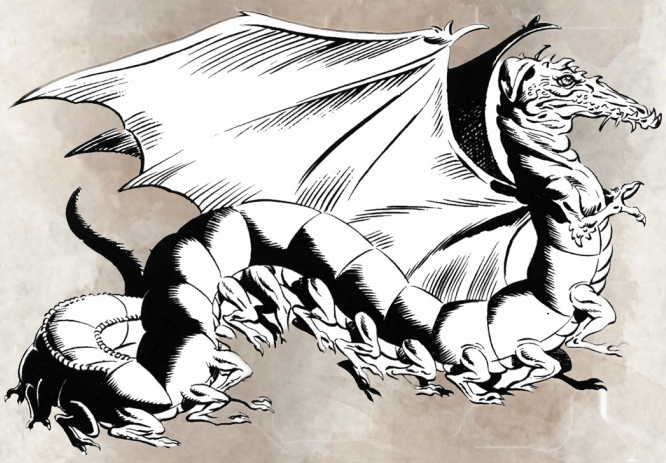
Under the oppression of the Gran, Dugs have few opportunities for fame or success. However, their innate coordination and piloting skilled allows them one opportunity: podracing. The sport is incredibly dangerous, but the risk taking Dugs, with little to lose, do it anyway. Malastare is hub for podracing, allowing some lucky Dugs enough credits to get offworld, where they can compete on locations without the bigotry.

DUINUOGWUIN

A secretive and reclusive species that can survive in space, the Duinuogwuins boast mythical powers and are almost impossible to find. However, they will appear to intervene in galactic event when they are needed most.

Physiology: According to all known laws of aviation, there is no way that a Duinuogwuin should be able to fly. Its wings are too delicate to get its fat body off the ground. The Duinuogwuin, of course, flies anyways. Because Duinuogwuin don't care what humans think is impossible. Duinuogwuin can even fly through space, an environment that they are capable of surviving for equally mysterious reasons. Because they can survive in a vacuum, it is theorized that they are able to recycle everything in their body, surviving for months without needing to consume anything, They are also extremely long-lived, often living for at least six millenia. However, none of their abilities is as awe-inspiring as what is apparently some form of cold fusion, allowing them to exhale superheated gases in an awe-inspiring attack. Duinuogwuin have a snake-like body covered in small gray scales, and they are almost always at least ten meters in length. Their body is divided into segments, each with a pair of legs, and each leg ends in a foot with two clawed toes. Their last segment is their chest, head and neck, which they hold upright. Their head features floppy ears, sparkling eyes on the side, and a long snout with teeth sticking out. Duinuogwuin are theorized to be the distant ancestors of species such as Kadri'Ra and Krayt dragons. They have no distinct genders, but they are known to create haploid gametes and reproduce sexually. How their offspring are gestated is yet another mystery.

Society: Also known as Star Dragons, the Duinuogwuin are a wise people known to be philosophical and pensive. They are decisive, but not rash, and they are also extremely patient and detached. They are preoccupied with their thoughts and almost always ignore questions about their species or history. They also stay far from their own, never living in the same sector as another Duinuogwuin out of respect for one another's territory.



GRAVEYARD OF THE DRAGONS

As is fitting for their mystery, Duinuogwuin almost never die in public, and they have never once been successfully captured. Traditionally, a Duinuogwuin will return to their homeworld when it is time for them to die, a place they call the Graveyard of the Dragons.

Some Duinuogwuin live in total isolation, but many interact with the rest of the galaxy. Despite their superior power and wisdom, they view other species as equals, and they often run organizations from behind the scenes, using their wisdom to guide others. Although it is almost impossible to find them, they will make themselves known when they are needed. At birth, most Duinuogwuin are savage monsters who are barely sentient, but such members of the species are killed immediately by their parents to protect the galaxy, and only those who are wise live on.

Homeworld: Duinuogwuin come from Xuaquarres, an Outer Rim planet in the Ash Worlds which is carefully hidden away from almost everyone. It is also home to one of Emperor Palpatine's storehouses.

Language: Duinuogwuin speak a language of the same name that uses hisses and growls which cannot be reproduced by other species.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	3	1

- **Wound Threshold**: 14+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 50
- **1 rank in Discipline or Knowledge-Lore**
- **Cold Fusion**: Once per week, may exhale superheated gases using Ranged-Light, dealing 8 damage at the planetary scale with close range and have Crit rating of 2. Have Blast 6 and Breach 6.
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain.
- **Space-Dwellers**: Do not take wound or strain damage due to vacuum, unbreathable atmosphere, or abnormal air pressure. When in space for long periods of time, make an ◆ Resilience check. For every ✲, may spend 1 month in space without penalty. After this span, suffer 1 wound per day.
- **Silhouette 3**

DUROS

Reptiles with blue or green skin who often travel the spacelanes, the Duros have left their homeworld because of industrial pollution. Though some stay nearby on orbital cities, many have left their home entirely. They value travelling so much that they often refer to one another with the title "traveller."

Physiology: Duros are hairless humanoids with blue or green skin. They have pupiless red eyes and lack a nose. They are somewhat thin in comparison to humans but make up for it with knowledge. Duros were one of the first (if not the first) to develop the hyperdrive, and they are naturals when it comes to navigation. They are similar to humans in height, but some are taller. Their head has sunken cheeks, a wide cranium, and is generally somewhat wrinkled. These wrinkles are horizontal at eyebrow level, though they lack hair for eyebrows, vertical surrounding where their nose would be, and vertical dropping down to the edges of their mouth. They still have a sense of smell, and the olfactory organ is still directly underneath their eyes. Descending from reptiles, they lay eggs and are born in a larval grub stage.

Society: Duros tend to be adventurous and gregarious but not typically violent, reckless, or thrill-seeking. It is tradition to refer to a Duros as "traveller," regardless of occupation. They always care for their young and give them special attention, as a way of separating themselves from the Neimoidians. Economically, many Duros work as navigators, explorers, or pilots, while others stay on Duros and use their intellect to work in the many industries. The Duros starship industry is one of the most prominent businesses on Duros and is entirely operated by its many shareholders. Duros also have important traditions around borrowing money, and failure to follow these traditions can create a severe social stigma. Duros are also noted for their good memory and love for telling stories about their many travels.

Homeworld: Duros come from the Core World that is Duro. The world is highly polluted, and the Duros live in orbital cities, although this will change during the Yuuzhan Vong War. There are still some droid-operated facilities on the planet's surface. The twenty orbital cities support most of the housing and industrial needs, in addition to the orbiting shipyards.

Language: The Duros language of Durese is common as a lingua franca amongst spacers due to the prominence of Duros, and it is an influence in Basic. The Duros, eager to travel and meet others, generally know Basic.



SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Astrogation or Piloting-Space**
- **Intuitive Navigation**: Receive the talent "Galaxy Mapper."

NEIMOIDIAN COUSINS

Duros are relatives to the Neimoidians, who are a Duros offshoot that colonized Neimoidia. The relationship between the two species is somewhat strained, as many Duros look down on their cowardly relatives. It is a bad insult to mistake a Duros for a Neimoidian. While Neimoidians once showed great patriotism and desire to outdo their relatives, many Neimoidians now pretend to be Duros thanks to their humiliation in the Clone Wars. Some Duros, for their part, respect the Neimoidians and their business skills.

EBRANITE

Eight-limbed cave dwellers, the Ebranites are primitive and slow to trust outsiders, but they are very loyal to their family and their clan, the latter of which is called a thilda. They rarely use technology, which they associate with Imperial oppressors.

Physiology: Troglodytes with brown or gray skin who are slightly shorter than humans on average, the Ebranites are skilled climbers because of their claws and prehensile toes. They have no visible hair, nose, or ears, and their dark eyes lack pupils. They have infrared vision and see well in the dark. They have six arms, each of which ends in a six-fingered, clawed hand. Despite their size, they are surprisingly tough and have a thick hide.

Society: The Ebranites are a very determined people who are slow to trust outsiders and very easily angered. They are a primitive people, and they distrust technology because they associate it with the Empire. Although they were mostly ignored during the days of the Old Republic, they had offworld contact with Carosite traders. Recently, the Empire has taken a more active role in governing their planet. Those suspected of anti-Imperial sentiment are sent to lu-ramin mines in the Grythsorin canyons. However, the Ebranites have fought back very successfully, demonstrating surprising resourcefulness and ferocity. Although some have joined the Rebel Alliance, a majority choose to stay on their homeworld.



THILDA STRUCTURE

Ebranites are extremely loyal to their nuclear families. In their families, children get very little freedom, and although males take a leadership role, the mothers are more highly respected. 20 to 30 of these families will unite to form a "thilda," in which they work together to protect each other. Although family loyalty is always the most important, Ebranites are also very loyal to their thildas, and they tattoo their thilda's logo on their uppermost left arm. To betray or completely cut ties with one's thilda is unheard of. Thildas are led by a council called the "ghantar." Wars between thildas are relatively rare.

Homeworld: Ebranites hail from the Mid Rim planet of Ebra, which is in the Dousc system. It is covered in caves, canyons, and mountains, terrain in which they excel.

Language: Ebranese is a spoken language of honks and grunts. The Ebranites do not have writing and use simple pictographs to draw past events.

SPECIES ABILITIES



- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Survival**
- **Troglodytes**: Remove ■ for darkness, add ■ for brightness.
- **Six Arms**: May have three times as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Climbing Claws**: Add □□ on checks to climb.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.
- **Rage**: When using Brawl or Melee, deal +1 damage when wounded, or +2 damage when critically injured.

ECHANI

Combat is not just a way of life for the near-human Echani. For them, it is also a way of communication. They value speed, so they rarely use armor or heavy weapons.

Physiology: Echani are near-humans with lighter skin, silver hair, and silver eyes. The Thrysian subspecies has dark skin and hair. They are generally lighter in build, but also quick. This is more a result of cultural differences than genetic differences, but it is still prominent in almost all Echani. They are not very diverse in appearance, and all of them look very similar, especially to outsiders. Some theorize that Echani are the result of genetically modified humans, and there is some evidence to suggest that Arkanians, infamous for biology, (also, ironically, silver-haired near-humans) are responsible.

Society: Echani society focuses strongly on hand-to-hand combat but is surprisingly similar to that of many modern Humans. It lacks the more brutal focus of other combat-respecting cultures and believes that martial arts are a skill to be respected. Though they might have disagreements, many Echani find that they respect each other more after a fight. Traditional Echani weapons and armor are light, to account for their lack of physical strength. Some prefer to not wear armor at all, as it can restrict their movement. They are not inclined towards blasters culturally. This contrasts with their rivals, the Mandalorians, who use heavy armor, lots of gear, and plenty of blasters. Echani society is somewhat female dominated. Thyrsians are the opposite in many ways. They are a Force cult worshiping the "Son of Suns," and some have turned to Sith ways. They also prefer heavier weapons and equipment.

COMBAT AS COMMUNICATION

Echani are adept at using combat as communication. Not only is martial arts important as a sport or hobby, it is also a universal way to understand someone. Even Echani generals can see into the emotions of their rival leader through a battle. Hand-to-hand combat is seen as expression and art. Since they look so similar, combat is even vital towards identification in their culture.



Homeworld: Echani hail from the world of Eshan. It is in the Inner Rim. Thyrsians are from Thyrsus, which is nearby.

Language: The Echani have no unique language.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 85
- **1 rank in Brawl or Melee**
- **Quick Blows**: Though damage is still dependant on Brawn rating, may use Agility with Brawl and Melee instead of Brawn. If this is chosen, must also add ■■ when using Melee weapons with 4 or more encumbrance. This is chosen at character creation, and cannot be changed afterwards without significant training.

ELOM

Simple creatures who mostly live in caves, the Elom are large, furry, and well-suited for digging. Imperial oppression has caused some to unite with the Elomin, going against millenia of separation. They are a very peaceful people.



Physiology: Eloms are bulky humanoids who are completely herbivorous and covered in gray or brown fur. Not unlike Whiphids, their face is the only part of their body not covered in fur. This face is a wrinkled mess of high nostrils, black eyes that see well in the dark, and small twin tusks. They have no neck. Their claws may be sharp, but they are designed for digging, not combat. Each hand has three, including an opposable thumb. They also have three toes, one of which points backwards. It is not uncommon or surprising to see an Elom without clothing, although some do choose to wear it. While some Eloms have a tail, not all of them do.

Society: Despite their brutish appearance, Eloms are peaceful creatures. They are simple and, to some, unsophisticated. Most are content to live a simple life, earning a primitive living and raising a family. They are social creatures with a strong desire for belonging. Unfortunately, many fall into the wrong crowds. Their naive nature makes them easily manipulated, so many end up working as criminals or enforcers if they leave their homeworld. They almost never hold grudges and tend to see the best in people. Not only are they forgiving, but they rarely expect misdeeds from others. While some work against the Empire, they continue to offer forgiveness. Eloms live in underground cities that are called cseria. These are generally small towns. Each cseria has a yearly meeting, where members resolve disputes and trade goods.

ELOMS AND ELOMIN

The Eloms share their world with the mathematically minded Elomin. These people once considered the Eloms to be non-sentient and held them as slaves. While few Eloms bear a grudge, some Elomin do find it unsettling that they are not the sole owners of their world. The two species kept a peaceful separation, split apart by cultural differences. Now, that has somewhat changed. Elomin are now slaves to the Empire, working in mines near Elom caves. Many Eloms have chosen to stand up to the Empire, sneaking themselves and others (both Elom and Elomin) into deeper, unexplored caves. Most Elomin now respond with gratitude. The actions of the Empire make some choose to leave Elom entirely and join the Rebel Alliance.

Homeworld: Eloms come from the chilly deserts of Elom, which is an Outer Rim world. They share it with the Elomin, descendants of Zabrak colonists. The mines are a source of Lommite. Most of civilization is in the A'driannamieq Mountains.

Language: Eloms speak Elom. This language requires the unique structure of the Elom mouth, so they find it difficult to speak Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **1 rank in Resilience**
- **Night Vision**: Remove ■ for darkness, add ■ for brightness.
- **Digging Claws**: Spend 2 maneuvers to tunnel through loose soil, moving 1 range band.

ELOMIN

Distant relatives to the Zabraks who have reddish skin, the Elomin are obsessive when it comes to logic, hygene, and pattern-finding. They have now become Imperial slave, but some find freedom with help from their furry Elom neighbors, a species that they were typically very separate from.

Physiology: Elomin have skin that is orange, red, or rusty brown and horns atop their head. A long lost offshoot of the Zabraks, they have four horns on top of their head and two more on the cheeks. Their physiology also includes neck wattles, spanchons, four stomachs, generative nodes, a six-chambered heart, and long hairs which grow behind their ears. They have somewhat long ears, their eyes are black, red, orange, or yellow, and they have no nose, only nostrils. They are somewhat smaller than humans, averaging five thirds of a meter tall.

Society: Elomin are obsessed with order and patterns. They seek to find patterns even where none exist and are compulsive when it comes to organization. One odd result of this is that they are unable to cope with a Marg Sabl maneuver, as demonstrated by Grand Admiral Thrawn in a skirmish over Obroa-skai. They are also extremely hygienic, polishing their horns and combing ear hair. They are also excellent at math. As one Elomin said, "Physical calculus is the foundation of logical analysis, and logical analysis is the foundation of Elom civilization." They consider the logical, predictable, and completely accurate field that is mathematics to be very important. Under Imperial rule, the Elomin are mostly slaves in mines.

Homeworld: The world of Elom is a cold and barren desert. It has long had struggles with a lack of water, but it has been able to trade away minerals from the mines in exchange for water.

Language: Elomin can speak Basic without difficulty. They have their own language as well, Elomin.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **1 rank in Charm**
- **1 rank in Knowledge-Education**

ELOMIN AND ELOMS

The Elomin live on the surface of their planet, initially unaware of the Eloms. These bulky creatures live underground, and they have had a strained relationship with the Elomin. While the Elomin were at one point Zabrak colonists, the Eloms have lived on Elom for all of recorded history. Even when the Eloms were discovered, the Elomin explorers never told the other Elomin. They found it difficult to accept that they weren't the sole owners of the planet. While the Eloms planned for a peaceful yet isolated coexistence, the Elomin considered them non-sentient. A Republic study found the Eloms to be sentient and gave them rights to territory. The two species remained mostly isolated because of differences in lifestyle, but recent circumstances have caused some of the more moral Eloms to do battle with the Empire, freeing Elomin from the mines.



EM'LIY

Em'liy are a hardy people with a devotion to their faith and their warrior ways. They were humiliated by the Empire, who drove them from their cities in a devasting invasion, and they have since been forced to live as nomads in their world's wilderness.

Physiology: Em'liy are tall and muscular humanoids whose mottled skin can range in color from tan to yellow to blue. They have no body hair, but they have dark hair on top of their head which they braid into topknots. Their face is noseless and features fin-like protrusions to the sides of their small, yellow eyes. Their nostrils and ears are covered in permeable membranes to protect them from wind and sandstorms.

Society: Em'liy are survivors: a hardworking people who have an "every man for himself" mentality. They take nothing for granted, expect selfishness from others, and detest those who are lazy or dependent. They work hard to survive and built themselves a successful society. However, Imperial forces drove them from their cities years ago, and the Em'liy were disgraced. Considering themselves unworthy of the name they once held, they now call themselves the "Nomads," and they became even hardier and more tenacious than before. Although they have begun to rebuild, many still feel lost and restless. Although they have lost their arrogance, they are still very hard to impress. However, once they are impressed, they are extremely loyal and will can even befriend former enemies. The Em'liy are also highly skilled warriors. In battle, they give themselves over to ferocity, handing control to their instincts in what they call the Spirit of Battle. They detest the Empire, but they have also been told lies which has many of them distrust all humans. However, nomadic Em'liy who have more experience with other species often learn that their prejudices were incorrect.

Homeworld: Em'liy come from Shalyvane, a desert planet in the Outer Rim. For many years, the Em'liy were nomadic or survived in Shalyvane's wilderness, but now, some of them have begun to rebuild their capital city of Chinshassa.



Language: Most Em'liy are bilingual, knowing their native language of Em'liy and Basic.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Stealth or Survival**
- **Spirit of Battle**: Once per encounter as an action, may make an ◆◆ Discipline check to enter the Spirit of Battle, gaining +1 Melee Defense and increasing ranks in Melee by 1. Once combat ends, must exit the Spirit of Battle and suffer a number of strain equal to the number of rounds spent in the Spirit of Battle.

RELIGION AND CASTES

Em'liy are a religious people who worship a number of gods. Four of these gods, Argwin, Damilini, Criclamon, and Dojufi, are also names of their castes. Members of these four castes are distinguished by their amount of topknots, which ranges from one to three depending on caste. Each caste is led by its eldest member. Recently, the Damilini have been disliked, since they were the caste responsible for guarding a sacred place called the "Circle of Kavaan" when the Empire bombarded it.

EWOK

Ewoks are primitive and seemingly irrelevant to the grand scheme of the galaxy. Living only on the isolated forest moon of Endor, they have yet to develop technology or space travel. Despite this, they will be vital to the Empire's defeat.

Physiology: Ewoks are small creatures, though their bulk and fitness make up for this to an extent. Aside from eyes, nose, and mouth, they are covered in fur. This fur is mostly brown, though it can also be gray or black. They have three toes and fingers. Ewoks are distinctive for their large, black eyes and a small but sensitive nose. They are omnivorous in diet.

Society: Ewoks have a primitive society, but they are still sentient and intelligent. They are very superstitious, however, and have many religions, gods, and rituals. They hold the forests of their homeworld to be sacred, believing themselves descendants of the "Great Tree." They are ruled by a chief and Council of Elders, while a medicine man handles most religious affairs. Ewoks are still practical and need to focus much of their time on getting food. For food, they aren't opposed to eating sentients, either. Ewok villages are high in the trees, which are made of wood and connected by a series of bridges. Some live on the forest floor as fishers or hunters. Although they have demonstrated quick grasp of outside technology, their own technology is still basic. Innovations include hang gliders and fire.



EWOK WARFARE

Though their small size and lack of advanced technology is indeed a major limit, Ewoks can be effective combatants on their own homeworld or anywhere with home field advantage. As primitive hunters, they know how to set traps for single animals, but they have other abilities as well. They have access to poison-tipped arrows and many are archers. Others use log based traps, which can trip larger foes. These are designed to fend off larger predators, but will later beat Imperial AT-STs. Even a primitive attack such as thrown rocks can work, since most armor isn't designed to stop such an attack

Homeworld: Ewoks live on the Forest Moon of Endor, which is shared with several other sentient species. This includes the Yuzzum, which they have a strained relationship with. However, they mostly stay out of each other's way. Later, it will be host to the construction of the Second Death Star, a major battle in the Galactic Civil War, and the death of Emperor Palpatine. The planet is currently backwater, obscure, and rarely travelled to by other sentients.

Language: Ewokese is a primitive tongue, which is not known by many. Their vocal cords can handle Basic, just as humans can speak Ewokese.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Stealth or Survival**
- **Scent**: Remove ■ for concealment from combat checks if target is within short range.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.
- **Silhouette 0**

FALLEEN

Manipulation is the preferred weapon of the Falleen, and they combine natural effectiveness with powerful pheromones. They are arrogant and eager to take advantage of others. They are feared by the Imperials, so they now face heavy restrictions.

Physiology: Falleen are reptilian near-humans with scaled green skin. They can temporarily change skin color and emit pheromones to persuade in conversation. Males have spinal ridges. They have silky hair that is typically black and prominent cheekbones. Hair is typically worn in a long topknot or braid for both males and females. They have talons on their fingers and toes

Society: Falleens are arrogant in nature and are organized into a feudal system of government. The lower classes include artisans, technicians, laborers, and slaves. Upper level ruling houses conduct business on behalf of the planet. The nobles often use political scheming and manipulation to maneuver into positions of greater power. They are not emotional and instead value careful planning. While eager to take advantage of the more emotional outsiders, they shun emotion in themselves and rein it in with intense training. The social structures on Falleen prevent most Falleen from leaving their home, but those who do leave are careful to keep outside influences away from their society. They venture into the galaxy for a few reasons. Some are sold to outsiders as slaves, while young nobles leave their home on a pilgrimage of sorts, learning to harness their manipulative abilities. Many Falleen also enjoy offworld art, though they view other species as inferior.

Homeworld: Falleen is a self-sufficient Mid Rim world. It is a hub for industry, but is blockaded by the Empire. The terrain includes forests, mountains, and plains.

Language: Falleen almost entirely know Basic in order to deal with outsiders, but they also view their own language, Falleen, as being superior.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 90
- **1 rank in Charm**
- **Force Resistance**: When targeted by a telepathic Force Power, increase the difficulty by 3.
- **Pheromones**: Emit pheromones as an incidental, suffering 2 strain to upgrade the ability of a Charm, Deception, or Negotiation check. Does not work on targets with breath masks or without lungs.

IMPERIAL RULE

Falleen are very oppressed by the Empire, since the local Moff fears their manipulative abilities. The Empire has nationalized many corporations, taken profits, and restricted movement off of Falleen. The only exceptions for the pilgrimages and Imperial traffic. Many Falleen exploit those exceptions to get offworld, while others come to the Rebel Alliance for help. The arrogant nobles generally try to battle the problems on their own.

FARGHUL

Farghuls are notorious for their mischief, and although they are often criminals, they often seem to take their work lightly. They detest the Jedi, who at one point destroyed one of their smuggling bases.

Physiology: The Farghuls are a species that is very feline. They have fur covering their entire body, as well as fur on most of their head. This fur is typically brown. They also have pointed ears and greenish eyes. They have a prehensile tail and claws on their fingers. However, their most noteworthy physical capabilities come in terms of fitness. Farghuls are a very athletic people with great strength and speed who are typically in excellent physical condition. This, especially when combined with their sharp claws, means that many Farghuls are excellent fighters.

Society: Farghuls are known to be a people who are very oriented toward crime. This isn't just a stereotype, however. It is very true that many Farghuls are smugglers, con artists, pickpockets, bounty hunters, and mercenaries. Although it would seem that this would make them opposed to the Empire, this isn't always true: They're often willing to fight for the Empire against the Jedi. Not unlike the Ubese, the Farghuls have developed a culture that fears the Jedi, who once destroyed a Farghul smuggling base. They still don't trust politicians or governments of any sort, however. Similarly, they are also slightly xenophobic. Farghuls are also a species that is obsessed with appearance. They are extremely self-conscious about it, and they often wear fancy clothes and jewelry in order to look better. Although what they do wear is fancy, they wear relatively little clothing in comparison to many other species.

Homeworld: Farrfin, the homeworld of the Farghuls, is a temperate planet in the Core Worlds composed mostly of mountains and oceans. Its gravity is slightly below-average. It is a world devoted mostly to criminal activities of all sorts, such as spice smuggling, pickpocketing, and rigged gambling. Its main cities are Farlhu, Jahhnu, and Geltyu.



Language: Farghuls speak Farghul, and many of them also know Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	3	1	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Deception or Skulduggery**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

IT WAS JUST A JOKE

Although many Farghuls are in fact criminals, they aren't as serious as some. Most Farghuls who swindle will give back what they stole if they are caught. Whether this is for fear of repercussions or because of some strange moral code, no one knows. It is quite possible that they view crime and swindling as just a game, since they are known to be a species that is very playful and mischievous. Criminals or not, almost all Farghuls enjoy telling bad jokes and pranking those that they come across.

FEEORIN

Feeorins are a warlike people who never feel the effects of old age until they suddenly drop dead. All are strong, athletic, and resistant to heat, but their elders are the strongest.

Physiology: The Feeorins are large and tall humanoids who are very tolerant to heat. They are strong and also very fit, able to continue prolonged exercise without needing as much rest as other species. Their skin is typically blue or green, but it can also be gray or black. They have no hair, but they do have long tendrils which extend from their head. Similar to Nautolans, the tendrils are about half of a meter long. Their red eyes see well in the dark, and about half of them have a nose. Unlike many other species, they do not become weaker with age. Instead, they grow stronger, although they don't learn wisdom as much as other species. Eventually, at some point between 300 and 400 years old, they drop dead, dying of old age without warning.

Society: Feeorins resemble humans in that they can have a great diversity of personalities, but their spacers are typically selfish and grumpy. They are very easily angered, while they don't make friends easily. They have a reputation of being very dangerous. Feeorins are a very religious people, and their dead elders are buried in the Sanctum of the Exalted, where they are believed to control the weather. Only the Exalted are allowed to enter this sacred necropolis, a title bestowed to the oldest and strongest of the Feeorin. Most Feeorin are very traditional, somewhat primitive, and have a tribal mindset, but their spacefaring members are often more practical.

DWINDLING POPULATION

The original homeworld of the Feeorin has been rendered uninhabitable because of climate change, and it has been abandoned. The Feeorin population has suffered in response: Although they have sent out many colony ships to find a new home, they have struggled to survive as nomads. Not the best at peaceful interaction, they have been unwelcome on many of their new colonies. Native species often fight back by hunting them down, considering the Feeorins to be raiders. Now, there are fewer than 1,000,000 Feeorins who have survived. While some live in successful colonies, many others are nomadic.

Homeworld: Feeorins have abandoned their home after climate change made it uninhabitable, but their largest colony is on Odryn. Odryn has plentiful jungles, and trees are used to build homes on its mountainsides. The planet is considered uncomfortably hot by humans, but the Feeorins have little issue with the temperature. Very few outsiders visit Odryn, and its natives rarely leave. Most of the nomadic Feeorin come from parents who were also nomadic.

Language: Feeorin speak Feeorin, and many of them learn Basic as well.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	1	2	2

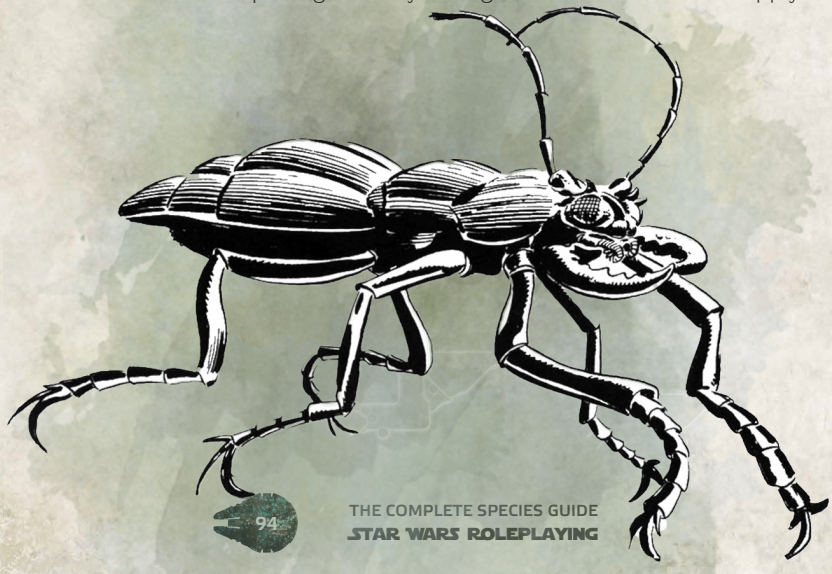
- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 13+Willpower
- **Starting XP**: 85
- **1 rank in Athletics or Resilience**
- **Dark Vision**: Remove ■ for darkness, add ■ for brightness.
- **Heat Tolerance**: Remove ■ for hot conditions, add ■ for cold conditions.

FEFZE

Fefze are insects with an incredible digestive system that allows them to eat almost anything, and although they are unintelligent on their own, they can form swarms that are more intelligent. Fefze don't think for themselves, only for the swarm, which they are completely loyal to.

Physiology: The Fefze are a species of insects who are protected by a hardened black carapace which is split down the middle, and they can extend it off of their body to form wings. Although they are not optimized for flight, they can manage it in short bursts. Their head and legs are less protected, but they can curl up under their shell as a defense mechanism. Like most insects, Fefze walk on six legs and have a body split between their head, thorax, and abdomen. Although they can use their front limbs for manipulation, they have no hands, so properly using technology is difficult. Their head features two prominent mandibles at their mouth, and they have wide compound eyes on either side of their head. They also have two antennae above their eyes, both of which fulfill three major functions. The antennae give them their sense of both hearing and smell, but they also can be rubbed together to produce unique sounds, which they use to communicate. They live for only ten years on average. Fefze also boast an incredibly advanced digestive system, with which they can gain nutrition from almost any carbon-based material, including dirt or mulch. They have a supply of acid in their mouth that they spit on their food before they consume it, which helps with digestion but also separates carbohydrates and proteins. Fefze consume both, but they can regurgitate the proteins at will. They do this if confronted by predators, as the predators will generally choose to eat the easily accessible protein rather than give chase. Additionally, the acidic spit itself can be used to attack.

Society: Fefze live only in swarms of ten to one hundred members, as they are unintelligent when alone but as sentient as any other species when studied as a group. They care little for themselves as individuals, as they place the good of the swarm above all. They have experienced great success with their lifestyle, because their unique digestive system gives them a bountiful supply of food. As such, they have had little reason to develop advanced technology, but they have created great art. Many are musicians, although their music is unique and unpopular among other species. They also enjoy visual art, but their works are rarely permanent. Mostly made of sand or small organisms, their works last for short periods of time.



SWARM DANCING AND MATING

One of the most popular forms of Fefze art is their choreographed dances, which are respected even among other species. These dances are often done on their own as entertainment, but their original purpose is for mating. In these joyous events, two swarms get together to dance and mate. Afterwards, the females lay their eggs within a globute of protein paste secreted by the males. Most of the eggs remain within the swarm, allowing them to repopulate and keep the swarm alive for hundreds of years. Others, however, are kept separate and form a new swarm.

Homeworld: Fefze come from the hot Mid Rim planet of Fef, a primitive forest world with a thick atmosphere

Language: Fefze typically speak their native language of rubbing antennae together and rarely know Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	2	3

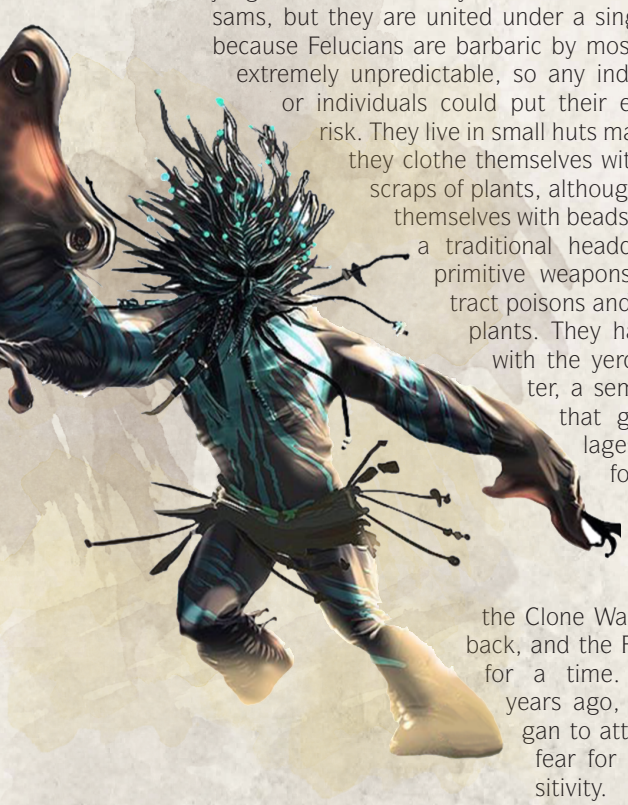
- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Knowledge-Education**
- **Hardened Carapaces**: Receive the talent "Enduring."
- **Acidic Spit**: Once per encounter, may attack suffer 2 strain to attack using acidic spit with Ranged-Light, dealing 4 base damage at engaged range. May spend ⊛ to blind opponent.
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain. Suffer 4 strain for every round spent flying.
- **Swarms**: May become part of a swarm with other Fefze if within 100 meters of its other members, sharing all memories and gaining +1 Intellect.
- **No Hands**: Reduce encumbrance threshold by 2 and may not carry items in hands. May not use technology requiring fingers, such as blasters. At the GM's discretion, add up to ■■■ on checks where fingers are beneficial, such as Piloting.

FELUCIAN

Entirely Force-sensitive, the Felucians have a deep relationship with their native environment via the Living Force. Although they are primitive, they are united under a single government, and they were once guided in the Force by Jedi Master Shaak Ti.

Physiology: An agile but resilient species of amphibious sentients, the Felucians are slightly taller and more athletic than most species. They are camouflaged with moist gray skin which is marked with colored stripes. Their brawny arms end in four webbed digits with suction cup tips, each evenly spaced. Additionally, they have smaller but more dexterous hands extending from their wrists, each with three fingers. Visually, their most distinctive feature is their face, a mass of tendrils with luminescent tips. Their eyes, appearing as a dark gap between the tendrils, see well in the dark, and their mouth is also a gap between their tendrils. All are Force-sensitive, and they have a strong connection to the Living Force. Conversely, they are very vulnerable to Dark Side degradation, which causes their tendrils to become dry and limp.

Society: Felucians have a primitive society in the wild jungles of Felucia, away from more industrialized Gossams, but they are united under a single tribe. This is because Felucians are barbaric by most standards and extremely unpredictable, so any independent tribes or individuals could put their entire society at risk. They live in small huts made of fungi, and they clothe themselves with only bones or scraps of plants, although most decorate themselves with beads, and some wear a traditional headdress. They use primitive weapons, and they extract poisons and medicines from plants. They have a symbiosis with the yerdua poison-spitter, a semi-sentient plant that guards their villages in exchange for being fed and cared for. Their planet's ecosystem was damaged in the Clone Wars, but life grew back, and the Felucians thrived for a time. However, four years ago, the Empire began to attack them out of fear for their Force-sensitivity.



Homeworld: A steamy jungle planet, Felucia was somewhat industrialized by Gossams in the Commerce Guild, but much of the planet remains totally primitive. Composed of hostile animals and fungi, the jungle's ecosystem and the Felucians themselves act as a single entity united by the Living Force.

Language: Felucians rarely speak Basic, instead using their barking native tongue, Felucianese.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Resilience or Stealth**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Night Vision**: Remove ■ for darkness, add ■ for brightness.
- **Rancor Tamers**: Receive the mentor discount on the Enhance Basic Power, the Move Basic Power, and the Influence Basic Power. When using an Influence Power check on an animal, add □□.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

CASTES AND THE FORCE

Felucians have a caste system, including mushroom farmers, warriors and scouts marked blue, shamans marked red, and chieftains marked yellow. Most are capable of using telekinesis for simple pushes, and warriors and scouts use the Force to enhance their physical skills, but shamans focus on more advanced techniques like healing and protection. Chieftains often specialize in taming the native rancors. Although chieftains have the most political power, shamans are trusted as spiritual leaders. Trained to resist the Dark Side, shamans will throw Dark-Siders into the Ancient Abyss, a sarlacc that kills them. In recent decades, Felucian society was dominated by a uniquely gifted chieftain in Jedi Master Shaak Ti, who trained them in the Force. Although her death at the hands of Galen Marek four years ago plunged their people into the Dark Side, they have since returned to the Light Side.

FILORDUS

A canine species known for their fierce determination, the Filordi have six limbs, including two for walking, two for grasping, and two they can walk or act as weapons. Although they are opportunistic, they struggle greatly with long-term planning.

Physiology: Filordi are canines with six limbs who are covered in short, brown hair. Their uppermost limbs have three-fingered hands, their middle pair is used to help walk and have pincers, and their bottom pair are thick and used exclusively for walking. When they fight, they often use their pincers as weapons, but it is very hard for them to stand on only two legs. They are somewhat short, averaging under a meter and a half in height. Despite their smaller size, they are tough and very resilient. Their face has an elongated snout and large ears, the latter of which they can use to protect their black eyes from wind and rain. They all have blue stripes, although some have more prominent stripes than others. Filordi are asexual, so none of them have a gender. They reproduce by giving birth a week after they have died. An infant Filordus is a clone of his or her dead parent. They are able to crawl at birth and become adults by the age of fifteen.

Society: Filordi are a persistent, obsessive people who go to extreme lengths to get what they want in the short term. They are extremely opportunistic and highly resourceful, so they find a way to consume everything that is available to them. They are intelligent and adapt quickly. These abilities have given them some success in business, as they were once a prominent species in the Metatherian Cartel, a Trade Federation offshoot based on Cularin.

Homeworld: Filordi come from Filordis, an Inner Rim planet with a ren sun. It is a rocky wasteland and has many thunderstorms. Many Filordi have attempted to terraform it.

Language: Filordi speak Filordian, a language which lacks many of the consonant sounds that Basic has. They have a gravelly voice, and they often ignore certain consonants when speaking Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	2	3	2

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 95
- **Pincers**: Deal +1 Brawl damage as wounds and have a Crit rating of 3. When using Brawl with pincers, suffer 1 strain for every maneuver spent moving. May use pincers for Brawl even when holding other gear or weapons.
- **Sensitive Ears**: Add ▢ on auditory Perception checks.. Triple all sonic damage and, at the GM's discretion, increase sonic damage from 0 to 1.
- **Silhouette 0**



SHORTSIGHTEDNESS

Despite their drive to succeed, the Filordi are almost completely incapable of long term planning, and their inability to think ahead has cost them. Their homeworld is a wasteland plagued by harsh weather, so they have needed to terraform it. Many others prefer to abandon it in favor of more habitable planets in the rest of the galaxy. Their foolishness can create other problems, too: Since they will become completely obsessed with their goals without thinking things through, they are very easy to swindle if given what they want.

FLAKAX

Although they are not capable of telepathic hive minds like some species, the Flakax are insects who are absolutely loyal to their hive. The majority of their species is infertile, simply acting as drones to perform labor for their queen.

Physiology: Flakax are bipedal insects native to a desert environment with a black body, and they have a distinct thorax and abdomen. They have large compound eyes on either side of their head, small mandibles surrounding their beak-like mouth, and two antennae atop their hairless head. Their arms have three pincer-like fingers, and their feet have two toes. Their abdomen is bioluminescent, which can flash on and off or use as a flashlight. They have three genders: males, females, and sterile drones. The latter make up most of their society and are parthenogenetic children of the queen.

Society: Flakax have a hive-based society, and they have little identity or purpose outside of their hive. Most are drones who exist solely to work. Males are responsible only for breeding, while females take up leadership positions. They are ruled by a female queen who is also solely responsible for laying eggs. Males are typically eaten by the queen after they reproduce. Queens are responsible for guiding the hive, providing direction, emotion, and creativity on behalf of its entirety. Most queens care little for anyone outside the hive, as do her subjects. Although many hives have little technology and no tools, their strong unity makes them excellent builders. They all live underground in massive colonies, and they hunt for food above ground at dusk. A few Flakax are without hives: This can happen after the death of a queen, and it is also not unprecedented for males to run away if they are about to be eaten. However, these individuals are rendered purposeless by their lack of a hive, so they are generally psychopathic, suicidal, or otherwise insane.



FLAKAX AND THE EMPIRE

Because of their work ethic and devotion to their hive, the Flakax are excellent in manual labor such as building and mining. The latter is especially common in the modern era, where, despite their onetime allegiance to the Confederacy of Independent Systems, they have mined much of their world in service to the Empire. They are willing to mine out their lands for little pay because the Empire is giving them protection in exchange, and the Flakax see this as a worthwhile sacrifice. Like all things, they approach their work with austere devotion.

Homeworld: Flakax come from the backwater Expansion Region planet of Flax, which is tectonically very active, creating enormous mountains. Although it has many seas, this unique geography prevents moisture from reaching the land, and most of the planet is a desert.

Language: Flakax typically speak their native language as well as Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	3	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 110
- **1 rank in Resilience**
- **Desert Dwellers**: Remove ■ for dry conditions, add ■ for wet conditions.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

FLORN LAMPROID

Many debate the sentience of the Florn Lamproids, who are clever hunters that communicate but have little civilized society. What is not up for debate as that they are top predators, combining strength and venom with stealth and reflexes.

Physiology: Florn Lamproids are among the galaxy's top predators. Related to reptilian parasites, they have a very muscular serpentine body that grows six meters long and is packed with muscle. They propel themselves using their tail, and they have six short arms, each with simple pincers that are ineffective for grasping most technology. They have a wide mouth surrounded by four large fangs, and they have four eyestalks above their head, which can see in all directions. Lamproids have brown, gray, green, or pink skin. They excel in stealth and can quickly wrap up a victim using their tail. Once constrained, the victim is finished off using a poisonous stinger and their poisonous saliva. Their teeth can easily chew up flesh, and they drink blood. Lamproids rarely wear clothing, and they identify other Lamproids using pheromones. Many are Force-sensitive, and they tend to excel in telepathy.

Society: Florn Lamproids are cunning enough to succeed as hunters and as members of galactic society, but they have little interest in the arts. Almost all live as hunters of some sort, whether they are primitive predators, assassins, or bounty hunters. Despite these shortcomings, many have been able to acclimate to modern technology, live in some civilized societies, and a few have even joined the Rebel Alliance.

Homeworld: Lamproids come from Florn, a jungle planet on the fringes of the Outer Rim that has an incredibly dangerous wilderness. To the rest of the galaxy, their homeworld is a mystery, because they have many colonies as well. Most of these colonies are uncivilized worlds with vast sections of forest that they can hunt in.



HUNTER AND HUNTED

Because they lack culture or art, the sentience of the Lamproids is often debated. Although they have not adapted much intelligence for social interactions, they are clever hunters and can solve many puzzles. As such, they are often legal to hunt, especially under the Empire. However, they pose an incredible challenge because of their natural fitness, stealth, weapons, and intelligence, so only the most skilled of hunters will prey on the Florn Lamproids.

Language: Lamproids who are more civilized generally speak Basic, but they have no language of their own. They have a hissing voice, and they convey emotions by shifting their fangs.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	1

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 13+Willpower
- **Starting XP**: 70
- **1 rank in Cool or Survival**
- **1 rank in Stealth**
- **Superb Reflexes**: Receive the talent "Rapid Reaction."
- **Constriction**: May spend [Triumph][Triumph] on a Brawl check to immobilize the target and induce suffocation. Escaping constriction requires an Athletics check opposed by Brawl. Constricted victims may be poisoned using stinger or fangs as a maneuver, which disorient the victim for and deal 2 wounds per round until the victim passes a [Threat][Threat][Threat] Resilience check.
- **Extra Limbs**: May have 3 times as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Eyestalks**: Can see in all directions.
- **Pincers**: Upgrade the difficulty of any checks to use technology designed for species with fingers, such as most starship controls or blasters.
- **Silhouette 2**

FOSH

Light, mysterious avians from an unknown world, Fosh are an extremely rare sight. They are selfish, manipulative, and a bit annoying to some. Their tears are incredible chemicals which can range to miracle medicines to poisons.

Physiology: Fosh are small but nimble avians who are rather frail. Their skin is red, purple, or pink. They are further distinguished by a multitude of feathers that grow from the backs of their heads. These feathers change color by mood. Orange is indicative of contentment, while gray is more angry or dissatisfied. Green is used to show focused thought or amusement. Normally, the feathers are blue or purple. Their head also features two small red antennae, soft whiskers, red eyes, and a beaked mouth. Their arms and legs are thin and typically less feathered. Their feet have two clawed toes and their hands have four clawed fingers. They have two knees on each leg, with the lower one pointing forward. Fosh also have very unique tears, which females in particular can manipulate to create various minor pheromones. Those who are Force-sensitive can further enhance this ability, creating even more powerful liquids. This includes both poisons and powerful healing fluids similar to bacta.



SECRET CULTURE

Just because the Fosh are so secretive doesn't mean their culture doesn't exist. Players controlling a Fosh should consider the various mysteries of Fosh culture and try to better flesh out the species. While they should tell their GM, keeping it secret from the other players can provide many opportunities for interesting roleplaying as well. However, the detached nature of the Fosh may make it difficult to get along, so being a Fosh shouldn't be chosen lightly.

Society: Fosh are a mysterious people who tend to be loners. They are secretive, private, and also very rare. So rare, in fact, that many have considered them to be extinct for the past 30 years. The average sentient likely wouldn't even recognize them. They are a quiet people who prefer to listen rather than speak. When they do speak, however, it is usually for good reason. They are very manipulative, devious, and would likely be good in politics. Despite that, they have no political representation, as no one knows of their homeworld or government. While wise enough to appease should their lives be threatened, Fosh are often quite annoying. In conversation, they use riddles and analogies to confuse those that listen. They are selfish, arrogant, and sometimes even rude. Most notably, they are also quite speciesist. They view all other species as subordinate, merely toys within their own machinations. Fosh are difficult to predict, often pursuing complicated goals with even more complicated schemes. What exactly they hope to accomplish in these schemes is another one of the many mysteries surrounding the Fosh.

Homeworld: The Fosh homeworld is not known to the rest of the galaxy. Some theorize that they come from the Corporate Sector. Considering the bias against non-human species in that region, it is possible that they were hunted to being nearly extinct.

Language: Fosh speak a language called Fosh that is known by very few non-Fosh. Most also speak Basic.

SPECIES ABILITIES



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Coordination or Deception**

FRENK

Frenk are green-skinned repitiles that show relations to Rodians. They are tall and thin, and many are exceptional athletes. Those seem away from their homeworld are almost always bounty hunters.

Physiology: Frenk are thinly built reptiles of about two meters in height. They have spotted green, orange, or pink skin. Their dexterous body is extremely thin above the waist before widening. Their hands are four-fingered. Their head is hairless and has extremely sunken cheeks. Their head is further distinguished by a conical nature, four nostrils, and large black eyes. Frenk are distant relatives to Rodians, who share somewhat similar traits.

NOTE

Frenk come from The Clone Wars TV show, which often contradicts Legends sources. Furthermore, everything following below is based on the author's own assumptions. However, just as many Legends species could also exist in Canon, nothing prevents Frenk from existing in Legends.



Society: Frenk value combative abilities and hunting, which makes many of them eager to be bounty hunters. They are also community oriented and often prefer to work in teams. Despite this inclination, they are very quiet in general, and they are not particularly sociable or friendly when interacting with outsiders. On their homeworld, their population is small enough to survive as nomadic groups of hunters, similar to their Rodian ancestors, and they succeed despite relatively small amounts of technology. Their government is minimal, although recent Imperial involvement has changed that somewhat. A small percent of Frenk resist the Empire, but their primitive lifestyle has meant that most Frenk are unaffected by the Empire.

Homeworld: The world of Gorobei is a terrestrial planet full of jungles. Vicious predators of many sorts fill it, while a single spaceport provides technological imports and transit offworld for those who wish to be bounty hunters.

Language: Frenk mostly speak Fen, a dialect combining Rodese and Basic. Some learn to speak both tongues.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Athletics**

RODIAN RELATIVES

Frenk and Rodians share similar culture, a never forgotten link from their past. Long ago, a group of Rodians hired Arkanians to genetically modify their clan by creating a superior genome. The experiment succeeded to an extent, giving the new Rodians an ability to speak Basic and better abilities as athletes. However, their intelligence dropped in result, causing the Arkanians to consider it a failure. When they attempted to terminate the "failed experiments," they escaped via starship before crashing on the far-off planet Gorobei. Thought dead, they created a society of their own before eventual rediscovery. While some maintain a friendly rivalry with the Rodians, many hold harsh feelings over their species being a "failure."

FROZIAN

Frozians are friendly and tenacious, but their charms are hindered by their extreme pessimism. They were one of the first species to resist the Empire, and their world was bombarded as a result. Infertile off of the homeworld, they now face extinction.

Physiology: Frozians are tall and thin humanoids with an extra joint on each of their limbs. Because of this, their range of motion is different than other species, and their method of walking is seen as very off-putting. Despite their extra joints, they are clumsier than most other species. They are covered in brownish fur, and they have very long, black whiskers which can resemble a mustache. They have a feline head with a snout that features a small mouth and an identifiable nose. They can move their nose and whiskers at will when they create facial expressions. They have wide, brown eyes which have excellent peripheral vision and pointed fur at the back of their head.

Society: Frozians are strong-willed and moral. They are a kind and generous people, eager to give to those in need. They are also extremely diligent, working very hard and keeping their promises to the letter. Most of them are very intelligent and excel in technical work. This combination of integrity, charity, and tenacity makes them thrive in whatever societies they join. However, they have one trait that can make them very hard to befriend: Frozians are extremely pessimistic. Even though they don't want to depress those around them, the melancholy outlook of a Frozian can sadden even the most optimistic of spirits. Many make a conscious effort to do otherwise when around non-Frozians, but few manage to succeed. Most enjoy the company of other species, and aside from their pessimism, they assimilate easily.



A DYING PEOPLE

Frozians were one of the first people to defy the Empire, and many joined rebel movements. In response, the Moff governing their sector decided to bombard their planet from orbit, devastating all life on their planet. Immediately, almost all Frozians resorted to active resistance against the Empire, and almost all of them are now in the Rebel Alliance. However, the Frozians are infertile without the conditions on their homeworld, so the species' already slim population will only decrease. It is estimated that in about 100 years, they will all be dead. As is fitting for their personality, most have accepted their fate.

Homeworld: Frozians come from the peaceful low-gravity planet of Froz, a world in the Corellian Sector with low gravity and unique flora that is necessary for them to breed. Years ago, it was decimated via Base Delta Zero, forcing the Frozians to disperse. Eventually, the New Republic will begin restoration efforts, and scientists will attempt to recreate Froz's natural environment.

Language: Most Frozians speak Frozian, their native language. They also typically know another language from whichever society they integrate into. They have a tendency to repeat sentences for emphasis, a grammatical trend originating from Frozian.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	3	2	3	1

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100

GAMORREAN

Brutal mammals related to pigs, Gamorreans focus their life on warfare. They are extremely violent and uncivilized, making interaction with other species difficult.

Physiology: Gamorreans are burly hogs with green or brown skin. They are similar to humans in height but weigh much more. Their mind is not advanced, and they are really only good at brutal melee… or so the stereotypes say. This isn't all true, however. Many Gamorreans are indeed like this, but there are still exceptions. Some are more thin, similar to a human. (They are frowned upon and viewed as less than ideal.) Amongst the less warlike females, skin color can vary as well: black, brown, pink, yellow, and rarely white are all possible for them. They have two horns atop their head and sharp incisors on the lower jaw that tend to stick out. Their eyes are beady. Most notably about their face, however, is the nose. This snout, particularly hog-like, further enforces the "piggish" appearance. Their beady eyes are gold, brown, or black. Most are covered in parasitic bloodsuckers known as morrts. They actually show affection to these, viewing them as pets. They live to 45 years old, though their warlike way of living means that few males last that long.



Society: Gamorreans live in a clan based society, which is strictly divided by gender. The males, "boars," simply fight. They devote their life to a constant cycle of training, going to war, and healing. The females, "sows," do all of the productive work. This includes farming, hunting, manufacturing, and running businesses. Males are traded and switch between clans, while females stay in the same clan. Clans differ, but are mostly in double or sometimes triple digits. At birth, there are ten males to every female, but the males have such a short lifespan, making the number somewhat closer. Gamorreans call summer "wartime," since it is when they fight. Fall, or "croptime," sees the final skirmishes before they settle in for winter. In "coldtime," they mostly stay in their homes as a family. Then spring, or "slushtime," is for preparing for war, marrying, or giving birth.

Homeworld: Gamorreans come from Gamorr and have colonized Pzob. Procedure programs for visiting Gamorr consist of a single line: DO NOT VISIT GAMORR. It is average in climate and possesses diverse terrain. Prominent mushrooms are used as food.

Language: Gamorrese is a simple language that only Gamorreans can speak. Its runic alphabet is only known by sows. Gamorrreans cannot speak Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 95
- **1 rank in Brawl or Melee**

HONOR IN BATTLE

Gamorreans have strict beliefs about the combat that they so adore. They refuse to use ranged weapons in their wars, viewing them as insufficient for demonstrating their "boarness." They still use them against outsiders or dishonored Gamorreans. However, wars are a game to them that has strict rules. They stick to their melee weapons or fists. They also strictly avoid the use of "magic," which can include anything from the Force, stealth, or even superior tactics.

GAND

One of the more distinctive species of insectoids in the galaxy, the Gand are a very mysterious species. Some have no lungs, while other breathe ammonia. They refer to themselves using their names, which they earn through accomplishments. Some have abilities that allow them to track targets via mysterious rituals.

Physiology: Gand are an odd species of insectoids that puzzle xenobiologists. They are shorter than humans in size and have three fingers that can match the dexterity of five-fingered species like humans. They are covered in a brown, green, purple, or tan chitinous exoskeleton that is wrinkled and hairless. They have large, silvery eyes. Where Gand are so unique is in the respiratory system. Most of the Gand do not seem to need air at all, receiving everything they need from food. Furthermore, they excrete waste through their skin, emitting a musky odor of methane. Other subspecies have lungs and breathe ammonia. Such Gand typically wear respirator masks.

Society: Gand have a closed culture, just like their biology, so they are a mystery to everyone else. They are humble, soft spoken, and polite. Although they are extremely humble and rarely brag, they place achievement above all else and judge everyone by it. They live in small "pocket colonies'' that are ruled by a central government. Religion, centered around the ammonia mists of their world, is a prominent force in Gand culture. The Ruetsavii, a group of elders, observes the people. All Gand receive the name "Gand," until a major accomplishment allows them to use their family's name. Further greatness, such as becoming a Findsmen, allows them to use a first name. Gand culture includes a slave trade, which is mostly accepted.

Homeworld: Gand come from Gand, an Outer Rim world covered in ammonia and methane. It is closed to offworlders, and most trade is handled through space stations. Foreigners who are allowed on the surface almost always stay in the Alien Quarters.

Language: The clicking language of the Gand can really only be replicated by droids, and most Gand lack the vocal cords to speak Basic. Relying on mechanical translation devices, these Gand never use pronouns, since names carry such an important weight.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Discipline**
- **Rituals**: Once per session when tracking a target, may make a ◆◆◆ Discipline check to meditate. If successful, receive a relevant (but likely ambiguous) vision.

GAND SUBSPECIES

WITHOUT LUNGS

- **Lungless**: Remove penalties for suffocation.

WITH LUNGS

- **Ammonia Breathers**: Need an ammonia mask to breathe in a normal environment. Oxygen is a dangerous atmosphere of rating 8.
- **+10 XP**

FINDSMEN

Gand culture is most well-known for the Findsmen, an odd sect of their people. These Findsmen work in mysterious ways, seeing omens and signs in the strangest places. Through these, they can discover the location of the target. These bizarre rituals are extremely odd to any non-Gand, yet they somehow work. Most consider this to be a connection to the Force, but the Findsmen themselves claim otherwise.

GANK

A violent and serious species typically devoted to mercenary work, the Ganks are prominent in Hutt Spaces as thugs and hired guns. They are covered in cybernetics and armor, so they give off a mysterious and almost droid-like aura.

Physiology: Ganks are a species of entirely cyborgs who augment their skills and physique with mechanical devices. In addition, they almost always cover their entire body in their traditional body armor. Those that see a Gank outside of his or her armor, which is very rare, will see a furry yellow body. Their head is squared-off and their mouth is almost in a frown or snarl. Their eyes, not far above the mouth, are small. Though short, they are heavy, with broad shoulders and thick limbs. The cybernetic implants also allow for silent communication with other Ganks.

Society: Ganks are a brutal people with a reputation as such. Aside from the Ganks themselves, no one really knows much about the species. They almost all view battle and mercenary work as their calling in life and have no qualms about murdering anyone. This earns them the name "Gank Killers." Few seem to object to it. They can be violent as a result of any perceived or real insult, although they can get along better with employers. Even for those who successfully approach a Gank, they are cold and mysterious. They have a taboo against exposed flesh and entirely cover themselves in armor. Although they almost always travel in packs, evidence of a society or leader remains yet to be seen.

Homeworld: The original Gank homeworld is unknown, but they came to Nar Shaddaa and made it their homeworld. Nar Shaddaa is the Hutt-controlled moon of Nal Hutta, covered in cities that house all sorts of illicit activities. They seem to live with their Hutt crime lord employers, or they may be nomadic entirely. Such mysteries, just like the others, can only be answered by the Gank Killers themselves.

Language: Since Ganks can communicate silently, the nature of their language remains yet another mystery. They can understand and speak Basic, however, if they need to get a point across.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Coercion or Vigilance**



- **Cyborgs**: At character creation, gain up to 2 free cybernetic implants of up to 5,000 credits combined value. Additional credits at character creation may be used to increase the 5,000 credit cap. Have a cybernetic implant cap of 3+Brawn.

MERCENARIES

The use of Ganks as bodyguards by Neimoidians is one of the few notable cases in history in which the Bounty Hunter's Guild did not maintain complete control of the field. Such is not the only notable feat by the Ganks in mercenary fields. Their overall history as hitmen, enforcers, and mercenaries is well known, and they have good relations with many Hutt crime lords. Their abilities seem far superior to that of any competition. The Hutt relations, as well as their overall nature, makes them seen as immoral and low-class to most citizens of the galaxy. For this, or perhaps some other unknown reason, they organized, fought, and lost in a war against the Republic over 5,000 years ago.

GEN'DAI

A boneless species with no centralized organs, the Gen'Dai can live for millenia and heal from almost any injury almost instantly. Although they are peaceful by nature, their mind degrades before their body does, sometimes making their eldest members psychotic.

Physiology: A boneless species, the Gen'Dai are virtually a formless jumble of corded muscle and nerve bundles. Because of this, they typically inhabit heavy armor made for humanoids to give themselves a form to pass as any number of species in the galaxy. The only distinct part of a Gen'Dai is their head, which is typically bald, has two eyes, nose slits, and a mouth full of razor-sharp fangs. Gen'Dai also have two large, wing-like ears, but they are usually folded below their jawlines to hide distinguishing features. Gen'Dai are completely void of vital organs, allowing them to survive injuries unthinkable for other species, giving them a reputation of being virtually immortal. The Gen'Dai also have a decentralized nervous system, giving them near-instantaneous reflexes. This also allows them to function after sustaining heavy injuries and to have an absurd sense of touch: For example, they can feel a human heartbeat from up to 200 meters away. The only known way to kill a Gen'Dai is to atomize their body all at once.



MENTAL DEGENERATION

Despite all their durability, the regeneration abilities of the Gen'Dai do not extend to their mind, which deteriorates over time. This psychosis leads to older members of the species becoming extremely violent. These members of the species often take jobs as mercenaries or bounty hunters, giving the species as a whole an image of savagery to the wider public.

Society: The Gen'Dai are a peaceful people who practice a philosophy of "perfection of permanence," meaning that all change is an illusion. This leads philosophers from their species to preach that taking an active role in anything is pointless and detrimental. Since their homeworld's destruction long ago, the species has taken to a nomadic lifestyle, journeying the stars in isolation.

Homeworld: The homeworld of the Gen'Dai was razed long ago by the Sith Empire, leading the race to their current nomadic lifestyle. While the planet still exists, no one knows where it is, and it is unlikely that it could support life, even if it were to be rediscovered.

Language: The Gen'Dai speak their own native language of Gen'Dai. As they are an ancient species, each living 4,000 to 7,000 years, they have a low birth rate and population. Thus, Gen'Dai is rarely used and has been all but forgotten, and most know Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	1	2	1

- **Wound Threshold**: 22+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 50
- **1 rank in Resilience**
- **Decentralized Organs**: Receive 2 ranks in the talent "Durable."
- **Advanced Nervous System**: May make tactile Perception checks from up to Long range as if Engaged. Difficulty to perceive the subject is upgraded once per range band of distance.
- **Regeneration**: Recover 1 wound per round or minute at all times, and may attempt to heal critical injuries once at the end of each encounter or once per 2 hours minimum. When healing the "Maimed" injury, reattach the limb.

GEONOSIAN

Geonosians are flying insectoids notable for helping the Separatists in the Clone Wars. They enjoy violence, but a majority of the Geonosians are worker drones whom the nobles use for manufacturing.

Physiology: Geonosians are tough insectoids who are only partially sentient. In many ways, they are a conundrum. While they are barely intelligent enough to manage sentience, the Workers are excellent in mechanics. They are thinner than most other sentients, but the Soldiers are surprisingly strong. Even the Nobles are devious despite their lack of complete sentience. The Nobles and Soldiers have wings, while the drones do not. Most other traits are more uniform across castes: hard, brown skin, three fingers and toes on each hand and foot, and double-kneed legs. Their hairless head points down and forward, and their eyes are red.



Society: Geonosian society is best defined by its caste system: A majority are Worker drones, who live in poverty as slaves for the projects of the Nobles. Though the Soldiers receive a higher status, they are still nevertheless put in dangerous conditions and fight in wars that they have no stake in. The Nobles control all and are typically selfish in nature. Differences in psychology are notable between castes. Workers are not typically ambitious; they only do what they're told to. Soldiers are just the opposite and can be very competitive. All of them have little value for life, and ritual combat is important as entertainment. Some lucky lower-class ones can even acquire a higher status by winning as a gladiator. They are not very friendly towards other species and don't trust them. Most also prefer to stay on their homeworld amongst their own people.

Homeworld: An Outer Rim world near Tatooine, Geonosis is a dry, dusty planet of red rock. It is plagued by radiation, so most Geonosians live underground or in stone buildings. It is, of course, the site of the first battle in the Clone Wars, where the Republic took over Geonosian factories. While it used to be successful in the business of arms manufacturing, association with the Separatists has ruined its reputation. The planet is also surrounded by an asteroid belt.

Language: Geonosians sepak Geonosian, a clicking tongue. Some of the Nobles speak Basic as well, and all Geonosians are capable of speaking Basic.

COST OF WAR

The bold move of aligning with the Confederacy cost the Geonosians. Losers in the war, they are now not on very good terms with the Empire. While Geonosian Nobles remain rulers, many others are now slaves to the Empire. The handful of revolts have been quickly put down.

SPECIES ABILITIES (NOBLE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	3	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Deception or Leadership**
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain. Must land every 5 rounds.

SPECIES ABILITIES (SOLDIER)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 85
- **Tough Chitin**: Receive the talent "Durable."
- **Hoverers**: Can move on the vertical axis and ignore any penalties for terrain. Must land every 5 rounds.

SPECIES ABILITIES (WORKER)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	1	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 95
- **1 rank in Mechanics**
- **Teamwork**: When providing or receiving skilled assistance on a Mechanics check, add ▢▢.

GIGORAN

Furry primitives from the snowy world of Gigor, almost all Gigorans who leave their homeworld do so as slaves. Unlike the short-tempered Wookiees, their nonviolence makes them easier to control.

Physiology: Gigorans possess enough intelligence to match that of many sentients, although they still are very primitive in their technology. They are large, furred creatures with white fur. They have a wide mouth, pig-like nose, and tiny eyes. They have three-toed feet and four-fingered hands which have claws on both. They are strong enough to be excellent for combat or physical labor.

Society: Gigorans are very family-oriented, and most are more than willing to sacrifice for their relatives. Though they have a very fierce appearance, they are actually quite peaceful. Though dangerous as predators, they are kind and docile when with other sentients. Gigorans are arranged into groups called home-clans, which are tribes of hunter-gatherer nomads who live in caves. They further organize themselves into smaller family groups.

Homeworld: Gigorans come from the snowy planet of Gigor, an Outer Rim world. Its only sentient inhabitants are Gigorans. They live a primitive lifestyle, using stone-age technology to hunt through the mountains and caves.

Language: Gigorans who are taken offworld learn Basic fairly quickly. While they are capable of speaking it, they still prefer to use their native language of grunts when they can.



SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 105
- **1 rank in Resilience**
- **Fur**: Remove ■ for cold conditions, add ■ for hot conditions.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

GIGORANS AS SLAVES

Tragically, their lack of technology and weak wills have made Gigorans easy prey for slavers. Their natural strength makes them quite valuable as well. This mostly occurs in the Mytaranor sector, which also includes Kashyyyk, the Wookiee homeworld. (Another large and furry slave species) Almost all of the Gigorans seen off of their homeworld are escaped slaves or current slaves. Those that escape are often on the run from bounty hunters. Many still live in peace on their homeworld, but more and more are also forced to leave their homeworld each day. Because of their size, Gigorans are effective fighters. Many fight to end the slavery of their people, while others hope to end slavery galaxy-wide by joining the Rebel Alliance.

GIVIN

Math is the cornerstone of Givin society. They are very logical and intelligent, even if their skeleton-like facial features are very unnerving to some. Their homeworld, Yag'Dhul, is prone to sudden loss of air, so they can survive in a vacuum.

Physiology: Givin are covered in a bony exoskeleton that is chalk-white. Their exoskeleton bears striking similarities to the human bone structure, meaning that Givin can appear to be very creepy for many humans. The exoskeleton allows them to survive in total vacuum or other conditions involving air pressure and poisonous atmospheres. In order to maintain these advantages, they need to eat three times as much as humans. They are similar to humans in height and have five-fingered hands and three-toed feet. Beneath this odd aesthetic is a brilliant mind with incredible skill when it comes to mathematics. Givin evolved this to predict the odd orbits of their world's many moons.

Society: The highly intelligent Givin, above all things, value mathematics. They are ruled by their best mathematicians, who form the "Body Calculus." Their most powerful leader, the planetary governor, is determined by the winner of a contest that requires calculations of extremely difficult multidimensional differentials. These leaders then make decisions based on null-modal probability. Givin use their mathematical nature to build what they deem to be the best ships and spend a long time designing them. However, these starships are not often compatible with outsiders and lack pressurization systems (Givin can survive vacuum) or navicomputers. (Givin can make the calculations easily.) They respect other shipbuilding species, like Duros and Verpine, but have a subtle arrogance toward anyone who cannot survive in a vacuum.



GIVIN GREETINGS

Givin apply math even in their greetings. They traditionally greet one another by each asking a math question. The difficulty of these questions can vary, although roots of simple quadratics are among the most common. Even though these roots are often rational, some outsiders cannot find them in their heads, so Givin can find others to be very rude. Because of both their navigational talents and shipyards, Givin have been sought after in many wars. However, the ambassadors sent to them must often learn more mathematics.

Homeworld: Givin come from the odd world of Yag'Dhul, which sits in the Mid Rim at the intersection of the Rimma Trade Route and the Corellian Trade Spine. Though this means it is heavily trafficked, the world itself is not very popular. Not only is it difficult to interact with Givin, but the three moons produce extreme tidal forces. These affect the oceans and the atmosphere, so the world is subject to unpredictable flooding and sudden loss of air.

Language: Givin speak the language of Givin, though many know Basic. Its written form includes mathematical symbols and requires a knowledge of calculus to read.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 90
- **1 rank in Astrogation or Knowledge-Education**
- **Exoskeletons**: Do not take wound or strain damage due to vacuum, unbreathable atmosphere, or abnormal air pressure.

GORMAK

Technologically advanced nomads, the Gormak were at one point the sworn enemies of the Voss, but millenia ago, the two species put aside their differences to fight off the Sith Eternal Empire. They have green skin and frills on the sides of their head.

Physiology: The Gormak are green-skinned humanoids with no nose or hair. Their most unique visual feature is their frills, which line the sides of their head, just above the ears. They have clawed, three-fingered hands, making them formidable fighters. They have red, orange, or blue eyes, and males have a pattern of small concentric circles between their eyes.

Society: Gormak are a unique society in that they are culturally very primitive, but they excel with technology. Despite their inability to achieve space travel, the Gormak are among the best in the galaxy at building, modifying, and scavenging technology. They are often miners, taking advantage of the many valuable minerals on their world to build technology. Gormak live in camps of small tribes, typically as nomads. Each clan is ruled by a Shaman, who is chosen based on technical skills. They excel with cybernetics, which they typically test on trapped animals, turning them into cyberbeast. Gormak are extremely competitive and hostile, often resorting to warfare or combat to solve their problems.

Homeworld: Gormak come from Voss, a mining planet in the Tion Cluster. It has a rocky landscape with a few forests and a hazy, yellow sky. During their war against the Voss, they were mostly found in the Gormak Lands.



Their largest settlement of Gorma-Koss, a mountainside city with about 10,000 Gormak ruled by their King, Jokull.

Language: Gormak have a simple native language called Gormak, and very few of them know Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	1	3	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 80
- **1 rank in Mechanics**
- **Technical Sophistication**: Receive the talent "Gearhead."
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

GROMAK AND VOSS

The Gormak are suspicious of all outsiders, but they were especially hateful of the Voss, their distant ancestors. In the time of the Old Republic, the Gormak were at war with the Voss, and they viewed the Voss as an abomination that needed to be destroyed if their species were to prosper. Although they outnumbered the Voss, the Voss have many Force-sensitive prophets, which granted the Voss the edge they needed to survive. Although the Voss defended themselves well, it was prophesied that the Voss would all die if the Gormak became extinct, so the Voss were never too aggressive. Foresight allowed the Voss to fight off the Sith Empire, forcing both the Empire and the Republic to fight against the Gormak in order to earn the Voss's favor. However, when the Eternal Empire took over the Voss system, the only way for the Gormak to survive was to forget their long-standing hatred and ally with the Voss. Both species had heavy losses, but each survived, validating the Voss's prophecy.

GOSSAM

The Gossam are small reptiles with blue-gray skin. They place extreme value is appearance and pleasing others. They were also very prominent in the Confederacy of Independent Systems, so they are now hunted by the Empire or live as slaves.

Physiology: Gossam are short reptiles. They are a little over a meter tall and have a pebbled texture to their blue-gray skin. Their body is thinly built, but their three-fingered hands are reasonably dexterous. Their feet have two black toes each. Gossam have two knees on each leg. They have hair and no visible nose or ears. Their face is further distinguished by being covered in horizontal wrinkles.

Society: Gossam live in a society that values appearance, reputation, and pleasing others. They tend to use elaborate clothing to please other sentients, as well as, for females, molding their hair back to form a cone-like shape, that points backwards before pointing up at the end. Gossam are skilled at business and very shrewd. However, they are selfish, and their clever practices can sometimes give them a reputation of being untrustworthy. Things produced by Gossam tend to be cheap for manufacturing. As reptiles, Gossam lay eggs. Though the eggs require little practical care, there is strong tradition and social pressure to take care of them. And the Gossam, eager to please, do just that. Before they are hatched, the eggs are shown off and receive decoration in their nest. Parents also throw "egg parties." In this event, the egg is shown off for friends and relatives to see. These ceremonies tend to be late in the incubation period, in hopes that the birth can be shown off as well. Gifts are given to the parents, especially if the parents have a high status.

Homeworld: Gossam come from Castell. It is in the Colonies, a wealthy region of space, and sits on the Perlemian Trade Route. It is very urban and industrialized. The Gossam also have colonized Felucia.

Language: Gossam speak Gossam, a croaking language. Do to their knack for business, most speak Basic as well. Gossam words and names tend to be short.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Deception**
- **Silhouette 0**



REBELS

Though they tend to be independently minded, many Gossam once ended up working for the Commerce Guild, which had almost complete control over the species. They were typically locked into ten year deals, with their housing and food being provided as part of the contract. However, during the Clone Wars, the Commerce Guild was in strong favor of secession, but Castell was surrounded by Republic territories and was soon retaken. The Commerce Guild was also absorbed after the war, but that was not the biggest effect on Gossam. During the war, Gossam were banned from Coruscant. Those already on it were not warned and became fugitives, so many had to either hide, smuggle themselves offworld, or rebel. While they once fought the Republic, many now fight the Empire under the banner of Whiplash. While independent from the Rebellion, this secretive organization has had great success rebelling from the Coruscant underworld. Others now fight the Empire from elsewhere, as the Empire has enslaved Castell and greatly discriminated against them.

GOTAL

The ability to sense emotions has had a major impact on Gotal culture. Their head-cones detect energy fields, which allow them to detect emotions but also make them vulnerable to other forms of electromagnetic radiation, which can cause discomfort. Though extremely empathetic, the idea of expressing emotions through speech is foreign to them.

Physiology: Gotals are burly humanoids that have evolved from hunter tribes on the plains of their homeworld. They are covered in coarse, dense fur, which can be brown, tan, or gray. Their face includes beady red eyes and small vestigial nostrils. Their heavily knobbed brows include two conical horns that can detect electromagnetic waves and many other types of energy. This extreme sensitivity allows them many abilities and acts as their primary sense. For the most part, they can sense and read the feelings of any nearby life, even those who are extremely adept at hiding it. They use it to hunt prey with ease and understand fellow sentients.

Society: Gotals used to live a nomadic lifestyle, moving to avoid the unpredictable nature of their world. They had difficulties with planting crops, so they hunted instead. Though they now have been able to form cities, many still honor the pastoralist lifestyle. Gotals are one the few species that has managed anarchy successfully, since their ability to read emotion gives them a natural empathy. Furthermore, their ability to detect anger gives them a natural aversion to conflict. The awareness of emotion also means that most Gotals find love at first sight. From birth, Gotals are bombarded by every kind of energy imaginable, (such as the emotions of others, radio waves providing connection to the HoloNet, or emissions from droids) which cause discomfort. The sensory overload makes them temperamental, and they only learn to deal with it completely by the age of about twelve. Even then, some technology can still cause discomfort. Though they have created emissions-free starships, droids still cause them a great deal of discomfort. They have yet to be able to create droids that are truly pain-free, causing anti-droid sentiment in Gotal society.



Homeworld: Antar IV is one of six moons that orbits Antar. It is 60% water, and the land is mostly plains. It has a highly unpredictable climate because of its twin suns and bizarre orbits. Even light level changes quickly with eclipses. It was a very loyal Confederacy world, defended from the Republic mostly by its own people.

Language: Gotals speak Antarian, but the language lacks a way to describe emotion, since they can sense it. It also relies on their ability to sense brain waves. When speaking Basic, they rarely use words to describe emotion, and using tone is also too strange for them. Thus, they are monotone.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Perception**
- **Energy Sensitivity**: Once per encounter as a maneuver, sense the presence and emotional state of everyone within short range. May use this ability to upgrade the difficulty twice when opposing a Deception check. When around droids or other electromagnetic radiation, but no more than twice per encounter, suffer 1 strain at the GM's discretion.

ANTARIAN RANGERS

One mildly Force-sensitive Gotal, after not getting into the Jedi Order, created the Antarian Rangers. Though now filled with members of every species, the Antarian Rangers still are based on the Gotal homeworld of Antar IV. This paramilitary organization was volunteer funded to assist the Jedi in logistics, exploration, combat, and funding. Now labelled co-conspirators with the Jedi, Antarian Rangers are almost extinct. However, some survive in hiding.

GRAN

Gran are social and community-oriented. They are best distiungished by their three eyes. They are very often colonists, are abide on many planets. Though the Gran on Kinyen are socialist, those on other planets sometimes demonstrate more racist or aggressive tendencies.

Physiology: Gran are three-eyed creatures with leathery brown or tan skin. Their face is further defined by prominent nostrils, eyestalks, large, wide ears that droop down, and four appendages atop the head that point upward. They have six-fingered hands and six toes on each foot. They do not have an obvious neck. The Gran have excellent eyesight, allowing them infrared vision and more. Among other Gran, these eyes can also detect minute changes in physiology, learning emotion. They have two stomachs and digest food slowly, so they can go for days without eating. When they do eat, they need grass.

Society: Gran have a community-based outlook, and, on Kinyen, this goes to the point of socialism. They raise their children to do specific jobs, which means that Kinyen Gran can have a rather limited education. Few Gran find this to be an issue, although the occasional one does leave in order to do something else. This social outlook goes back to their earliest history, where they lived in herds for safety. All Gran depend on their family and friends socially and economically, so not having them for emotional support can drive them criminally insane. To Gran, the harshest punishment is exile, and leaving their kin and friends behind forever is worse than death. Gran on Kinyen are almost entirely followers of the Doellinist religion, which supports extreme pacifism and has an emphasis on community.

Homeworld: The Gran make natural colonists, so they can come from many worlds. Kinyen includes colorful cities that delight their keen sense of sight and features goatgrass, their favorite food. Malastare is the second most populated world by Gran, featuring high gravity. It is known for podracing and a fuel industry.

Language: Almost all Gran know Gran and Basic, but the social creatures can want even more. Many Gran will learn other languages as well.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 95



- **1 rank in Charm or Negotiation**
- **1 rank in Perception**
- **Keen Senses**: Remove ■■ from Perception checks. Remove ■■ for concealment in combat.

GRAN COLONIES

Malastare is planet colonized and ruled by the Gran where the native Dugs are oppressed as slaves. When Gran first colonized Malastare, the Dugs (rightly so) saw it as an invasion. The political influence of the Gran got the Republic on their side and the Gran were able to win the war against the Dugs. The Gran on Kinyen find this abhorrent and consider the less benevolent Gran on Malastare to be a different species culturally. This is true for many colonies, such as Hok. The Gran are versatile and adaptable, so they have developed many colonies. However, while they start of microcosms of Kinyen, they rarely stay that way when the Gran adapt to their new surroundings.

GREE

Once a great species, cephalapods called the Gree had some of the most advanced technology the galaxy had ever seen. However, no one, including the Gree themselves, knows how to properly use it anymore, and the species has become isolated and forgotten.

Physiology: A very alien species of gray-skinned cephalopods, the Gree have six tentacles instead of limbs. Four are used as manipulators, while two drag along the ground for locomotion. Because of this structure, they are much shorter than humans, generally about one meter tall. Gree breath a Type II atmosphere and require a spongy breath mask to survive in a normal atmosphere, and they have no visible mouth. They instead communicate by releasing sounds through the fleshy folds under their gray eyes. Above their eyes is a tall, sloping forehead, and they have a drooping sac behind their head that stores some of their brain.

Society: At the zenith of Gree society, there were four castes: Administrators, Crafters, Operators, and Researchers, each distinguished forehead tattoos, but only the Operators, who use but do not create technology, remain. As such, their technological knowledge has plateaued. The Operator caste is subdivided into guilds, which Gree are also born into. Their society has been redefined into a hierarchy: At the top are the grandmasters, the most wealthy and powerful Gree, who are recognized as being highly skilled. Guildmasters rule local guilds, which are then composed of masters. Masters have the most direct control over technology, so the masses, referred to as lesser Gree, are almost mindless and must perform menial labor for a master in order to earn food or shelter. Before a Gree can become a master, they must learn as an apprentice and then become a senior assistant, but most lack the drive or attention span to do this and simply remain in the masses. Being an apprentice is very difficult, as most masters hoard their knowledge, which is why so much of the best Gree technology has been forgotten. Traders facilitate negotiations between masters and other species, and although they are looked down upon as members of the masses, they perform a vital role.



LOST TECHNOLOGY

Although Gree are still a technologically skilled people, their society and their technology most flourished 100,000 years ago, an era they refer to as "the most ancient and forgotten days." At this time, they were far more technologically advanced than even modern society, but they have since forgotten their past secrets of highly advanced navigation devices, dimensional engineering, terraforming, and quanta-technology. They were heavily reliant on droids, especially for military roles, but their version of droid technology was unique, and they have a distaste for modern droids. Gree technology has a unique philosophy in that their devices are "played" similarly to musical instruments. In fact, they often create music in addition to their primary function. Gree technology is therefore very alien to outsiders, just as their own ancient technology is alien to them.

Homeworld: Gree have isolated themselves in a northern part of the Outer Rim called the Gree Enclave, which contains their homeworld, Gree, as well as Asation, Licha In, Lonatro, Malanose, and Te Hasa. They allow few visitors and are known to almost no one. Some Gree use large vessels such as the Rokak'k Baran as mobile cities that travel within the Enclave.

Language: The Gree language, Gree, is a strange tongue in that it is based almost entirely on combinations of colors and shapes that have secondary metaphorical meanings in addition to their literal definitions.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	1	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Knowledge-Lore or Mechanics**
- **Atmospheric Requirement**: Need a breath mask to breathe in a normal environment. Oxygen is a dangerous atmosphere of rating 3.
- **Four Arms**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Silhouette 0**

GUNGAN

Gungans are reverent for nature and relatively primitive. They come from Naboo, the homeworld of Empreror Palpatine. They are amphibians, so most of their cities are underwater.

Physiology: Most Gungans are Otalla; some are Ankura. The Ankura are heavier and green, while the Otalla are lighter and orange. They both start as Tadpoles before becoming amphibious. They also are both flexible and have strong legs for running, swimming, and jumping. The Otalla have haillu, which act as ears, but are long and fin-like. Haillu are among many tools that Otalla Gungans use for expression, as well as flaring nostrils, a wide mouth on their bill, and yellow eyestalks. Though Ankura have a more humanoid facial structure, they are equally expressive. Both also have a long tongue, which they use to catch insects. Their strong teeth help with eating smaller amphibians. Whiskers can grow with age. They have four fingers and three toes. Although they can breathe underwater, they can also hold their breath for longer than most if needed. Though suited to aquatic environments, they are not as well-adapted to dry ones, where their skin can dry quickly.



GUNGANS AND HUMANS

Gungans share their homeworld with the human colonists on Naboo, who have oppressed them. Though Gungans have chosen to stay relatively isolated, it goes back to long ago, when humans first pushed Gungans underwater through war. Gungans find the humans cowardly, and humans find Gungans to be barbaric. Their past conflicts only further help this tension.

Society: Gungans are relatively primitive and reverent for nature. Though they have unique technology, they are otherwise not keen on intellectual pursuits. Though generous and peaceful, they are also very harsh in punishing. They welcome visitors and friends yet are suspicious until respect can be earned. Some Gungans can be exiled, and it is difficult to return. It often takes great deeds in order to undo the punishment from exile. Gungans have many gods which can have an effect on their life. They also have life-debts, which are enforced by the gods. Their lifestyle in sedentary, but they still are mostly hunter-gatherers in the swamps.

Homeworld: The Gungan home of Naboo is in the Mid Rim and is swampy. It is most notable for being the homeworld of Emperor Palpatine and the place of a protest by the Trade Federation that led to Palpatine's first election as Chancellor.

Language: Gungans have mostly abandoned their old language, but they still use a dialect of Basic. It is different enough to make them sound unintelligent, but still similar enough to be understood by most. Players controlling a Gungan should research this extensively.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	2	3

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Athletics**
- **Aquatic**: Can breathe underwater and remove penalties for underwater movement. Remove ■ for humidity, add ■ for dry conditions.
- **High Jump**: Able to jump very high or far. Once per round as a maneuver, suffer 3 strain to move 2 range bands either vertically or horizontally.

H'DRACHI

H'drachi are peaceful and spiritual mammals that rarely worry about anything, and many are gifted in the Force. They often excel in precognition, but very few are gifted with any other powers.

Physiology: H'drachi are smaller mammals with yellow skin and short, brown hair. Their arms and legs are relatively thin, and they have three-fingered hands and two-toed feet. All of their digits end in sharp nails, which provide traction but do little in combat. They have a forward-pointing snout and typically have a white beard. They have an unusually strong connection to the Force.

Society: H'drachi are peaceful, and they are subservient to a population of human colonists. They have very little interest in galactic politics, and their homeworld has remained out of most wars. Because the H'drachi Seers can often predict the future, most of them value patience and worry very little.

Homeworld: H'drachi come from M'haeli, a planet that is ruled by human monarchs and occupied by the Empire. An agriworld in the Expansion Region, it has vast plains and a few mountain ranges. Most of civilized society is at the more temperate equator, such as the capital of N'croth, since other parts of the planet are very cold. Human colonists have most of the planet's wealth, and the H'drachi typically live in ghettos. Although the Rebel Alliance once sought to take over the planet, and the humans have begun guerrilla warfare against the Empire, both have been unsuccessful. Grand Moff Lynch and his forces currently keep the planet under Imperial control.

Language: The H'drachi have no known language of their own, and most of them know Basic.



SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Discipline**
- **Gifted Seers**: Receive the mentor discount on the Forsee Basic Power. When purchasing a Strength or Duration upgrade for Forsee, double that upgrade's effects.

THE TIME-STREAM

As a very religious people, the H'drachi have developed their own views of the Force. The vast number of Force-sensitive H'drachi refer to their ability as being able to perceive the time-stream. They call themselves the H'drachi Seers, since most of them only exhibit precognition, with other Force abilities being extremely rare. However, what they lack in telekinesis or physical augmentation, they make up for with precognition. They can see the future with extreme precision, especially with multiple H'drachi. As such, the H'drachi are well-aware that the Empire will fall, and they decided to simply wait out the war. Most H'drachi Seers are distinguished by a colorful tunic, a large turban, and a multitude of charms.

H'NEMTHE

H'nemthe are pacifistic, romantic, and philosophical. However, they only view death as a change in form prior to their afterlife, so they are willing to die very easily. There are 20 males to every female, but this difference is reuced by the fact that males are killed after reproducing.

Physiology: Reptilians of a rough pink, orange, or blue-gray skin, the H'nemthe are best known for one trait: the females have tongues that are as sharp and as deadly as swords, which they use to kill the males after mating. 95% of H'nemthe are male at birth, although the females make up for this with a significantly longer lifespan. Their face has large black or green eyes and a notable beak above their mouth. Their face is also very bony and ridged, with four head cones at the top. These cones can sense the electromagnetic spectrum, allowing a H'nemthe to read the emotions of others. They have three-fingered hands with claws.

Society: H'nemthe are mostly peaceful, artistic, and philosophical. Poetry is a venerated tradition, and their music is popular galaxy-wide. They live in a direct democracy. Though they rarely leave their homeworld, those that do are often musicians or artists. Under Imperial control, a handful have also joined the Rebel Alliance.

Homeworld: H'nemthe come from a planet of the same name. It is very green due to its heavy forests, but it has a rapidly fluctuating climate due to the tidal pulls of its three moons. It includes the carnivorous plant m'iiyoom, which is also called the Nightlily.

Language: H'nemthe is also a language, one of squeals and squeaks. This makes it irritating to many. The written form is a continuous line. The H'nemthe also typically know Basic.

SPECIES ABILITIES



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Coercion or Discipline**
- **Energy Sensitivity**: Once per encounter as a maneuver, sense the presence and emotional state of everyone within short range.

H'NEMTHE GENDERS

FEMALE

- **Sharp Tongue**: Deal +2 Brawl damage as wounds, and have the Pierce 2 and Vicious 1 qualities.



MALE

- **+15 XP**

NOT DEATH, BUT SACRIFICE

For all their brutal ways, H'nemthe are surprisingly romantic. Males are willing to face certain death in order to reproduce, which they believe gives them major rewards in their afterlife. Though otherwise timid, males devote much of their lives towards finding a partner. They believe that after death, they become angels with the sacred duty of guarding their offspring. Females have strictly vegetarian diets until their first time mating, in which they get their first meat: their lover's eviscerated body. The H'nemthe do not find this to be brutal and view death as a mere change in form.

HAPAN HUMAN

A matriarchial culture of humans isolated in the Hapes cluster, the Hapans are known for both their beauty and their wealth. Their politics are literally cutthroat, as assassinations among the noble families are incredibly common.

Physiology: Hapans are a race of humans who have evolved two distinct traits. Their first is their beauty, which they are well-known for. Furthermore, they have very poor vision in the dark, because there is a great deal of starlight on their worlds.

Society: Hapans have a very hierarchical society, and they are capable of incredible cruelty to gain power. Assassination among nobility is common in order to advance, and their politics are incredibly cutthroat. As such, most Hapans are extremely paranoid. In their society, men are seen as inferior and unintelligent, with their value mostly restricted to breeding. Servants occupy the lowest tier, while farmers are above them, and businesswomen occupy a middle tier. The highest status belongs to the nobility, who are ruled by the Queen Mother. The Queen Mother is seen as almost godlike, and every noble house vies to gain power by offering one of their men as a consort to the Queen Mother. Oftentimes, noble families assassinate the Queen Mother or her offspring in order to get their preferred successor. Hapans can be incredibly haughty, viewing those of lower status as innately inferior. They value beauty and appearance, and they see physical deformities as worse than death. Hapans are a wealthy people who have built an isolationist society with a large, but mostly untested, military. They consider themselves pacifists, but they fiercely defend their territory from all outsiders. However, Hapans have actually had a peaceful relationship with the Empire, which has made no serious attempt to annex them, perhaps because Hapans are humans and dislike the Jedi. Their technology is unique, and although their turbolaser technology is poor, they have some unique inventions. The most notable is the Gun of Command, a weapon that generates an electromagnetic field which disables thought processes, rendering its victim confused and susceptible to manipulation. They also excel in making prosthetics.



DARK ORIGINS

The matriarchal society of the Hapans is not unexplained, and neither is their beauty. Hapans descend from the Lorell Raiders, a band of pirates from 4,000 years ago that discovered the Hapes Cluster and used it as a retreat. Furthermore, they took their most beautiful female prisoners to Hapes, whom they often raped. Over many generations, a sizeable population of Hapan women, selectively bred for beauty, became prisoners in the Hapes Cluster, while their sons became pirates once they were old enough. However, the Hapans were ultimately freed when the Jedi defeated the Lorell Raiders, and they established their own isolated society. When they did so, they vowed to never be ruled by a man again, and Hapan men have been servants ever since.

Homeworld: Hapans come from the isolated Hapes Cluster in the Transitory Mists, and hyperspace travel entering or leaving the Cluster is difficult. Their capital is on the planet Hapes, a temperate, urban planet. The cluster is densely packed with hundreds of stars, meaning that their planets are always well-lit, even at night. They rule 93 star systems and 63 inhabited planets.

Language: Hapans rarely know Basic because of their isolation, and they typically speak their native tongue, Hapan.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 110
- **1 rank in Charm or Deception**
- **Manipulators**: Receive the talent "Kill with Kindness."
- **Nighttime Blindness**: Remove ■ for brightness, add ■ for darkness.

HARCH

Arachnids of distant relations to the Aqualish, the Harch are long-lived, tough, and ambitious. They have a poisonous bite and six arms, providing impressive capabilities in combat.



Physiology: The Harch are spider-like creatures with eight limbs. They use two for walking and have six to use as arms. These arms are clustered together, three on each side. The front two arms have two elbows each. Each hand has three fingers, which includes an opposable thumb. They have two toes on their feet. Harch are larger than most sentients, similar to their Aqualish cousins. With extra eyes, they are, in particular, related to the Ualaq subspecies of Aqualish. (Harch consider the debate on the intricacies of their genetics to be obscene, however.) They are tough and resilient to go with this strength. They are covered in brown hair, which grays at the face. This face lacks a neck and is very circular in nature. They have six red eyes, arranged in a semi-circle, two large mandibles that they keep neatly groomed, and a mouth with four teeth. These teeth have a bite that is somewhat poisonous, but can only slow down a victim. This mouth also tends to make a clicking sound that they use when they think.

Society: While the Harch are just as aggressive as their Aqualish relatives, they also have more restraint. As much as they value strength and aggression, they also focus on resilience and patience. They are smarter than the Aqualish, but negotiation and diplomacy do not come naturally to them. However, they are cunning enough to find ways to rule over the Aqualish. They live in the Spiverelda, a region of space that refers to their and the Aqualish worlds. Their history with the Aqualish is an ugly one, complete with all the turbulence of the two species being aggressive in nature. When there weren't wars going on, the Harch have served many roles. Sometimes, they have been cunning manipulators from behind the scenes. In others, they were dictators ruling over both peoples. Every once in awhile, they have been a cast down species.

Homeworld: The Harch come from Secundus Ando, a Mid Rim world in the Spiverelda.

Language: The Harch speak Basic, and many know an Aqualish dialect or two.

NOTE

Harch come from The Clone Wars TV show, which often contradicts Legends sources. However, just as many Legends species could also exist in Canon, nothing prevents Harch from existing in Legends.

SECESSIONS

Though the Harch do not live on the Aqualish world of Ando, they were firmly aligned with Ando in the battles against the Andoan Free Colonies. When the Republic stepped in to save the Andoan Free Colonies and demilitarized Ando, the Harch and Aqualish grew dissatisfied. This resulted in both being eager to leave the corrupt regime and join the Confederacy. Though they lost, their drive for independence continues. Now, many Harch continue to fight against the Empire.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 85
- **1 rank in Resilience**
- **Six Eyes**: Remove ■ for darkness or brightness.
- **Extra Limbs**: May have 3 times as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Venomous Bite**: May spend ◔◔◔ on a successful Brawl check to bite. A target who has been bitten must succeed in a ◆◆◆ Resilience check or receive the critical injury "At the Brink."

HERGLIC

Herglics are friendly and gregarious, but their large size makes it difficult for them to fit in with things designed for smaller humanoids. They are aquatic and descend from whales. Many become addicted to Sabacc and other forms of gambling.

Physiology: Herglics, sometimes called Koodans, are whale-like creatures native to the world of Giju. They breathe through a blowhole and still have fins instead of hands. Their skin occasionally has white portions but is mostly a darker color. This is either black, purple, or dark blue. They are tall, up to three meters high, and especially wide in comparison to other large sentient species. Their blubber-covered body is well-muscled, making them quite strong. Their fins make it somewhat difficult to use human technology, but it is not impossible. Their skin is smooth and hairless, not unlike that of many other aquatic mammals. They don't have much of a neck, and their head has a wide mouth and black eyes. They are comfortable in aquatic conditions but cannot breathe underwater. However, they can hold their breath for a fairly long time. They still have a blowhole that they use to breathe. Their natural size and blubber makes them quite tough as well.

Society: Herglics are gentle, easygoing creatures and are always ready to explore, travel, and be social. However, they are very sensitive about their size, as they are too large for some human accommodations. For this reason, many form their own communities, sticking together when they are a minority. Herglics live in groups that are called "pods," or "pakk" in Herglese. The one flaw that many Herglics have is gambling. Addicted to Sabacc and other games of chance, they are a common sight at casinos. When not gambling, Herglics are very active in galactic trade, and many work in the technology business as well.

Homeworld: The Herglic homeworld of Giju is a wet world in the southern portion of the Colonies. It is on the Rimma Trade Route, which its Herglics helped to create. Its islands are covered by cities, which are hubs for the technology manufacturing industry. Its many spaceports make it great for all kinds of trade.

Language: The Herglic language is known as Herglese. Most Herglics know basic and can speak it without issue. Thanks to the influence of the Herglics, many Herglese words are incorporated into the vocabulary of nearby worlds. One, a "hauum" sound, is that of a Herglic clearing his blowhole. It is used to begin a significant remark.



HERGLIC TRADE EMPIRE

The Herglics were one of the first species to create hyperspace technology and used their innovations to create a powerful empire centered around trade and technology. Herglic technology from that time is long lost, but it is considered to be at a level that goes unparalleled, even in comparison to that at the current time. This early empire collapsed, and the technology was lost. Herglics continued on and were prominent as scouts and explorers in the galaxy. Their Trade Empire rose again and stayed separate from the Republic for a while, although it eventually joined around 13,000 BBY. Heglics again rose to greatness in 5,500 BBY, when they proved instrumental in developing the Rimma Trade Route. Now, the Herglics have become less successful under the Galactic Empire, although Giju is still prominent in the technology industry.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	1	3

- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Cool**
- **Aquatic**: Can hold breath for a long time and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Silhouette 2**

HIROMI

Hiromi are insects from the Unknown Regions with a baffling psychology: They have knack for outside-the-box problem solving and engineering, but they are blind to incredibly obvious facts. They are also extremely cowardly, but they see themselves as the opposite.

Physiology: Insectoids with brown or olive skin, the Hiromi are on the shorter side but relatively stocky. They have no hair, but they do have two white antennae atop their head. They have large, yellow eyes with green pupils, and they have a tongue, which is rare among insects. On both sides of their mouth, they have a loose flap of skin in a triangular shape. They also have a sharply pointed chin.

Society: Hiromi are an extremely cowardly people; they have an incredibly strong instinct for self-preservation. Whenever presented with a chance to fight, they will almost always suggest some sort of alternative- bringing in reinforcements, hiding, or even abandoning the conflict altogether. Although they will ultimately do what is required of them, they always prefer to take on the easiest possible tasks, even if these tasks do little to contribute to their goals. For whatever reason, they have an image of themselves which is the exact opposite of this reality: They consider themselves to be a species of conquerors, and describe themselves as "glorious" and "ruthless." They enjoy cheering and will celebrate even the most meaningless of achievements whenever they have a chance. Another obstacle preventing them from reaching their goals is an extreme lack of patience, as they will often quit a task in order to eat or play. All of these oddities ultimately stem from the unique logic of the Hiromi. The Hiromi excel in creative thinking and lateral logic, and they have the mental capabilities to solve incredibly complex problems, but they lack much of the more basic logic that other species take for granted. As such, even their most elaborate plans are plagued by seemingly obvious issues.



GALACTIC CONQUEST

For about 2,000 years, the Hiromi have been waiting for the opportunity to take control of the entire galaxy, but when they do so, their attempts will be abysmal. Their current plan is to force the galaxy into a civil war, which they intend to start by pitting the Lahsbee and the Ewoks against each other. Although both species are obscure and relatively harmless, the deceptions of the Hiromi will ultimately fall apart. They will then invade Zeltros, successfully conquering the palace kitchens because the Zeltrons won't care enough to bother fighting them. At that point, they will be certain that the entire galaxy will soon follow, and they will celebrate by eating lunch. They will work alongside the Zeltrons and Luke Skywalker to defeat the Tofs, a violent species whose invasion will pose a legitimate threat. However, upon realizing that their conquests mean nothing, the Hiromi will return home.

Homeworld: The location and name of the Hiromi homeworld is unknown, but they are one of the few species that has contact with the Tofs from Companion Besh as well as the rest of the galaxy. They consider their territory an Empire, although it is likely quite small.

Language: Likely because of their time spent trying to conquer the galaxy, a majority of the Hiromi know Basic as well as their native tongue.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Deception or Knowledge-Warfare**
- **Victory Lap**: When healing strain at the end of an encounter that can be considered successful, heal 2 additional strain.

HO'DIN

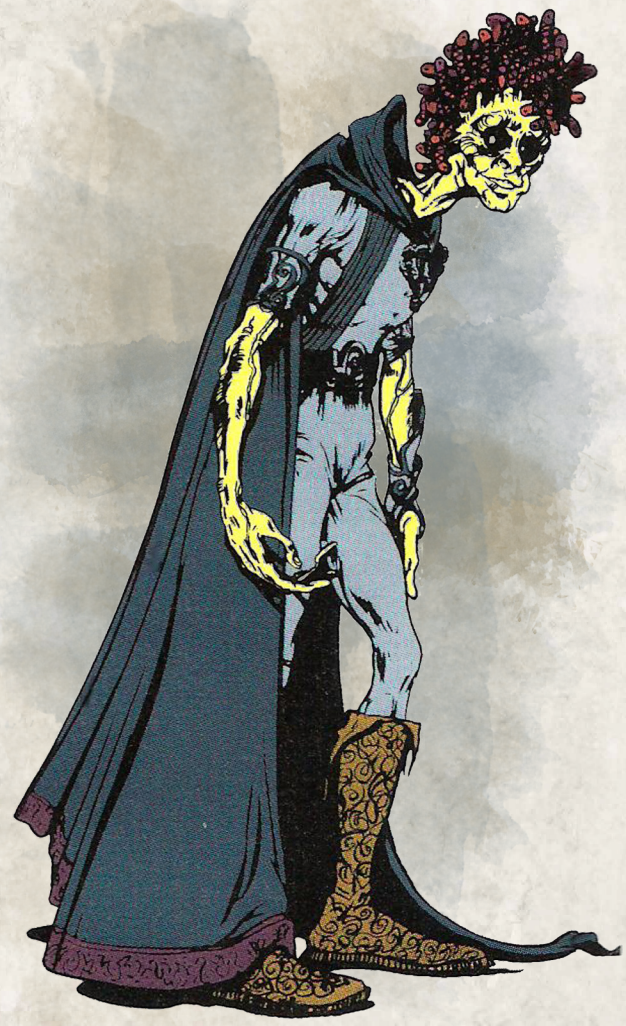
Ho'Din specialize in all things related to plants and botany. They are tall and thin with snake-like protrusions on their head. They have an extreme focus on preserving environments and being eco-friendly, which is enphasized in their religion.

Physiology: The Ho'din are taller than two and half meters, with some being up to three meters tall. Despite their size, they are thin creatures. They have varying colors of skin which can be orange, yellow, green, or blue. They have long and thin limbs and their suction-cupped fingers are also long and thin. They have large black eyes. Most unique about their appearance is their strange version of hair. Their "hair" is thick and snake-like, red or maroon in color. These tubes are actually covered by scales. Yet another unique feature about them is that they have two hearts. While they claim to be related to plants, they are likely of reptilian origin.

Society: The Ho'Din are generally peaceful and enjoy focusing on the studies of ecology and botany. Their society has three ranks that individuals achieve through time, experience, and training. The youngest and least experienced are known as Learners. The more knowledgeable Ho'Din can be Healers. Finally, the greatest title is that of Master Gardener. They developed an interest in ecology when their society industrialized, which brought an unexpected ecological consequence: parasites. After that time, which the refer to as the Great Rape of the Land, they returned to a simpler lifestyle and devoted themselves to ecology. While they are willing to use technology on planets that are "already damaged," they avoid bringing it to planets that are free of tech. Gardening and ecology often take up much of their money and time, as they work to improve the ecosystem of their own planet and even to create "garden worlds" on other planets where they can commune with nature. They are also excellent healers, particularly when it comes to herbal therapies.

Homeworld: The Ho'Din come from the rainforest planet Moltok, which they have terraformed and filled with ecological wonders of all sorts. It mostly focuses on an herbal industry. It also has volcanoes, whose ashes give the world a crimson sky. The Ho'Din share it with the Makurth, a species often employed as bodyguards and mercenaries in the criminal underworld.

Language: The Ho'Din speak Ho'Din, a croaking language. They often use plant-based metaphors and idioms.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	3	1	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Knowledge-Xenology or Medicine**

[DINANTE FLI'R]

The Ho'Din are ruled by a theocracy, the priests of the [Dinante Fli'R]. This religion worships nature, particularly plants. According to their history, the Ho'Din were once mobile plants themselves, before being turned into animals af punishment for going against [Dinegia]. Much their actions are done in hopes of completing the [Flik'a kirki], or Virtuous Cycle of Nature. Those who do enough to complete this can be supposedly reborn as plants. Their customs follow along with this. For example, conception is done in a ceremony that mimics the conception in plants. Even in funerals, they give the body as a gift to the soil on the forest floor.

HOOJIB

Small quadrupedal rodents who lack technology, the Hoojibs may be mistaken for non-sentient creatures, but they are sentient, and they have a a very communal society. They do not speak, but they can communicate amongst themselves or with others via telepathy.

Physiology: Hoojibs are a species of smaller, quadrupedal rodents distinguished by a long antenna, floppy ears, and wide eyes. They are covered in fur, which is typically tan or yellow, but it can also be blue, white or pink. What they lack in size they make up for in speed and agility, and they are able to navigate their native forests with ease. Hoojibs do not need to eat other animals or plants, and they instead survive by consuming energy directly, similar to plants. Hoojibs can sustain themselves by receiving energy from droids or other electronic devices that produce or use significant amounts of power. Hoojibs are also telepathic, able to broadcast their thoughts into the minds of nearby sentients.

Society: The Hoojibs are a deeply communal society, valuing friendship and camaraderie amongst their own. Their government is led by a single spokesmind, who communicates on behalf of their people. They rarely use technology of any sort, but they are nevertheless a civilized people with a rich culture. Hoojibs have telepathically connected with underground being called the Darker, which was created when another sentient species, the Arbrans, who are now extinct, attempted to rid their minds of all evil thoughts using advanced technology. They succeeded, but the evil became manifested in the Darker. Hoojibs see the Darker as the embodiment of evil, and he will be killed in a few years with help from the Rebel Alliance.

Homeworld: Hoojibs come from Arbra, a planet which has many environments, including rainforests, mountains, and caves. It is a primitive world on the surface, but underground, it has devices capable of harvesting the core's geothermal heat. This energy is released as electricity throughout the Hoojib's cave, and they feed off of it.

Language: Hoojibs cannot speak any verbal language, although they can make simple sounds like yelps or cries. Their telepathy can be understood by beings who know any language. They typically understand Basic.

SPECIES ABILITIES



- **Wound Threshold**: 7+Brawn
- **Strain Threshold**: 10+Willpower



- **Starting XP**: 110
- **Energy Feeders**: May survive off of absorbing electrical energy.
- **Telepathy**: Cannot speak. May communicate by telepathically "broadcasting" speech to all beings within short range. May also "whisper," broadcasting only to those who are engaged.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.
- **Silhouette 0**

HOOJIBS AND REBELS

Hoojibs will first encounter offworlders when the Rebel Alliance will scout their homeworld in search of a location to build a base following the Battle of Hoth. The relationship between the two will be tense at first, but they will eventually unite after the rebels help kill a Yuuzhan Vong monster called the Slivilith, which will attack their home. The Rebel Alliance will build a base in the cavern where Hoojibs live, and the two will interact with each other frequently, thus providing the Hoojibs with opportunities to travel offworld and enter the wider galaxy.

HOUK

Houk possess a powerful combination of stubbornness, cleverness, and raw strength. They have had a long-standing conflict with the Weequays, and they have also been drawn into conflict with the Galactic Empire.

Physiology: Houk are an extremely large and strong race. They average more than two meters in height, very few species can rival their incredible strength, and they have thick skin which protects them from many types of harm. Their skin is blue or purple with splotches of orange or beige on their head and chest, and they have a ridged forehead instead of hair. Although they lack a visible nose or ears, their face is distinguished by prominent jowls on their chin and beady, yellow eyes.

Society: Houk are a fundamentally selfish people who are disliked by almost all. They have a reputation to be bullies, and they are very short-tempered. They are also completely without honesty, as they are willing to backstab anyone and do not respect contracts or promises that they have made. They expect to get what they want, and most of them demonstrate great tenacity in doing whatever is necessary to fulfill their desires. Despite their violent tendencies, they're smarter than they look. Although they are not especially skilled in technology or book smarts, their cleverness can be comparable to that of a Hutt. Despite their willingness to be violent at a moment's notice, many of them prefer to use stealth and deception in combat. Still others devote their stubbornness and perseverance toward hard work. Of all of their wars, their most notable conflict is with the Weequays, a species native Sriluur, where the Houk set up a colony. They have recently begun a ceasefire, but tensions on Sriluur are still very high.



HOUK AND THE EMPIRE

The Empire felt that the Houk had the potential to become perfect slaves: burly but willing to submit. Although the former assessment is correct, the latter is very wrong. Houk are a strong-willed people who do not give up, and they are also clever enough to fight back effectively. These factors caused the program to fail. Of the hundreds of Houk who were captured, most refused to obey and were killed. At least one Houk escaped and joined the Rebel Alliance out of spite. However, Houk are not idealistic, so those present in the Alliance are almost certainly motivated by revenge.

Homeworld: The Houk come from Lijuter, a planet in the Reibrin system of the Outer Rim. Although it is dry and unwelcoming, its many space stations and two moons see a very deal of traders, smugglers, and other underworlders. They also have 31 nearby colonies, all of which answer to the Lijuter Congress.

Language: Houk speak Houkese, a grunting language which uses precise differences in pitch to distinguish different words. They have barely invented a written language, as they still use pictograms to represent most nouns.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	1	3	3	1

- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 70
- **Thick Skin**: Receive the talent "Durable."
- **Silhouette 2**

HUHK/LAHSBEE

A species of primitive felines, the Lahsbee undergo such a dramatic metamorphosis at puberty that they take a new name: Huhk. Lashbee are tiny and playful, while Huhk are large and ferocious.

Physiology: The Huhks and Lahsbees are bipedal felines with pointed ears and yellow eyes. They have a short nose and sharp teeth. They are also covered in fur, which can range in color from shades of red, pink, and yellow to shades of blue, gray, and brown. They have two separate names because they undergo a dramatic transformation once they reach adulthood. Lahsbees are the children, and they are even smaller than human children, while the adults, Huhks, grow to a whopping three meters tall.

Society: Lahsbees and Huhks each have their own society, and each has a distinct culture. Huhks are mindless savages, roaming around cities or wilderness in search of prey and almost never interacting with other sentients. Although the Huhks will typically try to murder Lahsbees if they ever encounter one, they can be temporarily calmed using music, a technique that the Lahsbees employ frequently. Conversely, the Lahsbees are actually quite civilized, living in rural communities where they cheerfully play for much of their youth. Although they use some simple technology, they detest all forms of advanced electronic technology, and they wish to be far away from modern conveniences.

Homeworld: Lahsbees and Huhks come from Lahsbane, a primitive planet with jungles and canyons. They travel using simple hot air balloons or gliders. It is backwater enough that it is rarely visited, and spacers are further deterred by a pollen which can clog the intake valves of starships.

Language: Both Lahsbees and Huhks share the language of Huhk, and they rarely speak Basic.



DRAMATIC DIMORPHISM

Puberty dramatically changes the Lahsbees, and if a a Lahsbee PC wishes to undergo this transformation, they must spend five XP and wait several months. After that, they increase Brawn by two, decrease Intellect by one, decrease Presence by one, increase Wound Threshold by five, and decrease Strain Threshold by one. Additionally, they become Silhouette 2, receive a rank in Brawl, and reduce ranks in Charm by one.

SPECIES ABILITIES (HUHK)



- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 110
- **1 rank in Brawl**
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.
- **Silhouette 2**

SPECIES ABILITIES (LAHSBEE)



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 115
- **1 rank in Charm**
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.
- **Silhouette 0**

HUMAN

The most common species in the galaxy, humans are widespread thanks to being adaptable and well-rounded. They have been the benefactors of speciesism from the Empire and Republic and are typically the standard from which other species are judged.

Physiology: Human physiology is very versatile and is a baseline from which other species are often described. Very few features set them apart from any other species, and have entirely the "common" ones. They have two arms, two legs, and stand a bit below two meters in general. They have five-fingered hands and five-toed feet, with an opposable thumb on each hand. Their head has hair in varying shades of brown or blonde, or gray or white with age. Their skin is tan, peach, or brown. Their eyes are blue, green, or brown with dark pupils, and typically have eyebrows. Unlike many other species, they sometimes have hair around their mouth and on their chin.

Society: Over time, humans have developed into multiple societies across thousands of planets and have merged and travelled so much that they are said to represent the average of all other cultures in the galaxy. Still, human culture is a very complex subject. Almost all have a unique background from whatever planet they may come from. Those from some may come from a culture of extreme peace, while others may come from a planet valuing battle and military service. Others may come from one of recklessness and independence, with others may come from a culture valuing conformity. The species as a whole is notable for being very diverse, and humans, more than most other species, tend to vary in personality. This makes them more widespread than any other species, and also a fascinating subject for many geneticists.

Homeworld: Humans have no specific homeworld, though they are theorized to hail from Coruscant itself. They have spread to nearly everywhere, from bustling Core Worlds to Mid Rim settlements to Outer Rim shadowports. The former in particular is very common, as many Outer Rim worlds are dominated by existing populations of native species.

Language: While some humans learn other languages to communicate with other cultures, Basic is the only one that most use.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in any 2 non-career skills**

HUMANITY UNDER THE EMPIRE

Humanity has gotten a particularly large advantage under the Empire. Though the course of history has been dotted with some degrees of human superiority, the Empire has been the most blatant major government in supporting humans since the Pius Dea controlled Republic over 20,000 years ago. Not only are humans less likely to be oppressed by the Empire, they are ideal candidates for dealing with Imperials, who will often dislike non-humans. These opportunities do come with a cost, however, as some non-humans resent the species over their past transgressions. More than any other species, humans have backgrounds relating to being a part of or allied with the Empire. These experiences often involve a whole lot of injustice, which can shape them for their lives.

HUTT

No species is more well-known for crime than the Hutts. They are massive, slug-like creatures who lead many of the most powerful crime rings in the galaxy. What they lack in coordination they make up for in deviousness, heartlessness, and bulk.

Physiology: Hutts are slug-like creatures with skin that is green or brown. Their body is thick and well-covered in fat, and they lack legs. Their arms are also short, and the four fingers on each hand are quite chubby. Despite all of their physical limitations, Hutts are not to be underestimated. Behind the ugly, chubby exterior lies a devious mind, (which is also resistant to the Force) and their influence is also great. Not only that, but they can make surprisingly formidable combatants thanks to their bulk and mass. Their neckless head has a wide mouth and yellow eyes, lacking hair or a nose. While some Hutts are so large that they are completely immobile, most can manage to slowly slither about if needed. Their skin is slippery, and they lack bones. Hutts are also known for their smell, which can be sickening to a particularly sensitive person and disgusting for most. They are hermaphrodites, allowing them to reproduce with or without a mate. They can live for 1,000 years.

Society: Hutts value cunning and good business, and most are completely immoral. They also tend to be paranoid. Hutts view all other species as subordinate, so they have no reservations about slavery, spice dealing, and extortion. Almost all tend to be crime lords. Beneath their business oriented exterior, what many fail to realize is that Hutts feel threatened and make most actions out of fear. Though ruthless, they are not prone to war. They instead view violence as wasteful and accomplish control by more cunning means. This will change after the Yuuzhan Vong war in 25 ABY, in which their holdings will be badly damaged. While Hutts are far too savvy to be manipulated and persuaded by others, they tend to be extremely offended if they are not flattered. Almost all keep slaves, who they use for most manual labor. For large-scale operations, however, they prefer indentured servants.

Homeworld: While their influence brings them all over Hutt space, they mostly call Nal Hutta home. It is fairly urban and extremely swampy.

Language: Though Hutts can speak Basic, most choose not to. Their own language, Huttese, is somewhat of a lingua franca on the more illicit parts of the Outer Rim.



SPECIES ABILITIES



- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 80
- **1 rank in Coercion or Discipline**
- **Fat**: Receive the talent "Enduring."
- **Stubborn**: Receive the talent "Nobody's Fool."
- **Awkward**: Add ■■■ to all Brawl, Coordination, and Melee checks.
- **Force Resistance**: When targeted by a telepathic Force Power, increase the difficulty by 2.
- **Ponderous**: May only spend 1 maneuver moving per turn.
- **Silhouette 2**

LORDS OF NAL HUTTA

In addition to being naturally savvy, Hutts also hold great political power. As the controllers of Hutt space, the Hutt Council is almost impossible to oppose. It is a very independent region, as not even the Empire can control Hutt space. Species native to the region have mostly been subjugated as slaves. Hutts are the only law in that portion of the galaxy.

IAKARU

Relatively primitive primates, the Iakarus' arboreal nature gives them great coordination, reflexes, and spatial awareness, which makes them excellent pilots. An Imperial invasion of their planet, mining for compounds that can be used in pharmaceutical drugs, has driven many Iakaru from their homes.

NOTE

Unlike many of the species in this guide, Iakaru are exclusive to Canon. However, just as many Legends species could also exist in Canon, nothing prevents Iakaru from existing in Legends.

Physiology: Iakaru are a species of arboreal primates covered in fur that is mostly thick and dark brown, but they have patches that are lighter-colored and softer on their belly and face. They have a short neck supporting their head that features small eyes with red pupils and a scrunched nose. They have thick eyebrows and whiskers. Iakaru are an agile, gymnastic people who have excellent balance and can easily swing between branches. These treetop athletics have given them superb three-dimensional spatial awareness and an innate understanding of distances and relative motion, skills that make them great pilots.



CORPORATE COLLUSION

Iakaru were only discovered during the Clone Wars, when pharmaceutical companies came to their planet in search of compounds with medicinal use. Corporate security for companies like Chiewab, Fabreth Medical, and Merisee Prime quickly forced the Iakaru to concede a small amount of their territory and retreat back further into the forests. The Imperials continued this trend and doubled down on it, occupying the planet, burning forests to make way for garrisons and labs, and capturing many Iakaru for study. Losing their homes has caused the Iakaru to become desperate and frustrated, so many have decided to leave their home behind by stealing starships and venturing into the larger galaxy.

Society: Iakaru live in clans of about 50, led by the eldest female, that occupy the canopy of a single large tree, which is often a kilometer high. They generally control a territory with a handful of nearby trees but stick to only one as their home. Males stay with their tree-clan for life, but females can change clans when they marry. They have no individual possessions, everything they use belongs to the entire tree-clan and is stored in the tree trunk, although they can brawl over food. They have some technology, including solar-powered repulsorlifts, as a few clans near mountains have been able to mine. They have developed agriculture, farming both fruits and insects.

Homeworld: Iakaru hail from Iakar, a lush jungle planet with many mountain ranges that is in the Elrood sector. They live at the top of the giant trees, while rodents, felines, and giant spiders live below the canopy.

Language: Iakaru speak using a chattering tongue called Iakari, and those who learn Basic can only speak it with a very thick accent. They tend to squeal or bark in arguments or when threatened, and they will howl if they are away from home at night.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	1	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Piloting-Space**
- **Brachiation**: Remove ■ for moving through forest or jungle terrain, add □ on checks to swing, climb, or jump.

ICEHEAD

The name "Icehead" says it all: Their face does indeed appear to be made of ice. Adapted to colder climates, Iceheads often use their slippery head to skate across the ground.

NOTE

Little is known about Icehead society. The remainder of this information, excluding the "Iceheads of Endor" section, is based on the little available information and mostly on the author's own assumptions. Players are not obligated to follow this, but it is encouraged that if not, they imagine their own aspects of Icehead culture.

Physiology: Standing at about one and a half meters tall on average, Iceheads have a thin, wiry body covered in sleek, black skin. Their hands have three clawed digits, and their legs each end in one large, pointed foot. As their colloquial name suggests, Iceheads have a head that, to many, resembles a block of ice. Every part of their head is slick, shiny, and white, even down to the inside of their mouth. The species is seemingly immune to any form of cold conditions and can move completely unhindered in any amount of snow. When on a slick surface, the Iceheads can use their quickest form of locomotion: flipping onto their head and sliding along the surface in a process similar to how one might ice skate. This allows them to move at high speeds while on ice and is their preferred mode of transportation.

Society: On their arctic homeworld, Iceheads have a rigid feudal system, with most members of a community serving as a warrior, a guard, or a hunter. If they fail in one of their combative roles, they are given another role in society, which labels them as too weak to be a true warrior. The only respectable members of their society that don't revolve around combat are the sorcerer nobles, who are strong in the Force, manipulating the ice and snow to their whim. Those who are warriors use the Icehead traditional clubs, which are flat wooden boards with a paddle-like end. Iceheads must constantly regenerate the layer of ice protecting their head, which they do by dousing their head in water on a daily basis. In social situations, they are gruff, rarely speaking unless there is something important to say.

Homeworld: Located near Companion Besh, Crylonis IV is a planet totally covered by frozen tundra, and its distance from the wider galaxy means that Icheads are a rare sight. Crylonis IV is populated by many savage arctic beasts, which the Iceheads continue to struggle against. The cities, made with assistance from the nobles, are made of bricks of snow.



Language: Iceheads can speak Basic but prefer to use their own language, Ivigysh, or the language of whoever is employing them at the time.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Brawl or Melee**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Frozen Bodies**: Remove all ■ for cold conditions, add ■■ for hot conditions. Double damage from fire or fire-based weapons.
- **Ice Skating**: Immune to movement penalties due to snow. When on a slick surface, such as ice, may begin ice skating as a maneuver. When ice skating, must spend at least 1 maneuver per round moving, but this maneuver may move twice as far. Must spend a maneuver to stand up after ice skating.

ICEHEADS OF ENDOR

Iceheads have been stranded on Endor for many years, where they have fallen into the service of a ruler called the Snow King. Living and working around his Snow Palace, the Iceheads are happy, and they show their worth by hunting and fighting in the name of this powerful sorcerer.

IKTOTCHI

Iktotchi give off a harsh and cold appearance, andthey are very intimidating thanks to their horns. They are gifted in both precognition and telepathy, which gave them a good reationship with the Jedi Order.

Physiology: Iktotchi are hairless near-humans with tough red-tan skin and downward-curving horns that can regenerate. The horns are not actually useful for combat but nevertheless come across as intimidating to some. They possess very powerful psychological abilities, including precognition and telepathy. While the former loses some effect once they go off of their homeworld, it is nevertheless prominent enough to keep most Iktotchi banned from gambling. Their telepathy allows them to communicate with others. They have rather large hands and fat fingers, which somewhat limit their dexterity. Despite this, reflexes and foresight more than make up for this when they are in a pilot's seat or handling weapons.

Society: Iktotchi are known to be stoic and unemotional, but this is somewhat a façade over a more sensitive interior. They rarely interact with other species and aren't very good at it when they do. Both telepathy and precognition can often harm more than help, painting them as crazed wizards with mysterious powers that should be feared.



PRECOGNITION, TELEPATHY, AND THE FORCE

Just because they possess abilities similar to Force-sensitives does not mean all Iktotchi are Force-sensitive. However, they do have strong traditions in the Force, as first taught them by the Kwa long before they were civilized. Precognition has served them well throughout history: When Republic scouts first discovered the planet, the Iktotchi had already inscribed the Republic logo into the planet's surface to welcome them. While they maintained a good relationship with Jedi and many served the Order, they lived in relative isolation. They foresaw the Clone Wars and rise of the Empire but could do little to stop it. They did, however, prepare for a massive wave of immigration as people fled Imperial rule. They now live in isolation, safe from the Empire. While Iktotchi can very well have predictions of a number of future events, the Yuuzhan Vong War is one notable exception, as they are entirely disconnected from the Force.

Homeworld: Iktotch is the third moon of the gas giant Iktotchon, an arid moon of windy deserts in the Expansion Region. The Iktotchi developed their precognition, in fact, to predict the winds and storms. It is highly separated from the rest of galactic society and blockaded by the Empire. This is thanks to the wishes of both Iktotchi and Imperials. The precognition is strongest for Iktotchi when on Iktotch and decreases with distance.

Language: Iktotchi are perfectly capable of speaking Basic, but they also have their own language of Iktotchese.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Vigilance**
- **Precognition**: May sometimes receive visions of the future. These can be handled by the GM and may have varying degrees of ambiguity. When making Initiative checks, may spend ⊕ to gain +3 ✲.
- **Telepathy**: May silently communicate with other sentients of choice within medium range.

IOTRAN

The Iotrans are militaristic and value order and justice. They have extremely high numbers employed asoldiers or policemen, and the Iotran Bracemen bring "justice (often controversially) on other planets.

Physiology: Iotrans are a people with brown or black skin. While they have no visible ears, they are capable of hearing. They also lack hair. Iotrans have yellow eyes and a broad but flat nose. While bald, their head is decorated by small horns around their eyes. These spikes also appear on their elbows, shoulders, and hands. Their skin is covered in spots that have a slightly different color. They are also often wrinkled. Their hands have just four fingers, although they are perfectly capable of effectively gripping technology. Their feet have just two toes each. While they are fairly average in size, Iotrans tend to be strong and tough thanks to their military-based culture, which ensures that almost all of them are in excellent physical condition.

Society: Iotran society values strength and stability above all else. In most ways, this is reflected through their incredibly large focus on military and police occupations. This can still create conflict in their political views, however. For example, most support the Empire, as it exemplifies the centralized strength and military power that the Iotrans find necessary. However, others consider the Republic to be a more stable form of government, simply because it lasted for longer. Their technology is still very primitive, and many still use slugthrowers or surface vehicles. Their droids and computers are also much simpler. Iotrans prefer military occupations in stunning numbers. At most times, about half of their homeworld's population is somehow involved with the Iotran Police Force, or IPF, which enforces the laws on their planet. From an early age, they are trained for the military or police. They are ruled by the highest ranking officials in the IPF. Many Iotrans are inducted after 14 seasons, which is about 18 standard years. Since there is such a great supply of law enforcement on their homeworld, most venture offworld as mercenaries, policemen, or bodyguards.



IOTRAN BRACEMEN

Many of the more notable Iotrans are those who are the Iotran Bracemen. These people are often taken from the best of the best in the IPF. The Iotran Bracemen bring justice on other worlds according to Iotran laws, without respect for where they have jurisdiction or when there are different laws on other planets. While they sometimes track down fugitives and bring them to local law enforcement, the actions of Iotran Bracemen often include incidents of vigilante justice that are far more morally questionable. Especially considering their lack of any jurisdiction, the Iotran Bracemen create a great many diplomatic incidents.

Homeworld: Iotrans come from Iotra, a windy Outer Rim world that is mostly industrial. It is the fifth planet in its star system.

Language: Iotrans speak Tranese, a very precise language. While Iotrans find Basic to be imprecise and confusing, they typically understand the benefits of learning it.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Ranged-Heavy or Ranged-Light**
- **Militaristic**: Receive the talent "Bodyguard."

ISHI TIB

Aquatic creatures who live in large schools, the Ishi Tib are known for their organizational abilities. They are extremely reverent for nature and place way more value than other species in ecological sustainability.



Physiology: Ishi Tib are aquatic creatures with green skin. They have a head that strongly resembles a five-pointed star: A beak forms one point, the eyestalks atop their head make the next two, and their cheek pouches also resemble two more points. Their lungs act as gills, which they do not have externally. They have an acute sense of smell from their two nostrils, although they have no nose. The Ishi Tib are best in humid conditions and need water to survive. If they do not bathe themselves in salt water for more than 24 hours, their skin begins to crack, and they bleed internally and externally. Eventually, this will cause death.

Society: Ishi Tib live in underwater cities on coral reefs, evolved to farm for food such as fish, seaweed, and crustaceans. Like fish, they call their communities "schools." Schools have up to 10,000 Ishi Tib. The schools have a community oriented nature, as Ishi Tib have no families. The school governs reproduction, and the fertilized eggs are hatched in mass hatcheries near the reefs. Children are then raised communally. Ishi Tib are disciplined and meticulous in their work. Many find work as accountants, executives, or managers thanks to their drive to get things done and almost perfectionist nature. Ishi Tib were aligned with the Confederacy during the Clone Wars, since the Republic let the brutal dictator Suribran Tu hold power, and he was publicly executed by Dooku. It is now under Imperial control.

Homeworld: Ishi Tib come from the water planet of Tibrin. The oceans are somewhat shallow, however. They mostly live in coral reefs and sandbars. It is in the Mid Rim. Environmental concerns mean that the planet still has very little technology.

Language: Ishi Tib speak Tibrinese, a language of squeals and honks. It still has a hieroglyphic alphabet. They can also speak Basic.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **Aquatic**: Can breathe underwater and remove penalties for underwater movement. Remove ■ for humidity, add ■ for dry conditions.
- **Water Dependence**: For every 24 hours without bathing in salt water, reduce wound threshold by 2. Remove penalties upon bathing in salt water.

ENVIRONMENTALISTS

Ishi Tib are well known for showing a reverence for the environment. To most outsiders, this is viewed as more of an obsession, which holds them back. To Ishi Tib, it is simply a motivation and a purpose. In reality, both may be true to some extent. Ishi Tib mostly focus their laws on how to best protect the environment and not waste natural resources. Although their organizational skills put them in high demand, Ishi Tib are often unwilling to accept jobs over concern for a company's environmental policies. However, not all Ishi Tib are like this. One who does not share these values would likely be an outcast and might wish to find a new life elsewhere.

ITHORIAN

While many live in space for practical reasons, the Ithorians do so in order to protect the sacred jungles of their homeworld. They are peaceful and pacificistic, so few ever kill. When they do need to fight, they often use their four powerful throats to bellow.

Physiology: Ithorians are large, mammalian herbivores that average two meters in height. Their leathery skin is brown, and they have a long neck that curves upward before reaching a T-shaped head. At the sides of their head are black eyes, and they tend to be hairless. They have four throats and a mouth on either side of their neck. They have four-toed feet and five-fingered hands and tend to be less coordinated. Females have two humps at the back of their head; males have one. They also have the powerful ability to roar, which can damage the ears of anyone nearby.

Society: Ithorians are peaceful creatures who are very respectful of life. They especially value plant life, treating vegetation with excellent care. They worship the "Mother Jungle" and are led by a High Priest. They are completely pacifistic, and most devote their life towards ecology or the study of plant life. They are also conversational and social, possessing a curiosity and respect for the beliefs of others. They are curious and gregarious by nature, so many explore the galaxy. They organize into self-sustaining, autonomous herdships that participate in a communal government. The herdships get together at "the Meet'' each season, which is every five standard years. This is a grand gathering on the surface of their world celebrated with a festive, regal ceremony. The Ithorians are generous, and many have trading centers that give away things to the poor.

Homeworld: Ithorians come from the lush, rainforests of Ithor, a Mid Rim world. They hold their planet to be sacred and protect it carefully. It is pristine, without any touch of civilization to be seen. They have floating cities, known as herdships. Since the surface is so sacred, going down to it is strictly forbidden, unless an Ithorian should plan to stay permanently or if they have "heard the call" of Mother Jungle. It includes sentient, telepathic, bafforr trees in addition to a multitude of other flora.

Language: Ithorese requires four throats to speak, but many Ithorians also speak Basic with a "stereo" effect.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 12+Willpower



- **Starting XP**: 90
- **1 rank in Survival**
- **Ithorian Bellows**: May attack using Resilience, dealing 6 base damage as strain to all within short range, and have a Crit rating of 4. Have Concussive 1 and Slow Firing 2, but suffer 3 strain when using this attack.

THE LAW OF LIFE

The Law of Life is one of the most sacred Ithorian values. It states that for every plant harvested, two shall be grown to replace it. This goes beyond plants, however, and extends to everything. Should an Ithorian kill anything, they will attempt to create two clones. In one case, they captured "Spore," a person who murdered hundreds. Since they could not clone him, they only imprisoned him and buried him when he died.

IYRA

Cephalopods with radial symmetry who struggle dramatically on land, the Iyra have a caste system based on the amount of tentacles they have. All are wise but arrogant, yet they are subservient to those with more tentacles. Since they grow more tentacles with age, this is seen as a fair system.

Physiology: Iyra are symmetrical, aquatic creatures who grow tentacles and eye stalks in pairs as they age. At birth, they have only four tentacles and four eyes. Their build is unique, with a large mouth on their underside and all of their organs in a single central body. They are about half of a meter tall, but their tentacles can span a diameter of one or two meters. As aquatic creatures, they can breath underwater, thrive in humid atmospheres, and swim very quickly. However, they are vulnerable to dry conditions, and they cannot move very effectively on land, as they must slowly drag themselves with their tentacles. Because they lack bones, they can somewhat contract and expand their body. They can also control their skin color and even create textures or patterns on their skin.

Society: Iyra are wise and philosophical, but they are also extremely arrogant. They typically don't like other species, although they are somewhat more amiable toward species with extra limbs. They mate twice each year in a ritual in which males change their skin color and perform elaborate dances. The females then choose a partner, although they do not remain together for long, and the children are raised by others of the four-tentacled caste.

Homeworld: The Iyra hail from an Outer Rim water world, F'tral. It is a successful trade world that exports gravity projectors and inertial compensators. Because carnivorous plants dominate the few land masses, their cities are underwater. Those who leave F'tral almost always live on water worlds, although they sometimes settle for low-gravity planets. Those living on land often use "floating ponds," repulsor chairs equipped with a tank of water.



CASTE SYSTEM

Iyra society is divided into strict castes based on the number of tentacles that they have. Those with fewer tentacles always defer to those who have more, but few disagree with this arrangement: Since they gain tentacles as they grow older, they all can move up in society. Those who lose tentacles move down a caste, as the Iyra believe that such events demonstrate carelessness. They also cut off the corresponding eyestalk after losing a tentacle. When Iyra with the same amount of tentacles disagree, they often discuss peacefully. However, they sometimes settle matters via duel, which ends when one of them loses a tentacle and is forced to defer. One side effect of this system is that when among other species with four limbs, even young Iyra almost always consider themselves to be superior.

Language: The Iyra speak a native language whose written form contains swirls and dots. Those who need to can also speak Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	2	2	3	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **1 rank in Knowledge-Education or Mechanics**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Camouflage**: Add □□ on all Stealth checks.
- **Extra Eyes**: Add □ on visual Perception checks. May see in all directions.
- **Extra Limbs**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Ponderous**: May only spend 1 maneuver moving per turn when on land.
- **Silhouette 0**

JAWA

Jawas are extremely timid nomads who prowl the deserts of Tatooine in massive sandcrawlers. They are skilled mechanics and expert scavengers, talents which they use to trade for what they need.

Physiology: Jawas are short, rodent-like creatures with glowing, yellow eyes. They are almost always entirely shrouded in dark brown robes, and only their furred hands are visible. They have a shrunken face, though few have ever been able to see them. Jawas are well-known to be odorous. Most species find the smell repulsive, but this potent odor means a lot to the sense of smell of a Jawa. It can tell lots of things, ranging from mood and maturity to ancestry and lineage. They can even tell health or their last meal based on this one simple sniff. This is mostly the result of an aversion to bathing, which Jawas consider to be a waste of water. They also boast exceptional night vision and a strong immune system. Their high body temperature results in a fast metabolism, and an efficient digestive system allows them to survive almost entirely off of one food: the hubba gourd. Though sour, they grow well on Tatooine.

Society: Jawas are timid scavengers that live communally. They travel Tatooine in search of scrap, which rusts very slowly due to a lack of moisture. They have a reputation for being good with mechanics and for finding a use for anything. They also are known as scavengers and thieves, though they find this to be a compliment. They travel in Sandcrawlers, old vessels that are big and slow. They interact to trade with other clans at swap meets, where they trade scrap, navigation data, and even marriages. These are arranged by parents in order to ensure genetic diversity and make a good profit while they're at it. The Great Swap Meet is held annually, where every Jawa clan travels to the Dune Sea just before storm season. In addition to sandcrawlers, Jawas have large fortresses that protect them. They almost never fight anything directly and instead hide within their fortresses or sandcrawlers. Jawas have a complex clan system and a hierarchy through which information is passed.

Homeworld: Jawas come from the desert world of Tatooine. It is a backwater Outer Rim world with twin suns. This heat, combined with a lack of water, makes it inhospitable to almost all who come. In addition to Jawas, there are the warlike Tusken Raiders, some moisture farmers, and a large criminal element.

Language: Jawaese is the high-pitched Jawa language, which requires scents to create. The more simplified Jawa Trade Language is used to interact with customers. They cannot speak Basic.



SPECIES ABILITIES



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Mechanics**
- **Scavengers**: Receive the talent "Utinni!"
- **Night Vision**: Remove ■ for darkness, add ■ for brightness.
- **Olfaxes**: Add □ on olfactory Perception checks, and may identify other Jawas using smell.
- **Silhouette 0**

SHAMANS

Shamans are a powerful influence in Jawa clans. Each clan has a Shaman to oversee all of the major day-to-day operations. While Shamans are always female, females otherwise receive very little respect in Jawa society. The Shamans are often consulted for their wisdom, since they are believed to possess many abilities. This includes foresight, spells, hexes, and blessings. To become a Shaman, a Jawa must either have a Force ability that they can use to perform magic or overcome an illness while receiving a hallucinatory vision. Some Shamans are also trained by a current Shaman and chosen as a successor.

JENET

Rodents who typically live as scavengers, the Jenets have a number of unique customs, and their impressive memory allows them to be obsessive about all of them. They always greet one another with insults, which they take with pride: As they see it, being famous enough to be insulted is a good thing.

Physiology: Jenets are a species of rodents notorious for sheer ugliness. Shorter in size and typically thinner, the Jenets are also very flexible: They can even dislocate limbs and separate bones in their cranium when needed. This allows them to squeeze through a gap as wide as the distance between their whiskers. Their digits all in end claws, and they have four-toed feet. Their skin is pink and oily, but the back of their head and chin is covered in white, gray, or red hair. Their head features an elongated muzzle and includes a sensitive nose at the front, keen red eyes that see well in the dark, sharp yellow teeth, and pointed ears. They have an incredible memory which is accurate, detailed, and completely infallible. As scavengers, they can eat almost anything. Even though they live for about 70 years, they can reach adulthood in a decade and produce multiple litters of babies every year.

Society: Jenets are known to be very obnoxious, and they are obsessed with trivialities. They never discard anything, and they typically store their garbage for later use. As they are scavengers by nature, most of them survive by sorting through large piles of garbage called Community Heaps. They do not hunt for survival, although will scavenge off of corpses that are already dead. They dislike manual labor, although they have a healthy work ethic and great attention to detail. Although they were typically prey, their cunning allowed them to kill off all of their predators in an event called the Great Conquest, which is remembered through long ballads.

Homeworld: Jenets hail from the Outer Rim planet of Garban, which is in the Tau Sakar system. It is covered in Community Heaps which are managed by their incredibly complex bureaucratic government. An Imperial presence takes some Jenets offworld as slaves, and these Jenets have been selectively bred to be unintelligent and obedient.



Language: Jenets speak Jenet, a language with no written version. It is composed of high pitched squeaks and squeals. Their name typically includes a list of their accomplishments. To prevent deceit, Jenets never introduce themselves; they can only be introduced by two third parties who know their name.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 80
- **Low-Light Vision**: Remove ■ for darkness, add ■ for brightness.
- **Accurate Memories**: Never forget anything, even trivial details.
- **Claws**: Brawl +1 Brawl damage as wounds and have a Crit rating of 3.
- **Scavengers**: Add □ on olfactory Perception checks. Remove penalties for eating spoiled or rotten food.

GREETINGS AND TACT

Although it is common knowledge that Jenets care little for tact, this isn't entirely true: In fact, they have an entirely different standard for politeness. It derives from their incredible memory, which allows Jenets to hold grudges indefinitely. This means that many Jenets will begrudge someone over gossip that they heard years ago. Since they have little reservations about insults, Jenets will constantly bring up these criticisms, even if they are untrue. As such, they typically greet each other with insults, and they take pride in it: The way they see it, every insult is a demonstration of fame.

KALEESH

Most notable as the people who brought the great warrior General Grievous into the galaxy, Kaleesh are a warlike people who worship death as part of their religion. They are organized into tribe that occassionally unite against a common enemy.

Physiology: The Kaleesh are reptilian humanoids who typically have red or brown skin. Their hands each have four claws, two of which are opposable thumbs. Their feet have five toes. They also possess excellent night vision from thermal pits beneath their yellow eyes. Almost all of them keep their face hidden behind a traditional mask, but those that don't reveal two upward tusks in their mouth, nostrils without a nose, a hairless scalp, (though they do have eyebrows) and upward pointing ears. Their chin also has downward pointing tusks. While the notable Kaleesh cyborg General Grievous had a digitigrade stance, most Kaleesh who do not have such cybernetics use a plantigrade one.

Society: Kaleesh are a warlike people, through and through. They are also highly spiritual. Perhaps a result of the frequency of war, death is very important in their society. From skeleton-like masks to elaborate burials, and even worshipping dead Kaleesh as gods if they have done great things, it is clear that death is relevant. Though many of these gods are ancient ancestors, General Grievous is one of the more recent additions. Their holiest temple is called Shrupak, and they have fiercely defended it during conflicts. Of all the rituals, war may be the most sacred. Most view it as their calling in life, and war between tribes is both sacred and essential. The tribes do sometimes unite against a common enemy, which they can find relatively easily in the various nearby planets. Despite this, they have little by way of unified government. A more unique aspect of tir culture is that they are polygynous, a practice in which males can have multiple wives.



SURROUNDED BY ENEMIES

Kaleesh have always been a primitive people, mostly fighting with spears and swords. This changed, however, when they were armed by the Republic. This was done as a way for the Republic to indirectly attack the Bitthævrians, an independant planet that the Kaleesh also feared. The Kaleesh again found war shortly before the Clone Wars, but this time, they were not aided by the Republic. Invaded by Yam'rii slavers, the Kaleesh fought back in a brutal war. Their leader, Qymaen jai Sheelal, then invaded the other Yam'rii colonies. In desperation, the Yam'rii used their political influence to wager a corrupt bargain that would cause the Republic to step in on behalf of the Yam'rii. The Kaleesh could not defeat both, and victory turned to defeat. The Yam'rii retook Kalee, continuing to take Kaleesh as slaves. Harsh punishments by the Senate then created an even more strained relationship between the Kaleesh and the Republic. Sheelal would go on to become Grievous, and Kalee a CIS world. For their part in the war, the Kaleesh are punished by the Empire.

Homeworld: Kalee is a humid world of rainforests and beaches in Wild Space. It also has some more arid regions as well as rocky ones of cliffs and canyons. Animals such as mumuu and karabbacs act as prey for the Kaleesh, who use them for meat, hides, and bones.

Language: Kaleesh speak Kaleesh, and some know Basic. Because of their isolation, however, Basic speakers are few and far between.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	2	3	1

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 80
- **1 rank in Melee**
- **Night Vision**: Remove ■ for darkness, add ■ for brightness.

KALLERAN

Though surprisingly frail, Kallerans are athletic and have both prehensile toes and sensitive antennae. They are an independant people, so they have mostly ignored the many governments and organizations that have tried to colonize their homeworld.

NOTE

Unlike many of the species in this guide, Kallerans are exclusive to Canon. However, just as many Legends species could also exist in Canon, nothing prevents Kallerans from existing in Legends.

Physiology: Kallerans are a tall, thin, and flexible people who have a distantly aquatic heritage. They cannot breathe underwater, but they swim well and have retained the ability to breathe directly through their greenish skin. Because of this ability, they have no need for a nose. Kallerans have excellent senses thanks to their antennae, which smell and hear, and the fins on their head, which are actually giant ears. Kalleran are strong despite their slim build because they have very dense muscles, but this compact nature also makes them far less durable. They have three prehensile digits on both their hands and feet, so they rarely use shoes in order to use their toes.

Society: Kallerans are known to be extremely individualistic, with little focus on collective success or teamwork. They are typically selfish, rarely acting out of moral responsibility, and they care little about ideological causes, including governments. They have little interest in galactic politics, and they have never even united under one government as a species.

Homeworld: Kaller is a temperate but somewhat dry planet with two suns. It has very unpredictable weather because of this strange orbit. They mostly live in smaller towns near rivers, and traditional homes are made from stone in order to withstand the harsh weather.

Language: Kallerans almost always know Basic, but they still learn one of their native languages, which are specific to regions but share many similarities. Imperials generally refer to these languages as Kall languages. Much of their vocabulary uses antennae movements, so Kallerans can communicate silently, but with limited vocabulary.

SPECIES ABILITIES



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 95
- **1 rank in Streetwise**
- **Hypersensitive Antennae**: Receive the talent "Heightened Awareness."
- **Aquatic Heritage**: Remove all movement penalties for being underwater.



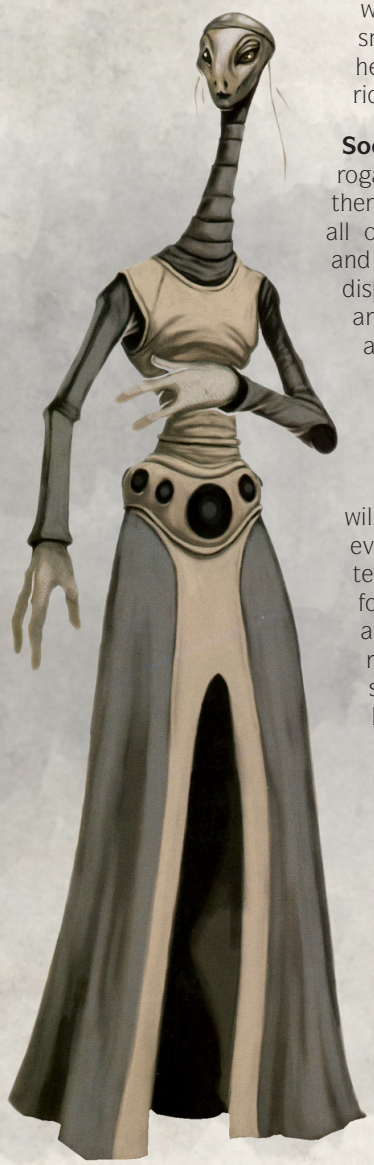
CONQUEST AND KALLER

The Kalleran planet of Kaller has never had a single ruler, but many offworld organizations have held power on smaller parts of it. Because of its location and natural resources, it is worthwhile to have a stake on it, and the Kallerans have dealt with every type of colonist under the sun, including the Pykes and the Mandalorians. Some offworlders have ruled territories as warlords, some have taken over land peacefully to conduct business, and some have worked alongside the Kallerans to benefit mutually. Some areas with little to offer have been left alone, and the Kallerans have owned them for all of their history. Many Kalleran organizations and governments have worked to profit off of the offworlders, pitting them against one another, striking deals, or taking part in new industries. All Kallerans have benefited in some ways from technology imports and overall advancements to society because of offworld influence. Recently, one organization to take a claim on Kaller was the Confederacy of Independent Systems, but they were repelled by the Republic. Surprisingly, the Imperials have mostly ignored the Kallerans. Most Kallerans accept the offworlders as an inevitability, and they have become tolerant of other species. Regardless, many have come to dislike the constant drama, and such Kalleran will often take to the stars in search of a more stable life.

KAMINOAN

The Kaminoans are obsessed with genetic perfection more than anything else. They're cloners (good ones, too) who have no qualms about the enslavement of whatever sentients they create. They are extremely cold and emotionless.

Physiology: Kaminoans are tall, thin creatures who have evolved from aquatic creatures. Their skin is a bright white, and they have a long neck. Their almond-shaped eyes are black with colored pupils. They have nostrils but no nose, and their head is hairless. Seeing in the ultraviolet spectrum is another one of their oddities, meaning that the whites that appear on their skin and in their architecture are actually several different colors to them. They have long, three-fingered hands, as well as very long legs and a small torso. For males, their head is topped with a spiked ridge.



Society: Kaminoans are arrogant but polite, believing themselves to be better than all other species. They are cold and calculating, not prone to displaying emotion at all. They are not prone to morals either, an advantage in the cloning business. They sell clones as slaves, who have worked in armies or mines. The Kaminoans are obsessed with genetic perfection and willing to do anything to help evolve their species to be better. They do have some respect for others who feel the same about their species, but they rarely let any of these feelings show in their dealings. The Kaminoans are isolationist by nature, only interacting with offworlders for business in most circumstances. They treat their creations with meticulous care, carefully constructing a perfect genome, but they treat the beings that they create as products, not actual people who have rights. The Kaminoan cloning industry was most famous for their highly successful work creating a Grand Army of the Republic, but neither them nor others have been able to reach such greatness again.

CASTE SYSTEM

Kaminoans have a caste system based on eye color, which they consider to be an important trait. Gray pupils are the best, and Kaminoans with these are given important roles in leadership and administration. Yellow eyes make up the middle class, filling jobs in the sciences that they are so well known for. Blue eyes are the lower class, doing manual labor. Green eyes are the worst, and babies with green eyes are quickly executed. These roles are a well-established part of Kaminoan society, and any Kaminoan who might speak out against them would quickly become an outcast or worse.

Homeworld: Kamino is isolationist, off of many maps and outside the galactic disk. It is flooded worldwide and receives almost constant rain. The Kaminoans have built cities on stilts, which sit above the waves.

Language: Kaminoans speak Kaminoan, but despite their isolationism, most know Basic. They typically speak it with a gentle tone.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	3	1

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 95
- **1 rank in Medicine**

KAMINOAN CASTES

BLUE EYES

- **1 rank in Resilience**

GRAY EYES

- **1 rank in Leadership**

GREEN EYES

- **1 rank in any non-career skill**

YELLOW EYES

- **1 rank in Knowledge-Xenology**

KARKARODON

Karkarodons are aquatic predators descending from sharks. They are physically strong and have powerful jaws, making them very dangerous. Some can be power hungry, so they have learned the hard way how dangerous monarchies and dictatorships can be.

NOTE

Karkarodons come from The Clone Wars TV show, which often contradicts Legends sources. Furthermore, everything following below is based on the author's own assumptions. However, just as many Legends species could also exist in Canon, nothing prevents Karkarodons from existing in Legends.

Physiology: Karkarodons are shark-like humanoids who are deadly predators. Their large body is very muscular, making them very effective in a brawl. However, Karkarodons are carnivorous predators, so these brawls often purely serve the purpose of subduing or distracting prey before their jaws do the real damage. Karkarodons have a large mouth with dozens of small but sharp teeth. Their head is flat at the top with nostrils in between their grayish eyes. They also have gill slits. They can breathe both underwater and on land, and they can walk on land as well as swim. Both their hands and feet are webbed to allow this ability. Their body is blue on their back and white or gray on the chest and front.



Society: Karkarodons value independence and determination. Children are hatched from eggs without knowing families and learn to survive on their own. Most live nomadically hunting fish. For all their fearsomeness, Karkarodons are also known as fierce champions of democracy. This is because, to them, monarchs are incredibly dangerous. Karkarodon psychology causes them to become sadistic and power-hungry should they reach the chance at power, even if they were benevolent before then.

Homeworld: Karkaris is a water world in the Outer Rim with small towns and scattered islands. Its people are nomadic, so there is little infrastructure. Transit to or from the planet is carefully monitored by the Empire.

Language: The Karkarodons have hundreds of somewhat similar languages in what is called the Kar'rok language family. Some also know Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Brawl**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Powerful Jaws**: When using Brawl, may spend ❍❍❍ to bite, inducing a Critical Injury and also adding the Pierce 1 and Vicious 2 qualities.

WIGG ASSASSINS

Once the Clone Wars started, the Karkarodons became shocked that the Republic wouldn't allow planets the right of self-government. The planet showed widespread support for the Confederacy and many joined the CIS forces. While some fought as soldiers, others became an elite group known as the Wigg Assassins and tried to kill monarchs and dictators of all sorts in the name of the Confederacy. Most notably, one was successful in assassinating a Mon Calamari monarch. Many also tried to kill Suribran Tu, a dictator on Tibrin. Most of the Wigg Assassins have been executed by the Republic or Empire for war crimes, but some still live in hiding.

KEL DOR

Kel Dors are a harsh people who view morality in very black-and-white terms. They have tough orange skin but cannot survive in a normal environment off of their homeworld, Dorin. They must instead rely on masks and goggles.

Physiology: Kel Dors are orange-skinned creatures that require helium to breathe and are poisoned by oxygen. They have dark eyes, although Force-sensitive ones have silver eyes. This doesn't really matter, however, as they need to wear goggles on other worlds. They are considered by most species to be unattractive due to their facial structure. Although it is rarely seen, behind the mask is a nose that is just short of beak and a gaping opening that transitions into a large mouth. They have no teeth, instead having upper and lower hard palettes, which are only visible when their lips are pulled back. Their wrinkled head has no hair, and there are extrasensory organs to the sides of their head. These terminate with four small black or gray tusks that surround the mouth. These give them heightened reflexes. Without a mask, they cannot breathe, and their voice is very quiet. Without goggles, they are essentially blind. They are also weaker than most species.

Society: Kel Dors value justice and use it firmly. They view morals in black and white and punish harshly. Stealing food to stay alive can be a death sentence. Despite this, Kel Dors are also known for hospitality. They also have very high rates of Force-sensitivity and have developed a Force tradition: the Baron Do Sages. While the Sages only used their power to control weather at first, they have become more versatile. The Baron Do have an affinity for using the Force to predict and can stop conflicts before they happen. The Baron Do were a large group but lost some of their numbers to the Jedi Order once they made contact. These small numbers, however, make the group obscure enough to survive under the rule of the Empire.



HIDDEN ONES

A notable subset of the Baran Do are the Hidden Ones. Fearful of facing the same fate as the Jedi Order, the Hidden Ones were created by Tokra Hazz to keep the Baran Do after in a purge. Composed of less than fifty members, they are ruled by the Hidden One. The culture revolves around a Baron Do Sage willing himself to die. While this is common among the Baran Do, some only fake their deaths. After a dying ceremony, they are carried to caverns, where they receive new names and are considered dead. The Hidden Ones are very traditional in their ways and stubborn. Though they may preserve knowledge, they do nothing to seek new knowledge or learn new skills. They refuse to let any members leave the caverns. The Hidden Ones will return to living society in forty years thanks to an intervention by Luke Skywalker and his son, Ben.

Homeworld: Kel Dors come from Dorin, a dark, dusty world. It has a helium atmosphere, requiring humans to wear a breath mask. Kel Dors do not need a mask or goggles. It has very unpredictable weather.

Language: Kel Dors speak both Kel Dor and Basic. It is simple, as they express creativity visually and tactilely.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Knowledge-Education**
- **Helium Breathers**: Need a helium mask to breathe in a normal environment. Oxygen is a dangerous atmosphere of rating 4. Need goggles to see in a normal environment.

KENTRA

Primitive yet amiable, Kentra are large felines capable of flight. They are unique in that they have been relatively isolated, but their culture was formed based on a brief interaction with a Jedi Knight, so they have developed a religion based on Jedi ways.

Physiology: The Kentra are a large sentient species which exhibits feline traits such as a tail, pointed ears, and claws for traction. They are very muscular, and they have a long, snake-like torso. A pair of large, bat-like wings are mounted on their back. Their species comes in four different races, each distinguished by the color of the fur that covers their body. The brown folk have brown fur and are mainly farmers. The jungle folk, who have black fur, are avid and cunning hunters. The spotted folk, who have spotted fur, live as nomads on the plains, and they rely on their speed to chase their prey while hunting. Finally, there are the well-camouflaged striped folk, who live near rivers and are very patient hunters.

Society: Kentra are a simple and jovial people with a strong sense of honor and honesty. Honor is the primary social measure in Kentra culture, and dishonorable acts can result in banishment. Typically, the Kentra live in villages among the branches of the colossal buntra trees, and their homes are built out of wood. However, some larger cities are built alongside mountain ranges. Their social structure is based on nests, family, and village folk. Nests are organized into regional clans and racial flocks. The major cities often have lords who are then placed in national councils to aid King Jerius in ruling the planet. The Kentra are a warrior people. Soldiers are chosen and trained from an early age. They were taught honor, and they only use their skills for the benefit of the nest, rather than in the name of the individual. Soldiers who violate this code are dismissed and banished. Soldiers typically carry primitive weapons like swords and spears, but they are also proficient in using bows and arrows.

Homeworld: Their homeworld, Orellon II, is a planet in the Mid Rim that is covered in jungles, plains, and volcanic mountains. About a third of the planet's surface is covered in water.

Language: Mimicking the recordings left behind by the Jedi Knight, the Kentra merged their own language and basic together, creating a language they referred to as Bas'c which they speak to this day.

SPECIES ABILITIES





- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **1 rank in Melee**
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain. Must land every 5 rounds.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

THE HOLY ORDER OF THE JE'ULAJISTS

The religion of the Kentra people is known as the Holy Order of the Je'ulajists, and they worship the prophet Tandre. In reality, the 'prophet' was a human Jedi Knight from the Old Republic, who crash landed on the planet 200 years ago and decided to teach the people of the planet the ways of the Jedi. As he taught their people, he created computer programs to continue their training after he left the Kentra, and his lightsaber is also kept safe as the Sword of Honor. The name of their religion was a corruption on the word "geologist," which they heard in his recording.

KERESTIAN

Kerestians are a savage people, their bulkier size helping them in combat, but they were not always that way: Much earlier in their history, they were more civilized. A few civilized Kerestians escaped into space by freezing themselves in carbonite before they society collapsed, and they continue to be found.

Physiology: Broad-shouldered and over two meters tall, the Kerestians are typically a strong species. They have tan skin and green eyes with slit pupils. They have a single nostril which connects to their mouth, and they lack ears. They also have air holes along their cheekbones. Their dark hair is long and thin, and it grows along two stripes atop their head.

Society: Kerestians are a savage people; they are not civilized, and they resort to constant violence in order to survive. They are often cannibals, and they mostly live as primitive hunter-gatherers. For those who do leave their home, they almost always work as mercenaries of some sort. They enjoy wilderness hunting for sport, although a majority of them also do it out of necessity to survive. Their barbarism is so great that it is difficult to mate: When Kerestians are approached by one of their own, it is likely because they are being hunted for food. They have a mythology which describes an afterlife in the Great Darkness. They believe that the only thing they can bring with them into the Great Darkness is a weapon called a darkstick.

Homeworld: Kerestians come from Kerest, a cold and inhospitable Outer Rim planet which is covered in glaciers.

Language: Kerestians speak the complicated language of Kerestese, a tongue with many rules. Although many lost Kerestians are willing to learn Basic, they typically only speak Kerestese when they are first discovered.



LOST KERESTIANS

The current state of Kerestian society is not how it always was. More than 1,000 years ago, they were a more civilized society with advanced technology such as nuclear power and space travel. However, they never invented the hyperdrive, and they never had offworld contact. However, a massive ice age devastated ecosystems and changed life as they knew it. Their society collapsed, and they had to compete with each other for food, bringing about the brutal culture they have now. However, as things fell apart, many Kerestians chose to flee, flying into deep space at sublight speed. Using carbonite to freeze themselves, these Kerestians survived for centuries, and some are still flying through space today. Some died when their ships malfunctioned, but others have been found and reawakened. When these ancient Kerestians are discovered, they are typically very civilized. "Lost" Kerestians are a compassionate people, saddened by the decline of their society. They are well educated, and most of them enjoy various arts. Just as they took to the stars millenia ago, many lost Kerestians continue to be explorers or colonists.

SPECIES ABILITIES (MAINLINE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Resilience or Survival**

SPECIES ABILITIES (LOST)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	2	3	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Knowledge-Education**

KERKOIDEN

A shorter species with blue skin, the Kerkoidens have a ferocious appearance but value civility. They were prominent in the Confederacy of Independent Systems, where many of them made effective military commanders.

Physiology: Kerkoidens are a shout species with ancestors who were quadrupedal predators. They have thin hips but strong limbs and wide shoulders, and their four-fingered hands have sharp claws that they use in combat. Kerkoidens have green or blue skin and no hair, their head features both a long snout with sharp tusks and a large crest at the top. They have red eyes, and they lack obvious nostrils. Despite their bulk, Kerkoidens are on the shorter side, generally less than a meter and a half tall.

NOTE

Kerkoidens come from The Clone Wars TV show, which often contradicts Legends sources. Furthermore, everything following below is based on the author's own assumptions. However, just as many Legends species could also exist in Canon, nothing prevents Kerkoidens from existing in Legends.

Society: Kerkoidens are naturally aggressive, but they belay their more animalistic tendencies using their natural cunning, and they place very high value on being recognized as a civilized and intelligent species. As such, they often combine these tendencies through military occupations, which sate their aggressive psyche while still demonstrating discipline and intelligence. Otherwise, Kerkoidens generally appear calm, intelligent, and dignified, but they are quick to lose their temper and often start fights. Economically, they have become very industrialized and believe strongly in capitalism, which they see as an indicator of a true civilization. They specialize in narrow fields of work, and they typically begin schooling for their specific career as early as ten years old.

Homeworld: Kerkoidens come from the Expansion Region planet of Kerkoidia, which is a temperate industrialized world with mostly savannas and jungles. The Empire rules the planet with an iron fist.

Language: Kerkoidens generally speak their native language of Kerkoidese. Although some can speak Basic, most prefer their native tongue because of their growing sense of nationalism.

SPECIES ABILITIES





- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **1 rank in Knowledge-Warfare**
- **Refined Strategies**: Receive the talent "Clever Commander."
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Silhouette 0**

SECESSION AND REVOLT

Kerkoiden society, like most industrialized ones outside of the Core Worlds, fell on the wrong side of Republic taxation and saw tariffs rob them of some of the vast profits that could have further bolstered their economy. Being burdened by the distant Galactic Republic piqued the natural aggression of the Kerkoidens, and they were quick to voice their support for Count Dooku's secessionist movement. Wanting to protect the Confederacy, a militarist fervor polarized the Kerkoidens against the wealthy humans of the Core Worlds, only for an aggressive Republic military campaign to subjugate their planet early in the war. Kerkoidens are now occupied by the Empire, with harsh restrictions punishing them for their role in the war. Militarism has not died down in recent decades, and most Kerkoidens are now longing for a chance to take revenge on the Empire.

KHIL

A species that has been rather successful in galactic commerce, the Khil are gifted with a combination of friendliness and work ethic. They value unifying the galaxy, so they often travel to other planets, welcome foreigners to their own homeworld, and detest the Empire's xenophobia.

Physiology: The Khil are humanoids with gray-green skin. They have wide variation in height, as some adults aren't much higher than a meter, while others are two meters tall. They have pointed ears and dark gray eyes. Their most notable features are their hullepi, which are similar to tentacles. Each Khil has six hullepi that they use to breath, speak, and absorb liquid nutrients. Very uniquely, they only consume water, organic debris, bacteria, and juices.

Society: Khil are a people who are hardworking and ambitious. Though not particularly greedy, they do value success in their careers, and they detest laziness and wasting time. Their mentality is also very arrogant in that they believe they can achieve anything if they are willing to work hard enough. They are business-oriented, and many find work in management positions. From corporations to individual traders, they are a people who have made a massive impact on the economy of the galaxy. Further encouraging their impact on the galaxy is the fact that they are a friendly people who are polite and willing to embrace other cultures. Despite their many successes, their extreme tenacity has the drawback of sometimes causing mood swings or nervous breakdowns.



CITIZENS OF THE GALAXY

As a very social people, the Khil consider themselves as "citizens of the galaxy." They place more value in galaxy-wide unity than unity of their own species. Because of this welcoming perspective, many Khil are found offworld, and their cities are often filled with other species. They value peaceful interaction, but they have a strong military to ensure that they aren't attacked. All Khil are called to military service at least once in their lifetime. Although the Khil valued the unity provided by the Republic, many now oppose the Empire, as it violates their peaceful and democratic values.

Homeworld: Khil come from Belnar, a swampy world in the Colonies. The cities on Belnar aren't as urban as those on other worlds. Instead, they are lower in density and have a number of parks. These parks are in wetlands, and Khil value them for aesthetic purposes as well as a place to feed.

Language: The Khil speak Khilese, an extremely musical language that only they can speak. Most of them also know Basic.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **1 rank in Discipline**
- **Entrepreneurial Spirits**: Receive the talent "Wheel and Deal."
- **Hullepi**: May survive off of absorbing bacteria and organic debris for food.

KHOMMITE

The Khommites once decided that their species acheived optimal genetic structure. As such, they ceased to reproduce normally and instead created new members by cloning the best of their society. They are very fond of uniformity and are slow to adapt.

Physiology: Khommites are a species of near-humans that believe their genetics are perfect. All Khommites are clones, so they all have others who share their genetic material. They still have some genetic diversity, as there are plenty of different individuals that they can be cloned from. All of these individuals were viewed as having "perfect" genetics. All Khommites have skin that is somewhere between tan, brown, and green. They can be as tall as two meters or as short as barely over a meter. Their digestive system is extremely specified and is only able to consume certain processed wafers. They have no hair and lumps on their forehead and scalp. They have no biological genders. Despite this, they are referred to with masculine pronouns for the sake of simplicity.



CLONING PRACTICES

Though their expertise is not as well-known, Khommites have been extremely good cloners for about 1,000 years. However, they refuse to adapt and innovate, so their expertise is limited to cloning the certain individuals that they have chosen. Although clones are theoretically all the same, and cloning Force-sensitives is thought to be impossible, Khommite practices will break both these laws very rarely. Every once in a while, a Khommite will be Force-sensitive. The Dorsk clones are particularly prone to becoming Force-sensitive, as evidenced by Dorsk-81 and Dorsk-82, beings who will eventually join Luke Skywalker's Jedi Order. They view them as undesirable flukes. All clones are given the name of the person they are cloned from followed by a number showing the order of their creation.

Society: Khommites value organization and mathematical perfection. That is why their society is so uniform. They are extremely adverse to change, so their society has remained the same for the past millennium. This will eventually change when Admiral Daala will attack the Khommites in 12 ABY, forcing them to adapt.

Homeworld: Khommites come from Khomm, a world on the edge of the Deep Core. It is isolated and has mostly ocean and plains. It is perfectly organized into cities of uniform grids that are unchanging. Many visitors are driven crazy by the blandness of the planet.

Language: The Khommites generally speak both Khomm and Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	1	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 100
- **1 rank in Medicine**
- **Optimization**: May train any 1 skill up to 3 during character creation.

KIAN'THAR

A hardworking species of reptiles adapted to living in swamps, the Kian'thar are gifted with empathic abilites that allow them to sense the emotions of those around them. As such, they get along well with others, and many enjoy exploring the galaxy despite originating from a backwater world.

Physiology: Kian'thar are a species of semi-aquatic reptiles with maroon or pink scales. Instead of a nose, they have two dangling tentacles, and they have drooping tendrils extending from their eyebrows. Their eyes are yellow and lack pupils, and their neck is protected by multiple keratin plates. They are bulky, and their hands have four thick fingers, making them somewhat uncoordinated. Their most unique ability is their empathy: Similar to Gotals and Zeltrons, the Kian'thar are capable of sensing the emotions of the people around them.

Society: On the whole, Kian'thar are a kind and peaceful people. This is partly because their ability to sense emotions makes it much easier for them to empathize with anyone. Although they are prone to mood swings, they are disciplined and hardworking. They show constant determination, and it was this drive that caused them to take up a somewhat nomadic lifestyle. They continue to enjoy exploration, and many relish the challenge of assimilating with offworld cultures. For those who remain on their homeworld, controlling animals is essential: They ride flying bentails and herd an aquatic species known as the derlac. Offworld, their empathy makes them excel in any role that requires social interaction, such as being an ambassador, counselor, or con artist.

Homeworld: The Kian'thar come from Shaum Hii, a backwater Outer Rim world with relatively few people. It is swampy, and the Kian'thar have built their villages along the shores.

Language: Kian'thar speak Kian'thar, a language which uses bubbling sounds and croaks. Many Kian'thar can also speak Basic.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 80
- **Animal Affinity**: Receive the talent "Beast Wrangler."
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Empathy**: Once per encounter as a maneuver, sense the presence and emotional state of everyone within short range. May use this ability to upgrade the difficulty twice when opposing a Deception check.



IITH'LON AND LLLUN

The Kian'thar come from a region of space which is very hard to navigate, so it took a long time for them to be discovered by the rest of the galaxy. About 300 years ago, a group of Shistavanen scouts finally made contact with the Kian'thar, and the concept of interacting with the galaxy has been a major controversy among their people ever since. A faction known as the Lllun advocate trading with the galaxy, joining the Republic, and encouraging immigration. The Iith'lon want isolation and wish to avoid the exploitation that is common in the Republic. However, the two sides are more peaceful than many other political factions, and both sides understand that the other has good intentions. For what it's worth, more than 2,000,000 Kian'thar have left their home galactic community, and Shaum Hii has developed ties with Black Sun and the Hutts.

KIFFAR

An individualistic species of near-humans, the Kiffar are capable of breeding with humans but are still considered to be their own species. They value their independence, are loyal to their clan, and have mostly stayed out of galactic affairs.

Physiology: The Kiffar are very closely related to humans, enough that they can interbreed. The biggest visual difference between the two is that the Kiffar always wear tattoos that represent their clan. Kiffar typically have dark hair, and they generally style it into long dreadlocks. Kiffar are more likely to be Force-sensitive, which is typically manifested in psychometry, a rare Force power that about one percent of the Kiffar population can use. Using psychometry, Kiffar can touch objects and receive visions from the Force that show them the object's past.

Society: Kiffar are a people who value their own independence, staying out of galactic affairs and being ruled only by themselves. They see outsiders as dangerous and are generally nationalists. They are organized into clans, and clan heritage is very important to them. Their markings, which they call qukuuf, are passed down through the family maternally, but Kiffar with a human mother will typically use their father's tattoos. Conversely, clan membership is passed down paternally, and those with a human father can join their mother's clan. Clans were once constantly in tension with one another, typically through complex alliances, while others engaged in open warfare. This changed 3,500 years ago under the reign of the Sith Empire, who brought tyranny to the Kiffar and killed many of them. With a far smaller population ever since, the Kiffar have been mostly united.



KIFFU GUARDIANS

Kiffu Guardians, also known as the Guardians of Kiffu, are an important Kiffar institution that acts as a police force in their space. The Kiffu Guardians wear black armor, and they share a symbol with clan Vos, which is a gold five-pointed star outlined by a circle. The leader of the Guardians is known as the sheyf, and the sheyfs have absolute power over Kiffar society. One of the most prominent sheyfs in recent history was Tinté Vos, who began her career as a Kiffu Guardian and rose through the ranks. In order to take the throne, however, she needed to defeat two rivals, Pethros and Quian Vos. She sacrificed them to the Anzati Dark Jedi Volfe Karkko and adopted their son, Quinlan Vos. He was eventually taken from Tinté by the Jedi, who trained him, but Quinlan would encounter her again after he joined Count Dooku during the Clone Wars. During this encounter, Quinlan uncovered the truth and killed Tinté in his rage. In the resulting power vacuum, the Confederacy was able to rule Kiffu and Kiffex, although the Vos family would retake power after the war.

Homeworld: Kiffar inhabit the Azurbani System, which contains the planets Kiffu and Kiffex. The two planets orbit each other, generating electric storms that the Kiffar use to generate energy. Kiffu is their somewhat arid homeworld, while Kiffex is an agricultural world that also has their prisons.

Language: Kiffar do not use a native language, and all know Basic.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Discipline**
- **Psychometry**: When using the Foresee power while touching an inanimate object or corpse, may see events relating to the object's past rather than the future.

KILLIK

Originally from Alderaan but now living in the Unknown Regions, the Killiks are hive-minded insects who arrange themselves into nests, each of which has its own genetics. The hive minds they form are capable of telepathically influencing both its members and outsiders.

NOTE

Every Killik nest has different genetics, which may translate into different stats. This stat block should serve as a base but may be modified as needed.

Physiology: Killiks are a species of eusocial insects who organize themselves into hives known as nests, each of which is a distinct subspecies. Depending on the nest, their size and other characteristics can vary dramatically. What all Killiks generally have in common is that they have a segmented body with two powerful legs and four arms, three-fingered hands with claws, and a protective exoskeleton made of black or green chitin. They have antennae, mandibles, and glowing, red eyes on the side of their head. Killiks can reproduce quickly, with females being able to lay thousands of eggs and larvae reaching adulthood in a few years, but they rarely reproduce so quickly unless there are enough resources. Almost all Killiks are females, and the males are only used for reproduction. The most unique ability of the Killiks is that they can form a hive mind: Using pheromones and electromagnetic waves, they can communicate telepathically. Furthermore, with enough exposure, Killik pheromones can alter the structure of non-Killik brains, seducing aliens and granting them telepathy, so they become part of the hive as Joiners. Telepathy has limited range, but they can form chains of Killiks to extend its signal. Each nest has different castes, including warriors, assassins, attendants, and membrosia givers, who secrete a potent form of alcohol called membrosia.



Society: Killiks, who call themselves the Kind, act as a nest rather than distinct individuals, and all are controlled by what they call the nest's Will. The nest absorbs the skills and knowledge of every individual, and it also averages their personalities. While each nest has its own personality, they are typically peaceful but seek to increase their numbers. Killik nests do not care about individuals, only the entire nest's success, so they are extremely industrious and will sacrifice lives on a whim. Their combined memory makes them very knowledgeable, but they cannot distinguish which memories are true and which are memories of fiction.

Homeworld: Killiks originate from Alderaan, but the species migrated to the Unknown Regions around 30,000 BBY. There, they control a number of planets in their pocket of space and are unknown to all but the Chiss.

Language: Killiks use telepathy for most communications, but they also have a native language, Killik. It is a visual sign language, using dance to convey meaning.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **Chitinous Exoskeleton**: Receive the talent "Enduring."
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Extra Limbs**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Hive Mind**: Communicate telepathically and automatically provide or receive assistance with all other Killiks of the same hive within extreme range. To act against the nest, must pass a Discipline vs. Discipline check opposed by the nest.

THE DARK NEST

In 27 ABY, the Jedi Raynur Thul and Dark Jedi Welk and Lomi Plo crash landed on Yoggoy, a Killik colony, and they became Joiners. Raynur Thul helped the Killiks expand, while the Dark Jedi formed the Gorog secretive nest and manipulated Killik politics to start a war against the Jedi, Galactic Alliance, and Chiss. The Killiks ultimately lost, and the Gorog nest was exposed, so they returned to the Unknown Regions. From then on, the Jedi placed nanotechnology on their colonies that would sabotage them if they attempted to overpopulate again.

KITONAK

Kitonaks are one the slowest species in the galaxy. They are incredibly meticulous, so much so that many mistake them for being asleep. They are relatively small and often move by burrowing or slithering.

Physiology: Kitonaks are chubby but small humanoids with off-white, pink, or tan skin. Their skin is thick and keeps them well protected in most cases. They can go for a very long time without eating and go for four hours without breathing. This comes at the cost of low energy. Kitonaks are as slow as they come and actually often move by slithering. They can also move by burrowing. Their eyes, ears, and mouth are small, and their head also lacks hair. A nearly cylindrical portion of flesh wraps around their head, which ends in a nose. They can also smell from their feet, which have two toes.

Society: Kitonaks are extremely patient, and many are painfully slow to interact in social situations. This makes many mistake them for being asleep or non-sentient, although the Kitonaks are typically too simple to utilise this underestimation. They are calm and take a long time before deciding anything. They live nomadically and often lose their possessions to desert winds. They are scared of caves, which are considered passages to the underworld. They are democratic, but low technology and slow communication between tribes makes the government a negligible force. Kitonaks ritually mate in rivers for the "Great Celebration of Life" during rains. The couples then return to the river in the next decade to be together for the birth, also done underwater.

Homeworld: Kitonaks wander the deserts of Kirdo III, a windy planet. They hunt chooba, which can feed them for a month.

Language: Kitonaks speak Kitonese, and many also speak Basic very slowly. They are generally silent.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 110
- **1 rank in Knowledge-Lore**
- **Thick Hides**: Receive the talent "Durable."
- **Desert Inhabitants**: May go up to 4 months without eating.
- **Diggers**: May spend 2 maneuvers to tunnel through loose soil, moving 1 range band.
- **Methodical**: May only spend 1 maneuver per turn moving. This does not apply when digging.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.
- **Silhouette 0**



SMALL EXCITEMENTS

The highlight of the day for Kitonaks is the storytelling session. Every night, the tribe gets together to tell a story together. Each member takes turns adding their own details and plot twists, and the story slowly progresses over the course of days. For the youth of crowded tribes, another bold adventure can be taken. Some choose to become wanderers, in search of less populous tribes. These nomads play their flutes to attract attention as they wander the desert.

KLATOOINIAN

A ridiculously unfair treaty that has been around for millenia keeps the Klatooinians in service to the Hutts. The Klatooinians are canines who place extreme value in age, loyalty, and tenacity. They consider time to be the most powerful force in the universe.

Physiology: Klatooinians are humanoids with a dog-like face and no hair. Their skin is brown, tan, or olive green, and their face has heavy eyebrows, clear, dominant, jowls, and a blunt nose. Their hands are strong and have natural dexterity, giving them an edge with blasters. They are roughly the height of a normal human, although sometimes a bit taller

Society: Klatooinians value loyalty, perseverance, and tenacity. As one of the older civilizations in the galaxy, they have a long history. Like the Weequays, another common servant to the Hutts, they let religious beliefs dominate their culture. They celebrate time, and they are ruled by elders. These elders, who form the Council of Elders, are judged by age and their understanding of Klatooinian culture. The latter is judged by ceremonial debate. This council rules the planet from a palace which is situated near the Fountain of Ancients. Klatooinian education teaches their youth Huttese, Klatooinian history, and lore about the glories of Klatooinians in Hutt servitude. They are then transferred into slavery for a Hutt and are given a more practical education on what they need to know for their job. They do martial work very well, and although they have learned many different crafts, the Hutts generally prefer them in bodyguard or mercenary roles. Because they value tradition, most Klatooinians prefer simpler weapons such as slugthrowers and swords.



TURNING OF THE SEASONS

Klatooinians have been in Hutt servitude for millenia, and have been mostly content to do so. This is because of the Treaty of Vontor, which places Klatooinians in the power of the Hutts. In exchange, the Hutts have vowed to protect the sacred Fountain of Ancients. Considered to be a gift from their gods (known as the Ancients) the Klatooinians forbid anyone from touching or nearing the structure. Modern technology must stay at least a kilometer away, so as to keep the area as it was in ancient days. Klatooinians revere time, however, and believe that everything else must wither away in the face of time, even their treaty. Now, many Klatooinians are ready to shake off the shackles of servitude and win their freedom. They hide in secret enclaves and try to revive their dead language and culture. The Hutts have responded with harsher restrictions, only to find that this just increases resistance.

Homeworld: The Outer Rim world of Klatooine is an arid world consisting of deserts and savannas. It is in the Si'Klaata Cluster at the northern tip of Hutt Space. The primary feature is the Fountain of Ancients, which is a gap in the crust that has sprayed out liquid wintrium. The wintrium freezes on contact with air and looks like water in mid-flow. Nearly indestructible, it has never been harvested, as the Klatooinians (and the Hutts who protect the Fountain) forbid it.

Language: The Klatooinian language, Klatooinian, is now dead. Although a few ancient texts have been found, it has yet to be fully resurrected, and the Hutts forbid its use. Otherwise, Klatooinians know Huttese and can speak Basic if needed.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	1	2	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Brawl or Ranged-Heavy**

KOORIVAR

A difficult past has caused the near-human species called the Koorivar to become greedy, shady, and business-oriented. Because of a great deal of work, they have managed to settle on the world of Kooriva.

Physiology: Koorivar are near-humans, but they are distinguished by a tall horn atop their head and different skin color. Their skin can be yellow or green in males and purple or red in females. Though they are often hooded, they actually have several horns which surround their large, spiralling horn. Horns are an important status symbol to Koorivar. Large horns are very prominent in the upper class, while those with smaller horns end up in the lower class. Those who lose their horns can be banished. Their skin is scaled and their eyes are yellowish.

Society: Koorivar value financial prowess and business success above all. Even marriage is entirely focused on getting optimal financial benefit. In school, Koorivar learn little other than how to trade, conduct business, and negotiate. They almost always focus on being business administrators, traders, or merchants. Many start their own business at the age of ten or earlier.



IN SEARCH OF A WORLD

For all their wealth, Koorivar long struggled to gain what other species take for granted: a homeworld. Their own home planet has long been uninhabitable due to an unstable star, so they searched the galaxy for a new home. They eventually decided to lease the planet of Kooriva. After several centuries, they named themselves the Koorivar and petitioned the Senate to buy the world. They were turned down and were forced off of Kooriva shortly after. For more than 500 years, they travelled the galaxy and worked together to gain influence. Learning the shady ways that they are now known for, they eventually got enough power to overturn the vote. However, even after owning Kooriva, it wasn't all perfect. The Republic cracked down on them for illegal activities of all sorts, they dealt with a blockade over Kooriva, and they faced sanctions. During the Clone Wars, the Koorivar on Republic worlds faced newfound troubles. The Koorivar held great power with the Corporate Alliance, which sided with the CIS, so Kooriva joined the Confederacy. Thanks to that, the Koorivar on Republic planets like Coruscant were persecuted and many were forced to leave. The species has suffered greatly under Imperial rule as further punishment for the Clone Wars. The dwindling Corporate Alliance has fled to the Corporate Sector.

Homeworld: The original Koorivar homeworld is long-lost, and though many are dispersed, their homeworld is now Kooriva. It is a jungle planet in the Inner Rim. It has economically struggled under Imperial rule.

Language: Koorivar speak Koorivar, although the language also requires hand gestures. Many also know Basic, as it is important for business.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 100
- **1 rank in Deception or Negotiation**
- **Savvy Liars**: Receive the talent "Plausible Deniability."

KORUN HUMAN

Force-sensitive humans from the planet Haruun Kal, the Korunnai were nearly wiped out by the Empire. They are loyal to the herds they own, their family, their extended family, and their sense of courage and integrity, in that order.

Physiology: Korunnai are a group of primitive humans who descend from a line of Jedi. All are Force-sensitive to some extent, and they also boast a tolerance to toxins. Otherwise, they are genetically identical to humans, but they are less diverse, having exclusively darker skin and black hair.

Society: Korunnai live a primitive lifestyle among clans of their extended family that they refer to as Ghôshes. They refer to those within their Ghôsh as Dôshallai, meaning clan-brothers. They survive by herding animals called grassers, and they use akk dogs for protection. In order to tame these animals, they use the Force, which they know as the Pelekotan, an entity that controls nature itself. They view themselves as products of the Pelekotan, which they exist to serve. They excel in using the Pelekotan to guide animals, and their powers in that domain are often superior to those of Jedi. Their spiritual leader is called the Ior pelek, a shaman who is also a skilled warrior. Although they were allies of the Republic during the Clone Wars, their population was decimated by an Imperial bombardment shortly after the war, and few Korunnai survived.

Homeworld: Korunnai come from the volcanic planet of Haruun Kal, a planet with a toxic atmosphere, especially in the lowlands. As such, the Korunnai live in the jungles on mountains and plateaus, where the toxins are at a low enough concentration for them to survive. It also has many fungi which destroy metals, although coating metals in portaak amber allows them to survive for short periods of time. It is governed mostly by offworlders, whom the Korunnai call Balawai.

Language: Korunnai speak Koruun, also known as Korunni, and they have a distinct way of communicating even when they use Basic. They always measure distances using travel time, and they shift their head to the side rather than shrugging.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Survival**



- **Animal Tamers**: Receive the mentor discount on the Influence Basic Power. When using an Influence Power check on an animal, add ▢▢.
- **Poison Tolerance**: Add ▢▢ on Resilience checks to deal with poisons, and reduce ratings of dangerous atmospheres by 1.

THE FOUR PILLARS

One of the most important aspects of Korunnai culture is the Four Pillars, a guide to their morality. The most important pillar is Herd. As they depend on the grasser herds to survive, they are expected to place Herd above everything else, including other pillars. Beneath it is Family, for whom they are expected to defend, caring for their elders and teaching their children. Beneath Family is Duty, which is their commitment to work hard and serve their entire Ghôsh. Finally, there is Honor, which is beneath all other pillars. Honor is a commitment to integrity and courage.

KOWAKIAN MONKEY-LIZARD

Tiny, annoying sentients that many consider to be animals, the Monkey-Lizards are primitive scavengers who have began to explore the galaxy by stowing away on ships. They enjoy mockery and pranks, so many are used as court jesters.



Physiology: Kowakian Monkey-Lizards are small arboreal creatures, averaging two thirds of a meter tall, with relatively long limbs and a tail. They are reptiles, although they have a beaked mouth and no teeth. They also have very long ears and yellow eyes on their triangular head. They are further distinguished by a small mane of hair growing around their neck. They have clawed hands and feet, which they typically use for climbing. Their mind is not very developed, and their sentience is debatable. They come in many colors, including tan, red, yellow, green, and blue. They survive mostly by scavenging and have a stomach that allows them to eat even the most rotten of foods.

Society: Kowakian Monkey-Lizards live in large groups that share a nest. They often enjoy swinging through treetops and exploring. Most of them survive by eating insects, worms, and rodents. Barely sentient, they are quite mischievous and greatly enjoy destruction. They also enjoy mockery through their well-timed laughter, by throwing things, or by pulling pranks. They are cruel even to other Monkey-Lizards and will never share food. They have some structure to their society, and each member of the nest is given a particular role. Some scavenge, some guard, some scout. The oldest female is their leader.

Homeworld: Kowakian Monkey-Lizards come from rainforests on the Outer Rim world of Kowak. A population of Zygerrians and their slaves also live on the planet.

Language: Kowakian Monkey-Lizards have a chirping language of their own, but they also can repeat languages that they hear. Some can understand Basic or Huttese if they have heard it for long enough.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	1	3	2	2

- **Wound Threshold**: 5+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 110
- **1 rank in Survival**
- **Foragers**: Receive the talent "Forager."
- **Excellent Stomachs**: Suffer no penalties for eating spoiled or rotten food.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.
- **Silhouette 0**

TRAVELLING THE GALAXY

Stowing away on ships has allowed Kowakian Monkey-Lizards to traverse the galaxy. They have infested the swamps of Baroonda, for example. They are also taken offworld by crime lords. While frowned upon in civilized society, they seem to get along better with more shady figures. These figures enjoy them as pets, court jesters, and even spies. While they are too stubborn to be properly trained, they are cunning enough to understand what owners want. Because of this, they will behave if their well-being is at stake. They are typically smart enough to know when that is the case.

KREVAAKI

Crustaceans protected by thick plates, the Krevaaki have eight tentacles, but they often conceal all but two of them beneath their robes to have a humanoid posture. They are similar to the Jedi in many ways: Force-sensitivity is common among them, and even those who lack the Force are deeply philosophical.

Physiology: Krevaaki are shallow-water crustaceans who are protected by a tough, red-brown shell. They have eight tentacles, although these tentacles become increasingly specialized as they age. Once they become adults, six of their tentacles can only be used for walking. Their upper two have opposable thumbs but lack fingers, so the Krevaaki somewhat struggle with using technology. Their head is hairless and has pointed ears near the top of it, and they have large, blue eyes. On their chin, they have six tiny tentacles that they use as olfactory organs. Because of their unique appearance, most species have a hard time understanding their facial expressions, and it is harder for them to interact with others. Their unique body structure is also unsettling to some species, so they often cover up their six tentacles that act as legs using long robes, so that they can assume a more humanoid posture.

Society: Krevaaki are a philosophical people who value wisdom. Not unlike the Jedi, they are peaceful, resolving conflicts when necessary but doing so humbly and nonviolently whenever possible. Furthermore, they seek to purify themselves of negative emotions like hatred or jealousy and find inner peace. They meditate frequently and constantly seek wisdom, and very few of them are truly interested in money or fame. Many enjoy exploration, so they are often found expanding the frontier as scouts or colonists.

Homeworld: Krevaaki hail from Krevas, an Outer Rim planet. Krevaaki inhabit its shallow swamps, and the rest of the planet is covered in oceans.

Language: Most Krevaaki know both verbal and written Kreva, and those who explore the galaxy also generally learn Basic.

KREVAAKI AND THE FORCE

Krevaaki have a strong connection to the Force, and even those who cannot truly sense it seek to understand its power or even feel its calling. Many Krevaaki leave their home in order to learn more about the Force, and countless others obey what they sense to be their destiny. They can make bold decisions that make little sense rationally because they believe that is what they have been called to do by the Force.



SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Resilience**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Stoic**: Add □ on all Deception checks, add ■ on all Charm checks.

KRISH

The Krish are obsessed with competitions and games of all sorts, and they bring a competitive approach to everything they do that often allows them to conquer difficult tasks. Many are hunters, a field where their exceptional athleticism is particularly useful.

Physiology: Krish have a muscular, athletic body and gray-brown skin. Their wiry hair at the back of their head is typically dark red, although it can vary in color. They have a bony ridge going along their skull that starts at the nose and goes all the way around their head. Their face is very wrinkled, and their eyes are red. Whenever they are even mildly amused, Krish will smile prominently.

Society: Krish are by nature extremely aggressive and competitive. They have come to love sports and other games, and they place high value in entertainment. They also enjoy puzzles, and many are gamblers. They respond extremely well to adversity, but they are prone to boredom when faced with easier tasks. As such, many Krish will intentionally handicap themselves in order to provide a challenge with certain tasks. Their love of excitement and sport has prevented them from experiencing real success in the galaxy, as they can be lazy and distracted in many jobs. Although they can be excellent hunters when focused, they are easily goaded, and their tendency to handicap themselves can become an issue.



BUSINESS AND POLITICS

Krish can be surprisingly successful in many businesses or even politics, as they can treat these fields like any other game. This tendency to game the system gives them a reputation of being very selfish, deceitful, or corrupt. Although these tactics are often successful, their short attention span makes it hard for them to achieve any real wealth or power. Once they have what they want, they will often retire or move on so that they can focus on new challenges.

Homeworld: Krish come from the Mid Rim planet of Sanza, which is also known as Krish. It has many rainforests, but a majority of habitable land that isn't used up by industry has been devoted to making stadiums, resorts, or race tracks. This can make it a popular tourist destination.

Language: The Krish have a gruff language which uses grunting and bellowing. Their written language is extremely complicated, as their alphabets are optimized to minimize the amount of symbols needed.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 100
- **1 rank in Athletics or Cool**
- **Skilled Hunters**: Receive the talent "Expert Tracker."
- **Easily Distracted**: When encountering a puzzle, contest, sport, or game, may become distracted at the GM's discretion. When passing up on a chance to watch or play, must pass a ◆◆◆ Discipline check or suffer 2 strain and become disoriented for the remainder of the encounter. May spend 10 XP at character creation to remove this penalty permanently.

KRYTOLLAK

Shell-covered mammals who eat vegetables and rocks, the Krytollaks are psychologically inclinded to support monarchs and value order. This makes them supporters of the Empire, although they have only had limited contact with the outside galaxy.

Physiology: Krytollaks are mammals with an exoskeleton in addition to their internal bones, granting them extra protection. Because of this brown, black, or green shell, they are often mistaken for insectoids. They are actually capable of growing their exoskeleton, which they keep for their entire life. They also live a bit longer than humans and never stop growing, so elder members of their people can be up to three meters tall. Females are generally larger than males by a decimeter or two in height. Both their mouth and their dark eyes are visible through slits in their shell, and they have no distinct head. They have three-fingered hands, and they have front-facing and rear-facing toes which are both clawed. Krytollaks do not eat meat, but they do consume vitamins and minerals by eating rocks to supplement their diet of vegetables. They consider rocks or plants from other planets to be delicacies.

Society: Unified by a single planetary government, Krytollaks believe in the need for monarchy and order and are all ruled by Empress Devir. They also have a racial hierarchy in which those with green shells, about one in 25 Krytollaks, are royals, while the rest are workers. They all place high value in hand-to-hand combat, often brawling to resolve disputes. These brawls are relatively harmless because of their shells, so they are quite friendly. Serious disputes are resolved in duels with weapons, although ranged weapons of any kind are forbidden. Although they have these violent tendencies, they are still very restrained in most situations. They are patient, listening carefully and remaining silent or responding passively before coming to a decision, but they are slow to forgive.

Homeworld: Krytollaks come from Thandruss, a planet with two moons that is in the Expansion Region. It was discovered very recently by the rest of the galaxy, when their technology was only steam-powered. Now, they have quickly embraced new technology, but it is hard to acquire. They view vibroblades as a rare commodity and seek to own their own hyperdrives.

Language: As they have only been discovered by the galaxy very recently, Krytollaks generally don't speak Basic and only know their native language.

SPECIES ABILITIES





- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Brawl or Melee**
- **Hardened Shell**: Receive the talent "Enduring."

KRYTOLLAKS AND THE EMPIRE

Because of their cultural inclination toward monarchy, the Krytollaks practically worship Emperor Palpatine. However, they recognize the failures of his subordinates, and many are frustrated by high Imperial taxes. As such, they hope to inform Palpatine of their plight so that he can rat out corruption and improve his Empire. Nevertheless, they still see the Empire as a necessity that exists for the greater good, and they see the Rebel Alliance as a dangerous organization that will bring anarchy or a very corrupt democracy if they succeed. Empress Devir has many Imperial advisors, and Krytollak nobles now dress in way based on the attire of Imperial nobility, typically wearing the gray uniforms of the Imperial Military.

KUBAZ

The Kubaz are insect-eating mammals who place extremely strong emphasis in protocol, family, and art. Because of their diet, they consider all insects to be nothing more than food, even the sentient ones. This has caused many governments to keep them isolated on their homeworld of Kubindi, away from the likes of Verpine, Geonosians, Gand, and X'ting.

Physiology: Kubaz are insect-eating mammals with green or black skin. Their head is similar in shape to a Rodian head, with a snout that acts as a highly sensitive nose and as a mouth with two rows of teeth. This snout also has the size and dexterity to effectively find and grab bugs in small crevices, which the Kubaz eat. Their black hair is short and bristled. Their eyes are sensitive, both in terms of recognizing details and being damaged by some types of light. Therefore, they are almost always seen wearing goggles of some sort if they are on any worlds with a red or yellow star.

Society: Kubaz live underground nests that have a clan structure. With each clan ruled by a Queen, Kubaz take the name of the Queen that they have descended from. Kubaz are obsessed with tact and decorum, highly emphasizing the family unit as well as being strict in their proper courtesies. Kubaz value culture and have a love for art and literature. Not only that, but their odd moral codes do not consider thievery of such things to be wrong. The earliest conflicts in Kubaz history are the Hive Wars, a bloody civil war over their food supply: insect farms. Kubaz were saved by genetic engineering, a field that they called "insecticulture." These sciences allowed them to create insects that grew bigger and tastier, as well as color coding them by clan. The Kubaz have long attempted space travel, but recent efforts have been sabotaged by the Empire. While the Empire blames the Rebel Alliance on these attacks, many of the clever Kubaz are able to see through these lies. A few have joined the Alliance.

Homeworld: Kubaz come from the world of Kubindi, an Outer Rim planet not far from Hutt Space. Their system's sun is a blue giant, which makes the world sun-baked and lacking in vegetation. For this reason, Kubaz mostly live underground, eating insects out of their burrows. It is home to a multitude of insect species

Language: Kubazian is the language of the Kubaz. Most learn Basic as well, but with a nasally accent. They tend to be only literate in their own tongue. They also have a non verbal language, which they can also use. It requires hand signals of touching the head, nose, or shoulders.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Perception**
- **Born Spies**: Receive the talent "Stalker."

INSECT EATERS

Kubaz eat insects and view all insectoid creatures as mere food. This includes Verpine, Geonosians, Gand, Killiks, and Fefze. They also eat non-sentient insects, and many Kubaz travel the galaxy to bring their clans information about the cuisine on other planets. When Kubaz first began to explore, they were very violent towards the Verpine. That incident required Republic intervention in order to stop it. This has long kept the Kubaz trapped on their homeworld, as they have been discouraged by various governments from developing the hyperdrive.

KUSHIBAN

Kushiban are small lagomorphs who a simple society based around small-scale agriculture and weaving. They are kind, pacifistic, and generous, and they have a reverance for the Jedi.

Physiology: Kushibans are a very small species of lagomorphs who are typically less than a meter long. Although they run best when standing on all four limbs, they can stand on two limbs in order to use their front limbs for manipulation. They are excellent leapers for their size, and they can jump higher than a human and climb many surfaces. In general, they are nimble and quick. They have a soft, bushy tail and long ears, but their face has more in common with primates than other lagomorphs. Their wide eyes can change color, and they often change to match the eye color of whomever they're looking at. One of the most unique abilities that Kushibans have is color-changing fur. They can change it to match a particular environment for camouflage, but it also changes naturally based on their mood if they don't try to control it. It is white when they are calm or asleep, gray when they're upset, and black when they're mourning.

Society: Kushibans are a very simple people who have very little technology. They have negligible industrialization and are mostly agricultural. They use fire to defend themselves and farm silkweed to make fabrics. They rarely choose to leave their home planet or embrace the technology of the rest of the galaxy. They are a communal people who are very generous and kind. However, they are quick to anger and have little tolerance for bullies and cynics. Although they aren't completely isolated from the rest of the galaxy, they are not a commonly seen species. Because of their appearance, many assume them to be pets or vermin. The Kushibans are very reverent toward the Jedi, and they are honored when Jedi search among them for apprentices. A number of Kushiban have become Jedi. However, most Kushibans find the idea of a Kushiban Jedi to be laughable.

Homeworld: Kushibans come from Kushibah, a planet in the northern part of the Outer Rim. It is isolated and obscure with almost no advanced technology. It is the home of a species of animal called the xinkra, who often attempt to eat the Kushibans but are easily scared away by fire.

Language: Because of their isolated nature, few Kushibans speak Basic. They typically only use their own language, Kushiban.

KUSHIBAN WEAVING

Kushibans have an economy based primarily on agriculture and weaving. They grow silkweed and mix it with their own fur in order to make tapestries in a variety of colors. The silkweed harvest is a very important date on their planet. Most impressive about their success is that they do it almost entirely without technology, using only rakes, scythes, spindles, and torches. Despite the value in their tapestries, the Kushibans still make a relatively small impact on the galactic economy.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	1	2	3

- **Wound Threshold**: 7+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **Camouflage**: Add ☐ on Stealth checks.
- **Mood Fur**: Upgrade the difficulty of Deception checks opposed by someone who understands the significance of fur colors.
- **Superb Mobility**: May leap up to a meter with no check. May climb up steep surfaces.
- **Silhouette 0**

KYUZO

An honorable, loyal species known for their combative skills, Kyuzo have built up strength as an adaptation to their high-gravity homeworld of Phatrong. Some are organized into clovocs, which act as police and militia while also fighting for show.

Physiology: Kyuzo are a physically strong species, having adapted to the high gravity of their homeworld, Phatrong. They are large, as well, often above two meters tall. They have green skin, which can vary from olive and almost brown to a more bluish turquoise. Their skin is wrinkled. They have black eyes with yellow dots in the center. They have four fingers and are adjusted to breathing in high-pressure atmospheres.



NOTE

The Kyuzo come from The Clone Wars TV show, which often contradicts Legends sources. However, just as many Legends species could also exist in Canon, nothing prevents Kyuzo from existing in Legends.

WAR HELMETS

Kyuzo war helmets can act as a shield, a thrown weapon, or a melee weapon. As a shield, the wearer gains +1 melee defense when holding or wearing it. As a thrown weapon, it uses Ranged-Light, has short range, deals 4 damage, has Knockdown, Disorient 1, Cumbersome 3. For 3 ❍, it may ricochet back to the thrower. As a Melee weapon, it has engaged range and deals damage of Brawn +1, but otherwise keeps the qualities of the thrown version. It has Encumbrance 3, Rarity 8, and costs 750 credits. Encumbrance decreases to 1 when worn.

Society: Kyuzo society is centered around honorability and loyalty. Oaths are considered unbreakable. They have a strong sense for justice, which they often execute using the clovocs. The clovocs are similar to a police force and uphold the warrior traditions from the Kyuzo. Local governments hire the clovocs to keep the peace, and they also battle for spectacle. (though not to the death) They clovocs vary greatly in terms of culture. While not all Kyuzo are fighters, many are. They have a respect for rogues and social outcasts, which are predominantly featured in their myths and stories. Large islands and continents form their own political entities, which are bonded by a relatively loose alliance.

Homeworld: The Kyuzo homeworld of Phatrong has high gravity and high atmospheric pressure. Its oceans are divided by long, thin, continents which are fairly mountainous. Some of these mountains are bordered by plains and hills, while other surround fjords and canyons.

Language: Kyuzo speak the language known as Kyuzo. Its words are very short and aren't particularly difficult for humans to pronounce. Kyuzo are capable of comprehending Basic, but they find it difficult to pronounce and the grammar to be fairly confusing.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Coordination**
- **High Jump**: Able to jump very high or far in normal gravity. Once per round as a maneuver, may suffer 3 strain to move 2 range bands either vertically or horizontally.
- **High-Pressure Adaptations**: Need a breath mask in a normal environment. Without a breath mask, add ■ on all checks.

LABOI

Fur-covered canines who lack limbs, the Laboi are adapted to temperature extremes, many are Force-sensitive, using telekinesis to make up for their physical shortcomings. They value age, so their longest members are seen as the most valuable.

Physiology: The Laboi are fur-covered canines with a serpentine body structure. Their fur is colorful, coming in shades of green, indigo, and crimson, but it loses its color in the daytime and becomes white, making them less vulnerable to bright sunshine. They have sharp teeth for combat, and their canine muzzle also features a large nose with four nostrils. They have an excellent sense of smell, allowing them to track prey with ease. It also helps to identify food, although this makes them picky eaters. They have wide eyes and prominent circular ears atop their head. Even as adults, their body can be as short as two meters or as long as ten meters, and their tail is somewhat prehensile, allowing them to grasp objects such as simple sticks. Laboi larvae are known as worms, and the amount of worms per birth increases as the mothers age. Young, short mothers generally give birth to a single worm, while the older, longer mothers can give birth to up to twenty at one time. Laboi have a relatively high rate of Force-sensitivity, as older females will occasionally develop telekinetic powers.

Society: Laboi have a deep respect for age, and they see their shortest members as almost worthless. This is in part because smaller Laboi are most vulnerable to predators. They are a philosophical society, and a few follow a religion that connects to the Force. However, they are still very aggressive, and food is their biggest priority, even over their companions. A few have no qualms about eating sentients, a minority that has severely harmed their overall reputation. When they are not hunting and fighting, the Laboi are an artistic sort: They enjoy music as well as tending to gardens of multicolored crystals. Many have no interest in the rest of the galaxy, but for those who take part in offworld work, their lack of arms means that they often work behind the scenes. Many are scholars or philosophers, while others find work as businessmen, both legal and illegal.

Homeworld: Laboi come from the unique Outer Rim planet of Laboi II, which has a very slow rotation, so daytime and nighttime last for a little less than three standard months each. Strong winds provide some moderation to the temperature, but nighttime is still freezing, while many rocks melt because of the extreme heat during the day. This melting means that the geography is constantly changing, so it has no plant life. However, it has a rich diversity of animal life and features a number distinct minerals and crystals. These rare crystals attract the planet's only offworld trade.



Language: Because of their isolation, most Laboi only know their native language.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Brawl**
- **Fur**: Remove ■ for hot or cold conditions.
- **Advanced Olfaction**: Add □ on olfactory Perception checks. When smelling to find the general direction of a target, make difficulty equal to distance in kilometers.
- **Limbless**: Reduce encumbrance threshold by 6 and may not carry items in hands. May not use technology requiring hands, such as blasters or vehicles. When wielding Melee weapons with tail, add ■■■.
- **Sharp Teeth**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Telekinetic Powers**: Receive the mentor discount on the Move Basic Power and its Strength upgrades.

HUNTING PACKS

Laboi are organized into hunting packs, each of which is ruled by its longest (and therefore oldest) male called the pack leader. The pack leader then sends out smaller groups called hunts, each of which is also ruled by the largest available male, who is called the chief. Most of the dangerous work is carried out by smaller Laboi. They typically hunt ovalyans, an animal the size of a bantha. This is dangerous, as ovalyans will also prey on smaller Laboi if given the chance.

LANNIK

Lannik may be small, but they are some of the toughest, most confident, and bravest people in the galaxy. They are very violent, and some see them as rather primitive. Imperial control has kept them isolated on their homeworld of Lannik.

Physiology: Lannik are short humanoids with pinkish-tan skin. They stand just over one meter tall. While many hold a grizzled look of battle scars, the only feature otherwise distinguishing them are wide ears, which droop downward off of either side of their head. Despite their size, these ears actually provide very little unique benefits as sensory organs. While some consider the Lannik to be possible relatives of Yoda's species, such claims are without evidence.

Society: Lannik are brutal and primitive but nevertheless intelligent and strong-willed. They are known for being excellent in battle and at keeping a clear head, staying calm despite fear or emotion. They can often find solutions out of dangerous situations, thanks to this ability. For all their strengths, they are also known to be bellicose, not to mention arrogant. Lannik never back down in a fight. Now, this fight is often the Empire. While the Lannik have long been independent, this goes strictly against Imperial views, which have been seeking to annex the planet. They have yet to succeed. The Lannik are also known for their many traditions, which outsiders generally find to be strange and primitive.



A HISTORY OF WAR

Lannik history is filled with strife and conflict, dating back to their first contact with the Republic. Corellians and Duros first came to the planet bringing high technology. The Lannik became split on how to use it. And so, factions were created and war began. As conflict raged, only criminal groups came in to stop it, which was to no avail. Eventually, the Republic itself intervened, ending the conflict. While they sought to reduce technology imports, it was unsuccessful, and technology became prominent. This has led to several criminal groups controlling the planet as well as smuggling in devices. They have also been ruled by an oppressive monarchy, with the only thing close to liberation being a terrorist group known as Red Iaro. Under Imperial control, fewer Lannik have left their home. While not as warlike as some, the tradition of war affects every Lannik, and many find it to be their calling. Some turn instead to the thrill of sports, such as Pugil.

Homeworld: Lannik come from a world of the same name which is in the Mid Rim. It contains mountains and forests primarily. It is unique in that it has large amounts of resources that are not yet tapped into, since it is so isolated and the Lannik have little interest in mining. It has been separate from many galactic governments in peace, though that is now threatened by the Empire.

Language: Most Lannik speak Basic as well as their native language, Lannik.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 95
- **1 rank in Knowledge-Warfare or Streetwise**
- **Indomitable**: Remove ■ from critical injuries, fear, or the disoriented condition.
- **Silhouette 0**

LASAT

A species of carnivorous mammals with fur, wide eyes, and pointed ears, the Lasat's most valuable asset is their cunning. They excel in building and setting traps when they hunt, and their ingenuity has made it difficult for the Empire to enslave them.

Physiology: Lasat are a sentient species of carnivorous mammals with a humanoid body structure, but they are covered in light brown fur. Females also have tan fur, but theirs is much shorter than that of males. Because of this, male Lasat are often mistaken for Wookiees, especially in the case of their biggest members, but they are much shorter, thinner, and their facial structure is significantly different. Lasat also have a tail. They have no fur or hair on their face, and they have a very small nose. Their yellow eyes are very large, allowing them to see well in the dark, and they have long, pointed ears. These ears actually help them to dissipate heat off of their body. Combined with their insulating fur, Lasat are adapted to a wide range of temperatures.

Society: Lasat are a cunning people, typically setting up traps in order to catch their prey. Their cleverness gives them a knack for mechanics, including the construction of explosives. They have a strong tradition of oral storytelling, which generally emphasizes the importance of cunning. They are almost entirely nomadic, but a few of them do inhabit city-states, typically living in mud-brick buildings. City-states often go to war, hiring the nomads as mercenaries. Their rulers are mostly religious figures, whose roles are hereditary.

Homeworld: Lasat come from Lasan, a very arid planet in the southern part of Wild Space. It has some mountains, but almost all Lasat have chosen to live in its flat deserts.

Language: Lasat generally speak Basic, but when they do, they refer to themselves in the third person, rather than using pronouns.



SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Mechanics or Survival**
- **Ears and Fur**: Remove ■ for cold or hot conditions.
- **Night Vision**: Remove ■ for darkness, add ■ for brightness.

LASAT AS SLAVES

Lasat are a cunning people, typically setting up traps in order to catch their prey. Their cleverness gives them a knack for mechanics, including the construction of explosives. They have a strong tradition of oral storytelling, which generally emphasizes the importance of cunning. They are almost entirely nomadic, but a few of them do inhabit city-states, typically living in mud-brick buildings. City-states often go to war, hiring the nomads as mercenaries. Their rulers are mostly religious figures, whose roles are hereditary.

LEPI

Once skittish herbivores, the Lepi are large, carnivorous, and adventurous. They have extremely high energy and breed at incredible rates. They love to explore, partially because their number increase so rapidly.

Physiology: Lepi are furry green creatures that have distinctive buck teeth and long ears. They have large feet and strong legs. This, combined with a fast metabolism and a skinny frame, gives them impressive speed. They have a tail that varies greatly in length. Their face also has black eyes and whiskers. While there is a misconception that the Lepi eat space carrots, they are actually carnivorous.

Society: Lepi are known for their flightiness; they are often skittish herbivores who like to stay moving. This is enhanced by their curiosity and desire to explore. They are impulsive and typically have very aggressive goals for adventure and fame. They are also very prideful creatures who like to brag and show off. Going with this is the fact that they can be very sensitive, in particular when it comes to insults about their families or their rodent-like appearance. These insults can bring about violence or anger from them. Despite this issue, many get along well. Humor in particular is one of their strong suits. They are a religious people, which they often take with them through lucky charms.

Homeworld: The Lepi come from the Coachelle system in the Terr'skiar sector of the Mid Rim. While their original homeworld is Coachelle Prime, they have also colonized all five planets and the asteroid belt in their star system. They have a notable droid industry, called Coachelle Automata, which produces the LEP servant droid. Coachelle Prime is a world of vibrant colors.

Language: Lepi speak Lepese, also known as Lepp. Most, however, quickly learn Basic as a secondary language. Non-Lepi can speak their language without issue.



SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Athletics or Coordination**
- **High Energy**: Receive the talent "Dodge."

LEPI COLONISTS

The Lepi are often colonists for many reasons. The first is their incredibly fast reproductive rate, with families having dozens of children. This meant that the overpopulation of their world came quickly and they have colonized much of their star system. Some still need to venture out further to avoid overpopulation. However, there are more factors behind their expansion: Lepi are naturally gregarious creatures who are curious and prefer to explore. Many like to be explorers and colonists.

LORRDIAN HUMAN

A culture of near-humans, the Lorrdians were enslaved millenia ago during the Kanz Disorders and were forbidden from speaking. They developed a sign language to communicate, and excel at reading body language to this day, so they are almost impossible to lie to.

Physiology: Lorrdians are a race of humans defined more by their culture than their genetics, although they tend to have darker skin and hair.

Society: The Lorrdians' most unique cultural trait is their kinetic communication, in which they use body language to communicate. Among their own, this ability is simply a language, but to those unfamiliar with it, it also gives Lorrdians a double-edged power to hide their own emotions and intentions while easily reading those of others. By analyzing the silent communication of those they interact with, they have an uncanny ability to read the intentions of others. On the other hand, they are acutely aware of their own posture, facial expressions, and subtle movements, which they are able to control in order to hide what they think. Many use this ability to succeed as mimics or actors.



THE KANZ DISORDERS

Almost 3,000 years ago, the Argazdan Redoubt seceded from the Republic in a conflict known as the Kanz Disorders. Under this new government, Lorrdians were taken over by the Myrialites, who enslaved their population. Under the rule of their harsh masters, the Lorrdians were not allowed to speak to one another, so they developed the subtle sign language that they use to this day. This language allowed them to easily coordinate resistance in a way that the Argazdans could not recognize, but they remained enslaved for 300 years because the Republic was preoccupied by a number of other conflicts. Eventually, they were freed by Lorrdian Jedi Mari-Elan Nora. Since then, they have mended relations with the Argazdans, who now regard their ancestors' brutality as shameful. Many Lorrdians continue to be anti-slavery advocates, hoping that the galaxy can move on from its mistakes during the Kanz Disorders.

Homeworld: Lorrdians come from Lorrd, an Outer Rim planet with diverse terrain ranging from glaciers to deserts. It is known mostly for its academics, and it has one of the galaxy's most renowned universities.

Language: Lorrdians typically speak Basic, but they can also use silent kinetic communication as their native language.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Deception**
- **1 rank in Perception**
- **Kinetic Communication**: As a maneuver, may sense the emotional state of anyone in sight by passing a Perception check opposed by Deception. May spend to gain vague knowledge of their intentions. May also oppose Deception checks using Perception.

LUGUBRAA

Voracious eaters and fierce fighters, the parasitic Lugubraa are generally simple-minded, and they form hordes that often plague the Unknown Regions. They are blind, but they have echolocation and can also sense heat.

Physiology: A shorter species with a tube-like body, Lugubraa have a leechlike appearance and a number of unique physiological features. Their skin, typically a shade of light gray, is actually an auditory organ, as they have no ears. Additionally, their skin is very thick and provides them with excellent protection in combat. Lugubraa are incredibly durable and can also stand attentively for days on end without rest, but their most distinct form of survivability is that they can tolerate many combinations of air pressure and gases in the air, including the vacuum of space. Lugubraa have stubby legs, making them shorter in stature, and a tail. Although they technically have four arms, two of them are vestigial stubs. The other two are more dexterous, and their fingers have a combination of suction cups and tiny barbs, giving them an incredibly strong grip. However, if they wish to grasp prey, they also use their mouth, which is at the top end of their body. This wide maw has sharp teeth arranged in rings, making it almost impossible to escape from. This mouth encompasses their entire face, as they lack eyes, ears, or a nose. However, they can acutely sense heat, and they have echolocation to map out of their surroundings. Although this often compensates for their lack of vision, they still struggle to use ranged weapons. Lugubraa are voracious eaters, requiring an incredible amount of food, and they also reproduce very quickly, making them like a plague that can devastate ecosystems if unchecked. They grow in size quickly, but they behave like domestic animals for their first six months of life. For their next fifty years, they are sentient but simple-minded. If they reach the age of fifty, they undergo sudden cognitive growth.



Society: Lugubraa generally form hordes, where the intelligent elders lead them by making mercenary contracts and devising genius plans, as the rest are simple-minded and only use short sentences. However, even elderly Lugubraa are simple in that they have only one goal: food. Many hordes are hired as mercenary armies so they can eat their enemies, while others find work as guards, where their simple resolve is valuable.

Homeworld: Lugubraa come from an asteroid belt in the Unknown Regions called the Stratos Distribution, but they have visited, colonized, or ravaged many other planets.

Language: Lugubraa speak Lugubraal but can also learn trade languages like Sy Bisti and Rammocate.

SPECIES ABILITIES



- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 13+Willpower
- **Starting XP**: 110
- **Inexorability**: Receive the talent "Durable."
- **Blind**: Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks 3 times. Suffer further penalties at the GM's discretion.
- **Leechlike Maw**: When using Brawl, may spend to latch onto the target, ensnaring the target for 3 rounds or until the target passes an Athletics check opposed by Brawl. While the target is ensnared, deal +1 Brawl damage as wounds and have a Crit rating of 2 and Vicious 1.
- **Unique Senses**: May sense using echolocation, and may also sense heat, negating the effects of the Blind ability in most cases, adding □ on checks to detect warm-blooded creatures, and gaining further benefits when applicable. Add ■ on all Ranged-Heavy and Ranged-Light checks.
- **Vacuum-Dwellers**: Do not take wound or strain damage due to vacuum, unbreathable atmosphere, or abnormal air pressure.

LUGUBRAA AGES

OLD

- **Intellect 3, Agility 1**

YOUNG

- **Brawn 3, Intellect 1**

PARASITIC DESTRUCTION

To many, Lugubraa are parasites. If a horde comes about without elders to guide it, they become essentially feral and tear through populations and ecosystems. Lugubraa have plagued the Rakata and the Crokes, and they killed all but one Niordi.

LURMEN

Lurmen are peaceful creatures who have descended from lemurs. They are often stereotyped as helpless victims, but this is largely their own choice: They rarely resist troubles and instead attempt to deal with oppression through passive-aggression and words.



Physiology: Lurmen are lemur-like humanoids that are small in size but make up for it with their quickness. They are fast as well, able to quickly run on two feet, four feet, or curl up into a ball and roll. Their furry body can come in various shades of brown and gray with stripes. They have a cat-like nose and large yellow eyes. Some have wide ears as well. They have thin limbs and a small body that averages one meter in height. They also have a long tail.

Society: Lurmen are staunch pacifists who are determined, strong-willed, and a bit stubborn. They are also brave, should they be forced into combat. Even in this, they tend to use non-lethal means. Some are excellent at defending themselves with ropes. They are a bit of a conundrum in some ways. While undeniably stubborn, they also let others have their way with them, and some are even willing to die by this passive-aggressive methodology. While sometimes simplistic in their ways, they still generally do what is needed to prosper if there isn't anyone to oppose them. They managed to make profits off of the mineral resources on their world before the takeovers by the Banking Clan. They also have displayed some ingenuity in their homes, moving the giant, falling seedpods on their colony on Maridun. Despite these successes, Lurmen are often viewed as a defenseless people and are consistently portrayed as helpless victims in need of defense.

HELPLESS VICTIMS

Lurmen prospered until a takeover of the Inter-Galactic Banking Clan on their world. The Republic did little to stop it as the Lurmen became slaves to the Muuns. They worked in mines, harvesting the crystal deposits of the planet. The Lurmen were passive-aggressive as ever, content to remain in the situation and have the moral high ground on any debates they should enter. Mygeeto was an effective moneymaker for the Banking Clan. (which, at the time, was aligned slightly towards the Confederacy) Seeking to take away IGBC assets, the Republic brought war to Mygeeto. With some Lurmen suddenly free, many of them decided to leave. They wanted no part in the Clone Wars. They mostly stuck together, setting up colonies on worlds like Maridun.

NOTE

Lurmen come from The Clone Wars TV show, which often contradicts Legends sources. However, just as many Legends species could also exist in Canon, nothing prevents Lurmen from existing in Legends.

Homeworld: Lurmen come from Mygeeto, an icy world covered in crystals. Any still on Mygeeto are slaves to the IGBC, which is under direct control of Emperor Palpatine.

Language: Lurmese is the collective name for the dialects of the many Lurmen tribes. Most also know Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	1	3	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 85
- **Rolling**: As a maneuver, may begin rolling. When rolling, must spend at least 1 maneuver per round moving, but this maneuver may move twice as far.
- **Silhouette 0**

LUTRILLIAN

Bald mammals with long ears and a large nose, the Lutrillians are often seen in the galaxy because they are nomadic and adventurous. They are business-oriented and often greedy, but they are still often very likable.

Physiology: Lutrillians are chubby mammals whose blubber keeps them warm. Their thick skin can be reddish, tan, or a pale white. Their hands can have three, four, or five fingers, which occasionally include claws. Their neckless head has pointed ears, large black eyes, a wide cleft mouth, and a flat nose. Brown hair can grow atop their head and on their jowls.

Society: Lutrillians are typically nomadic and adventurous. Many enjoy business, a job in which they are cunning and bold. Their ways have even created the phrase "Lutrillian Bargain:" a deal in which both sides benefit, but one side does much better. Despite greed, they get along very well, tending to be likable. They are gregarious in their quest for profit, travelling the galaxy during their adventures. They have been friendly towards those that have come to them, although this has created animosity with one of their neighbors: the Mugaari. These once ruled a sector of space including Lutrillia, before Republic annexation ousted them from power. The Mugaari blame the Lutrillians in particular for this event, as they have gotten along the best with the humans.

Homeworld: Despite having just 800 million people, Lutrillia is very crowded. A cold planet, it is very distinctive for a modern yet nomadic lifestyle. The cities are wheeled, travelling around the planet in order to reach new resources and avoid predators. Half these cities go east, the other half go west. Smaller transports go between the cities. These cities are very crowded, so many Lutrillians chose to find new opportunities on a different planet. They have colonies on Kirtarkin, Gerrenthum, and Ione.

Language: Lutrillians speak Lutrillian, as well as Basic to conduct business with. It is a rather choppy language.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Negotiation**
- **Blubber**: Receive the talent "Enduring."

CROWDED CITIES

Coming from a crowded homeworld has had many effects on the Lutrillians. One of the most notable is a lack of respect for personal space. While their social skills can often make up for this error, it has also had another major effect: dispersing the Lutrillians. They are a common sight throughout the Greater Javin, where they act as entrepreneurs and merchants. It can, of course, have different effects on each Lutrillian. One might seek urban areas similar to that of his home, while another might seek to avoid cities, choosing to start life anew in a more rural location.

M'SHINN

The mossy exterior of the M'shinni hides a mammalian physiology, although they reproduce via parthenogenesis. Because of this, M'shinn are loyal to large groups called Rootlines, and every member of a Rootline has identical genetics. They are a species focused on agriculture, and they are prominent colonists.

Physiology: Humanoids with a large head, the M'shinni have no hair and are instead covered in moss, which gives them the nickname "mossie." This moss, which covers their entire body except their feet and three-fingered hands, is a separate species which acts as a symbiote. The moss absorbs sweat and dead cells, and it supplies nutrients to the M'shinni in exchange. The nutrients from the moss are especially important for healing. The moss can change in color over time based on the light; it can range from yellowish green to emerald with patches of blue and black. Their large head has bulging, black eyes and nostrils in their cheeks. As herbivores, their mouth has bony ridges instead of teeth. M'shinni are entirely female, and they reproduce by parthenogenesis, in which mothers create babies who share all of their genes. Because of this, M'shinni in the same Rootline look identical. Parthenogenesis occurs naturally without conscious intent when there are abundant resources, with a minimum of three years between each baby. M'shinni babies are about a centimeter long and spend their first three months being carried around in their mother's pouch.

M'SHINN AGRIWORLDS

M'shinni eventually ran out of farmland on their homeworld, but the development of the hyperdrive allowed them to colonize other worlds and increase their population. They continue to terraform and colonize planets for agriculture, and land on these worlds is divided among Rootlines, as decided by Councils of the Wise. One such planet, Agriworld-2079, is the home of the Skrilling species, whom the M'shinni have impoverished.



Society: M'shinni are all extremely loyal to their Rootline, which are families of M'shinni who share the same genetics, each of which contains about 1,000 members. In order to distinguish themselves, M'shinni often wear jewelry or shave some of their moss. They never wear clothes, since the moss needs light. All M'shinni are very loyal to their Rootline, and betrayal is unheard of. Every one of their planets is ruled by a Council of the Wise, which includes the oldest member in each Rootline. All of their land is owned collectively by one Rootline, and individuals farm their Rootline's land to gain status and wealth. The M'shinni are almost always involved in agriculture as scientists, farmers, or gardeners, and they have a friendly rivalry with the Ithorians in the botanical industry. Their innovations include plants which can act as lights or medicines, and they have also designed heat-resistant species.

Homeworld: M'shinni originally come from Genassa, a Mid Rim agriworld which has farms both on the ground and in biospheres in space. Some come from their many nearby colonies in the M'shinni Sector.

Language: M'shinni can speak Basic. It is unknown whether or not they have their own language.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	3	2	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Survival or Knowledge-Xenology**

MANDALORIAN

Mandalorians are a culture that includes people of countless species, but their warrior-like ways make them seem like a species of their own. They are extremely honorable and known for their distinctive armor.



Physiology: Mandalorians have no specific physiology or bloodline. They can come from any species or family.

Society: Mandalorians have a rich culture valuing honor, family, and warfare. They judge status purely by merit, which is mostly combative ability. They have a loose government of chieftains who rule clans, all subordinate to a single "Mand'alor." They are generous and get along well with their own, allowing for minimal economic regulations. They are ruthless in combat and often get involved in wars for the sake of it as mercenaries. Mandalorians place high value in family. Marriage is done shortly after the age of sixteen and is for life, and childhood lasts until age thirteen. Adoption is a common practice as well. Being disowned by a child is considered one of the worst insults, and doing so earns the title of "dar'buir." Mandalorians strive to follow the "Resol'nare," a series of six tenets. These tenets are wearing Mandalorian armor, speaking the Mando'a language, defending one's family, raising children in the Mandalorian ways, contributing to the clan's welfare, and rallying to the Mand'alor if summoned. Mandos are not entirely united, however. Death Watch is a more brutal group that wiped out most True Mandalorians at Galidraan and focus on terrorism rather than honorable warfare. Mandalorians also have a religion, which includes becoming a collective soul after death, the Manda.

NOTE

Mandalorians are a culture and a religion, not a species, but their unique ways create the need for a unique profile. Members of any species who follow Mandalorian culture may use this profile, modifying their starting stats.

True Mandalorians, Death Watch members, those raised as Mandalorians who have abandoned their former ways, certain Clone Troopers trained by Mandalorians such as Kal Skirata and Walon Vau may use these stats.

MANDALORIAN ARMOR

Outsiders (or "aruetiise") rarely see a Mando outside armor. Armor means many things for Mandalorians. Some, such as Boba Fett, wear it but have no other connection to the true Mandalorian ways. For most, it is a vital element of culture and protection. Mandalorian Armor uses the profile for Heavy Battle Armor but has 6 Hard Points, Rarity 8, and costs 5,500 credits. It comes in many colors and includes many plates in a distinctive pattern over a body glove, with a helmet that has a T-shaped visor. Different colors represent different concepts, including blue for reliability, gray for mourning, red to honor a parent, black for justice, for revenge, green for duty, orange for a lust for life, and white for a new beginning. Most include jetpacks and built-in gadgets. Some are made with beskar, or Mandalorian Iron.

Homeworld: Mandalore is a difficult Outer Rim world of a diverse ecosystem. The True Mandalorians have lost power to the Empire.

Language: Most Mandalorians know Mando'a and Basic. While Mando'a can be spoken by itself, most Mandalorians speak Basic while occasionally inserting Mando'a. Mando players should extensively study Mando'a.

SPECIES ABILITIES



- **Abilities are species dependent**
- **Wound Threshold**: Species dependent
- **Strain Threshold**: Species dependent
- **Starting XP**: -15

MAY CHOOSE 1 OF THE FOLLOWING SPECIAL ABILITIES:

- **Enduring Warriors**: Receive the talents "Hard Headed" and "Toughened."
- **Gadgeteers**: Receive the talent "Jury Rigged."
- **Combative Natures**: Any 3 Combat skills become career skills.
- **Snipers**: Receive the talent "True Aim."

MANTELLIAN SAVRIP

Savrips are hulking creatures that some consider to be non-sentient. Despite their powerful combative skills, they have been hunted and reduced to living in Ord Mantell's Scraplands.

Physiology: Mantellian Savrips are hulking creatures who are typically four meters tall. They are wide, hunched over, and extremely muscular. Their arms are long enough to easily reach the ground and have sharp claws on each hand. They have three toes and four fingers. Savrips are bald but have a humanoid face; however, they have sharp fangs with poison in them. Their neck is fairly long. Savrips are barely sentient, but they are still smart enough to use tools, speak a language, and create clothing for themselves. They live for about 500 years.

Society: Despite the fact that they are sentient, Savrips are still a very brutal species, and they are inclined toward combat. Few use technology, much less understand it. They speak very little. They generally hunt prey in the wild to survive, but others make it as bounty hunters or hired guns.

Homeworld: Savrips come from Ord Mantell, a lawless Mid Rim world that was first established as a Pius Dea outpost. It features urban sprawls such as Worlport, but most of the native native Savrips live in the giant junkyards that are the Scraplands. It is a very industrial planet that focuses on manufacturing. Pollution has greatly harmed the world, raising the temperature and melting ice caps. Bounty hunters are very common on the world, so it has developed a reputation for being unsafe for smugglers.

Language: Although Mantellian Savrips don't talk very much, they can speak Basic. Most speak their own language, which is called Savrip.

SPECIES ABILITIES



- **Wound Threshold**: 14+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 100
- **1 rank in Brawl or Resilience**
- **Thick Hides**: Receive the talent "Durable."
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Fangs**: May spend on a successful Brawl check to bite. A target who has been bit must succeed in an Resilience check or be immobilized for 5 rounds.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.
- **Silhouette 2**



PREJUDICE

Mantellian Savrips have been prejudiced against throughout history. Most of this comes back to the recurring debate that is their sentience. To many, Savrips are non-sentient and can be treated as livestock. Many on Ord Mantell who murder as part of their business blame these murders on Savrips. Killing Savrips for food is still sanctioned by the Empire, as some people enjoy their meat. Because of this, Savrips have had their population reduced and only survive in the Scraplands. Even some of those who used Savrips for work consider them like animals who must be kept on a leash and given very simple tasks. Perhaps the most notable use of Savrips is their appearance in dejarik, a strategy game in which players control various animals and attempt to kill their opponents' animals. Savrips are one of the pieces in this game.

MARASAN

A species heavily dependent on cybernetics, the Marasans developed their unique technology in isolation until recent years, when they were discovered by the Empire. They have refused to work with their Empire, and the subsequent retialiations have devastated their society.

Physiology: Marasans are a species of larger herbivores with short but thick legs, long arms, and wide hips. As marsupials, Marasan females are also distinguished by a pouch on their stomach. They have a wide mouth and lack a nose. Their eyes, high on their forehead, are small, but they make up for them with sensory stalks that grow from their cheeks. Marasans generally do not wear clothes, but they do have a band of cybernetic implants going around the back of their hairless head, which augment their brain and allow them to communicate instantly with one another. Although their cybernetics augment their mind, their body is much slower than they can think, so they are quite clumsy.

Society: Marasans have a distinct mindset because of their cybernetics. They are typically deep in thought, constantly making mathematical calculations, so they aren't always focused in the present. They are fairly easygoing, but they are also socially awkward, speaking before they think in ways that often come across as rude or quirky. They developed a peaceful society and are heavily reliant on the mathematical intuition granted to them by their implants to communicate, predict weather, and navigate the stars.



Homeworld: Marasans come from Marasai, a high-tech planet in the Inner Rim which is isolated from the rest of the galaxy by a nebula. They have twenty colonies, all of which are within the same nebula.

Language: Because they were discovered by the galaxy only recently, most Marasans only know their native language.

MARASANS AND THE EMPIRE

Prior to being discovered by the Empire, the Marasans formed a democratic government called the Mindnet in which citizens constantly interacted with elected officials called Electnodes using their implants. The Marasans were inadvertently discovered by the Imperials, who were exploring their nebula in search of planets with mineral resources or stable hyperlanes. They demanded that the Marasans assist with their search, who declined. Although the Marasans had the extensive navigation data the Empire needed, the Imperials had no way to extract it from such foreign computers without the Marasan's assistance. Changing plans, the Imperials developed a form of ion weapon called a resonator which could disrupt their cybernetics to painful results. They even created a larger-scale version of the technology which could torture them at a planet-wide scale. Now helpless, the Marasan government has collapsed, and of the twelve billion sentients who once made up their society, there are a couple hundred stragglers who fled the Empire by escaping into the broader galaxy. A few of their colonies remain hidden, where they harbor most of the last free Marasans. For their part, the Rebel Alliance believes that intervening to help the Marasans would only subject the species to further punishment.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	3	2	2	2

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **1 rank in Astrogation**
- **1 rank in Knowledge-Education**
- **Cybernetics**: Always count as having a datapad, navicomputer, and comlink available, which do not count toward the cybernetic implant cap.

MEERIAN

Meerians are long-standing victims of the Republic's corruption and now suffer from imperial tyranny, being harmed rather than helped by Bandomeer's vast mineral resources. Although they are durable and resilient, their naïve form of optimism has made them easy to exploit.

Physiology: Meerians are a species of near-humans with metallic hair and eyes, typically silver or gold in color. They are much shorter than humans on average, generally a bit more than a meter tall. Although they are slow because of their short strides, they are bulky and resilient despite their stature. Their most notable physiological advantage evolved relatively recently, in order to adapt to polluted mines: Their lungs naturally filter out toxins, allowing them to survive in highly toxic atmospheres where other species would require a breath mask.

Society: Meerians are a meticulous species, going about their business calmly and without haste. They tend to be optimistic and cheerful, and they have a friendly demeanor. They prefer to speak eye-to-eye, and they generally use repulsorlift chairs to elevate themselves to the eye level of other species. As they see it, literally looking down on someone will prevent both parties from viewing each other as equals. Meerians emphasize such ideas of equality and fairness, and they excel at viewing contentious issues from all points of view, so they are seen as fair judges. However, their strong empathy makes it hard for them to make decisions, so they will often deliberate for a long time before acting on anything. It also makes them submissive and agreeable towards others.

CORRUPTION AND EXPLOITATION

Meerians have been at the mercy of offworld interests since their homeworld of Bandomeer was first discovered by the larger galaxy, and they have been fighting for their rights ever since. In particular, they seek to stop and repair the pollution brought on by the mining businesses. They were too primitive to have any real sway in the Galactic Republic, although they did manage to become the legal owners of the planet. However, corruption in the Republic meant that this title accomplished very little in practice. Under the Empire, private corporations have been replaced with the Imperial government itself, which has taken a more active role in exploiting Bandomeer and quashed resistance with its army. These difficult conditions have made the Meerians more cynical and selfish with every generation, and many now flee their planet to find a better life elsewhere.

Homeworld: Meerians are now a minority on their homeworld of Bandomeer, a planet with vast mineral resources. It has one large continent and one large ocean, which divide the planet almost exactly in half. Offworld mining interests have devastated its ecosystem, turning it into a polluted mess.

Language: Most Meerians are bilingual, speaking Basic as well as their native language of Meerian.



SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 130
- **1 rank in Resilience**
- **Poison Tolerance**: Remove penalties for most toxins or reduce difficulty to resist toxins by up to 2 at the GM's discretion.
- **Ponderous**: May only spend 1 maneuver moving per turn.
- **Silhouette 0**

MELITTO

Insects who are adaptated to live in hot, dark, and toxin-filled caves, the Melittos use unique cilia rather than sight and have a distinct physiology that allows them to tolerate their harsh environment. They live in hives, which include mostly males, whom the females control using pheromones.

Physiology: Insects evolved to deal with hot and dark conditions, the Melittos are cold-blooded and cannot see. Instead, they use cilia, short strands that cover their body which are capable of sensing vibrations, electrical fields, and scents. This combination is often more effective than sight, especially when it comes to identifying individuals and detecting chemicals. For males, the cilia also detect the pheromones from the females who control them. Cilia are colored for young Melittos but become gray for adults. They are also covered in grayish chitin, hard plates that resemble large scales. They survive by eating sugars in liquid form, which they get from the sap of a coral-like organism called bleeding rock. They also require a number of the toxins in their environment, such as smoke. Melittos in a normal environment use masks to supply these toxins and convert food into sweet liquids.



Society: Similar to Selonians, Melittos have a hive-based society. Each hive is ruled by a single queen, who then commands young females called myrmitrices. These myrmitrices use pheromones to control the males, called myrmites. Myrmites make up a majority of the population and conduct all of the work. This mostly includes farming the sap of the bleeding rocks, a very difficult process. All Melittos are also prone to resolving conflict violently. Such radical sociology makes it hard for them to get along with non-Melittos.

Homeworld: Melittos come from the volcanic planet of Li-Toran. Fumes fill the air, and all Melittos live underground. It has a single Imperial garrison called Dometown.

RONIN IN THE GALAXY

When a hive gets too large, one or more myrmitrices are exiled, and they take their myrmites with them. Typically, multiple groups of these exiles form a single new hive, and the females battle for power. Males on the losing side are exiled permanently, and they are hiveless ronin, free of any myrmitrice's control. This can mean freedom: Ronin can leave their home and live independently or join adoptive hives offworld. There are even rumors of a ronin-only hive on Li-Toran. However, it can also mean a life of slavery, since the Empire values their immunity to toxins.

NOTE

Unlike many of the species in this guide, Melittos are exclusive to Canon. However, just as many Legends species could also exist in Canon, nothing prevents Melittos from existing in Legends.

Language: Melittos speak via smell, using a language of pheromones. Often, their breath masks can convert verbal Basic to smells and vice versa.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Perception**
- **Heat Tolerance**: Remove ■■ for hot conditions, add ■ for cold conditions.
- **Atmospheric Requirement**: Need a mask to breathe in a normal environment. Non-toxic environments are a dangerous atmosphere of rating 6. May ignore penalties for toxins such as smoke.
- **Blind**: Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks 3 times. Suffer further penalties at the GM's discretion.
- **Cilia**: May sense vibrations and electrical fields, and have extremely effective smell, negating the effects of the Blind ability in most cases, adding □□ on checks to identify people or chemicals, and gaining further benefits when applicable.

MENAHUUN

A species of primates who often live in aquatic conditions, the Menahuun developed a violent culture in response to the threat posed by Republic colonists on their homeworld, Lamaredd. They were nearly wiped out about 500 years ago by Hugo Bartyn, but they survived and eventually formed a democratic government alongside the colonists.

Physiology: Lemuroid primates who are adapted to both arboreal and aquatic conditions, the Menahuun can climb and swim very well. They can hold their breath for a long time underwater and have clawed toes for climbing. Although they are smaller and weaker than humans, they do benefit from excellent vision with black eyes that are as big as those of a Bith. They can see shapes even without any apparent light. They are covered in fur, which typically ranges from greenish brown to reddish brown. Because of their fur, they rarely wear anything more than a loincloth. They have long arms and two knees on each leg, providing them with excellent flexibility. They only live for about 50 years, and they reach adulthood at the age of ten.

Society: Originally living in a bountiful environment, the Menahuun developed a culture of pacifism. They were dividing into tribes of nomadic hunter-gatherers who typically got along and occasionally collaborated. In the past five centuries, however, this has changed. Without abundant resources, they became competitive, devious, and violent. They began to hate outsiders and practice warfare. However, they still typically use duels to settle matters before war. As their world is strong in the Force, they have some knowledge of it. Calling it the "Pa'ela," a number of shamans are Force-sensitive.

Homeworld: Menahuun come from Lamaredd, which they call the "Great Menahua." It is mostly water, and it is rich in both seafood and minerals. Settled by the xenophobic explorer Hugo Bartyn 500 years ago, it was populated mostly with indentured servants of aquatic species. About 30 years ago, the Bartyn's rule came to an end, freeing the inhabitants.

Language: The Menahuun speak Menahu, and they can also speak Basic. Although their isolation once prevented most Menahuun from learning Basic, recent events may have changed this.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	3	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **Aquatic**: Can hold breath for a long time and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Advanced Eyesight**: Remove all ■ for darkness.
- **Silhouette 0**



THE BARTYNS, ORO, AND THE RECKONINGS

About 500 years ago, the explorer Hugo Bartyn settled Lamaredd on behalf of Outer Rim Oreworks (ORO) and hunted down the Menahuun. Driving them nearly to extinction, the survivors retreated to the inhospitable Northern Woods, where they became competitive and violent. Dubbing Bartyn "the Slayer," they hid for about 250 years until a pipeline polluted their environment. Interpreting it as an intentional attack, they moved south and eventually settled in an abandoned mine they called Hua'Bal, where they sought to learn about human technology. Around 30 years ago, they finally prepared to attack Barytn's Landing, the human settlement ruled by Bartyn's descendants. They intended to settle the matter by a duel between their champions and the city's champions, although how events transpired is unknown. However, the reappearance of the Menahuun would cause ORO to abandon the planet, ending the Bartyns' rule and allowing the formation of a more democratic government.

MIKKIAN

A diverse species of humanoids, the Mikkians have sensory tendrils extending from their head that can vary dramatically in appearance. They value honesty above all else, never resorting to manipulation or even daring to sugarcoat the truth.

NOTE

Mikkians come from The Clone Wars TV show, which often contradicts Legends sources. However, just as many Legends species could also exist in Canon, nothing prevents Mikkians from existing in Legends.

Physiology: Mikkians are a diverse species of humanoids who come in various bright colors, including red, pink, lime green, yellow, and light blue, even differing within families. Also distinguishing them from humans and each other are their tendrils, which replace their hair and ears. No two Mikkians have the same tendrils, and they can vary greatly. Some have a handful, others dozens, some have tendrils as long as half a meter, others the size of fingers. They can be cylindrical or ribbon-like, and while many have tendrils with no pattern, many have tendrils with form crests or fins. Tendrils are important for expression among Mikkians, as they tend to wave around involuntarily. These motions change based on emotional state, but non-Mikkians rarely notice or understand such changes. Tendrils are very important sensory organs: They hear much more effectively than human ears, and they can also measure magnetic fields, waves, temperature, and humidity.

Society: Mikkians are a spiritual people whose code of honor places loyalty and kinship above all else. Honesty and integrity are seen as very important as well, and they will only resort to deception or trickery in extremely dire situations. Accordingly, they are also very blunt, never sugarcoating the truth. They respect warrior traditions, and they value discipline, honor, and honesty in battle.

Homeworld: Mikkians come from the Expansion Region planet of Mikkia, which is one of the galaxy's more diverse planets and features environments ranging from jungles and mountains to plains and deserts.

Language: Mikkians speak Mikkian, a language that is melodic and tends to merge words together. It has many different dialects, which often result in miscommunication when they meet Mikkians from other regions. They take pride in their language but are typically willing to learn Basic.



JEDI AND IMPERIALS

Mikkians were strong supporters of the Old Republic, and they supported the Jedi in particular. The Force is also part of their own religion, and many of their priests are Force-sensitive. Being a Jedi is seen as the highest honor for Force-sensitive Mikkians, however. Because they value honesty, Mikkians refuse to renounce the Jedi, and they openly criticize the Empire that destroyed the Jedi Order. Mikkians refuse to even pay lip service to the Empire, and the more the Imperials pressure them, the more they come to resent the Empire.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	3	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Discipline**
- **Tendrils**: Add ☐ on auditory Perception checks. May also detect magnetic fields, radiation, and small changes to temperature or humidity.

MIRALUKA

The only things that separate Miraluka from humans are their lack of eyes and their strong connection to the Force. The latter makes up for the former, as they can see even better with the Force. They are a selfless people who typically focus on the benefit of groups.

Physiology: Miraluka are near-humans with one critical distinction: their lack of eyes. Miraluka are entirely blind, and all are incapable of physical sight. However, they make up for their blindness with the Force. Through the Force, they can see as clearly as any sentient. Although not all are trained in the Force, all Miraluka are Force-sensitive. They can breed with humans, and half-Miraluka typically possess both physical sight and Force sight. For those with a quarter or less of Miraluka blood, they have no Force sight.

Society: Miraluka are patient, determined, and meticulous. They are also very selfless and often devote themselves to serving higher causes. They are also extremely unified as a race. To them, fellow members of their species are essentially family. They even call other Miraluka "brother" or "sister." They have a very strong connection to the Force culturally and believe in the gods Ashla and Bogan: archaic names for the Light and Dark Side, respectively. They do not believe in good and evil, however. Despite their differences, they have good relations with the Jedi Order. Many were Jedi, and countless others served the Order in administration or logistics. For that, they have been targeted by the Empire for genocide.

Homeworld: With their original homeworld destroyed, the Miraluka have relocated to Alpheridies. However, because of Imperial genocide, many have fled and gone into hiding. Before the Empire, it was a self-sustainable agricultural world ruled by oligarchs.

Language: In addition to Basic, the Miraluka speak Miralukese.



SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 110
- **1 rank in Perception or Vigilance**
- **Blind**: Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks 3 times. Suffer further penalties at the GM's discretion.
- **Force Vision**: Even with a Force Rating of 0, may spend 15 XP to be able to see with the Force, removing the Blind ability. Have all the abilities of normal sight and ignore penalties for lighting conditions or concealment. May not use Force Vision when completely disconnected from the Force.
- **Jedi Knowledge**: Receive the mentor discount on the Farsight Basic Power and the Sense Basic Power.

LUKA SENE

The Luka Sene are a Force tradition that is prominent among Miraluka. Unlike the Jedi or Sith, this group focuses entirely on further enhancing the power to sense. Many Luka Sene become Jedi. While they still go about their lives like other Miraluka and only mix in occasional training, they also have an important job: the Luka Sene stay on alert for the Dark Side. For those who fall, the Luka Sene send out Sene Seekers to attempt to redeem. Should that fail, the Sene Seekers attempt a live capture. If no other options are available, they will try to kill the unredeemable.

MIRIALAN

Mirialans are coordinated and flexible near-humans with green skin. They are known for their discipline and focus on accomplishments. They all use tatoos to represent their acheivements. They understand the Force and strongly beleive in destiny.

Physiology: Mirialans are yellow or green-skinned near-humans. They are further distinguished by their flexibility and coordination. Many make excellent athletes. Their eyes also are sometimes different to humans and can come in colors like red, orange, gray, and purple, in addition to the common blue and green. While Mirialans are undeniably alien, they do possess a physiology close enough to that of a human to limit some Imperial persecution.

Society: Mirialan culture has a primitive understanding of the Force, and they are more likely to possess it than many other species. They have produced a few notable Jedi, including the traditionally-minded Luminara Unduli and her padawan, Barriss Offee. Those who lack the Force (which are still a majority of the species) still believe in it and feel that the Force guides their lives. They all understand the Cosmic Force, which they also refer to as fate. They are task-oriented and believe strongly that the success, failure, discipline, and decisions of an individual have control over their destiny. Since they also think that the Cosmic Force has a destiny for them, they find it very important to obey the Force. That is the view of the Mirialans: Destiny is chosen and governed by the Force, yet it is reached by their own decisions, successes, and failures. Some are more practical, however, and not all believe in these deeper mysteries. The Empire has yet to make a move against the Mirialans, presumably because their philosophies are just different enough from Jedi ones to be safe. Aside from their Force traditions, Mirialans tend to be serious and a bit stubborn. They tend to be wise and somber as well.



TATTOOS

Mirialans have tattoos that represent achievements. After a major test or challenge, they place a unique, highly geometric tattoo on their face or hands. This means that the more tattooed Mirialans are more skilled, typically. (Or at least the most accomplished) Mirialan society allows the heavily marked citizens greater opportunities and advantages. However, despite its cultural and societal importance, many Mirialans do not fully understand the complex system of how the tattoos are chosen and designed. This system reflects Mirialan culture well, demonstrating their focus on accomplishments and showing them off to the world. Further uniqueness in Mirialan looks is created by their traditional headdresses. These headdresses are especially common amongst Mirialans who become Jedi.

Homeworld: Mirialans come from the Outer Rim world of Mirial. It is a cold and dry world, not far from the Hydian Way. Its primary terrain is desert. The planet was aligned with the Confederacy of Independent Systems during the Clone Wars.

Language: Mirialans speak Basic and have no language of their own. Their vocal cords have no difficulties speaking it as well, giving them a fairly normal voice.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	1	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Discipline**

MON CALAMARI

Mon Calamari are an idealistic species of aquatic creatures who have successfully fought off the Empire on their home planet. They are idealistic and artistic, and they also have a love for space travel. Their shipyards supply a great deal of the Rebel Alliance's fleet.

Physiology: Mon Calamari are aquatic creatures with red-brown skin. Their skin can, rarely, vary to shades of salmon, blue, or silver. They have no hair, and their head is domed at the top. Their yellow eyes protrude to either side, and their faces have nostrils, but no nose. Their mouth is wide and typically is higher near the middle, creating a frowning appearance. They don't have a chin, but males have small protrusions known as barbels in that area. Their webbed hands have five fingers, which are clawed. Though not practical, they have three suction cup-like holes on their palms. They are at home in both land and water and can dive up to 30 meters deep before they struggle with water pressure. Frightened Mon Calamari, especially juveniles, can drown underwater. They can swivel their eyes independently, and they use their eyes to show emotion. Even when out of water for a while, Mon Calamari tend to smell like salt or sea water. They are somewhat smaller than humans.

Society: Mon Calamari have a very advanced, highly civilized culture. Their art, literature, and music is considered to be amongst the best in the galaxy, and they see everything as a work of art. Viewing stars as "islands in the ocean of space," they have shown a longing for space travel since the beginning. They are soft-spoken and gentle, not prone to anger or emotional responses. They are also well-known for their dedication. Once a Mon Calamari sets his mind to something, it is almost impossible to change it. They are intellectual by nature and well known for organizational and analytical skills. They are particularly excellent tacticians, as indicated by Admiral Ackbar, whose tactical skills will win multiple wars. They have a long-standing rivalry with the Quarren, whom they have historically ruled over.

Homeworld: Mon Calamari come from the world of Dac, also known as Mon Cala and, rarely, Mon Calamari. They share the world with several other sentient species, most notably their rivals, the Quarren. The others are the Whaladons, Moappa, and Amphi-Hydrus. It is almost entirely ocean and contains both floating cities and underwater cities. Mon Calamari, better suited to land, are prominent on the former. It is one of the few worlds that has successfully driven off the Empire.

Language: Mon Calamari speak Mon Calamarian, and most of them also learn Basic, but with a gurgling tone.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Knowledge-Education**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.

SHIPYARDS

The Mon Calamari shipyards are renowned. The ships have an elegant, streamlined, design and are almost organic in appearance. The Mon Calamari have a reputation as some of the best starship engineers in the galaxy, and rightfully so. However, their artistic dedication to each ship means that they take a long time to construct, and prices are high. Mon Calamari ships have entered the Rebellion and are highly effective as the bulk of the fleet. Many Mon Calamari have joined the Rebellion and take up roles as commanders, engineers, and warriors.

MORSEERIAN

A mysterious species of methane-breathers with two extra arms, the Morseerians are common sight among the spacelanes as traders, but they are introverted loners. Their homeworld and their culture remain mysterious.

Physiology: The true appearance of the Morseerians is mostly unknown because it is hidden behind an environmental suit, but they clearly have an extra set of arms. It also seems that their head is longer than that of most species, shaped somewhat like a pickle. They are smaller than many species, being comparable to human teenagers in size and weight. Without their environmental suit, it is revealed that their skin is actually translucent, and their viens, arteries, and other organs are visible. Their large eyes are black and lack pupils, and their nose and mouth are very small.

Society: Morseerians are known to be an extremely secretive people, and they come off as highly introverted when around outsiders. They are typically peaceful, but they quickly retaliate when provoked. Most Morseerians are traders, but they are cautious around strangers. As such, they only do business with those they have encountered before. As merchants, they prefer to interact with other traders, such as the Squibs, a species that they have excellent relations with. They also have a mysterious relationship with the Drackmarians, a species which seems to protect and possibly rule the Morseerians. Many Morseerians work as smugglers for Drackmarians, although this relationship disintegrated after the Empire conquered the Drackmarians. Because the Empire has been attempting to locate the Morseerian homeworld, many Morseerians have returned home to hide from the Empire.



MYSTERIES OF THE MORSEERIANS

Just because the Morseerians are so secretive doesn't mean their culture doesn't exist. Players controlling a Morseerian should consider the various mysteries of Morseerian culture and try to better flesh out the species. While they should tell their GM, keeping it secret from the other players can provide many opportunities for interesting roleplaying as well. However, the detached nature of the Morseerians may make it difficult to get along, so being a Morseerian shouldn't be chosen lightly.

Homeworld: To this day, the Morseerians are tight-lipped regarding their origins. Even their real name is unknown; the term "Morseerian" is derived from one of their few known colonies, Morseer. They are extremely few in number, almost all of them refuse to venture anywhere near the Core Worlds. Their true home is rumored to be in the Outer Rim and likely has a methane atmosphere. Their colony of Morseer is an Outer Rim planet controlled by the Drackmarians.

Language: As frequent traders, the Morseerians typically know Basic or Huttese. Like everything else, their native language is a mystery.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	1	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Negotiation**
- **Four Arms**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Methane Breathers**: Need an environmental suit to survive in a normal environment. Oxygen is a dangerous atmosphere of rating 8.

MRLSSI

Mrlssi are small avians who are notable for the universities on their home planet of Mrlsst. In the past, their homes would be devastated by ecological damage, so they have learned to treasure knowledge, which could not be lost.

Physiology: Mrlssi are a tiny species of avians with light blue or gray skin that is typically ridged. Instead of wings, they have normally sized arms and clawed hands. They still have clawed feet and often walk in a digitigrade stance, though some also use a plantigrade one. They only have feathers on their elbows and behind their head. These feathers are generally gray or light brown, but can sometimes be colorful. Their head has nostrils but no nose as well as a slight beak. Their eyes are typically red or orange with black pupils.

Society: Mrlssi are a scholarly people known for being fond of knowledge rather than material possessions. This is because geological instabilities would often destroy their buildings and possessions during their early history. While those who gathered possessions would be ruined, those who instead sought knowledge would be better able to rebuild in the aftermath. Though their world is now more stable, they still continue to have scholarly traditions. They are not fond of travel, so they are rarely seen offworld. Those who do travel only go if there is a very good reason to do so and come home as quickly as possible. While humor is very important to them, Mrlssi humor is very confusing to other sentients.

Homeworld: Mrlsst is a planet in the Tapani sector of the Colonies. The Mrlssi make up about half of the population, with the remainder being filled mostly by immigrant students. The areas not covered by cities mostly include swamps and rainforests of greenstalk trees. It also has a farming industry.

Language: Mrlssi speak Tsi, a high-pitched language that they find musical. Many other sentients find it annoying, but some enjoy it. They are mostly fluent in Basic, but their voice is generally very accented.



SPECIES ABILITIES



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **College Connections**: Receive the talent "Respected Scholar."
- **Silhouette 0**

MRLSSI UNIVERSITIES

Though many work as scientists, farmers, or inventors, the Mrlssi are most known in the rest of the galaxy for their universities. These universities are generally the best in the Tapani Sector and even renowned at the regional and galactic scales. One of the more notable ones is the Mrlsst Trade and Science Academy. This school is one of the best for applied science and is particularly notable for developing technologies for shipping food and livestock. Many Mrlssi do work that somehow involves these colleges, and most of their offworld acquaintances are also likely met at the Mrlssi universities.

MUSTAFARIAN

Selfish and egotistical insectoids with a high tolernace for hot and dry conditions, the Mustafarians are involved in mining molten metals from their volcanic homeworld. They have two sub-species: The Northern ones focus on mechanics, while the Southern ones are better suited for physical labor.

Physiology: Mustafarians are an insectoid species with leathery, tan skin. They rely very little on water and have much less of it in them than other species. They have two-toed feet, a long snout, and beady, black eyes. They are also very well adapted to hot and dry conditions, where they thrive. They have two subspecies, one originating from the northern hemisphere and the other from the southern hemisphere. The Northern is taller than a human; the Southern is shorter than a human. Northerns are thin and frail, while Southerns are burly and tough. Northerns have two fingers and a thumb, Southerns have four fingers and a thumb. While Northerns have a knack for mechanics, Southerns often focus on heavy lifting.

Society: Mustafarians are egotistical creatures, focusing most of their efforts on profiting as much as possible. They are self-centered towards their species as well, showing little feelings or caring about outsiders. (Although they do interact for business purposes) Their culture relies heavily on symbolism throughout architecture, literature, and other forms of art. The Northerns and Southerns do display pride in their specific cultures, but they are relatively similar, and the two groups are mostly united in the quest for maximum profit margins.



BACKFIRED BUSINESS

The Mustafarians have long maintained good relations with the Techno Union, their main buyer. In exchange for minerals, they buy foodstuffs and technology. Thanks to their treaty with the Techno Union, they had good reason to ally with the Confederacy. They were not attacked by the Republic until the very end. As everything began to unravel, the Separatist Council needed a place to hide. Mustafar was chosen. The Empire punished them for that role, although not as badly as some planets. They indirectly aided in an attempted recreation of the Separatists during the Empire, though the attempt failed and Mustafar was orbitally bombed. Though the destruction of the Techno Union has harmed them, some enjoy the newfound independence.

Homeworld: Mustafar is an incredibly hot planet that is very unstable in regards to volcanic activity. The planet is covered in lakes and rivers of lava, and even the caves provide just a small drop in heat. It is mostly devoted to mining, and lava fleas are used to traverse the punishing terrain.

Language: Mustafarians generally know Basic to use in business, although they also have their own language.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Negotiation**
- **Heat Adaptations**: Remove ■■ for hot or dry conditions, add ■ for cold or wet conditions.

MUSTAFARIAN SUBSPECIES

NORTHERN

- **1 rank in Mechanics**
- **Technicians**: Receive the talent "Gearhead".

SOUTHERN

- **Stocky Builds**: Receive the talent "Enduring."

MUUN

The InterGalactic Banking Clan (IGBC) has put the Muuns on the financial map as an incredibly important species. They are analytical, love exploiting loopholes, and find emotion to be immature. Such traits put them in an excellent position to lead the banking industry.

Physiology: Muuns are a mathematically-minded near-human species with a knack for finances. Averaging two meters in height, they are tall and thin. They get little sun, so their skin is pale-white or pinkish and can even verge on light gray. They have a flat nose, tiny ears, and a slim mouth, all on their hairless head. Their skull is elongated upward, but thin, not unlike the rest of their body. Their arms, legs, and fingers are also long and thin. They have three hearts, two of which can be consciously controlled to increase or decrease body temperature.

Society: Muun society values shrewdness and intelligence and is divided hierarchically based on these traits. Bankers, lawyers, scientists, and diplomats receive the best benefits, while the commoners rarely go away from their jobs on the surface. There is fierce competition: capitalism in its purest form. Muuns are greedy but not wasteful in their spending like the Neimoidians. They are cold and emotionless, considering emotion immature. They also acknowledge it as a weakness that they often exploit in others. Muuns value fairness and view contracts as being almost sacred. However, they are very much willing to exploit loopholes. They are cautious and slow to act, never acting on impulse. Instead, they rely on their advanced mathematical skills to calculate potential profits or losses for their ventures.



THE INTERGALACTIC BANKING CLAN

Muuns are best known as bankers, and many work with the InterGalactic Banking Clan, or IGBC. The IGBC represents much of the Muuns' influence and is easily the most powerful bank in the galaxy. The bank controls assets all over, on Aargau, Muunilinst, Niro, and Mygeeto. Unfortunately for the Muuns, the IGBC financed the Separatists in the Clone Wars, though not exclusively. Because they are too influential to be dissolved, they continue to operate despite their past sedition. However, Imperial officials have tight control, with countless administrators from offworld ensuring that the Muuns remain loyal to Palpatine.

Homeworld: Muunilinst, nicknamed "money-land" and pronounced with the second "n" silent, is the Muun homeworld. It is rich in minerals, but banking is by far the largest business. It is in the northern part of the Outer Rim, in Muun Space.

Language: The Muuns speak Muun, a language which is mostly binary, containing the "um" and "eh" sounds at various pitches and timings. Its script is stenographic. The Muuns consider it to be mathematically perfect, although they rarely speak it when around outsiders. Almost all Muuns are fluent in both Muun and Basic, as well as literate in both.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 85
- **1 rank in Knowledge-Core Worlds or Knowledge-Education**
- **Conscious Heart Control**: Remove ■ for temperature by using more/fewer hearts.
- **Deep Pockets**: Gain +1,000 starting credits.

MYNEYRSH

Myneyrshi are adapted to a primitive lifestyle, with natural armor and a knack for hunting. They are extremely superstitious and fear technology, and they are almost entirely isolated from the rest of the galaxy, as their homeworld of Wayland is known to very few.

Physiology: Myneyrshi are four-armed bipeds who have two upper torsos, which often makes them over two meters tall. Their small feet have large toes and their hands have four fingers. They have only one dominant hand. Their skin is glass-like and crystalline, which provides them with natural armor. It typically appears to be bluish. Their hair is long and dark, typically brown, green, or blue. Their head features an elongated snout, pointed ears, and white eyes. They are excellent hunters thanks to keen senses and stealth.

Society: One of the galaxy's most superstitious species, the Myneyrshi place very high value in ritual and tradition. In one such ritual, the satna-chakka, a peace offering is made by offering a fowl to another party in silence. They share a world with two other species, Psadans and humans who descend from isolated colonists. The humans have regressed technologically to a point where the three species are on equal footing. The Myneyrshi are a warlike people, and they especially hate the Psadans. The two species are constantly at war, despite some cases of unifying against the Empire. For food, they typically partake in rudimentary agriculture and hunting.



MYNEYRSHI AND TECHNOLOGY

Not unlike the Yuuzhan Vong who will eventually invade them, the Myneyrshi detest technology. This is born from humans using it to oppress them, which occurred both when the early colonists had technology and when the more recent Imperial occupation occured. However, there are some Myneyrshi who live offworld, because Wayland isn't in complete isolation. These Myneyrshi generally have no taboos regarding technology.

Homeworld: The Myneyrshi live on Wayland, a world of forests and mountains. It is currently under Imperial occupation, where a number of natives are enslaved to build a storehouse for the Emperor. It will soon be ruled by the Guardian, who will later be seceded by Joruus C'baoth. Wayland is obscure and has little contact with the rest of the galaxy.

Language: The Myneyrshi speak Myneyrsh. Many Myneyrshi also know Psadan, and some know Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	3	2	1

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 80
- **1 rank in Melee**
- **Natural Armor**: Receive the talent "Enduring."
- **Extra Limbs**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Forest Dwellers**: Add ▢ on all Perception, Stealth, and Survival checks when in a forest.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

NAGAI

Near-humans from Companion Besh, the Nagai are skilled in combat, alluring in social interactions, and disciplined in all things. They are currently ruled by the Tofs, but they will invade the rest of the galaxy after the Battle of Endor in order to find a base of operations with which to fight back.

Physiology: Tall and thin near-humans who have whitish skin, gray eyes, and blue-black hair, the Nagai may look thin and frail to most. However, the exact opposite is true: They are an athletic people who are typically in superb physical condition. Their reflexes and agility are exceptional. They also have very unique vocal abilities. Because of their enhanced vocal range, they can change their voice when needed to tailor to certain situations. It can make them soothing or even hypnotic.

Society: Nagai are a very determined people who are serious and disciplined. They are courageous and place high value in combat. They especially focus on melee combat and use a number of traditional weapons such as the Tehk'la blades and Swiftcut foils. Melee combat is valued as part of daily life for exercise, meditation, and sport. Skill with blades is viewed as a status symbol. Also important for status is honor, which means everything to them. This honor means many moral commitments such as loyalty to family or helping their society. They are generally fairly selfish excluding their families and the situations where their honor is at stake. They're arranged into ranks known as Circles, which are based on martial prowess. However, this institution has become less rigid in recent years. They are also a very individualistic people who typically have a wide variety of clothing types and hairstyles.

Homeworld: Nagai come from Nagi, an arid world found in the satellite galaxy known as Companion Besh. Like much of the rest of Companion Besh, it is ruled by the Tofs. They have very little connection with the rest of the galaxy. After their invasion of the galaxy, they will be awarded Saijo, where a small number of Nagai will settle.

Language: Nagai speak Nagaian, a somewhat musical language. Those who travel to the rest of the galaxy often know Basic.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 80
- **1 rank in Discipline or Melee**
- **Enhanced Vocal Range**: Add ▢ on all Charm, Deception, and Leadership checks.



BEATING THE TOFS

The Nagai are one of many species in Companion Besh who have found a major enemy in the militant species known as the Tofs. The Tofs sought to conquer as much territory as possible, which included the Nagai as well as the shipbuilding Faruun and the Maccabree. However, the Nagai lead a resistance with the three subjugated species. It will eventually gain the assistance of Lumiya, and they will invade the rest of the galaxy after the Battle of Endor. Although they will do this with hopes of gaining resources and a base from which to fight the Tofs, the Tofs will end up tracking them and conducting an invasion of their own. The Nagai will eventually ally themselves with the Alliance as well as some Mandalorians to retake their home.

NAUTOLAN

Amphibious humanoids from the oceans of Glee Anselm who can sense emotions through pheromones, Nautolans are skilled athletes. They place high value in family.



Physiology: Nautolans are aquatic creatures who are similar to humans in size and structure, although they are a bit more muscular. They are natural athletes, and, of course, good swimmers. Nautolans are better on land than many other aquatic species, although their infants must spend much of their time underwater. Adults are capable of living completely on land or completely underwater for as long as they need, although they find arid conditions to be very difficult. Their skin is an olive green, although it can vary towards brown or blue. They have no hair, and the top of their head is instead covered by tentacles. About a dozen fall behind their head to the shoulder blades, and two typically fall in front of them, dropping to waist level. Their eyes are black or maroon. Their tentacles have pheromone detecting abilities, which make them very effective at reading emotions. Their bony exoskeleton is tough, making them durable fighters. A final oddity to make Nautolans different from humans is the fact that they lay eggs.

Society: Nautolans act in accordance with people around them, being calm and rational when among agreeable company but acting very aggressive when confronted. Nautolan society is centered around the family unit. Staying with family for life is a very important virtue to Nautolans. The governments are very local, with a Council of Elders ruling each city. The "elders," interestingly enough, are not determined by age, and many young politicians are on these councils. They do have a central government, but it is made up entirely of representatives from each city's Council of Elders. They have no cultural affinity for the Force, but many Nautolans are Force-sensitive. Not many Nautolans travel the galaxy, but their affinity for both land and water makes it very much possible.

Homeworld: Nautolans hail from the water world of Glee Anselm. A Mid Rim world, it is mostly covered by lakes, seas, swamps, islands, and beaches. Although storms such as hurricanes are common, the temperature is fairly mild. The animal life is mostly very deep underwater, where neither of its sentient species can survive the pressure. The Nautolans share the world with the more land-oriented Anselmi. The Nautolans have become more land dwelling, but many still live in the oceans.

Language: Nautolans speak Nautila, a language designed to be spoken underwater. Since it is not able to be properly pronounced on land, many Nautolans also know Anselmi or Basic. They have problems pronouncing neither. While most Nautolans know Nautila, very few know both Basic and Anselmi.

MUSIC

Nautolan music occasionally ends up in the hands of the more savvy music aficionados, although it is seen as very strange by outsiders. The notes are longer, and they come in weird patterns with occasional pauses. Nautolans find these pauses to be vital, but other species just find that the music is rather strange.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Athletics**
- **Low-Light Vision**: Remove ■ for darkness, add ■ for brightness.
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Pheromone Detection**: Add □ when identifying a liar or detecting someone's emotional state.

NAZZAR

Athletic equines who are tall, durable, and nimble, the Nazzar are known best for their religion of Ulizra. Through their faith, they all have a strong moral compass, but they have isolated themselves from the rest of the galaxy in order to protect their culture.

Physiology: The Nazzar are large equines, distinguished by their elongated snout, mane, and eyes on the side of their head. They also have four-fingered hands and long ears. They are an athletic species, both agile and physically powerful, and they stand about two meters tall. Their skin is dark and covered in fur that ranges in color from gray to brown to blue. They have prominent nostrils and their eyes lack pupils. Although they mature at a normal rate, they live for several decades longer than humans.

Society: Nazzar are a very noble and trustworthy people, and they have a strong moral compass. They are also a very spiritual people, united by their belief in the tenets of Ulizra, although they are divided into fourteen sects. One of the most important aspects of their spirituality is selflessness, as they believe the group is more important than the individual. They abhor other cultures, and they seek to keep their beliefs untainted by the rest of the galaxy. As such, they are very isolated on their homeworld, only interacting with the rest of the galaxy when absolutely necessary and being very cold toward outsiders if they travel. Very few Nazzar live away from their people, especially since the Empire came to power, an event that caused many of them to return home. Occasionally, a Nazzar preacher will attempt to bring their religion of Ulizra to other societies, but their message is rarely accepted, and they typically give up eventually. A few Nazzar abandon Ulizra entirely, and they typically leave their home to become a fanatical follower of some other religion, cult, or political fringe group.

Homeworld: Nazzar come from Nazzri, a temperate Mid Rim planet covered by plains with dense vegetation. They have also colonized three nearby star systems, all of which form their own isolated cluster. Although they were once part of the Republic, the Empire has yet to interact with the Nazzar, and they will ignore their invitation to join the New Republic. Their government, once a monarchy, is now run by a group of religious oligarchs.

Language: Nazzar typically speak and read their native language, Nazzar.

SPECIES ABILITIES





- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **1 rank in Athletics**

THE BOQERI

One of the other reasons that a Nazzar can be found off of their homeworld is by going on a boqeri. The boqeri is almost like an exile, although it is self-imposed and typically only done by those who are wealthier and in good standing. A boqeri is ultimately a search for spiritual truth, and the seeker traditionally returns home once they have reached the understanding that they seek. However, some find the galaxy to be a very interesting place and decide not to return home.

NEIMOIDIAN

Shrewd and greedy, the Neimoidians are the more cowardly relatives of the Duros. Though they are poor and will starve unless they are greedy enough as children, they are often very wealthy as adults, which they flaunt with ornate clothing.

Physiology: Distant relatives to the more successful Duros, Neimoidians have a noseless face that is gray-green in color. Their red eyes have pupils that still split horizontally, and their cheeks are still somewhat sunken, but they are distinguished by their lumpy forehead and a mouth that naturally frowns. They smell using organs that are just below their eyes. They have five fingers and two claw-like toes. Their lungs expand and contract wildly when a Neimoidian is under stress, leading to the phrase that Neimoidians are the only species with an organ devoted to worrying. Neimoidians are very prone to disease, and they have carried many diseases to other parts of the galaxy. They are born live but in a larval grub state. Their body desiccates rapidly after death.



CLOTHING

Their focus on status is especially portrayed in the complex rituals of Neimoidian clothing. Clothing shows rank, wealth, and prestige. Symbolic meanings are hidden in the fabrics, patterns, and colors of the robes and hats. Neimoidians rarely part with their fancy clothes, especially hats, which they are only separated from in death.

Society: Neimoidian society values greed and places finances above all else. Up until age seven, Neimoidian children are grubs who must fight for the little food that they receive. This teaches greed, which they see as a virtue. Even after this, Neimoidian education also ensures the survival of the greediest. These acts cause many Neimoidians to come to hate their homeworld and be quick to leave it. Neimoidians are immoral by nature and use any methods necessary to get what they want, including deception. They are excellent businessmen, powered by greed. Perhaps the most infamous characteristic for Neimoidians is cowardice, which makes them a laughing stock to other cultures. Neimoidians are the distant relatives to the Duros, who tend to dislike them. Neimoidians used to respond to this with a planetary pride, considering their culture more successful and trying to distinguish themselves with every opportunity. However, the collapse of the Trade Federation and their losses in the Clone Wars have left the Neimoidian culture humiliated, and the species is portrayed as villainous, lazy, greedy, and cowardly. Now, many Neimoidians pretend to be Duros.

Homeworld: Neimoidia is a world in the Colonies, but many Neimoidians come from their purse worlds of Cato Neimoidia, Deko Neimoidia, and Koru Neimoidia. It centers around fungus farming and is ruled by a Trade Monarch.

Language: The staccato croaks of Pak Pak are the Neimoidian tongue, but most know Basic as well.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	3	1	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 95
- **1 rank in Deception or Negotiation**

NELVAANIAN

A nomadic species of blue-skinned warriors native to the frigid lands of Nelvaan, the Nelvaanians combine their physical prowess with spiritual devotian. This attracted the attention of General Greivous, who, with help from the Techno Union, mutated many some of them to become hulking monsters.

Physiology: Nelvaanians are lupine mammals who have blue-gray fur to protect them from the cold. They are predators, and their fingers and toes have claws for combat. Their head has a pointed chin and long ears, and they have long, black hair. Their snout also features a dog-like nose and a mouth full of sharp teeth. Their eyes are black. Most Nelvaanian warriors have tattoos, which are geometric and typically have spirals composed of rectangles.

Society: Nelvaanians are a warrior people, and they are highly spiritual. They live in hunter-gatherer tribes, and their lifestyle is very primitive. Males are typically responsible for fighting and hunting, while females focus on building, gathering, and raising children. Raising children is considered to be a sacred duty and a great honor. Their religion worships their planet itself, which they know as the "Great Mother." Tribes are ruled by one Chieftain and one Shaman, the former of whom leads them in practical matters, while the latter deals with spiritual rites.



Homeworld: Nelvaan is a frigid Outer Rim planet with below-average gravity. It has many mountains and glaciers, most of which are covered in trees. It has an abandoned Techno Union laboratory, which was destroyed during the Clone Wars. Many Nelvaanians live in small villages, although they do not farm, so they must travel to find food.

Language: Nelvaanians speak Nelvaanese, although many of the mutant ones have a noticeably different accent.

SPECIES ABILITIES (MUTANT)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	1

- **Wound Threshold**: 16+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Melee**
- **Cold Adaptations**: Remove ■ for cold conditions, add ■ for hot conditions.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Silhouette 2**

SPECIES ABILITIES (NORMAL)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	2	3	1

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 75
- **1 rank in Melee**
- **Cold Adaptations**: Remove ■ for cold conditions, add ■ for hot conditions.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

MUTANT NELVAANIANS

Although the Nelvaanians were mostly isolated and had little interaction with the rest of the galaxy, they caught the attention of General Grievous because of their similarities to his own people, the Kaleesh. The respect was mutual, because the Nelvaanians believed him to be a figure from their mythology. Skakoan engineers from the Techno Union experimented with cybernetic augmentations for the Nelvaanians, using steroids as well as microelectronics to turn many of the males into 3-meter tall giants. Unfortunately for the CIS, the Nelvaanians involved came to regret their involvement. The facility was attacked by Anakin Skywalker, and most of the subjects destroyed their cybernetics to fight against the CIS and return to their tribe. Although the mutant Nelvaanians were small in number, epigenetic changes during the experiments caused their male descendants to retain some of the mutations.

NETI

Neti are Force-sensitive plants with a long lifespan who are capable of shape-shifting. They are reclusive and mysterious, and they are few in number, as their homeworld was destroyed millenia ago.

Physiology: Neti are a plant-based species with the ability to change their shape relatively freely. The Neti cannot shape-shift like the Clawdites or Shi'idos in order to disguise themselves, but they can move in incredible ways to become a humanoid biped, a hunched quadruped, or a structure resembling a tree. They are incapable of walking as a tree and slow as a quadruped, but they always retain their branch-like arms. They can also increase or decrease their size, becoming as small as a human or as large as ten meters. When resting, they tend to be tree-like and about five meters tall. Regardless of size and shape, their skin is always tough, gray, and bark-like, and they have photosynthetic foliage at the top of their body that can be green, black, or brown. In the short term, they can survive entirely off of photosynthesis, even though they only drink a tenth as much water as other species. Neti live for about 3,000 years, and their seeds, released every few centuries, often lie dormant for over 1,000 years.

Society: The Neti are secretive and secluded, but they are also philosophers, explorers, and intellectuals. They enjoy pondering deep mysteries, and they can be friendly to those willing to discuss with them. Because they only reproduce once every few centuries and live for a very long time, their population is small, and they rarely leave the areas they call home.

Homeworld: Neti were first found on Ryyk, a planet which was destroyed by a supernova 4,000 years ago. Many now live isolated on Nerit, a temperate moon of Ossus, while others are found on Myrkr, a jungle planet which has been historically kept secret. No research has proven their true origin, and many consider the species to be mythical.



NETI, THE FORCE, AND TRANCES

The Neti are entirely Force-sensitive, although their secluded nature means that not all of them are trained to use their powers. Many of them excel in using trances, and photosynthesis allows them to sustain themselves much more easily than other species. Combining the Force with their plant-like physiology, they can elongate their lifespan and hibernate for millenia. Many Neti did this after the destruction of Ryyk, awaiting rescue in remote locales. Some remain undiscovered to this day.

Language: Neti are taught the Neti language from birth, a language made very complex by its combination of verbal and gesture-based communication. Many of them also know Basic.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Discipline or Resilience**
- **Massive**: Receive 2 ranks in the talent "Enduring."
- **Photoautotrophic**: Do not require normal food, surviving only off of sunlight, Carbon Dioxide, and small amounts of water for long periods of time, especially in a tree-like Silhouette 3 state.
- **Shape-Shifters**: As an action, may attempt to shape-shift by suffering 2 strain and making an ◆◆ Resilience check. If successful, may choose to be bipedal, quadrupedal, or Silhouette 2. May also make a ◆◆◆ Resilience check to become Silhouette 1. When quadrupedal, may only spend 1 maneuver per turn moving, but increase encumbrance threshold by 2. Be fully mobile when bipedal. When Silhouette 1 or 2, remove the effects of Massive. May revert to tree-like Silhouette 3 without a check.
- **Tree-like**: Still possess arms, but may not walk, run, or become prone. Add up to □□□□ on Stealth checks in forests or among foliage.
- **Wooden Body**: Double damage from fire or fire-based weapons.
- **Silhouette 3**

NIKTO

A species that are mostly enslaved by the Hutts, Nikto are strong and tough. They have many races which have evolved for different environments. They are also very serious and prone to violence.

Physiology: Nikto are reptilians that have many races. They are all humanoid in size and have leathery skin. Many have horns. Their eyes are black and protected by a membrane, and they tend to have rather blank expressions. Despite this, many are more observant and cunning than they would seem at first glance. They have five subspecies, all of which can interbreed, but a Nikto of mixed parents will typically end up with one race or the other, rather than a mix. The Red Nikto are desert inhabitants, and they are the most common. They have red-brown skin, forehead ridges, a flap over their nose, and facial horns. The Green Nikto, coming from the forests, have green-brown skin, a multitude of small facial horns surrounding the eyes, and claws used for climbing. The Mountain Nikto have blue-gray skin, facial fins, and a flap over their nose. The Pale Nikto, coming from islands, have white skin, lots of small facial horns around the eyes, and facial fins. The Southern Nikto have yellow-orange skin, a flap over the nose, and breathing tubes.

Society: The Nikto have had a bloody history of wars between subspecies, but they eventually united to deal with more pressing issues, such as the harsh nature of their homeworld. They have nevertheless developed a culture of fierce warriors, and all are effective in combat. They are tenacious and determined, and always willing to do what it takes to survive. They are almost entirely without humor.

Homeworld: The Nikto have been molded by the harsh nature of their world, Kintan. It has a diverse ecosystem, including forests, archipelagos, magma fields, swamps, rocky wastelands, deserts, and mountains. Most eventually are taken off Kintan to go to Nal Hutta or other Hutt worlds.

Language: Nikto learn Nikto as their native language, but all eventually learn Huttese as well.



SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100

NIKTO SUBSPECIES

GREEN (KADAS'SA'NIKTO)

- **1 rank in Coordination**
- **Climbing Claws**: Add ■ when climbing surfaces that can be pierced by a claw.

MOUNTAIN (ESRAL'SA'NIKTO)

- **1 rank in Survival**
- **Survivalists**: Receive the talent "Outdoorsman."

PALE (GLUSS'SA'NIKTO)

- **1 rank in Athletics**
- **Island Natives**: Remove ■ for wet conditions, add ■ for dry conditions.

RED (KAJAIN'SA'NIKTO)

- **1 rank in Resilience**
- **Desert Natives**: Remove ■ for hot or dry conditions, add ■ for cold or wet conditions.

SOUTHERN (M'SHENTO'SU'NIKTO)

- **1 rank in Perception**
- **Ultrasonic Senses**: Remove ■ from Perception checks.

HUTT SERVANTS

Nikto are one of the many species that are almost entirely enslaved by the Hutts. Few resist it, as the life on their homeworld is even more arduous. The Hutts have encouraged the Nikto to become powerful warriors, and the Nikto have done little to resist it. A few Nikto have escaped from their Hutt masters, but doing so is very dangerous for them. They are often captured and brought back into servitude before they can leave Hutt Space.

NIMBANEL

Mathematically-inclined reptiles, the Nimbanel are highly adept puzzlers, and they excel in jobs that involve finance or data analytics. They voluntarily left the Republic and joined Hutt Space in order to remain a part of the BoSS while retaining relative independence.

Physiology: Nimbanels are a species of herbivores who are warm-blooded reptilians. They are humanoids with gray-purple skin, but they are best distinguished by two fleshy lumps which hang over their mouth and resemble a human mustache in shape. Their nostrils are also on these lumps, and their eyes are dark and circular. Although many are bald, some have a bit of dark hair behind their head or on their cheeks. Additionally, they boast a highly advanced mind which is adept at puzzle-solving. From a genetic standpoint, nothing prevents them from being physically strong, but a majority of them strongly prefer to use their mind rather than their body.

Society: Nimbanels are a people who excel in mathematics, puzzle-solving, and bureaucracy of all sorts. A majority of the plants they once ate required complex tool usage to access, which prompted cultural value for such skills. They compete in clan rivalries with forms of information stockpiling, complex paperwork, and convolution of all sorts. Nimbanels are also an extremely competitive people who value success and have little tolerance for those who stand in their way. These traits made them excel in the bureaucratic webs of the Republic, while many others found success as a part of BoSS. Eventually, BoSS attempted to cut ties with the Nimbanels, but they found a way to retain power by making a deal with the Hutts. The outcome of this deal included Hutt annexation of Nimban and Hutt access to Nimban's databanks, although the Nimbanels managed to maintain much of their internal freedom. In exchange, they received Hutt backing in their venture to remain a part of BoSS. To this day, they are the only species to have petitioned the Hutts requesting to be annexed. Although they can be involved with business ventures of all sorts, many work for the Hutts.

Homeworld: The Nimbanels come from Nimban, a terrestrial planet that is now on the border of Hutt Space. It is divided into multiple states, which are each ruled by a coalition of clan councils.

Language: Nimbanels are gifted with snouts that can effectively articulate many languages. Among these tongues are their own native language of Nimbanese, Basic, and Huttese. Most Nimbanels know all three of these languages.

SPECIES ABILITIES





- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Knowledge-Education**

MUHNDEES

The most important form of competition in Nimbanel society is the muhndee. In a muhndee, rival clans compete with each other in a way that resolves heated conflicts via a simple game. Rival clans, which are common among Nimbanels, challenge each other with a riddle, paradox, arithmetic problem, or other puzzle, and each clan gets one year to solve it. In more recent years, they have also used muhndees to resolve elections: Every five years, family heads hold electoral muhndees to grant positions on clan councils.

NOEHON

Small but nimble insects who live in trees, the Noehons have a musky scent that they use to mark their property. They are organized into a hierarchy, and they are notoriously obsessive in getting what they want.

Physiology: Noehons are a species of short insects with four arms and two legs. Averaging just above one meter in height, they are nimble but not very strong. Their green carapace is relatively soft, lacking the chitin that protects other insects, and it is covered in short bristles. Their red eyes are enormous and multifaceted, and they have two small antennae instead of hair. Their mouth also has two prominent mandibles which each have a gland for producing scents. Because of these glands, Noehons emit a powerful, musky odor that they can use to identify themselves and mark their property. Since they are arboreal, Noehons are excellent climbers.

Society: Noehons are an obsessive people, willing to go to great lengths to fulfill their goals and letting nothing stand between them and their destiny. They are organized, wasting nothing, and they are highly adaptive to new challenges. Noehons live in tribes known as welds, which are isolated groups of 200-10,000 led by a dominant male. Often, adolescent males will attempt to seize power in their weld by killing the leader once they come of age. Welds often trade goods and technology with one other, and adolescent females are sometimes traded as well. Some welds prefer to steal from the smaller or more vulnerable welds. Industrialization from offworlds has allowed for more advanced warfare using blasters.

SLAVERY AND THE NOEHONS

Noehons have a hierarchical society, making slavery seem very natural for them. Frequently, Noehons are taken as slaves or transferred offworld as indentured servants. They sheepishly obey, for the most part. Conversely, when Noehons are free, they are unnecessarily cruel. Even those who do not practice slavery are very abusive and harsh toward their underlings. They also use their scent to mark subordinates, just as they would label their territory or property.

Homeworld: Noehons come from the jungle planet of Noe'ha'on, which is located in the Expansion Region. Using spacecraft from offworlders, they have begun to colonize nearby worlds.

Language: Noehons speak Noehonese, a language which uses clicks from their mandibles and skreaks as well as scents. Because of this unique method of communication, they struggle with learning other languages. However, they see many offworlders, so learning Basic is usually worthwhile.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	1	2	3	1

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 80
- **Arboreal**: Add □□ on checks to climb.
- **Four Arms**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Scent**: Unless thoroughly washed multiple times per day, produce a strong scent, adding a ■ on Stealth checks. This scent may also linger on items, clothing, or even other people after close contact.
- **Silhouette 0**

NOGHRI

Small reptiles with sharp claws, the Noghri are renowned for their reflexes and combative abilities. They are excellent as assassins and bodyguards. The Empire has used manipulation to acquire their services, and the Noghri essentially worship Darth Vader.

Physiology: Noghri are reptiles with blue or gray skin who are somewhat shorter than most humans. Like most reptiles, they have no hair, but they don't have scales, either. They are very fast and are well-muscled enough to make up for their smaller size. Their black eyes tend to be quickly moving, although their nose is very effective as well. They have ridged eyebrows and a mouth full of sharp teeth. They have claws on both their fingers and toes. Perhaps their most powerful ability is their reflexes, which are among the best in the galaxy.

Society: Noghri society places heavy value on honor and loyalty. Many will serve another for life as a bodyguard or assassin. They are completely serious and focused on whatever task they may be assigned to. They are fearsome and willing to kill, and many devote themselves to combative professions. They have a clan based society, and most Noghri are closely knit with their families. The clans center around a meeting center called a dukha, and are ruled by a "maitrahk," who acts as a lore keeper.

Homeworld: The Noghri homeworld of Honoghr is ecologically devastated. Once a world of farming and hunting in rainforests, it is now a desert.

Language: The Noghri native language is Honoghran, although many learn Basic to interact with Imperials. Their voice is raspy and quiet.



SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 80
- **1 rank in Brawl or Melee**
- **Killers**: Receive the talent "Lethal Blows."
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Superb Reflexes**: Add ✲ on all initiative checks.
- **Silhouette 0**

SERVANTS OF THE EMPIRE

Many Noghri work for the Empire as the Noghri Death Commandos. During the Clone Wars, a ship full of a chemical weapon, trihexalophine1138, crashed onto the Noghri homeworld. Ecological disaster ensued, and the Noghri faced extinction. Only an intervention by the Galactic Empire saved the people. Darth Vader offered to provide Imperial help in fixing the planet as long as the Noghri were to serve the Empire during that time. Little do the Noghri know that the repairs have been sabotaged by the Empire so as to continue indefinitely and put the Noghri in indefinite servitude. Many Noghri serve the Empire as elite assassins, calling themselves the Noghri Death Commandos. All are very loyal to the Empire and practically worship Vader himself. Eventually, the Imperial treachery will be exposed by the New Republic, and the Noghri will serve as bodyguards to Vader's hier, Leia.

NOSAURIAN

The Nosaurians are stubborn and proud, but they have dealt with great troubles under the Republic. Their attempts to secede during the Clone Wars have made them victims of Imperial oppression, which is even worse than that from the Republic. They are horned and tend to bray at a setting sun.

Physiology: Nosaurians are a species of smaller reptiles best distinguished by their horned head. Their feet are birdlike, with three toes pointing forward and one pointing back. Both fingers and toes are clawed, making them formidable when unarmed, despite a smaller size. Their tough hide is scaled, typically light green or brown. They can also be black, gray, green, yellow, orange, or red. Their scales are lighter at the chin and belly. Their eyes, near the top of their hairless head, cannot see color. They have two nostrils but no nose, and their wide mouth has sharp teeth. Their mouth has a further distinguishing ability: emitting light at will.

Society: Though not the most friendly when around outsiders, (particularly humans) Nosaurians are typically level-headed and congenial. They live in clans, which sometimes stay on their own as independent towns, while others make larger city-states. They are a proud people, very set in their ways.

Homeworld: New Plympto is a swampy Core World that is home to the Nosaurians and a small human population. Native crustaceans called rikknit are the only major source of industry, as their eggs are edible. Reduced numbers of rikknit have significantly reduced the Nosaurian population. Homes on the world are domed mounds of soil, arranged in rings to provide a central community space.

Language: Nosaurian is a tongue that is mostly high pitched, but it is lower-pitched if a Nosaurian is angry or upset. The written form uses many metaphors related to nature. While Nosaurians are capable of speaking Basic, many dislike the language for association with human oppressors.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **Scavengers**: Receive the talent "Forager."
- **Claws and Horns**: Deal +1 Brawl damage as wounds, and have a Crit rating of 3. May spend to add the Pierce 2 quality by hitting with horns.
- **Sing Down the Sun**: On homeworld, must bray at the setting sun, or may feel compulsion anywhere by rolling a . Braying incapacitates for 2 rounds, and resisting requires a Discipline check.



ONE OPPRESSOR TO ANOTHER

Nosaurians were first introduced to the galaxy through contact with Corellians. From then on, they were represented in the Senate by the Corellians, and Corellians held economic control. Losing all profits from trade, Nosaurians came to dislike the Corellians. After the Republic banned the export of rikknit eggs, their main product, Nosaurians joined the Confederacy. With help from the droid army, they attempted to fight back the Republic attackers. The deactivation of the CIS army sealed defeat, and they are now oppressed by the Empire. Mostly enslaved, resistance still continues but with little success.

NUIWIT

Small herbivorous lizards who live in a hot and dry desert, the Nuiwits' total pacifism has done them a great deal of harm. Another sentient species, the primitive Avogwi, prey on them frequently, but the Nuiwit refuse to exterminate them.

Physiology: Also known as the Altorians, the Nuiwit are typically quadrupedal lizards who have scaled skin which is gray-green or gold-brown. They have a long tail, which they can detach in order to escape predators. If they do this, the tail regrows in about a month. Additionally, they can use their tail for balance, allowing them to stand on their two back legs and use their hands for manipulation. Even standing up, they are still shorter than other species, about one and a half meters tall. They have clawed hands and feet for traction when they move, although they provide few benefits in combat. Their front limbs also have a rear-facing digit in addition to the three front-facing digits. The Nuiwit have bulging eyes on eyestalks, granting them 360 degree vision with which to recognize predators. Their head also features a long tongue, and they have nostrils but no nose. They do have a row of spikes from the back of their head to along their neck and all the way down their back and tail. Nuiwit are adapted to a hot and dry environment, as they are cold-blooded. Nevertheless, they are still only awake at morning and twilight, when the temperature is reasonably cool. They are also entirely herbivorous, a trait which has no doubt caused their diminutive stature and lack of combative abilities.



Society: Nuiwit are extremely pacifist, becoming horrified by violence of any type. They live a simple life in closely-knit communities that survive off of agriculture and industry. Even before they were discovered by the wider galaxy, the Nuiwits had a reasonable degree of advanced technology, including highly refined agricultural sciences, basic droids, and extensive mining. When their world was first discovered by Rego Mineral Company about sixteen years ago, they were quick to engage in commerce. Their traditional handicrafts have sold well on the wider market, and they also experienced financial success by trading away mining rights to the offworlders. Their politics are fairly civilized, as they are ruled by a Council of Elders who typically have the best interests of the entire society in mind.

Homeworld: As their second name of Altorians indicates, Nuiwit come from Altor 14, a planet composed of warm deserts and dry plains. It is on the fringe of galactic society, at the edge of the southeastern Outer Rim, and its population is under one million sentients.

Language: Given their recent discovery, Nuiwit tend to use their native language, although their frequent contact with offworlders means that most of them also know Basic.

NUIWIT AND AVOGWI

To the Avogwi, the other sentient species native to their homeworld, the Nuiwit are just a species of prey who may be killed without remorse. However, the Nuiwit refuse to take any offensive action against the Avogwi, even to fight in self-defense, because of their strictly pacifistic nature. The Nuiwit are technologically far superior to the Avogwi, and their use of commerce has allowed them to control an increasingly large amount of territory that they use to farm and mine. This territory was once the hunting grounds of the Avogwi, but Nuiwit civilization prevents them from hunting. As such, even though the Nuiwit refuse to take direct action against the Avogwi, they are nevertheless responsible for the Avogwi's declining population. As the Nuiwit see it, this approach may cost them their own lives in the short term, but it will ultimately result in prosperity once the Avogwi are forced to relocate or change their brutal ways. Indeed, many Avogwi now look offworld to find work.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	2	3

- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **Cold-Blooded**: Remove ■ for hot conditions, add ■ for cold conditions.
- **Desert Dwellers**: Remove ■ for arid conditions, add ■ for wet conditions.
- **Bulging Eyes**: Can see in all directions.
- **Silhouette 0**

NUKNOG

Ill-tempered reptiles, the Nuknog are shorter with a ridge on their head but are better known for their constant complaining. They are incredibly short-sighted, focusing only on their most immediate wants with no plan for the future.

Physiology: Nuknog are short reptiles who are just more than one meter tall. They have leathery skin which is wrinkled and red-brown in color. Nuknog have a unique shape with very short legs, a wide stomach, and a long neck. They have a tall, bumpy, ridge atop their hairless head, and their head is widest at the jaw and near the eyes. Their nostrils are flat on their head, lacking a nose. Their eyes are black, and they have a series of bumps along their jawline. They have three toes on their feet, and they have four-fingered hands.

Society: Nuknog are a short-sighted people, irrational and quick to complain. They are extremely petty, getting upset over everything and rarely showing gratitude to anyone. They are highly suspicious of everyone, and they are quick to find scapegoats. They are eager to get out of difficult situations, but they are generally unwilling to do any work for it in the short run. As such, they typically end up trading one problem for another. This also makes them easily manipulated.

Homeworld: Nuknog come from the Outer Rim planet of Sump, a planet which has been dramatically polluted by extensive mining. It is humid, and most of the surface is covered in swamps which are extremely toxic. It can barely sustain life, and the pollution dramatically reduces the lifespan of the Nuknog.

Language: Nuknog speak Nuknog, a language with a simple alphabet. It is gruff, and it uses a number of barks and squeaks. Those who sell themselves as slaves also typically learn Basic.

MISTREATMENT AND SLAVERY

The Nuknog were once a people who were employed and, for the most part, satisfied. They sold their planet to a mining company in exchange for jobs, food, and shelter, and this arrangement lasted almost 1,000 years. Although the jobs were dangerous, food was relatively scarce, and the barracks were small, the Nuknog were employed and the situation became relatively stable. This changed when the Republic arrived, forcing the mining companies to dissolve over the mistreatment of the Nuknog. The Nuknog society collapsed. Although the Republic provided emergency food supplies in order to appease popular opinion sympathizing with the Nuknog, they did nothing to rebuild the society that they destroyed. The Nuknog were left unemployed, and life on their homeworld is completely terrible. Few can survive for more than half of their lifespan, and they have no real industries. As such, the only hope for most Nuknog is by selling themselves into slavery in exchange for passage offworld, an exchange which usually improves their quality of life. Because of how much the Republic destroyed their economy, Nuknog were strong supporters of the Separatists. However, they end up under Imperial control after the war.



SPECIES ABILITIES



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 7+Willpower
- **Starting XP**: 110
- **1 rank in Perception**
- **Silhouette 0**

OMWATI

Omwati are blue-skinned avians who are relatively thin but boast an incredible mind for engineering. Although some live as members of the civilized galaxy, their homeworld was kept isolated by Grand Moff Tarkin, who ruled it and recruited many Omwati as engineers.

Physiology: Omwati are thin humanoids distinguished by their light blue skin. Their thin face, which often gives off a youthful appearance, typically features blue eyes and a sharp chin. Instead of hair, they have feathery threads which sparkle and can appear iridescent. These threads naturally come in shades of orange, yellow, or white, but many Omwati dye them in other colors. They have a highly advanced brain which is extremely pliant during youth. If properly trained and encouraged, a young Omwati can become a brilliant scientist or engineer.

Society: Omwati are gifted with an excellent memory, which makes them intelligent and perceptive in most cases. It also gives them wisdom, as they apply lessons from the past. Additionally, they are gifted artistically, and they excel in music. They place very high value in their relationships with friends and family. Thanks to these traits, society on their homeworld was highly successful. Unified under a single government, they maintained peace while advancing technology and stewarding their resources.



TARKIN AND THE OMWATI

Currently, a very small number of Omwati live in the larger galaxy, as their homeworld was lost from all records long ago. However, little do these Omwati know that their planet was rediscovered during the waning days of the Galactic Republic, which chose to keep it secret. Tarkin controlled the affair, and he gave them Republic technology to study. After more than a decade, Tarkin returned as a Grand Moff, and he had the power he needed to exploit the Omwati. Distracting them with diplomats who told them of the rest of the galaxy, Tarkin constructed an orbital education facility to conduct his operations. Once it was completed, he ordered the Omwati to give him hundreds of their most promising youth, who would be trained in modern engineering. For those who failed to develop as Tarkin hoped, they were executed and their home cities were destroyed. The ten who succeeded were taken offworld, like Qwi Xux, went on to help design the Death Star. With Tarkin dead, the Omwati are again isolated. However, around 15 BBY, they will reach the orbital facility, where they will discover hyperdrive technology. After making contact with the New Republic, many will attempt to find their kidnapped children. The Omwati from the rest of the galaxy will welcome their brethren.

Homeworld: Omwat is a world in the Southern part of the Outer Rim which features savannas, mountains, and cities which resemble honeycombs. It has no contact with the rest of the galaxy. Many Omwati live offworld on planets like Coruscant.

Language: The Omwati speak Omwatese, a very musical language with a flowing written form. Tone is vital to the language, so they struggle with Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Perception**
- **Technical Skills**: Receive the talent "Gearhead."

ONGREE

Ongree are amphibians with eyes on the side of their head and a high mouth, which makes them look very odd. They are diplomatic and reserved, often preferring to carefulyl observes situations from all angles.

Physiology: Ongree are an amphibious species that many find odd because of a face that seems upside down. They have no hair, but their tall head has a wide, lipless, mouth near the top. Their eyes, resembling those of Mon Calamari, are on stalks near the bottom of their head that go off to the side. They have red irises and a triangular pupil. On their chin, they have small tentacles extending down. Their skin is yellow, orange, or red in most cases. They have just two wide fingers, but they can still manage decent dexterity with small objects. As humpbacks, they are somewhat awkward when walking on land.

NOTE

Little is known about Ongree society. The remainder of this entry is based on subtle comments and the author's own assumptions. Players are not obligated to follow this, but it is encouraged that if not, they imagine their own aspects of Ongree culture.



Society: Ongree are a peaceful people known to be content with observation and study. They are often excellent judges of character, and many consider them to be a wise people. They have a love for poetry and literature, but they prefer metaphors so complex that the significance and meaning in their art is often lost on non-Ongree readers. They are a restrained people who are stereotyped as advocates of the middle ground; they rarely show extreme devotion to any cause. Though some say that this ability to have multiple perspectives is a result of their spread-out eyes being able to see from multiple angles, this connection is coincidental.

Homeworld: Ongree come from the ocean planet of Skustell, an Outer Rim world that has a history of neutral isolation. Not hostile to anyone, Skustell has become known as a safe pace among Imperials in a region that is otherwise teeming with rebels. Each city on Skustell is divided into "suruael" sections of above the water and "suouael" portions that are underwater.

Language: Because of their isolation, many Ongree only speak Ongreenen. However, it is impossible to speak outside of water, so some have learned Basic.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Perception**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.

ONGREE CULTS

Though Ongree often have neutral, unexceptional viewpoints, some are also more accepting of radical beliefs in comparison to other sentients. Many Ongree who meet cultists give them legitimate consideration, and some fall sway to strange beliefs. Some of the notable instances involving Ongree cultists include a group that worshipped Revan on Nar Shaddaa during the Cold War and a cult of 493 (176 of which were Ongree) who sought to kill a deity named Shi'lak by committing one of the galaxy's largest mass suicides.

ORTOLAN

Ortolans are chubby creatures with an amazing sense of smell, which they use to find food. Ortolans have fur which they often dye and are known for being obsessed with music, food, or both.



Physiology: Ortolans are a chubby race slightly smaller than most humans. They have large, floppy ears and a long snout. While Ortolan skin may appear to be smooth and rubbery, it is actually covered in a thin layer of velvety fur. This fur is naturally blue, but many choose to dye it in other colors, like pink. (This actually started when they wanted a use for food dyes, since they view dying food as a waste of time.) Their hands have four chubby fingers that end in suction-cup like tips. Their thumbs are not opposable, giving them some difficulties when it comes to coordination and manipulating technology. Ortolans also have beady black eyes and a trunk that is well-adapted to eating and smelling. This smell can sense food from two kilometers away. Their large ears also give them an excellent sense of hearing, which can sense things in the subsonic range.

Society: Ortolan society puts an emphasis on the family unit, as education is entirely the responsibility of the parents. Since this is sometimes impractical, gifted children are occasionally sent to other families. Though their lifespan is similar to a human one in length, they reach adulthood by seven and are then kicked out of the family. Ortolans barter for goods and do not have a system of money. They still understand the concept, however, and use credits to trade with offworlders. Ortolans are not warlike in nature and attempted neutrality in the Clone Wars. This did not last, however, when financial administrator Belo Tusus decided to place Orto in the allegiance of the Separatists. Though droids liberated the planet from Republic rule after a brief skirmish, war returned to Orto. The Jedi Knight Nem Bees sabotaged many Ortolan factories while undercover as an ordinary citizen. Bees and his clones then fought a long battle to take over the planet that only ended when the droid shutdown was issued.

TWIN OBSESSIONS

Ortolans are known for two obsessions: music and food. In addition to consuming food with their mouths, they can also absorb it in their fingertips. While their chubby fingers and lack of opposable thumbs make them unsuitable for many musical instruments, they can still play one very well: the organ. While their sense of smell makes them excellent chefs as well (a bit on the perfectionist side) they sometimes take up unfavorable contracts when offworld, working hard and only being paid in food.

Homeworld: Ortolans come from the frigid Outer Rim world of Orto and are under Imperial rule. The frozen wasteland is populated by cities and mines for radioactive fuels and heavy metals. While the growing season is short, they import plenty of food. Despite being technically under Imperial rule, the Empire mostly leaves it alone in exchange for its resources from mining.

Language: Ortolans speak Ortolan, and most are fluent in Basic. Ortolan consists of grunts and hoots.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Perception**
- **Advanced Olfaction**: When smelling for food, make difficulty equal to twice the distance in kilometers.

OSSAN

Ossans are rodents who boast an impressive, muscular body, but this musculature turns to fat if they spend enough time in normal gravity. They are extremely unintelligent, being irrationally suspicious of good deals while accepting other bargains where they gain next to nothing.

Physiology: Ossans are a larger species of rodents who have a wide upper jaw forming a snout, and they have long, drooping ears. Their nose has a single nostril, and their eyes are dark. They have short legs and long arms, and they are typically very well-muscled. However, they are adapted to a high-gravity environment, and they lose much of their musculature after a few months in normal gravity. After that, they end up extremely chubby. Their fingers have slight claws, and they have a thin layer of fur over most of their body.

Society: Ossans have a cheerful attitude and tend to see all things from a ridiculously optimistic perspective, even to the point of delusion. In fact, they are rather dim-witted and tend to fall for cons, despite the fact that they see themselves as incredibly cunning. For example, they routinely fall prey to an animal called the cucul because it somewhat resembles a floating log. Although this prevents the Ossans from financial success, it does not prevent them from being happy: No matter their predicament, they always see themselves as perfectly capable of succeeding in it. On their homeworld, they are primitive, not even possessing bows and arrows, and their villages struggle to survive because of the Ossans' general incompetence. Some Ossans manage to land good jobs offworld because of their strength, but once their muscle deteriorates, they are often left unemployed.

Homeworld: Ossans come from the primitive Outer Rim world of Ossel II. It has high gravity and is known for the resilient syp wood.

Language: Ossans typically speak their native language as well as Basic.

POOR BARGAINS

Ossans may fancy themselves as masters of commerce, but that couldn't be farther from the truth. They are so unreasonably suspicious that they will back out of many good deals, refusing to sell anything in exchange for credits and also frequently turning down reasonable offers of goods in exchange for other goods. However, they can also be oblivious to extremely one-sided deals. Oftentimes, they will sell their wood in exchange for being granted a tour of day on trading ships. Despite giving away both their goods and labor in exchange for next to nothing, Ossans nevertheless always think they got the better end of the deal. As such, Ossans encountered offworld are often indentured servants or willing slaves, and many have been taken to the Senex-Juvex sectors. However, their unintelligence means that they are often let go from their duties prematurely.



SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 130
- **1 rank in Melee**
- **Thick Fat**: Receive the talent "Enduring."
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **High-Gravity Adaptations**: After spending 3 months in a high-gravity environment, temporarily gain +1 Brawn. After spending 3 months in normal or lower gravity, redact this benefit.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

P'W'ECK

A slave species to the Ssi-ruuk, the P'w'ecks are Saurischians who have a similar combination of reptile and avain physiology as their masters, but they are smaller. They will eventually free themselves during the Yuuzhan Vong War.

Physiology: Like their Ssi-ruu masters, the P'w'ecks are bipedal Saurischians, and they share many other traits with the Ssi-ruuk. They have protective scales and claws that help them in combat, and they are blind to the Force. They have bad eyesight but make up for it using their sense of smell, which is more advanced than human smell and can sense emotions. To smell, they use two tongue-like appendages that come out of holes above their mouth. They are smaller than Ssi-ruuk, closer to humans in terms of physical strength, and the Ssi-ruuk believe that the P'w'ecks are also less intelligent. P'w'ecks have brown scales, which look similar to scales of Ssi-ruuk who are born from mixed castes.

Society: The P'w'ecks are slaves to the Ssi-ruuk, who justify their prejudice using a religious text called the G'nnoch. Both species live in an isolated region of space on the edge of the galaxy known as the Ssi-ruuvi Imperium. Although the Ssi-ruuk wish to expand their territory, they fear dying on unconsecrated worlds, so they will not expand. Young P'w'ecks are slaves who do menial labor, typically acting as beasts of burden or crewing starships. Once they are fifteen years old, the P'w'ecks are enteched. This is extremely painful, leaving them conscious and eventually driving them to madness. During entechment, the P'w'ecks are bound and used as a mechanical power source, generally powering battle droids or starships. After the Battle of Endor, the Ssi-ruuk will begin an invasion of both the known galaxy and Chiss space, mostly using the P'w'eck-powered droids on their front lines. However, the invasion will be repelled on both fronts, and Chiss retaliation will lay waste to their homeworld, Lwhekk.

Homeworld: P'w'ecks are from Lwhekk, a steamy jungle planet in the Ssi-ruuk star cluster.

Language: P'w'ecks speak the melodic language of the Ssi-ruuk, which is called Ssi-ruuvi. A few P'w'ecks learn Basic so that they can act as translators for the Ssi-ruuk.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 110
- **1 rank in Resilience**
- **Natural Armor**: Receive the talent "Enduring."
- **Force-Blind**: May not become Force-sensitive.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Olfaxes**: Add ■ on visual Perception checks, but remove this penalty if smell can also be used. May also smell emotions, upgrading the difficulty when opposing a Deception check.



UPRISING

Following the Chiss counterattack, the Ssi-ruuk will rebuild their society, even advancing the entechment process so that it becomes painless, allowing the P'w'ecks to last much longer. During the Yuuzhan Vong War, they will be ready to invade again, this time with the plan of sending a diplomatic mission to Bakura that will claim to be the P'w'eck Emancipation Movement, arriving with news that the P'w'ecks had won. The team's true purpose will be to peacefully consecrate Bakura, which the Bakurans will allow the P'w'ecks to do. After that, the Ssi-ruuk will be able to invade. However, they will ultimately be undone by the P'w'ecks themselves, who will conduct a real uprising with help from the Galactic Federation of Free Alliances. At the same time, the Ssi-ruuvi Imperium will be crippled by a Yuuzhan Vong invasion. The P'w'ecks will be victorious, and most of them will resettle on Bakura, where they can live free.

PA'LOWICK

Powerful lungs help the Pa'lowick to dive deep underwater, but they also help to sing. They are notable for putting high value in music. Though some travel the stars, many live much more simple lives as fishermen or farmers.

Physiology: Pa'lowick are aquatic creatures with long limbs. They are somewhat scrawny but boast some of the best lungs in the galaxy. These lungs are contained in a chubby torso, which transitions to the head in a neckless blob. Their head contains eyestalks that surround a long proboscis, which eventually ends in human-like lips. The younger ones have tusks in a second, lower mouth as well. Their skin is yellow mottled with green-blue spots. Their limbs end in four fingers or toes, each with an opposable thumb or backwards toe. While humanoid in size, an air-filled bladder makes them very light.

Society: Pa'lowick have a simple society, and most are content to keep it that way. They are shy, patient, and have many proud traditions. These are very important to them, and, while they are respectful to outsiders, they always uphold their own ways. Their government is feudal, and communities are large but independent of one another. They rarely travel offworld, and most prefer the simplistic life of a farmer, fisherman, hunter, or storyteller. Storytellers are very important to Pa'lowick and hold a high place within society. Most of their knowledge and history is stored orally through the storytellers.

MUSIC

Few things define the Pa'lowick better than their love for song. Even their first major appearance on the galactic scale was through singer Larisselle Chatruni. Their biology makes them well-equipped for it, but even those who are not skilled nevertheless enjoy singing. Music and storytelling is seen as the pinnacle of entertainment. However, it also isn't just for entertainment: Music is also very sacred, and singing is a vital rite of passage. Those that struggle with music find themselves outcasts in Pa'lowick society. For many others, music provides a way offworld and an eventual career, where they have more opportunities than they could ever dream of on their isolated homeworld.

Homeworld: Pa'lowick come from the marshy planet of Lowick, which is also filled with rainforests. It is notable for isolation, staying unaligned in galactic affairs. It is also a relatively recent addition to the galactic community, still just a few centuries in.

Language: The impressive vocals of Pa'lowick can speak Basic just fine. (Loudly at that) They also have their own language, Lowickese.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	3	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 95
- **Scavengers**: Receive the talent "Forager."
- **Aquatic**: Can hold breath for a long time and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.

PA'LOWICK AGES

OLDER

- **+5 XP**

YOUNGER

- **Tusks**: Deal +1 Brawl damage and have a Crit rating of 3.

PAAERDUAG

Paaerduags are a species where two separate beings, one large and one small, attach to one another during adolescence. The larger part is responsible for all motion, while the smaller part is the only one that can speak Basic.

Physiology: Paaerduags start off life as two distinct types of individuals: Some of smaller creatures with green skin and four eyes, others have yellowish skin and a hunchbacked posture. As they grow up, these two beings fuse together and form a single being, with the smaller part attached to the back of the larger. The larger part is responsible for movement, while the smaller being provides two extra sets of eyes, granting their combination omnidirectional vision. Each being has two-fingered hands, and the larger part has two-toed feet. Although they can think independently, the beings can coordinate telepathically with one another.

NOTE

Little is known about Paaerduag society. The remainder of this entry is based on subtle comments and the author's own assumptions. Players are not obligated to follow this, but it is encouraged that if not, they imagine their own aspects of Paaerduag culture.

Society: Paaerduags are a haughty people who tend to keep to themselves, for the partner attached to them is often all the company they need. They take pride in their unique physiology, often boasting about the superiority of having two heads to other species. As such, they respect species of similar physiology, like Troigs, Yuvernians, and Cha'wen'he. Although they can be clever, they are vulnerable to overconfidence and tend to underestimate their adversaries.

Homeworld: Paaerduags come from an Outer Rim planet which is referred to as Sorjus in Basic, although its true name is only pronounceable by them. Sorjus is a backwater planet that partakes in little trade.

Language: Paaerduags speak Brun'grraun, a language which uses the harmony between both beings. The larger part speaks in a voice that is too low for humans to hear, while the speech of the smaller part is audible to other species. The smaller part is biologically capable of speaking Basic, although they rarely learn it.

SEEKING A CONNECTION

Paaerduags are not born connected, so they have some choice in who they spend their lives attached to. This takes place at the young age of eight during the fall, during which the larger parts gather in a city center, and smaller parts climb atop the back of their preferred partner. If the larger part dislikes the potential partner, they may shake the smaller part off, thus beginning another round of searching. Those without a partner at the end die by the age of ten.

SPECIES ABILITIES (LARGER PART)

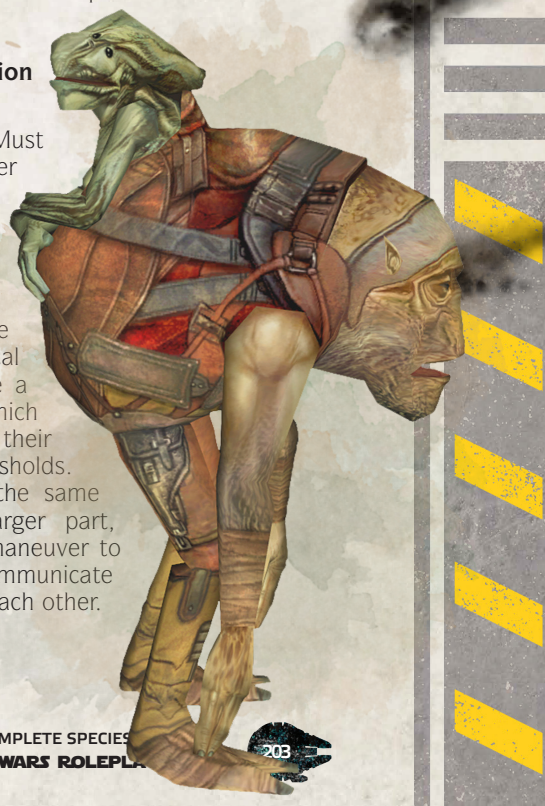
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	2	2

- **Wound Threshold**: 14+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Resilience**
- **Multiple Heads**: Must be attached to a smaller part Paaerduag character. The two can act as separate individuals in terms of personality, stats, actions, initiative order, and critical injuries. They share a wound threshold, which is the average of their two wound thresholds. They may communicate telepathically with each other.

SPECIES ABILITIES (SMALLER PART)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Negotiation or Perception**
- **Multiple Heads**: Must be attached to a larger part Paaerduag character. The two can act as separate individuals in terms of personality, stats, actions, initiative order, and critical injuries. They share a wound threshold, which is the average of their two wound thresholds. Always remain in the same location as the larger part, never requiring a maneuver to do so. They may communicate telepathically with each other.



PACITHHIP

Pacithhips are pachiderms who are slow to accept change, although they maintain an outgoing demeanor. They are relatively primitive and were discovered only recently by the Empire, but many enjoy exploring the galaxy, and they make excellent merchants.

Physiology: Pacithhips are a species of pachyderms, a physiology shared with the Ortolans and the Cragmoloids. Similar to these species, they are slow and bulky. Despite their great mass, they are stocky and bit shorter than humans on average. They have eyes on either side of their head, optimized to give them 360 degree vision. They also have a trunk with a nostril and tusk on either side of it, and the tusks are sharp enough to use in combat. However, the tusks are also thin and elegant, providing them with an important aesthetic. Their gray skin can be mottled with varying shades of blue or yellow, and it is also very wrinkled. In addition to their arms and legs, they also have a long tail. They have a long neck, and the back of their head is protected by a thick ridge of bone.

Society: Pacithhips are a people who are quick to accept the status quo, and they are generally very passive. They almost never question authority, which makes them well-adapted to assimilate into many different cultures or become colonists. They greatly enjoy meeting people from very different species, and they are willing to accept a variety of unique customs. This makes them very skilled in social situations, and many excel as merchants or traders. Their homeworld was discovered only recently by Imperial-backed scouts, and they were defeated relatively easily by their technologically superior conquerors. Once the Empire is defeated, they will begin to reverse-engineer Imperial technology and emigrate offworld en masse.



Homeworld: The Pacithhip homeworld of Shimia is somewhat primitive, relying mostly on fossil fuels and only recently using hyperdrive or repulsorlift technology brought by the Empire. It is an Outer Rim planet not far from the Corellian Run, and its terrain includes grasslands, mountains, and oceans.

Language: Almost all Pacithhips learn Basic from an early age, which they speak without issue. They also still use their own language of Smimiese, which includes snorts and bellows and has a pictographic alphabet.

CASTE SYSTEM

Pacithhips have a caste system which features three roles: the farmer, the warrior, and the scholar. The farmers are an all-encompassing group of manual laborers who have been expanded to include manufacturers as well as people who make food or textiles. Scholars include lawyers, politicians, engineers, and teachers. Warriors mostly act as police or soldiers. None of the three castes are seen as objectively better or of higher importance than the others. A Pacithhip's caste is determined by tusk shape, which can only be determined once they are fully-grown adults. The tolerance of the Pacithhips allows for a great deal of flexibility in the caste system, especially in modern times. Although everyone on their homeworld is expected to somewhat comply with the role of their caste, those who cannot fit in are encouraged no matter what, even if their destiny is elsewhere.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	2	2	3

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Knowledge-Xenology**
- **Thick Hides**: Receive the talent "Enduring."
- **Omnidirectional Vision**: May see in all directions, adding ▢ on visual Perception checks.
- **Claws and Tusks**: Deal +1 Brawl damage as wounds, and have a Crit rating of 3. May spend ⟳⟳ to add the Pierce 2 quality by hitting with tusks.

PANTORAN

Pantorans are near-humans with blue skin and yellow eyes who are adapted to the cold. They are typically proud and independent; most Pantorans are eager to demonstrate their skills. They are not great as team players, but they are excellent leaders.

NOTE

Pantorans come from The Clone Wars TV show, which often contradicts Legends sources. However, just as many Legends species could also exist in Canon, relatively little prevents Pantorans from existing in Legends.

Physiology: Pantorans are blue-skinned near-humans with yellow eyes. Their hair is black, blue, lavender, or silver. They are resistant to low temperatures as well, only needing light clothing in frigid climates.

Society: Pantorans are from a region of space that is infested with slavers, spice merchants, crime lords, and other shady characters. More reputable in nature, they have developed a proud tradition and are fiercely independent in nature. Pantorans tend to be determined, prideful, and eager to demonstrate their skills. Though teamwork is not their strong suit, they are still excellent in roles like leadership and, for some, manipulation with their charms. Pantoran nation states are organized into a democracy and politics are considered to be an art form. Ruled by the Pantoran Assembly, most of the power is given to the Speaker. The Chairman is second-in-command, checking the Speaker's powers. Under Imperial rule, Pantora has now been cut off from the rest of the galaxy. Three main groups suggest solutions to this predicament. The Appeasers believe that joining the Empire is the only option and the best one. They point out economics as the biggest benefit. The Republicans favor independence, citing the atrocities of the Empire and its opposition to Pantora's core values. The Expansionists are small in number, and the most oppressed. They favor banding with the nearby spice dealers and slavers.



MARKINGS

Though Pantorans, like most species in the modern galaxy, are democratic, they still have their feudal traditions. They use yellow markings on their foreheads and cheeks to symbolize lineage. This is mostly because of a cultural interest in genealogy, lineage, and history. Other Pantorans treasure different relics, like art or jewelry from their ancestors.

Homeworld: Pantorans come from Pantora, an Outer Rim world of marshes and plains. It is very cut off from the rest of the galaxy but still technologically advanced. The nearby world of Orto Plutonia has been viewed as a good resource to many Pantorans, but a treaty with Talz colonists during the Clone Wars has prevented Pantoran interference on the world. Some Pantorans, however, seek to open trade with Orto Plutonia and intermix the two cultures.

Language: The language of Pantoran has so many dialects by region, so it is fairly impractical. Most Pantorans know Basic, and many also know Huttese.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	2	3

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Cool or Negotiation**
- **Cold Adaptations**: Remove ■ for cold conditions, add ■ for hot conditions.

PARWAN

Electric gasbags with tentacles, the Parwans are so light that they can float on the air. Their electrically charged bodies give them a powerful combative ability, as they can shock enemies into submission.

Physiology: Parwans are lightweight gasbags with thin, tentacle-like limbs. Their skin varies in color, from orangish-brown to a blue-gray. They have four tentacles that act as legs, extending from their thin waist. They use these for propulsion and tethering as they float through the air. Their upper two tentacles start at the shoulder, and these long, thin appendages act as arms. Their arms have three fingers each and are nimble enough to grasp technology like blasters excellently. However, most Parwans who fight use a much different weapon: electricity. Parwans are electrically charged, so merely touching adversaries can shock them enough to subdue. A Parwan head is thin, and, instead of hair, it has a mushroom-like top. They have three eyes, but the arrangement of their face is otherwise quite humanoid

Society: Parwans place value in emotion and expression, viewing it important to have and share their feelings. For this reason, they live in a tightly-knit family that sticks together for life. Since sharing negative feelings can have negative effects for everyone, they tend to lean on the optimistic side. They tend to work well in teams or groups and interact with people closely, often sharing their feelings but expecting the same from others. This nature makes many of them find interest in art, music, or literature.



HUNTER OR HUNTED

Their natural weapons and unique movement makes many Parwans naturally fit for the profession of bounty hunting. They are also hunted, however. Many Parwans tend to like art and literature to the point of stealing, so they have a reputation for being untrustworthy, and this makes it a good business to hunt and kill the thieves. Some are even killed "preemptively." Many Parwans will claim that their obsession with arts is so great that they literally cannot resist stealing and barely have a choice in the matter.

NOTE

Parwans come from The Clone Wars TV show, which often contradicts Legends sources. Furthermore, everything following the physiology section is made up entirely, as I need to fill this page, and having societal information should make Parwan characters more interesting. However, just as many Legends species could also exist in Canon, nothing prevents Parwans from existing in Legends.

Homeworld: Parwa is a gas giant, where the Parwans first began to float around. They are herbivores, floating around and feeding on colonies of photosynthetic, floating plants. It has a few cities, which float via repulsorlift. The Empire doesn't allow most Parwans offworld, but doesn't bother to control much of the planet.

Language: Parwans can speak Basic as well as their own language, Gu'waru, which sounds like gibberish to most outsiders.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	2	2	2

- **Wound Threshold**: 7+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Coordination**
- **Electric**: After hitting with a successful Brawl check, may shock an opponent, dealing 5 strain. The shock attack ignores soak. (Note that the Brawl attack itself does not.)
- **Gasbags**: Float, ignoring movement penalties for terrain, and may move upwards as well. Do not suffer fall damage. May only spend 1 maneuver moving per turn.

PATROLIAN

Patrolians are small amphibians who seem to involved in crimes whenever they are seen off their homeworld. They have skin that is either lavender and pink or lime and yellow. They are also a species that places high value in teamwork.

Physiology: Patrolians are small aquatic creatures. One race has skin that is lavender or pink, while the other has a color of yellow or lime green. Either way, the skin is slippery and mottled with dots. They are hairless, although they do have a crest at the back of their head. At the neck is a frill, lining from ear to ear. Or rather, where they would have ears. Their eyes are red with black pupils. They have slight eyestalks. They also lack nostrils, and their nose instead transitions straight to the mouth, which is placed closer to the chin. They are also more resistant than other species to electric shocks.



NOTE

Patrolians come from The Clone Wars TV show, which often contradicts Legends sources. Furthermore, everything following the physiology section is made up entirely, as I need to fill this page, and having societal information should make Patrolian characters more interesting. However, just as many Legends species could also exist in Canon, nothing prevents Patrolians from existing in Legends.

SQUADS

The subunit of the school is the squad. While Patrolians have no families and are born in mass hatcheries, they are organized into squads. The nature of a squad depends on the school, but they tend to consist of five to ten people who share a profession. Patrolians are sorted into squads from birth based on genetic analysis but can be changed. These act as families in most regards and also provide education to young members. When offworld, they tend to form "squads" as well, with people of their profession.

Society: Patrolians have strong values in teamwork and being social, even though they have no families. They travel together in large schools that contain hundreds of members. Their people are subordinate to a group of human colonists, who have long ignored their wishes and treated them as second-class. The Patrolians have taught crime to their fellows as a way to regain the advantage, to which the colonists have responded with harsher rules. It is bad enough that many have left. Those that do have developed a habit of crime and troublemaking.

Homeworld: Patrolia is an ocean world, although it has its fair share of land. It is in the Inner Rim. The world is mostly employed in fishing, mining, or underwater farming. Human colonists rule the planet and make up about half of the population.

Language: Patrolians are practical, speaking Basic in a gurgled tone. They have abandoned their native language.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Skulduggery or Streetwise**
- **Aquatic**: Can breathe underwater and remove penalties for underwater movement. Remove ■ for humidity, add ■ for dry conditions.
- **Electric Resistance**: Reduce damage from electric shocks by 2.
- **Silhouette 0**

PAU'AN

Natural leaders with a long lifespan, the Pau'ans are intimidating thanks to their gray face. They only eat raw meat, further making them creepy. Despite this, they get along well and are typically well-liked by those who they lead.

Physiology: Pau'ans are tall, gray-skinned humanoids. At two meters, they are still similar enough to humans to be humanoid. They have no hair, and their skin is gray. As carnivores, they have jagged incisors to chew meat. They prefer it raw. Augmenting their intimidating appearance, their eyes are black, sunken into red eye sockets. Their skin has vertical lines and wrinkles from a lack of sunlight. The lighting conditions also give them excellent vision in darkness. They live up to 700 years, so they are nicknamed the "Ancients." Despite their great height, they are thin, making them relatively weak.

Society: Pau'ans naturally prefer leadership and government roles. Many first begin working with managing small teams of laborers before they move up. They are empathetic as leaders, understanding and respecting the desires, perspectives, and needs of their subordinates. This allows success in which each city is controlled by a single Master of Port Administration, a hereditary title. The Administrators are advised by several other councils. Each Administrator additionally serves on the Utapauan Committee, which is the planetary government. However, the cities are mostly autonomous, and the Committee rarely makes major decisions. Pau'an society varies greatly by city. Most tend to like art, something that shows in their unique architecture. They also prefer to use elaborate clothing to impress and demonstrate status. They are currently under the control of the Empire, which has not cared about the Pau'ans. Utapau is having its resources harvested, and some Pau'ans are now taken as slaves.



Homeworld: The site of the final battle in the Clone Wars, Utapau is a minor Outer Rim world covered in rocky sinkholes. The surface is very windy, so both species are forced to live in the sinkholes. 95% of the planet is powered by wind. Native animals are useful for many roles, so airspeeders and other means of transit are replaced by the lizard-like varactyls who can climb walls and the flying dactillions.

Language: Utapese is the Pau'an language. They tend to speak Basic as well. The Utai have their own language, which some Pau'ans also know.

PAU'ANS AND UTAI

Pau'ans share their homeworld with the Utai. The two are thought to be distant relatives. They co-exist peacefully, and they complement each other well. This first began thanks to Timon Medon, a Pau'an leader who first experimented in merging the species. Just as the Pau'ans have a strong preference for leadership, the Utai typically prefer simple, menial labor. They get along well because of this. More common conflicts are the ones between cities, which tend to result in societal and economic rivalries or embargos rather than outright bloodshed. Each city has great pride in their unique culture.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	2	3

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 95
- **1 rank in Coercion or Leadership**
- **Night Vision**: Remove ■ for darkness.

PHINDIAN

Phindians are shorter beings with brown skin, yellow eyes, and a snout. They are only amiable around family and close friends, and they are very closed off around anyone else. Given their mechanical skills, most of them prefer interactions with droids as opposed to organics.

Physiology: Phindians are brown-skinned beings who are a touch shorter than humans. They are thin, and they have very flexible arms which are long enough to reach down to their knees. Their eyes, yellowish in color, are generally surrounded with white splotches. Some Phindians have these white spots all over their body. Their wrinkled head is hairless, and they have a large nose and a snout. They have four-fingered hands, and their feet have 3 claw-like toes. They generally prefer simple clothing with little decoration.

Society: Phindians typically get along very well with their family and close friends, coming across as affectionate and emotional. However, they are less friendly with strangers, distant friends, or business associates. Though highly perceptive, they typically come off as aloof in these circumstances because they are so unwilling to speak, and interacting with them can be exasperating. They are grumpy and irritable, frequently sarcastic and far too fond of hyperbole. Ultimately, these traits stem from their near-universal desire to focus on technology rather than other people. They greatly enjoy tinkering, and many of them would much rather talk to an obedient droid than have to deal with a fellow sentient. As such, many Phindians found offworld are technicians or engineers.

Homeworld: Phindians come from the technologically advanced Outer Rim planet of Phindar, which is temperate and mostly urban.



Language: Phindians generally speak both Phindian and Basic with a soft, raspy voice. Phindian has very long groups of vowels and sounds very soft.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **1 rank in Perception**
- **Tinkerers**: Receive the talent "Gearhead."

THE SYNDICAT

One of the most unique inventions of the Phindians is a device which is capable of erasing memories, and this device made its owner, the Syndicat, incredibly powerful. The Syndicat was a criminal organization, and it used control over resources as leverage against the Phindian people. Oftentimes, they would erase the memories of their enemies and then exile them. However, the Syndicat did not last forever, and it was overthrown during a democratic revolution more than 30 years ago, which began with help from the Jedi. The new government, which supported the Separatists during the Clone Wars, ended after the takeover of the Empire, but democracy will return to the Phindians shortly after the Battle of Endor, and they will end up joining the New Republic a year after their liberation.

PHO PH'EAHIAN

Mechanically inclined rodents with four limbs who are distantly related to the Chadra-Fan, the Pho Ph'eahians share their relatives' outgoing spirit. However, they are distinguished by their obsession with hygiene.

Physiology: The Pho Ph'eahians are a species of rodents who are similar to the Chadra-Fan with their bat-like face, which has large ears, a black nose, and small eyes. However, they are distinguished by being larger, and their fur is blue-gray rather than brown to provide better camouflage. Most notably, they have four arms, and these extra limbs are particularly advantageous in helping them to climb.

Society: Pho Ph'eahians are amiable and outgoing, not unlike the Chadra-Fan they resemble. They enjoy getting fame or attention and generally do their best to make friends. They are best known for their technical skills, and their society already possessed a great deal of technology such as nuclear power, sublight space travel, and repulsorlifts when the rest of the galaxy made contact with them. After reverse-engineering the hyperdrive, they joined the greater galactic community to do engineering of all sorts. Their technical skills travel well, making them a common sight on many worlds.

Homeworld: The adaptations of the Pho Ph'eahians toward cold, mountainous environments are, of course, reflections of their homeworld's terrain. They are native to the mountainous regions on Pho Ph'eah, a frigid Outer Rim planet. Pho Ph'eah has a very elliptical orbit, so it warms up briefly before going through a long season of darkness. Although Pho Ph'eahians have travelled to many planets throughout the galaxy, they are most prominent in regions close to their homeworld, such as the Corporate Sector.

Language: The Pho Ph'eahians have created a language known as Pho Ph'eahese, which is considered to be very sophisticated. Every spoken syllable, typically a squeak or bark of some sort, translates to a single written character, and their voice is very high-pitched if they speak Basic.

CLEANLINESS AND HYGIENE

Pho Ph'eahians are extremely superstitious when it comes to staying clean, mostly because they try to be the center of attention. Pho Ph'eahians believe in a strong connection between their physical body and their soul, considering the body to be a "sacred manifestation of the spirit." As such, they fear that any dirt, wound, or stain on them could transfer over to the soul. They consider anything related to hygiene or cleaning to be extremely important.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Mechanics**
- **Thermal Fur**: Remove ■ for cold conditions, add ■ for hot conditions.
- **Four Arms**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility." Add □ on checks to climb.

PHUII

The Phuii are shorter but nimble saurians, and they are known for their love of sports and games. They are extremely competitive and can be arrogant, so they are not always well-liked, but they can make excellent podracers.

Physiology: Phuii are a rather dexterous saurian species that has a lean body and a long neck. Although they can be as tall as humans, many are significantly shorter, some being only one meter tall. Their legs have a knee that bends backwards, and they move around by hopping around on their three-toed feet. Although some also have three fingers on their hands, others have four digits. They show similar sorts of diversity in that some have a tail while others do not, and they also have varying skin colors in light green, yellow, and gray. Some have a single skin color, while others have a significantly lighter color on their chest and on the front of their face. Their face features a duck-like beak that they sometimes use to peck in a brawl, and they have red, orange, or yellow eyes on the sides of their head. Even young Phuii have wrinkles on their skin, especially their neck, and they also have a lumpy crest at the top of their head.

Society: Phuii are best known for their love of sports and gaming, industries which most of them work in on their homeworld. Fitting with their competitiveness, they tend to be overconfident and arrogant, often focusing on threats and intimidation when they interact with others. Because of this lack of tact, they tend to be more practical instead of being focused on their appearance, often choosing to wear simple attire like coveralls.

Homeworld: The Phuii homeworld, Phu, is known for its gaming and sports industries. It is relatively small in population, is of very little consequence politically, and was neutral during the Clone Wars. However, it is in the Colonies, has technology up to the galactic standard, and has been a part of the greater galaxy for millenia.

Language: Given their relatively frequent interactions with the rest of the galaxy, Phuii generally speak lingua francas like Basic or Huttese in favor of any native language.

PHUII PODRACERS

One of the most popular sports among the Phuii is podracing, a sport where they have earned notoriety thanks to famed Phuii podracers such as Mars Guo and Chros-filik. Many Phuii take up podracing as a hobby or as professionals, and Phuii who leave their homeworld are very likely doing so because of podracing or another sport.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **1 rank in Coercion**
- **Gifted Racers**: Receive the talent "Shortcut."

PHYDOLON

In an incredible biological phenomenon, the Phydolons are the combination of two separate species, one mammallian and the other fungal. Coming from a backwater world, they are deeply spiritual and incredibly reliant on their community.

Physiology: Phydolons are actually a symbiote of two other non-sentient species that have coevolved: humanoids known as the Agarans and a rhizome known as the Orucytes. Their overall body structure is that of the mammalian Agaran, but most of their tissues are made of the Orucyte fungus. Their consciousness is shared between the two organisms, and neither species can achieve sentience on its own. In some ways, they act as a single mind, but at times, they act more like a pair of distinct individuals. Their fungal tissue has a white or pink color, while their body structure is very long and lean. They also have long limbs and fingers. They have draping tendrils of flesh instead of hair, and their large, black eyes are near the top of their flat face and spread out near the sides of their head. They have a small mouth and no nose.



Society: Phydolons are a quaint people who live together in very closely-knit groups, and they are very provincial. Their social order is informal, but they are generally ruled by the wisest among their people. Their unique biology grants them a sort of gestalt consciousness with the other Phylodons, allowing them to convey emotions, even without words, via their shared connection to the Orucytes. They also have a very strong sense of community and belonging, so they selflessly contribute to the needs of the group. The fungal part of their biology, which is the more social part, feels very isolated if they ever leave their own people, so they rarely leave their homeworld. Privacy is not a concern for them, so their homes are often without walls or doors.

Homeworld: A backwater planet in the Outer Rim, Mydasos is a lush planet that is home to the Phydolons. Its terrain includes swamps, small seas, vast forests, and jagged mountain ranges. It was discovered relatively recently, within the past century.

Language: Because of their innate empathy, Phydolons have little need for a complex language, and their tongue is very simple. They typically dislike Basic, as they find it to be unnecessarily complicated.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	1	3	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Cool or Discipline**
- **Symbiotic Resilience**: When recovering 1 or more wounds through natural rest or a bacta tank, recover 1 additional wound.
- **Symbiotic Isolation**: When healing strain at the end of an encounter, heal 1 fewer strain if no other Phydolons are present.

NOTE

Unlike many of the species in this guide, Phydolons are exclusive to Canon. However, just as many Legends species could also exist in Canon, nothing prevents Phydolons from existing in Legends.

SYMBIOSIS AND THE FORCE

Phydolons are deeply spiritual, almost monastic, and they are more likely to be Force-sensitive than other species. They have a very strong connection to the Living Force because of their superb empathy and deep connections to those around them. Force-sensitive Phydolons see the Living Force as very welcoming and familiar, using it as a source of interconnectivity and understanding. Using it for power is unheard of to them.

POLIS MASSAN

The Polis Massans are a species that has devoted themselves to discovering their long-lost ancestors in the Polis Massa asteroid field. Most cannot speak, but they are all capable of telepathic broadcasting.

Physiology: Polis Massans, also known as Kallidahins, are short and thin. They have a long neck and smooth, gray skin. Their face is flat, with the only features being emotionless black or red eyes. It is also covered by an osmotic membrane, which absorbs their nutrients. They have four-fingered hands. What makes Polis Massan most unique is their telepathy. Only a few rare members, known as Speakers, have vocal cords. All can communicate telepathically, making their words heard in a broadcast manner.

Society: Polis Massans are kind and extremely respectful of life. They value it in all forms and possess a great curiosity about biology. They are not aggressive, avoiding direct confrontation. They are gifted in intellectual fields, like medicine and archaeology. Polis Massans tend to be good workers, enjoying the job that they choose and finding fulfillment in it. They are also a very communal people, focusing on the good of their society instead of individual goals.

Homeworld: They originate from Kallidah, hence their name. After entirely moving to Polis Massa, they have been known to many as Polis Massans. The planet itself is gone, but the largest of the remaining asteroids has taken up the name "Polis Massa." These asteroids are well-settled by the Polis Massans, and many are the sight of archaeological digs.

Language: Polis Massans have their language of Massan, which requires hand signs as well as audio that is created via telepathy or vocal cords.



SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Knowledge-Xenology or Medicine**
- **Telepathy**: May communicate by telepathically "broadcasting" speech to all beings within short range. May also "whisper," broadcasting only to those who are engaged.

POLIS MASSAN SUBSPECIES

NO VOCAL CORDS:

- **No Vocal Cords**: Cannot speak.

VOCAL CORDS:

- **-10 XP**

XENOBIOLOGISTS

Polis Massans have a great curiosity towards other species, and many devote their life to researching others. Given their lack of diplomatic skill, they do this at a distance. This is best demonstrated by their desire to research their extinct ancestors, the Eellayin. The Eellayin were the original inhabitants of Polis Massa, before it was destroyed. Since they have uncovered a significant amount of genetic material, many Polis Massans wish to clone an Eellayin. Despite the high quality of Polis Massan cloning facilities, the material was too incomplete to successfully clone an Eellayin on their initial attempts. Recently, they have asked for help from the Kaminoans, a species of expert cloners. With help from Kaminoan specialists, the teams continue to make progress.

PRIAPULIN

A species of aquatic gastropods, the Priapulins have a peaceful rule over their planet of Priap. They move by slithering their snake-like body, leaving their six limbs available for grasping objects.

Physiology: Priapulin are gastropods, a group of sluggish creatures with no skeleton who move around by slithering. They are four meters long on average, and they typically have about half of their length flat on their ground. They have five notochords on their back, each of which is visible as a circular bump. They are orange in color and have darker red spots on their back. Separating their stomach from their back are a number of thin, hair-like cilia, appendages which can extend up to their chin. They have no facial hair, but their face features three sets of prominent eyebrows, each of which has two purple eyes below it. They also have no nose. On the sides of their body are multiple limbs. The uppermost of these limbs end in thorny balls for combat, the middle set has hooks for grasping, and the last two are flat to help with moving. They have additional limbs below their main six which are smaller. The Priapulin are also an aquatic species, and they can swim well and breathe underwater.

Society: Priapulin are a very peaceful race; they have gone centuries without war and avoided the many controversies of galactic politics. They follow an extremely rigid code of honor which emphasizes loyalty. Priapulin are also known for their sense of humor. Although they typically stay on their homeworld, the Priapulin can be very good pilots.



FOOD-KIN

Despite their apparent kindness and pacifism, there is a dark symbiosis that sustains the Priapulin. It involves the Crast, a sentient species of crustacean that the Priapulin refer to as the food-kin. The Priapulin eat the Crast, who willingly sacrifice themselves. This is because the eggs of the Crast can only be properly incubated inside the stomach of a Priapulin. Once hatched, the Priapulin raise the Crast children as their own. The Priapulin are at the top of their planet's food chain, and they collaborate symbiotically with a number of the sentient species on their planet.

Homeworld: Priapulin rule the water world of Priap, a planet which is in the Arrowhead of the Core Worlds. It is home to multiple sentient aquatic species, all of whom interact peacefully with each other.

Language: Priapulin speak Pria, a language which non-Priapulin have a very hard time pronouncing. They can speak Basic in a whisper, although they have a few unique measurement conventions: They measure time in 10 hour "tides," and measure distance in "salt pans" which are just longer than a kilometer.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	1	3	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 80
- **1 rank in Piloting-Space**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Extra Limbs**: May have 3 times as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility." Have 2 hooked limbs, 2 spatulate limbs, and 2 thorny limbs. May not perform complex manipulation such as using ranged weapons with spatulate or thorny limbs.
- **Thorny Limbs**: When using thorny limbs, deal +1 Brawl damage as wounds and have a Crit rating of 3.

PSADAN

Primitive hunters, the Psadans have a combination of bulk and simple stubbornness that aids them in combat. They have a long-standing conflict with the Myneyrshi, who also inhabit their homeworld of Wayland.

Physiology: Psadans are large creatures with very high shoulders and a wide torso, but their arms and legs are stubby, thus limiting their speed and dexterity and making them somewhat shorter than humans on average. Their tan-gray skin is thick and leathery, providing them with excellent protection. They are particularly well-defended from behind, where they have rock-solid plates for their skin. They have two-toed feet and four-fingered hands. Their scalp is bald, but some have brown hair on their chin and below their red eyes. Their small nose sits directly between their eyes, and they have a wide mouth. Their simpler brain is quite resistant to telepathic Force Powers.

Society: The simplistic nature of the Psadan brain has made them extremely stubborn, and they are also very eager to solve problems by fighting. Psadans partake in various forms of nature worship, and one of the more notable tenets that they follow is never wasting anything. Psadans are almost all hunters, and they neve let any part of their prey go to waste. Most Psadans wear various bones and sections of skin, which can be used as armor or simply act as a decorative trophy.

Homeworld: Psadans come from Wayland, an obscure arboreal planet in the Outer Rim. It is mostly wilderness, and it has little contact with the rest of the galaxy. The Imperials have a base at Mount Tantiss, where slaves of both species work to build a storehouse for the Empire. This storehouse will be protected by the Guardian, who will be succeeded by Joruus C'baoth.

PSADANS, MYNEYRSHI, AND IMPERIALS

Given their warlike tendencies and stubbornness, it is no surprise that the Psadans have not gotten along well with the Myneyrshi, the other sentient species found on their homeworld. However, that changed when the Empire came to Wayland, and they attempted to enslave both species. The Psadans and Myneyrshi were united by their common enemy, but their attempts to fight off the Empire were unsuccessful, and many Psadans were such to work carving the Empire's secret base in Mount Tantiss. Ultimately, the Psadans will be left alone in 9 ABY when Palpatine's base is destroyed, although their population will be threatened again by the Yuuzhan Vong, as most of them are too stubborn to evacuate their homeworld.



Language: Psadans speak Psadan, a language with grunts and groans. They typically have a deep voice, and many Myneyrshi learn the Psadan language as well.

SPECIES ABILITIES



- **Wound Threshold**: 14+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Melee or Resilience**
- **Thick Skin**: Receive the talent "Enduring."
- **Obstinate**: When targeted by a telepathic Force Power, increase the difficulty by 2.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

PYKE

Criminal enterprises are very important to the Pykes. They live not far from Kessel on their homeworld of Oba Diah, which puts them in prime position to handle much of the spice smuggling. Their prominence has somewhat dwindled with time, and they are now longer as powerful as they once were.



Physiology: Pykes are thin humanoids with green or gray skin. They have a long neck and a pod-shaped hexagonal head that is wider at the bottom. They have a small face in their head's center that typically has purple eyes. They also have two tentacles coming down from their chin and two small spikes coming out of the back of their head. They have two large toes per foot and three fingers on each hand.

Society: The Pykes are a clever species that are not trustworthy and have what it takes to succeed in the underworld. They are superb liars but are capable of improvising if their deceptions break down. As such, it is no surprise that they are notable for their presence in the Pyke Syndicate, also known as the Pyke family. The Pyke Syndicate was very prominent more than thirty years earlier, around the time of the Naboo Crisis, when they held a near-monopoly on Kessel's glitterstim. They continue to operate major spice-mining operations on Kessel.

Homeworld: The Pykes come from Oba Diah, a rocky, cliff-covered world not far from Kessel and on the Kessel Run. This has set them up well to profit in the glitterstim industry. It is fairly urban and has been under the influence of the Pyke Syndicate. Lom Pyke was once leader of the Pyke Syndicate and Minister of Oba Diah before he was killed and replaced by Marg Krim.

Language: The Pykes typically speak Basic in a way that sounds slow and almost robotic. Like the Gand, they avoid pronouns. Some know other languages like Huttese if they need them.

THE PYKE SYNDICATE AND THE SITH

The Pyke Syndicate has dealt multiple times with the Sith, starting with their early deal with a man named Tyranus. A Jedi named Sifo-Dyas ordered the creation of a clone army as a result of manipulation from the Sith by Darth Plagueis, known as banker Hego Damask. The Sith Darth Tyranus needed Sifo-Dyas killed as a way to take control of the clone project. As Sifo-Dyas was on his way to meet with the Pykes, Tyranus paid them to shoot down and kill Sifo-Dyas's shuttle. They did so, but took Silmann, Valorum's aide and Sifo-Dyas's partner, alive. This backfired when the Jedi discovered the matter during the Clone Wars, and Tyranus, revealed to be Dooku, killed Pyke leader Lom Pyke as cover-up. Around that time, the Pykes were involved with the Sith as members of Darth Maul's Shadow Collective, which briefly took over Mandalore.

NOTE

Pykes are from The Clone Wars TV show, which contradicts many of the prior Legends sources regarding Kessel and the criminal underworld. Their use is not recommended in a purely Legends setting.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Deception or Knowledge-Underworld**
- **Underworld Connections**: Receive the talent "Black Market Contacts."

QUARREN

Quarren are pessimistic, paranoid, and slow to trust. This has made it hard for them to get along with the Mon Calamari, who have attempted to remold Quarren culture. They finally have something that resembles freedom with a more egalitarian government and freedom from the Empire. Quarren live deep underwater on Dac, as they are an aquatic species.

Physiology: Descending from cephalopods, Quarren are aquatic creatures. Thanks to the conical nature of their hairless forehead and their downward-pointing ears, Quarren have a head that is very triangular in shape. Three sharp fangs line a tiny mouth that sits near the chin. Four prehensile tentacles sit right next to this, dropping down to the chest. Above the tentacles, they have two alluring turquoise eyes. They have no visible nose or hair. Their skin is a leathery orange, sometimes pink, brown, or gray-green. Quarren typically have three suction cup fingers on each hand, but some have five fingers or claws.

Society: Quarren are determined and stubborn. They are also distrustful and pessimistic by nature. They always try to adhere to tradition, only changing when absolutely necessary. This tendency makes them distrustful of the more idealistic species, such as the Mon Calamari, who share their home. Though the Quarren had peace for untold ages, their first encounter with the Mon Calamari started a feud that lasts to this day. The Mon Calamari eventually won when they first fought. Though the Quarren mostly live on the seafloor and Mon Calamari in floating cities, the Mon Calamari tried to teach Quarren their ways. This made tension and boiled over into war every once in a while, such as when the Quarren attempted to secede in the Clone Wars. Although the Mon Calamari are mostly responsible for upsetting the Empire, both species were persecuted as slaves under Imperial rule. Many Quarren who escaped this fate tended to just run. Others, however, make the difficult choice of fighting back. The two have now worked together to successfully free their homeworld.



RIVALRIES

By nature, the Quarren are distrusting and not very amiable. However, much of their hatred is well placed. They hate the Empire for enslaving them, which is certainly fair. However, many place as much hate in the Rebellion for upsetting the Empire in the first place. And, of course, they have a standing tradition of hating the Mon Calamari. The Mon Calamari have historically been much wealthier and much more powerful. Their monarchs have ruled the planet for generations, often favoring their own people. As such, there is great animosity between the two societies. Quarren seen offworld might share these opinions, or may have abandoned politics in favor of more pressing personal issues. Some more amiable spirits may focus on their shared past and be happy to see their neighbors.

Homeworld: Quarren come from the oceans of Mon Cala, an Outer Rim world that is also known as Dac. They mostly live in mining colonies beneath the sea. It is free from Imperial rule after a hard-fought struggle.

Language: Quarren speak Quarrenese, but it is difficult to speak in air, so they also can speak Basic in a gurgled tone.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	3	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Negotiation**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.

QUERMIAN

The Quermians are a taller version of the Xexto species that has been genetically created on Quermia. They are very peaceful because they lacked predators, and they are prominent as diplomats and philosophers.

Physiology: More or less, Quermians are a tall version of the Xexto species. They have a long neck, extremely pale skin, and four long arms. Though large, they are not actually that strong, and most are weaker than average humans because of their thin nature. Their hairless head has yellow eyes. Though they lack a nose, they can smell via their four-fingered hands. They have two brains, which has benefits in terms of intellect but drawbacks when it comes to developing split personalities. Their mouth is almost permanently in what humans generally consider to be a knowing smile. Interestingly enough, this knowing smile actually describes the Quermian personality quite well.

Society: Quermians were herbivores without predators when they developed their culture, so they are mostly peaceful. This has also given them plenty of time to develop philosophies, making them prominent as philosophers. They are capable of reading body language very well, something many recognize as telepathy. Some xenobiologists believe this claim, but the Quermians themselves claim otherwise. Since they are so good at reading body language and recognizing emotions, many become diplomats.

Homeworld: Quermia is a peaceful Outer Rim planet not far from the Xexto homeworld of Troiken. It has lush vegetation and very few animals.

Language: Quermians typically know Basic, as well as their own melodious, vowel-filled tongue of Quermian. They also tend to be literate in both.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	2	1	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 80
- **1 rank in Perception**
- **Extra Limbs**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Body Language Readers**: Once per encounter, may make a Perception check opposed by the Deception of a chosen NPC. If successful, add ▢ on all social checks made against that NPC for the rest of the encounter and know that NPC's current emotional state. May also silently converse with other Quermians by reading body language, although more complicated or specific messages may require a check at the GM's discretion.



QUERMIANS AND XEXTOS

Long ago, when Xextos were in hunter-gatherer tribes, an Arkanian geneticist began experimenting with Xextos, hoping to make them taller so as to grant better vision. He brought them to the nearby world of Quermia, and these GMO cousins became known as Quermians. The Quermians are very tall, even in comparison to species like Wookiees. Though they once denied the fact that they were related, the Xextos now hold a grudging respect for the Quermians and their intellect, who get along very well for their part.

QUOR'SAV

A large species of avians, the Quor'savs' strange appearnce makes them an easy target for racism, and they fear outsiders after their first contact resulted in the outbreak of a virus. They are a paranoid species, constantly on the lookout for danger, and they have strong protective instincts.

Physiology: Quor'sav have an avian appearance, although they share many characteristics with monotremes. They are very large, at three to four meters tall, and they have long legs and powerful muscles. Excluding their legs, their body is covered in yellow feathers, and they have short arms that somewhat resemble wings. They have a very long neck, and their head has blue eyes on its sides and a sharp, orange beak that they use for combat. They sleep and relax by perching rather than laying down or sitting, for which they use a specialized seating rack or resting rack, and they are known to have very vivid dreams. They have a unique internal biology, and their heart is in their lower abdomen. They are very vulnerable to diseases, especially those related to air quality. Quor'sav reproduce by laying eggs, which take a year to hatch.

Society: Quor'sav are known for their paranoia and anxiety, and they are rarely calm. They have strong protective instincts, particularly among females. Since they are so large, those who connect with non-Quor'sav view them like children, so they often attempt to take up a parental role in such interactions. They express emotions visually in ways that are different than other species, often through their feathers. Their feathers are smooth when calm, stiff when surprised, and can shake with anger. When very happy, they tend to grimace, an expression which typically confuses other species. Quor'sav have long been independent, but they have joined the Empire in response to an economic recession. Although their economy has improved, some are now mandated to join the Imperial Military.

Homeworld: Quor'sav come from Uaua, a planet in a rural part of space called the Centrality. It is known for its many insects, which the Quor'sav eat.

Language: Quor'sav typically do use a language of their own, and they generally speak Basic with a high-pitched voice.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100



- **Protective Instincts**: Receive the talent "Body Guard."
- **Beak and Legs**: When using beak, deal +1 Brawl damage as wounds and have a crit rating of 3, but have the Inaccurate 1 quality. When using legs, deal +1 Brawl damage.
- **Frail Constitutions**: Add ■■ on checks to resist poisons. Double penalties induced by air quality and develop illnesses caused by air quality much more frequently.
- **Silhouette 2**

MUTUAL XENOPHOBIA

The Quor'sav have had strained relations with outsiders, a fear that dates back to their first contact, over 3,000 years ago. When mammalian offworlders first encountered the Quor'sav, they brought with them a virus that the Quor'sav were devastated by. Ever since then, they have been wary of outsiders and try to maintain an isolationist stance. Although they can be friendly to other avians, they tend to dislike mammals, especially primates. Conversely, their strange appearance often prompts prejudice or jokes from humans. They also have troubles with the Yam'rii, a sentient species of carnivorous insects who greatly enjoy eating Quor'sav eggs.

QWOHOG

The Qwohog, known to some as the Wavedancers, are an aquatic species that is energetic and charismatic. They were first discovered by the Rebel Alliance, but after the Empire discovered their world, they have had little interactions with outsiders.

Physiology: Qwohog are also known as Wavedancers, because they are aquatic and very nimble in the water. They are very short, just over a meter high on average, but they are still fairly athletic for their size. Their smooth skin is covered in scales, some of which stick out on top of their head and around their wrists and ankles. These scales are typically tan or silver in color. They have gill slits in their armpits that allow them to breathe underwater, although their lungs do not work in saltwater. The Qwohog do not have nostrils, but they can still smell using a ridge of skin above their mouth. Their greenish eyes have no visible pupils, and their long ears point upwards.

Society: Driven and energetic, the Qwohog can be playful but also very devoted to whatever task is at hand when they need to work. They are a very social people, and they place great value in their communities. In the greater galaxy, they try to meet new people and often enjoy trade, and they are driven by a desire to explore. They are extremely amiable to strangers, but they can be unforgiving and surprisingly ferocious when wronged. On their homeworld, they are technologically primitive but can make many useful things to trade, including textiles, food, and medical products.



Homeworld: The Outer Rim planet of Hirsi is covered in freshwater lakes, and it has very little land. While the Qwohog are primarily aquatic, the land is prized by offworld interests, currently Imperial, who mine the rudic crystals to use them in sensors.

Language: The Qwohog have a native language which only works underwater. They can use sign language to communicate on land, but recently, Anomid technicians have created a vocalizer mask for the Qwohog. This device, costing 100 credits, analyzes jaw movements and can be programmed to play corresponding sounds from almost any language.

QWOHOG AND THE ALLIANCE

The Qwohog's homeworld was actually first discovered by the Rebel Alliance, who came to it in search of valuable rudic crystals. For a brief period of time, the Qwohog's only contact with the outside galaxy was to trade with the Rebel Alliance. However, their planet was later discovered by the Empire, who forced the Alliance offworld and began their own mining operations. Although neither the Qwohog nor the Empire like each other very much, they coexist mostly peacefully, and they barely interact, leaving the Qwohog isolated again. The Empire will withdraw from the planet as they decline following the Battle of Endor, allowing the Rebel Alliance to establish a permanent base. Many Qwohog will travel offworld via Rebel ships, and they will form colonies throughout the galaxy in the following years.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	1	2	3

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **Aquatic**: Can breathe in freshwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions. When breathing saltwater, suffer 1 wound per minute.
- **Silhouette 0**

RAKATA

Once savage primitives, the Rakata were gifted with the Force by the Kwa, and they ended up turning to Dark Side and building an Empire. However, they fell from glory when a plague cut them off from the Force.

Physiology: Rakata are smooth-skinned humanoids of aquatic ancestry that have a tall cranium. They have eye stalks protruding from the sides of their head and a multitude of sharp teeth. Their hands have three digits, each tipped with a sharp claw designed for combat. The species is typically slender and very uniform in height. Most Rakata have gray or red-gray skin, although more rare subspecies exist such as the blue-skinned Droot, the red-striped Ikalik, and the black Bukesek. The Rakata are carnivores, even feeding on other sentient species or each other.

Society: Rakata were once savages, but they were gifted with knowledge of the Force and technology by the Kwa. The Rakata took this knowledge and betrayed the Kwa. Rather than finding balance in the Force as instructed, the Rakata channeled only darkness. They began spreading, using their Force-based hyperdrive technology to form their Infinite Empire. However, this technology was limited and could only reach worlds that were strong in the Force. They conquered any species they met, driving many to extinction. However, some races, especially those strong with the Force, were taken as slaves. With or without their technology, the Rakata are an immoral and cruel species. They are xenophobic but prone to infighting, and they are relentless conquerors who are unwilling to compromise. They are divided into the priest and warrior castes, and the two castes are constantly at odds with one another. Modern Rakata feel a profound emptiness after being cut off from the Force, and a majority live as primitive cannibals.



Homeworld: The original Rakatan homeworld is Lehon, a tropical world in a remote portion of the galaxy known as the Tempered Wastes. The surface of the planet is almost entirely covered in oceans, with a number of islands and archipelagos dotting the surface. Although their population on Lehon is extinct, they have scattered colonies in a region of the Unknown Regions known as the Rakatan Archipelago.

Language: Typically, Rakata only speak Rakata. However, they are fast learners and able to speak other languages.

THE PLAGUE

Suddenly and mysteriously, as quickly as they grew their Empire, it fell. A plague ravaged the Rakata species, killing off a majority of them and robbing the rest of Force-sensitivity. Unable to use their own technology or control their slaves, the Rakata retreated back to their home planet. Over a considerably short period of time, the Rakatan civilization faded, transforming back to their original barbarism. In just a few generations, the Infinite Empire became nothing but legend and the Rakata trended toward extinction. Although their population on Lehon died 1,000 years ago, a handful have survived on other scattered colonies.

SPECIES ABILITIES (PRE-PLAGUE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **1 rank in Astrogation**
- **Savages**: Receive the talent "Lethal Blows."
- **Islanders**: Remove ■ for wet conditions, add ■ for dry conditions.
- **Dark-Siders**: Start as a Dark-Sider by default.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

SPECIES ABILITIES (POST-PLAGUE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 90
- **1 rank in Brawl**
- **Savages**: Receive the talent "Lethal Blows."
- **Islanders**: Remove ■ for wet conditions, add ■ for dry conditions.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Severed Connection**: May not become Force-sensitive.

RANAT

Dimunitive rodents with sharp teeth, the Ranats have a questionable degree of sentience. They are ferocious and crafty warriors, and it is often legal to kill them because of the threat they can pose.

Physiology: Nimble rodents who are about one meter tall, the Ranats are surprisingly strong for their size and boast claws and long incisors. Both of these can be used for combat but also make them excellent at digging. The incisors grow constantly, so Ranats constantly gnaw on things to wear them down. They have a tail and are covered in brown, gray, or red fur, which is typically oily and dirty. Because of this fur, most Ranats wear little more than a hood or belt. They live for about 20 years, reaching adulthood at three and breeding rapidly afterwards. Their red or black eyes, which see well in darkness, are on the sides of their head to enhance peripheral vision. Their visage is dominated by their incisors, although the front of their snout also features a very sensitive yellow nose. They have small ears which lie flat on their head.



Society: Ranats are not particularly smart or well-educated, but they are crafty and devious. They can use technology but are rarely any good at building it. They also lack the arts that define other species, and they mostly scavenge for a living. They are selfish, not particularly honest, and lacking many emotions such as empathy. They enjoy combat, and they call themselves "Con Queecon," which means "the conquerors." Although they lack concepts such as regret or surrender, they are extremely vengeful. They are arranged into tribes of about 100, each of which lives in a well-defended burrow of complex layout. Their only loyalties are toward their tribe. Most unique about Ranats is their diet: As omnivores, they will eat almost anything, also including carpets or fabrics. They also eat children, including those from other species and defective newborns of their own species. Non-defective Ranat children are raised communally, and they never know their parents.

Homeworld: Although the Ranats once lived on Rydar II, they were nearly exterminated by humans about 200 years ago. However, they re-established their species on the Outer Rim resort world of Aralia, where their population boomed, and they killed much of the native wildlife. Aralia is a tropical world, and human colonists are building a large amusement park on it.

Language: Ranats have their own chittering language called Ranat, and only they know its written form. Although they can speak Basic, few choose to learn it.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	3	2	1

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 75
- **1 rank in Brawl**
- **Advanced Senses**: Remove ■ for darkness, add ■ for brightness. Add □□ on olfactory Perception checks.
- **Claws and Teeth**: Deal +1 Brawl damage as wounds and have a Crit rating of 3, and may spend ʊʊ to add the Pierce 2 quality by hitting with teeth. Spend 2 maneuvers to tunnel through loose soil, moving 1 range band.
- **Never Surrender**: When fighting against overwhelming odds, count as having the talent "Lethal Blows" or increase ranks in "Lethal Blows" by 1.
- **Silhouette 0**

RANATS AND THE LAW

Ranats are classified as semi-sentient based on their violent tendencies. It is legal to kill a Ranat in self-defense, and it is illegal for them to own weapons. Furthermore, the government on Aralia has been attempting to exterminate them, as their warrens have been in the way of construction projects. For their part, the Ranats have been equally indiscriminate in attacking the humans. Although they are technically under quarantine, many have escaped to other worlds such as Tatooine.

RANTH

A nimble species of canines, the Ranth are emotional and place a great deal of value in family. They have a notable cultural division in that some are primitive nomads while others have formed a permanent society.

Physiology: Ranth are furry creatures with canine features. Covered in shimmering fur which can range from blue-gray to brown, they are slightly shorter than humans but boast excellent agility, speed, and reflexes. They have a tail for balance, and their legs have an extra joint, thus dividing them into three distinct segments. They also have sharp claws on each finger, which grants them an edge in combat. Their nose is mostly humanoid, but their ears, located near the top of their head, and long and pointed. They have dark eyes and sharp canine teeth.

Society: Ranth are not a homogeneous species, and they have diverged into two very distinct cultures: the nomadic (or savage) Ranth and the civilized Ranth. Both are very easily angered, but neither will hold grudges for very long, and they are quick to forgive after they vent their anger. The civilized Ranth are very flamboyant, using dramatic but ultimately harmless methods of demonstrating their feelings. The more primitive nomadic Ranth are prone to violent fits, and they take great pride in their physical abilities. Such savage Ranth are passionate, greatly contrasting the apathy of their civilized cousins. Civilized Ranth often excel when it comes to thoughtfulness, wisdom, and observation. Nomadic Ranth and more competitive, excelling with their determination and cunning. Both groups of Ranth place strong value in family, and just as civilized and nomadic Ranth have their own values and history, every family is also unique. As determined by the family's elder, each has its own set of values and traditions.



Homeworld: Ranth come from Caaraz, a tide-locked planet which never rotates. The day side is uninhabitable, and although two moons provide light on the night side of the planet, it is frigid and covered in glaciers. The civilized Ranth live in cavernous cities, while nomadic Ranth survive in the wilderness.

Language: Ranth speak their own language, which uses growls and purrs, and their written language uses combinations of short lines to form characters.

BITTER DIVISIONS

Ever since the Ranth now known as the civilized Rath settled on glaciers and formed permanent communities, the two groups have always feuded. Although they often leave each other alone, they are violent if they do interact. Civilized Ranth developed industry and joined the galactic community, and they are friendly toward the Imperial occupation, which has brought in new technology and started a technological revolution. The Imperials came in search of a hidden Rebel base, but their attempts to search for the Alliance were hindered by attacks from the nomadic Ranth. Unable to counterattack against the hit-and-run attacks by nomads, Imperials called on the civilized Ranth to help lead their forces through the wilderness and track the nomadic Ranth. This has dramatically increased the racial tensions, and brought on what is almost civil war.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	2	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Vigilance**
- **Thick Fur**: Remove ■ for cold conditions, add ■ for hot conditions.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

RANTH CULTURES

CIVILIZED RANTH

- **1 rank in Charm or Knowledge-Education**

NOMADIC RANTH

- **1 rank in Survival**

RATTATAKI

Bald near-humans with pale skin, the Rattataki are a warlike people. They are ruled by a number of warlords, and gladiatorial combat is a staple in their culture.

Physiology: Rattataki are near-humans, although they are distinguished by their pale skin. Although they are also bald, it is theorized that they descended from human colonists. Because they are typically warriors of some sort, the Rattataki are generally in excellent shape.

Society: The Rattataki are a very violent people who have been hardened by the challenges of surviving on their treacherous homeworld. Throughout their history, there have never been enough resources to sustain the combined populations of the Rattataki and their neighbors, so warfare has been constant. Despite their primitive appearance, the Rattataki are not to be underestimated or seen as simpletons: Many have demonstrated impressive ingenuity in designing weapons, and others have shown great charisma as warlords. Rattataki warlords have constantly been at odds with one another, pillaging in order to survive. Before the Clone Wars, many warlords were defeated by stranded Jedi Ky Narec, who brought peace to the planet. After his death, he was avenged by his Padawan, a Rattataki named Asajj Ventress. Ventress turned to the Dark Side, killing the warlords responsible for Narec's death, and she united the planet, finishing what she and Narec started. This peace no doubt ended once Ventress's reign came to end after she abandoned the Confederacy by faking her death at the Battle of Boz Pity.

Homeworld: Rattataki are forged by the violent world of Rattatak, an Outer Rim planet which is almost completely isolated from the rest of the galaxy. It has harsh, mountainous terrain, and water is scarce. It is governed by various warlords, and about two thirds of the population is Rattataki. The remainder is composed of various immigrant species such as humans, Zabraks, and Vollick as well as the other native species, the Trogodiles.

Language: Rattataki typically speak their native language of Rattataki.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Ranged-Heavy or Ranged-Light**



GLADIATORIAL COMBAT

In Rattataki society, gladiatorial combat is essential. Oftentimes, the mere suggestion that a citizen opposes their local warlord or has committed some other crime is enough to earn a death sentence as a gladiator. Rattataki gladiatorial pits are their only real contribution to the galaxy, but they are quite impressive: It is a spectacle that attracts spectators and participants from across the Outer Rim and Unknown Regions. They are diverse places, and the fighters who last long typically display a number of unique abilities. Those who end up in Rattataki gladiatorial arenas can find enemies ranging from advanced droids to hulking monsters to a number of sentient warriors who can display a wide variety of skills and weapons.

REIGAT

A large species of near-humans, the Reigats are not known for their social graces but make up for it with physical strength. They have grayish skin and dark blue hair.

Physiology: Reigats are a species of humanoids with a large, dense body. Their strength is known to be on par with Gammorians and Wookiees. Due to their immense size and strength, they are often recruited as muscle for various organizations, despite occasionally having a short temper. They have greyish, mottled skin. Although they have very little body hair, they have dark blue hair atop their head, matching the hue of their eyelids and lips.

NOTE

Little is known about Reigat society. The remainder of this entry is based on subtle comments and the author's own assumptions. Players are not obligated to follow this, but it is encouraged that if not, they imagine their own aspects of Reigat culture.

Society: Reigats are generally a species of loners, leading to their reputation as being strong and silent. Even the most social of Reigats typically don't speak unless spoken to. The exception to this is once a year when they have a "breeding drive," during which members of the species become incredibly talkative to those of the opposite sex. They become aggressive, but not necessarily effective, in flirting, typically among their own kind. Despite their planet being under Imperial control, it is mostly left alone. However, they are still forced to follow the Empire's strict guidelines on society and life. Reigats, being rather proud, dislike following these guidelines, but they rarely do anything to actively resist. Many prefer instead to simply leave their planet for neutral space.

COMBAT

As their society is heavily based on combat, Reigat men and women fight aggressively for mates during their "breeding drive." In all phases of life, they spend much of the recreational time brawling and training. This leads them to be highly sought after as criminal muscle. They are in even higher demand considering their numbers are very limited due to their mating only occurring at one specific time in the year. A crime lord with a Reigat bodyguard is either well respected or very wealthy.



Homeworld: Reigats hail from the arid scrublands of Reigalius, a backwater planet in the Mid Rim. The landscape is covered in tall grasses and hills covered by thin trees and large animals. Reigats live in relative isolation all over the planet, often preferring to live and hunt on their own outside of mating and raising their young. Most of the cities on the planet were founded and populated by offworld species, although they now contain a few of the more social Reigats.

Language: Reigats, over the years, have all learned Basic, their original language being all but forgotten.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **1 rank in Brawl or Melee**
- **Towering Statures**: Receive the talent "Intimidating."
- **Rage**: When using Brawl or Melee, deal +1 damage when wounded, or +2 damage when critically injured.

RELLARIN

Although Rellarins have an intimidating appearance, with expectional bulk, plates protecting their body, and large hands, they are actually peaceful and philosophical. They are primitive, and their only export is wise advise, which they give out freely.

Physiology: Rellarins are a large, imposing species, boasting particularly hands. Rather than fleshy skin, they have thick plates, dark brown in color, which protect them. They have no hair, and their head is distinguished by small, dark eyes, pointed ears, and feeding spikes, the latter of which greatly enhances their intimidating appearance. In addition to their bulky hands, they are larger than humans on average, with two meters in height being fairly normal for them. They can live for significantly more than 200 years, and they are adapted to colder climates.

Society: Rellarins are known for their wisdom and peacefulness. It is their only real interaction with the rest of the galaxy: They export and import very little, but many come to them in search of advice. Many of another species called the Swaze have made an annual tradition of visiting the Rellarins to seek their counsel. Their wisest are their tribal leaders, known as un'Yala, who are often Force-sensitive. The un'Yala are typically good leaders, keeping their entire tribe's interests in mind when they make decisions. Rituals play an important role in their life, and if the Force-sensitives have any tangible powers, they always attribute them to rituals. They also think using these rituals, exploring the deep philosophical mysteries of life using tangible traditions. Their rituals are dependent on their specific theology, which varies based on region. There are at least 57 distinct cultural groups of Rellarins, each with their own culture and faith. Nevertheless, they are all mostly united by a simple, primitive lifestyle. They revere the natural world around them, and they have no interest in using any sort of technology despite having access to offworld goods. Their technology is at a stone-age level, and they make clothing using animal skins or manually knitted cloth. Because of this rigorous lifestyle, Rellarins are also very hard workers.



Homeworld: Rellarins come from Rellnas Minor, a moon of the gas giant Rellnas. It is in the Expansion Region and has a diverse scope of environments, but the Rellarins live mostly in the polar archipelagos and coastlines, where they have access to its oceans.

Language: Rellarins almost always know at least four languages, one from their one cultural group and at least three others from their neighbors. Each group has its own language, but many languages share common roots. For example, all eight of the languages from the Riha Archipelago are derived from a root language called nanilas.

SPORTS AND COMPETITIVENESS

Because of their strong work ethic, Rellarins are extremely competitive and seek to excel in everything they do, including sports. However, they are very humble and good-natured, rarely harboring any ill will toward their opponents. They are much more likely to focus on beating their personal records and improving over time than boasting or comparing themselves to their peers.

SPECIES ABILITIES



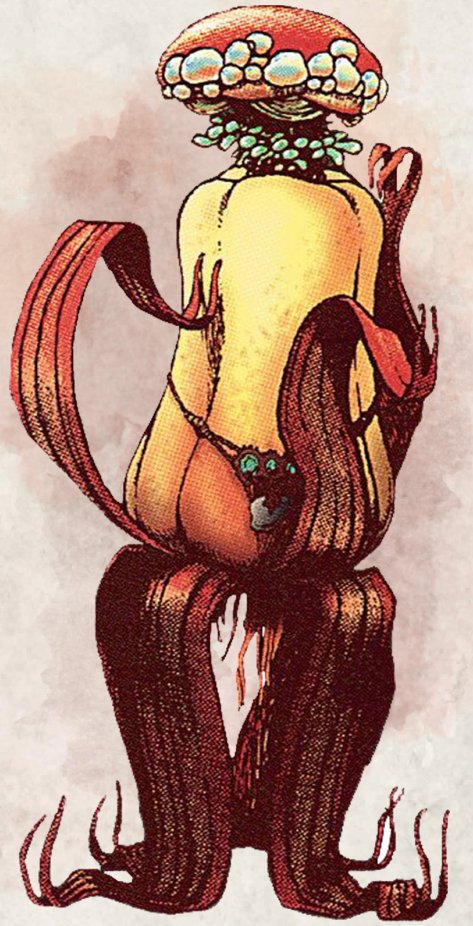
- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 80
- **1 rank in Knowledge-Xenology or Survival**
- **Thick Skin**: Receive the talent "Enduring."
- **Cold Adaptations**: Remove ■ for cold conditions, add ■ for hot conditions.

REVWIEN

A species of plants, the Revwiens have a cylindrical trunk for their body and leaves for their limbs. They are a detatched and calm people, and many of them are highly spiritual.

Physiology: Revwiens are a species of sentient plants with circular symmetry. Their body is mostly composed of a cylindrical trunk which is wider at the bottom. They have a ring of budstalks which act as eyes atop their trunk, and above that is a hemispherical seedcase. They are bright in color, appearing in all colors of the rainbow, and they are capable of photosynthesis, although they also need to absorb nutrients from soil. Extending from below their trunk are their leaves, which are capable of both hearing and moving. Each diverges into two ends similar to fingers, and they are flexible enough to act as arms or legs. They can have as few as six or as many as eleven leaves, and they use four to walk with on average. Although they do not wear clothing, a few wear jewelry or small bags.

Society: Revwiens are calm and detached, demonstrating a high degree of fatalism, believing that all things are predestined with a reason. This also makes them very patient, focusing on long-term solutions to their problems. They dislike conflict, but they generally do a good job of staying calm under pressure. They are, however, very uncomfortable when they see plants casually cut down for any purpose, be it food or building material. Revwiens will always try to talk their way out of trouble, but they will never lie under any circumstances. They are typically devoted to learning, but their universities are in meadows, as they have no buildings. This is mostly because they are very nomadic, and they have no large social organization. Their communities are small, governed by an informal democracy, and migrate annually. This nomadic approach makes them enjoy leaving their planet to explore the galaxy, where their child-like curiosity is piqued. Many explore aboard starships, and they have an interest in learning about new technologies. On their home, they use plants for their technology, with which they have created everything from tape and medicines to primitive weather forecasters.



TYIA PHILOSOPHY

Revwiens have a religion devoted to the Tyia, which means breathe in their tongue. Its followers generally retreat to the jungles, where they seek a connection with their inner spirit called the Tyia before joining together with other spirits in a bond called in a Thuwisten. Ultimately, their bonds come from the Force. If a Revwien falls to the dark side, they generally seek to convert more followers. Other Revwiens refuse to call these dark-siders by name in order to dishonor them. They sensed Order 66 and were disturbed by it, so many Thuwistens now travel the galaxy in search of Jedi, but they have managed to avoid conflict with the Empire, probably because they pose no real threat. They rarely use lightsabers, and they focus on healing and preaching. Most Thuwistens wear a triangular decorative amulet with three green discs.

Homeworld: Revwiens come from the backwater Outer Rim planet of Revyia, which has jungles along its equator and is otherwise covered by plains. It has no real cities, and they only have one space station.

Language: Revwiens typically speak Basic in addition to their native language.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	1	3	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 80
- **1 rank in Knowledge-Education**
- **Budstalks**: May see in all directions.
- **Extra Limbs**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Photoautotrophic**: Do not require normal food, surviving only off of soil nutrients, sunlight, Carbon Dioxide, and water for long periods of time.

RI'DAR

An isolated species of flying primates, the Ri'Dar are naturally very vigilant and energetic to react to the predators on their world. They are focused only on the short term, rarely planning for their future, and they display dramatic mood swings.

Physiology: A species of flying primates, the Ri'Dar have flaps of skin under their arms going down all the way to their feet that can give them a wingspan of up to three meters. Their tail is flat and wide, ideal for a rudder, and they are lighter, as they are only a meter tall. However, they can only fly in the low gravity of their homeworld, and they can only glide on other worlds. To keep up their high energy, they consume about half their body weight in fruits, fungi, and insects every day. Ri'Dar have a high birth rate and mature quickly, but few live long enough to mate. They are covered in brown fur, aside from a gray patch on their face, which is also distinguished by wide, red eyes and pointed ears, both of which are very sensitive. Their forehead is sloped back, they have large eyebrows, and their jaw is quite large as well. Ri'Dar hands and feet can have four to eight digits, six on average, and their toes are more prehensile than those of other species. They do not wear clothing.

Society: Ri'Dar are an extremely perceptive and vigilant people, constantly on the lookout for danger and ready to run. They are nervous at all times, and they react powerfully to everything. No emotion comes in small amounts for the Ri'Dar, but they change moods frequently in response to even the smallest things. This is because Ri'Dar care little about the future and focus only on the immediate. Ri'Dar have a primitive society, limited to swords and spears as technology, but they are capable builders and can use or even repair offworld tech if given the chance. Every family inhabiting a single tree groups together to form a warren, and warrens are then arranged into cities.

Homeworld: Ri'Dar come from the low-gravity Outer Rim planet of Dar'Or. It is a planet mostly covered by oceans that is very humid, and it features massive waza trees that are about 200 meters tall. Because these trees blot out the sun, the areas beneath them are in twilight, and the forest floor has only fungi. However, a network of baloo vines lives throughout the middle levels, forming a multilevel network of thin soil layers.

Language: Because of their isolation, Ri'Dar typically do not know Basic and only know their native language.

SPECIES ABILITIES





- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 110
- **1 rank in Perception or Vigilance**
- **Hypervigilance**: Receive the talent "Rapid Reaction."
- **Gliders**: May glide downwards to nearly horizontally, ignoring fall damage. May not glide upwards or fly sustainably in normal gravity.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

ELIX INVADERS

Ri'Dar have long been plagued by predators known as indolas, a canine species boasting a deadly combination of speed and durability. The Ri'Dar are rarely able to defeat them, but they are able to fly away. However, they now face a second predator. The elix, a species of predatory avian from a nearby world, was brought to Dar'Or when their own world's sun went supernova. Dar'Or was declared a nature preserve for the elix, enforced by Imperial law. What the ecologists did not predict is that the elix now prey upon the Ri'Dar, who are extremely vulnerable when they take to the air to flee the indolas. Elix meat is a rare commodity, so the Ri'Dar are often visited by smugglers who seek to poach the birds, their only real offworld contact. Because of their short term thinking, some Ri'Dar will go with these smugglers on a whim. This means that Ri'Dar often learn mechanical and piloting skills if seen offworld, and they are often thrown into a criminal environment. However, they are prone to homesickness.

RISHII

Rishii are primitive avians who have a great deal of interest in learnign about the outside galaxy. They are natural linguists, and they tend to repeat any new languages they hear, often annoying those who are unfamiliar with that trait.

Physiology: Rishii are a species of carnivorous avians who have yellow skin covered by brown and white feathers. They are fully capable of flight, and they move much faster than other species while in the air. However, their wings also have very dexterous three-fingered hands at the ends, so they can use human technology. They have four-toed feet with talons, and their legs have an extra joint in them. Their head is distinguished by a beak and yellow eyes, which are extremely keen. They also have excellent hearing. They have tufts of feathers above their eyes, similar to eyebrows in other species. They are slightly shorter than humans on average.

Society: The Rishii are a primitive people, even though their hands are well-suited for tool use. They use Stone Age technology, with no knowledge of metals. They typically build slings to hurl projectiles from the air, although a few also wield melee weapons such as spears and staffs. They do take an interest in trading with offworlders to get technology, although they are more fascinated by the metals present than the technology itself. Referring to them as shiny rocks, they tend to buy old technology and use it as a building material. They live in tribes that they call nests, each containing a few families and being ruled by a chieftain. They are extremely peaceful, accepting their neighbors and living in harmony. Most of their neighbors are H'kig, a religious group focused on living a simple lifestyle. No Rishii have been willing to convert to their religion, however, and they live separately. One of the strangest concepts in Rishii culture is the legendary Maungur, a predator from the polar regions that they see as violent and unreasonable. They represent conflict and turmoil in their folklore, but the Rishii actually respect the Maungur, and they forbid killing them. Maungur are very rare and mostly stick to the valleys, but they occasionally climb up the mountains to prey on Rishii, who generally flee. Rishii avoid valleys inhabited by Maungur and only refer to them in cryptic references.



Homeworld: Rishii come from Rishi, a planet located in the Abrion sector, near the Rishi Maze. The Rishii live on its mountain ranges, while it also has warmer swamps and jungles. For the non-native settlers, it is mostly a mining planet, and it has also become a safe haven for criminals and smugglers.

Language: Rishii typically do not speak Basic, but they can quickly learn languages by mimicking what they hear.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	2	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Perception**
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain. When flying, move twice as quickly.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

MIMICRY

Rishii excel with languages, and they have one of the most adaptable voiceboxes in the galaxy, capable of mimicking almost any sound. They take full advantage of this ability by repeating any new words they hear, which can be problematic if a Rishii encounters a new language. They repeat back all of what they are told, to the letter with perfect pronunciation, which most misinterpret as mockery.

RODIAN

Rodians are green-skinned lizards who have an extreme reverance toward hunting. They are generally seen off-world as bounty hunters, but they are also known for their playwriting, which is also centered around hunting.

Physiology: Rodians have evolved from lizards who were natural climbers. They can no longer climb like their ancestors but still possess suction-cup like fingers. They have either spikes or hair atop their head, the former more common for males, and the latter more common for females. The skin is typically green, although it can be teal or purple. It has a bumpy texture. They have large, circular black eyes that include thermal vision, and their ears are pointed. Their head ends with a long snout, which includes a mouth and olfactory detection. On their forehead, two saucer-like protrusions are used to detect vibrations from the air. They have a distinctive smell as well, which most humans find to be unappealing.

Society: Rodians have a violent history, and it reflects in their culture. They first fashioned tools in order to hunt dangerous, larger predators that roamed Rodia.



DRAMA

Drama is one of the stranger aspects of Rodian culture. It all started as a simple way to take the focus off of killing each other and return the glorious hunts of old. Harido Kavila wrote the first play. It was a simple, graphic, and bloody retelling of a Rodian hunt. This so amused them that it is a major focus of Rodian culture to this day. Other writers advanced the art further, examining more deep subjects related to the fears and longings of a hunter. These plays are now popular all around the galaxy.

Rodians became experts at hunting and ruled Rodia. Nearly every other major species died, and Rodians ran out of things to hunt. So, they fought each other. First, it was gladiatorial hunts amongst their best. Then, it was minor skirmishes. Then, tribal wars flared up. This violent nature almost prevented Rodia from entering the galactic community, but Rodian leadership convinced their people to suppress their violent nature and live with the Republic. Large clans still dominate the world. Now, Rodian culture is still centered around the idea of hunts, not unlike Trandoshans. Rodia is obsessed with violence and death, and leaving it requires permission from one's clan. The clans only allow the best hunters and warriors to leave into the rest of the galaxy, but others leave illegally.

Homeworld: Rodia, an Outer Rim world, is their place of origin. It is hot and humid, covered in dense cities with large expanses of jungle as well. It sits in the southeast corner of the galaxy, not far from the Corellian Run. While it was once teeming with dangerous animals, many are now hunted to extinction. It is currently ruled by the warlord known as Navik the Red of the Chattza clan, who has established Iksaayuma as the capital.

Language: The Rodian language of Rodese is still very common, since few Rodians leave their homeworld, and they have difficulties speaking Basic. Given their tendency for working on the fringe, many also know Huttese, a language which they can pronounce much more easily.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Survival**
- **Hunting Culture**: Receive the talent "Expert Tracker."

ROONAN

Roonans are short humanoids with blue-gray skin and turquoise eyes. They are a common sight in urban environments and busy Core Worlds like Coruscant. They are also notable for developing seemingly random addictions to certain comforts.

Physiology: Roonans are short but humanoid aliens with a large, wrinkled head. Their skin is blue, gray, or green. Their face is noseless and hairless, and they are mostly filled instead by their large, shimmering blue eyes. Below these eyes is a lipless mouth filled with tiny teeth. Their hands have five fingers, all of about the same length.



NOTE

Little is known about Roonan society. The remainder of this entry is based on subtle comments and the author's own assumptions. Players are not obligated to follow this, but it is encouraged that if not, they imagine their own aspects of Roonan culture.

SMALL COMFORTS

Roonans have a tendency to gain an almost addictive liking of some small comfort. While the exact psychology remains mysterious, almost all Roonans develop some liking. To further hinder the species, breaking the addiction always seems to result in the creation of a new one and anything too easily acquired never acquires the liking. Instead, they tend to like something moderately harder to find, but still feasible: a certain type of music when played live, a particular food, or a rare smell. While some do manage the discipline to resist the comfort, it tends to have a distracting effect.

Society: Roonans are an emotional sort, often taking things personally and in very melodramatic ways. They tend to say what comes to their minds. They are often mildly arrogant and consider themselves to be superior. Despite these tendencies that make them struggle socially, they are often found in politics. This is because they do boast excellent knowledge of geography, have a knack for all things related to rules, and are just disciplined enough to keep their opinions to themselves if it really matters. Roonans also are very fond of traditions, and their assorted traditions tend to be observed by almost all members of the species. As rule followers, they value creativity very little and tend to avoid innovation or other creative solutions in favor of more proven methods.

Homeworld: The planet of Roona is a minorly inhabited world of mining operations in the Expansion Region, but most Roonans come from families that have immigrated to another world, often one in the Core.

Language: Roonans rarely speak their native language of Roonian, instead choosing to use Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	3	1	3	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Knowledge-Core Worlds**
- **Small Comforts**: At character creation, choose a specific stimulus, such as a food, sight, sound, or smell to be particularly fond of, with GM approval. When passing up on a chance to enjoy the stimulus, must pass a ◆◆◆ Discipline check or suffer 2 strain and become disoriented for the remainder of the encounter. May spend 5 XP at character creation to remove this penalty permanently.

RUURIAN

Ruurians are smaller insects with sixteen tiny limbs. Their larvae are skilled intellectuals and natural linguists, while their adults, who develop the ability to fly, are lazier less intelligent.

Physiology: Ruurians are smaller in size, but they have a long, segmented body with a tube-shape, and they have sixteen limbs. Six of these limbs act as stubby legs, While the remaining ten can be used as arms, complete with four fingers. They are typically beige or light gray on their chest, and their back is a mottled blue, green, or red. They have a small tail at one end, while the top of their body has a tiny head with a beak-like mouth and spread-out eyes. Although they lack hair, they have two prominent, white feathers on their forehead which act as antennae. Their young are known as larva, while older Ruurians become chroma-wings, named for the brightly colored wings that they grow.

Society: Just as the Ruurians undergo a physical metamorphosis, they also complete a major psychological transformation while they are pupas. Larval Ruurians hatch from eggs and are ready to enter the workforce almost immediately. They are highly intelligent, and they have a knack for learning languages. They excel in professional and scholarly circles thanks to their responsible nature, but they also have a thoughtful and emotional side, so many of them are also great artists. This changes dramatically with age, and they emerge from their chrysalis as changed beings. Chroma-wings are more aloof, less intelligent, and lazier with age, letting the younger Ruurians take care of their needs. They typically only eat, sleep, and mate. Both ages of Ruurians are loyal to a single one of their 143 colonies.



Homeworld: Ruurians hail from the steamy planet of Ruuria, which is near the corporate sector. Amid its hot and humid jungles, they have some of the finest academic institutions in the galaxy as well as many factories.

Language: Larval Ruurians typically know many languages, including their own highly advanced tongue, Ruurese.

SPECIES ABILITIES (LARVA)



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Knowledge-Education**
- **Expert Linguists**: Know 1 extra language.
- **Extra Limbs**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility." Every hand is only half as strong as a normal hand, so a 1-handed weapon requires 2 hands, and a 2-handed weapon requires 4 hands.
- **Silhouette 0**

SPECIES ABILITIES (CHROMA-WING)



- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 85
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain. Must land every 5 rounds.
- **Extra Limbs**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility." Every hand is only half as strong as a normal hand, so a 1-handed weapon requires 2 hands, and a 2-handed weapon requires 4 hands.
- **Silhouette 0**

METAMORPHISM

Ruurians are metamorphic, and at around 34 years old, they can enter a chrysalis, and they eventually emerge as a chroma-wing, the form that they live as for their final decade or so of life. If a larva PC undergoes this transformation, they must spend five XP and spend several months in a chrysalis before emerging as a chroma-wing, after which they increase Presence by one and gain the ability to fly. However, their mind degrades, so their Intellect decreases by one, they reduce ranks in Knowledge-Education by one, forget the extra language they learned, and reduce Strain Threshold by two.

RYBET

Rybets are amphibians who make natural smugglers, as they are nomadic, cunning, and immoral. They detest the Hutts, but they also have a deep divide between genders, only getting together to mate before the male either runs away or is eaten by the female.

Physiology: Rybets are squat creatures of aquatic ancestry with mottled skin that is a mix of green, yellow, orange, or brown. The males are shorter and weaker, less than one and a half meters tall, while the females are stronger and larger by comparison, more comparable to humans in height and strength. Both genders have four long fingers and three long toes, each with suction-cupped tips. Their hairless and earless head has a face with prominent nostrils, stripes along their cheeks, and large, yellow eyes.



Society: A species of ill-tempered nomads, the Rybets have a strong hatred for the Hutts, and it is largely reciprocal. According to the Rybets themselves, they hail from Varl, the ancient homeworld of the Hutts, but left the planet following a war between the two species. The Hutts, along with most scholars, dismiss such tales, but neither can offer an explanation for the Rybet's true origins. Now, the Rybets roam the stars aboard starships, avoiding settling down on any one planet. They are inclined towards immoral lifestyles, with a disregard for ethics and an opportunistic outlook. They are clever with a knack for crime, so they are rarely trusted, but they make up for it with a knack for starships, allowing them to pilot tramp fighters, smuggle contraband, or work as starship engineers.

Homeworld: Although Rybets claim to have originated from Varl, they are now a completely nomadic species, only knowing their starships as home.

Language: The grunting and croaking tongue known as Rybese is the Rybet language, and almost all Rybets speak and write despite rarely encountering their own. Of course, almost all of them know Basic.

SPECIES ABILITIES (FEMALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	2	1

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Piloting-Space**
- **Spacers**: Receive the talent "Galaxy Mapper."
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	3	2	1

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Piloting-Space**
- **Spacers**: Receive the talent "Galaxy Mapper."
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Silhouette 0**

DYSFUNCTIONAL FAMILIES

As much as Rybets hate the Hutts, they may hate their own even more. In particular, the males and females cannot stand each other. For the males, their fear may be justified: The much larger and stronger females often kill their mates. Such strife ensures that they can never settle together, but Rybets feel a drive to mate once every decade of their adult life, allowing them to overcome their loathing of the other gender. They generally slave their ships together after laying a clutch of three to eight eggs, and they often stay together for a year or two before their urge to mate wears off. Once that happens, conflict starts up, and either the male takes his ship and runs away, or the female kills him. Either way, the children are kicked off their mother's ship at age five, once they become young adults. If their father was killed, the profits from selling his ship are given to them as an inheritance.

RYN

A nomadic people who are despised and distrusted by just about everyone, the Ryn are not the swindlers that most expect them to be. What they are is a species that is musical, observant, and superstitious.

Physiology: Somewhat small near-humans, Ryn have tan or gray-green skin and brittle white hair. They have a long tail which ends in white hair. Their white hair tends to be all over their face and body. Not only is it on top of their head, but most also grow it on the sides of their head. It is typically pointed straight back. They also typically have hair as eyebrows and a mustache. They have a very triangular nose that ends in a sharp point. Their nose also possesses innate musical abilities. They can accurately play any pitch in a tone, similar to that of a flute. Many also possess talent for other musical instruments. Others use their nose to accurately recreate the binary language that droids use. They also have a face that is distinguished by yellow eyes and pointed ears. Despite their extreme cleanliness, they have an unpleasant odor.

Society: Ryn are a nomadic people who are widely disrespected by the rest of the galaxy. They are so widespread, in fact, that their original homeworld is unknown, even to them. This is also because the Ryn keep little written history. Many of them are musically talented and value music greatly. They claim to have invented Sabacc, which was a symbolic way for them to represent their lore with the figures on the cards. They have a reputation for being con artists and swindlers, which is only somewhat correct. These views are so prominent that enslaving them or hunting them is legal on many planets. They are a very superstitious people, and one of the most notable applications of their superstition is in sleeping. For them, it is taboo to sleep in the same place twice, so they must often rearrange sleeping quarters if they settle somewhere. They are also very obsessive when it comes to being clean.



MYSTERIOUS ORIGINS

Since they keep little written history, their past existence, background, and homeworld are all mysteries. A few have bothered to theorize about their origins. Two major ideas are commonly accepted. The first is that they descend from human musicians who broke away from the baseline species in order to populate a planet that lacked art. They then evolved separately. This isn't unreasonable, as many have great musical skills. Another idea is that they separated from the rest of the humans by being a mercenary group that fought throughout the Inner Rim. Travelling together, they eventually evolved their own unique features. The latter is somewhat more credible based on a linguistic fact: They use very similar words for non-Ryn and civilian. Their lack of a homeworld has meant that they haven't been able to unite under a government and protect their own. Surprisingly, many Ryn have found refuge in the Corporate Sector, a region which is otherwise known for prejudice.

Homeworld: The Ryn have no known homeworld. Many inhabit the Corporate Sector

Language: The Ryn language is a very musical one. Since it is outlawed in many places, and Ryn are rarely among their own, the Ryn almost all know Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	3	2	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Knowledge-Lore or Knowledge-Underworld**
- **Social Skills**: Receive the talent "Smooth Talker."

S'KYTRI

Strong but delicate mammals who can fly, male S'kytri are blue while females are green. They are currently enslaved by the Empire, but their society has also become divided between elders who support a traditional patriarchy and a youth counterculture.

Physiology: S'kytri are tall and thin, muscular but light. They are mammals but share many traits associated with avians, so they have hollow bones and a thin body. They have very large wings attached to their shoulder blades, which are feathered. Otherwise, they have a humanoid body structure. They have no hair on the sides or back of their head, only a spike of hair resembling a feather at the very top of their scalp. This hair is between dark red, orange, yellow, or white. Generally, they have deep eye sockets and large lips. Their skin is typically blue for males or green for females, but less than one in every hundred S'kytri hatch with reverse pigmentation matching the other gender. These babies are considered to be horrific abominations, and they are typically killed immediately after they hatch. Additionally, the Outland Clans have red or orange skin.



Society: Known as "the Windborn" in their native language, the S'kytri are a proud people. To them, flight makes them an innately superior species in comparison to any other flightless sentients. They place very high value on tradition and "old world" values, which are enforced by a prominent patriarchy. They do not care for advanced technology and prefer a more primitive lifestyle, and they are very environmentally conscious. They view their homeworld as a living being and nurture it as such. They are a peaceful people, but they will fight courageously when absolutely necessary. To accomodate flight, they wear relatively little clothing and prefer tighter garb rather than anything that might create unwanted air resistance. Males generally also wear anklets which show their clan's insignia. There are three types of clans: Highland Clans, Lowland Clans, and Outland Clans, the latter of which are distinguished by their red or orange skin and are seen as outcasts.

Homeworld: The Outer Rim planet of Skye is the S'kytri homeworld, although many offworlders, particularly Imperials, refer to it as Marat V. It is a mountainous planet with a mostly temperate climate. As loyal allies of the Jedi, Skye was a Republic ally that was later conquered by the Empire. It is currently ruled by Majestrix Kharys, a cruel Imperial puppet appointed by Darth Vader. Under his rule, all other S'kytri are enslaved. After the fall of the Empire, Skye will become relatively isolated, refusing to join the New Republic and avoiding offworld contact.

Language: Basic is the language of the S'kytri for all practical purposes, as their native language of S'kytric died. However, the folk revival places a heavy emphasis on returning to S'kytric, so it is now seeing renewed usage in those arts.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	1	2	2

- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 90
- **1 rank in Discipline**
- **Flight**: If carrying 5 or less encumbrance, can move on the vertical axis and ignore any penalties for terrain. Must land every 5 rounds.

CULTURE WARS

Although much of S'kytri society is traditional and subservient to the elder patriarchs, young adults have pride of their own, and it has created a growing youth counterculture. Increasingly, they refuse to abide by the norms set by their elders. Simultaneously, the S'kytri are slaves to the Empire, and its harsh rule encourages a change toward Imperial doctrine and human culture, which has upset almost all S'kytri. In response to these dramatic changes to society, many are demanding a return to tradition. Folk songs and traditional art of all types have been making a comeback in S'kytri society.

SAKIYAN

Borderline near-humans, the Sakiyans appear as bald humans with differing skin tones. However, their internal biology is much different, allowing greater strengh and enhanced senses. They have also manage to retain independence from the Hutts despite being in Hutt Space.

Physiology: Sakiyans are considered near-humans by many, as, aesthetically, they are often very similar to humans. The race with tan skin in particular looks very similar to humans. Others have black, red, green, bronze, or purple skin. Their skin is also highly reflective. They have pointed ears and no hair, making them look somewhat different than humans as well. However, internal biology is where they are more unique. Their brain is large, about twice the size that humans and most other sentients have. They also have extremely acute senses and more muscle power. Their eyes can come in many colors, including red, orange, blue, yellow, and gray.



HUTT RIVALS

Genetic advantages, advanced technology, and the will to survive have given the Sakiyans the advantages they need to resist Hutt rule. Despite being in the middle of Hutt Space, their planet remains independent politically. The Sakiyans pride themselves on independence and keep Hutt influence far away from their culture. The Hutts do, however, possess large economic influence over the planet. The Sakiyan's technological expertise makes their skills very valuable to Hutts, and repulsorlift technology in particular has made them a great profit. The relationship seems to benefit both species, allowing for peace between them.

Society: Sakiyans place high value in their concept of honor, which they generally devote their lives to increasing. Monthræl is their personal honor, tracking their own accomplishments and their destiny. Even more important is yithræl, which tracks the honor of their clan. Clan honor is vital to them, so clan members often work together to increase their yithræl. Honor can be achieved through good deeds, land, or wealth, but providing for a family is the most important factor. Death greatly reduces honor, so Sakiyans are often very determined to survive. They greatly value hunting as a tradition, hobby, and sport. Sakiyans are willing to interact with other species, but many are arrogant. They view other species as "half-blind," which, in comparison to their own abilities, is accurate.

Homeworld: Saki is an industrialized world in Hutt Space which is humid and full of jungles. The Sakiyans hunt much of the native wildlife. It is well prepared for military defense and has repulsorlift platforms to evacuate civilians as well as hidden bunkers underground.

Language: Sakiyans speak Sakiyan. Most learn either Huttese or Basic as well.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Perception or Vigilance**
- **Hunters**: Receive the talent "Expert Tracker."

SANYASSAN

Sanyassans are a larger species who are known for their complete lack of morality. They are bullies by nature, especially their biggest members, and they have been a thorn in the side of the Moddell Sector, where they pillage without remorse.

Physiology: Sanyassans are built for battle, and it can be seen clearly in their intimidating stature. They vary greatly in height, and although smaller Sanyassans can be comparable to humans in height, others can be as tall as two and a half meters. Either way, they have a thick, muscular build, giving them a very imposing physique. They are reptiles with leathery skin that comes in various shades of yellow, tan, or gray. Their face is similar to that of many primates, but their high forehead, deeply set eyes, and high cheekbones give them a very skull-like appearance. They also have a flat nose and glowing yellow or green eyes. Their skin is tight, and their lips are especially thin. Their hair is dark and mostly behind their head, and they typically let it grow very long, falling to their shoulders.

Society: Almost all Sanyassans care little for morality; they are willing to steal whatever they can take and kill anyone weaker than them. Sanyassans are also known for their short temper. They are cunning but dispassionate predators, but they do have a very dark and even sadistic sense of humor. Despite these roguish traits, the Sanyassans are uncomfortable when alone and much prefer to be in the company of other Sanyassans, both fighting and celebrating as a group. In groups, size is very important, as larger and taller Sanyassans are typically able to bully their smaller contemporaries, and there is often prejudice against the more drawfish members of their race. Sanyassans have a very poor grasp of technology, better than many primitive species but not by much, so they are almost completely incapable of maintaining or repairing the technology they have, and they struggle to operate more complex devices.



CULTURE WARS

Sanyassans were once a somewhat advanced society, although as long as they have had contact with the rest of the galaxy, they have been known as an amoral people living under a corrupt kleptocracy. They have little technical skills, but they were able to steal starship technology from visitors early in their history, and they took to the stars as raiders and warlords. To many, the Sanyassans are mysterious and known only as the Marauders, and they are feared throughout the sector. They steal any technology that they can, and they are notoriously sadistic. A small colony of isolated Sanyassans also exists on Endor because of a starship crash, where they are known as the "demons from the dark star."

Homeworld: On their homeworld of Sanyassa IV, in the Moddell Sector of the Outer Rim, most Sanyassans want to leave it and take to the stars. It is a dreary world drenched by rainfall, and a corrupt government only makes living conditions worse. They have no laws against predatory behaviors like theivery or murder, so it is essentially an anarchy.

Language: Sanyassans speak Snayassan, a language with a growling and shrieking tone and a hieroglyphic script. They can also speak Basic, although they typically struggle with understanding its grammar.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Coercion**

SARKAN

Few species are more obsessed with elaborate protocols than the Sarkans. They are formidable combatants because of their size and tough scales and are also extremely wealthy from gem mining. However, they are also very vulnerable to the cold.

Physiology: Cold-blooded reptiles that can be more than two meters tall, Sarkans are physically powerful thanks to the toughness granted from their size and thick green or blue scales. They also boast sharp fangs and small claws, though they use the latter more for decoration than combat. Like their Barabel relatives, they have a powerful tail, which is often their most effective weapon when unarmed. Their long head has no hair and black eyes on either side. They have four fingers and two toes. Despite the innate advantages present in their physiology, Sarkans are also vulnerable because of it. As they are cold-blooded, they are extremely vulnerable to cold, which can kill them. Most Sarkans can last twenty minutes in an environment below freezing.

Society: Sarkans are known to have an extremely wealthy society because of the great mineral riches available to them. They are also known to be obsessive when it comes to protocols, many of which can be incredibly tedious to outsiders. Though they often decorate themselves with fancy clothing and gems, they find the gems to be useless. Though they have abandoned the caste systems of old, they still typically travel in groups of at least three as a holdover from this past.

Homeworld: Sarkans come from Sarka, a Mid Rim planet that is mostly jungle. It is the only planet in the galaxy known to have the valuable nova rubies, which are impractical aside from decoration. They rarely leave their home planet, instead letting the aliens come to them.

Language: There are five major languages among the Sarkans, the most notable of which is Sarkese. It combines subtle gestures with sounds, making it complex. Most Sarkans know Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	3	1

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 90
- **Tough Scales**: Receive the talent "Durable."
- **Vast Wealth**: Receive the talent "Sound Investments."
- **Night Vision**: Remove all ■ for darkness, add ■ for brightness.
- **Cold-Blooded**: Remove ■ for hot conditions, and ■ for cold conditions. May only spend 1 maneuver moving per turn in conditions below 10 degrees Celsius. When conditions are freezing or close to freezing, must make a ◆◆◆ Resilience check. If failed, treat the environment as a dangerous atmosphere of rating 1. Increase to ◆◆◆◆ and rating 2 if below -10 degrees.
- **Tails**: When using tail, deal +1 Brawl damage, may knockdown for ❍, and have the Disorient 2 quality.



PROTOCOLS

Not only are Sarkans obsessive about protocol, but such protocols are incredibly complex. For example, when greeting an ambassador, the greeter must make a greeting of at least an hour in a Sarkan language that summarizes their life, mostly focusing on victorious battles, romantic relationships, and gem mining. To have this greeting be less than an hour is either insulting or demonstrates the greeter's insignificance. Species with tails must then complete hours of ritual dances, which must also be executed flawlessly to avoid insult.

SARKHAI

A species of near-humans whose technical expertise has made them successful, the Sarkhai use tattoos to scare away predators. They are typically pale with light hair as well.

Physiology: Sarkhai are a species of near-humans distinguished by very pale skin and white hair. Most have blue eyes. They almost always have facial tattoos, a tradition that has now become very important to their culture, but it started off for the more practical purpose of intimidating predators. The only non-superficial difference between Sarkhai and humans is that Sarkhai are far less likely to be Force-sensitives, with the Sarkhai Jedi Nadia Grell being the only known exception.

Society: Sarkhai are a technologically advanced species, particularly in the realm of military technology, which was sought after during the Galactic War. They typically prefer to avoid direct confrontation in combat, focusing on preparation and intimidation in order to give themselves the advantage they need in order to survive.



VITAL TECHNOLOGY

During the Galactic War, Sarkhai were seen as a very important planet because of their defense technology, which could make them a valuable ally to either side, and both the Republic and Sith Empire sought to bring them into their fold. The Sarkhai were technically part of the Rift Alliance, which was a coalition of planets that protested the Republic, provided mutual defense, and sought to secede. However, the Sarkhai were only present out of curiosity, and they had no actual interest in betraying the Republic. In fact, King Sethun and Queen Nyscha, the Sarkhai monarchs, were willing to donate a legion of their troops to the Republic in order to help mend relations between the two factions. They intended to present the troopers to the Jedi at a ceremony, but their soldiers were assassinated beforehand by Blaesus and Lord Kyrus, two Sith. The monarchs themselves were taken captive, but the Sith offered to spare them and their world if they ordered their remaining soldiers to kill the Jedi. However, the monarchs feared betrayal, so they turned down the offer and ended up being rescued. From then on, the Sarkhai were staunch allies of the Republic.

Homeworld: Sarkhai come from a planet of the same name that is found in the Mid Rim. Is it ruled by a monarchy, and it is primarily covered by forests.

Language: Sarkhai have no current native language, and they only use Basic.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 110
- **1 rank in Coercion**
- **Technological Sophistication**: Receive the talent "Gearhead."

SATHARI

Family is everything to the Sathari, so they almost never leave their home planet of Arbooine. They are also very methodical and loyal. Physically, they are light avians who are nimble but weak and are also capable of gliding.

Physiology: The Sathari are avians with mostly blue feathers, although parts of their body can have white, green, or purple feathers. Their head has four red eyes and a black beak as well as long feathers that can grow up to a meter. They are very light, but they are similar to humans in size. They have four clawed fingers on each hand and three clawed toes on each foot, one of which is vestigial. Their hands are quite dexterous, and they can use tools and weapons just as well, if not better, than other sentient species. They have long feathers on their forearms which vaguely resemble wings. They can use these wings to glide, but they cannot fly or hover.

Society: Sathari culture values family above all else, and they always stay close to their family. Few ever leave their homeworld or even hometown, as to do so means leaving family behind. They adapt this idea toward their friends as well, staying very devoted to any friends. This fierce loyalty also goes hand-in-hand with a long memory, so many Sathari will also hold grudges for life. They are slow to act and not keen on jumping into things early or figuring things out as they go. Instead, most Sathari will carefully study a problem and come up with the perfect plan, then execute it. As a result, they struggle with improvising but are effective and efficient should everything go as they have planned.

Homeworld: Sathari come from Arbooine, an Outer Rim planet which is suspected to have ties to the Rebellion. It is largely forested. The Sathari have built much of their cities and towns in the massive elrit trees, which can grow to hundreds of meters in diameter. Most of the planet's fauna has four eyes, like the Sathari. The settlements are ruled locally.

Language: Sathari speak their native tongue of Arbori as well as Basic. Their voice sounds very much like raucous squawking, although their conversations can be restrained at times. Typically, conversations switch suddenly between calm discussion and chirping chaos.



SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Coordination**
- **Gliders**: May glide downwards to nearly horizontally, ignoring fall damage. May not glide upwards or fly sustainably.

SATHARI ARCHITECTURE

Building in massive trees has created unique challenges for the Sathari, which, in turn, have created very unique buildings. Their buildings are still wooden and orb-like and are suspended from branches. They move around using flight and rope bridges. They also carve tunnels through the trees themselves. Their trees are entirely covered in carvings. Since fire cannot be used for light, the Sathari rely on mirrors to reflect natural light into their streets. Due to the translucent red leaves, the cities are in a perpetual dusk, even during the daytime. The cities are entered at the bottom, where visitors must pass through a large gate.

SAUVAX

A tougher species of crustaceans, the Sauvax have six legs, thick chitin, and bulky pincers for hands. They generally live as simple farmers and fishers in small communities, and they mostly mind their own business.

Physiology: The Sauvax are amphibious crustaceans with a very hard layer of chitin protecting them. Their chitin is a mix of red and blue, similar to their soft flesh in color, but it has small spikes covering it for defense. This durable shell covers their entire head and torso, as well as much of their limbs, but their abdomen and tail are unprotected. They are comparable to humans in height, but they are large, bulky creatures. Their abdomen is flat with two fin-like tails at the back, which they use for swimming. They have six spike-like legs for walking on land, all of which lack feet. They have powerful arms extending from their broad shoulders, and each arm has both a large claw and smaller digits for grasping. The larger claws have little dexterity, but three pincers, one of which is opposed, extend from the base of the claw. However, even the smaller digits are not as flexible as those of humans, so Sauvax struggle greatly with wielding blasters and using other technology. Their keen eyes are spread out to give them wider peripheral vision, while they also have two antennae that augment their senses.

Society: Sauvax generally come across as a bit rude to outsiders, as they mostly keep to themselves and have a narrow-minded focus on their own business. They're fairly impatient and respond angrily when disturbed, but they are hard workers. Their culture is very complex and is not well-understood by most outsiders. As amphibians, they generally inhabit coastal regions, and they both hunt, fish, and farm for food. Their primary crops are algae and slime, while their aquatic prey includes anemones, sea urchins, and sea brackens. They have a multipurpose spear known as the "gruush" that they can use for either task. They live "kuuvans," which are tribal villages. Their homes, built near the shore, are made of stone and wood, and they also have communal structures for storage, drying meat, or running meetings. Despite their relatively primitive lifestyle, they have access to technology and contact with the outside galaxy.



POLITICS AND DIPLOMACY

For all their physical prowess and aggressiveness, the Sauvax are not imperialist, and they prefer peaceful negotiations to war. However, Sauvax do not immediately meet face to face during a diplomatic interaction; rather, they must first exchange gifts to demonstrate their sincerity. This is difficult for non-Sauvax, because the customs surrounding gift-giving are very complex, and an improper gift can be a great insult. They also typically conduct diplomacy while dining, but their unique cuisine is difficult for outsiders to stomach. Sauvax generally aren't offended when outsiders dislike their food, although they sometimes do mock such aliens.

Homeworld: The Sauvax come from the Mid Rim planet of Leritor, a primarily ocean world which also has fertile plains for farming and a mineral-rich crust. It has been settled by human colonists who run industrial farms far from the coasts. Both cultures have a treaty promising to leave the other alone, although they trade with each other occasionally.

Language: Sauvax speak their own language of Sauvax, and some also speak and understand a little bit of Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	1	2	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Perception**
- **Hardened Shell**: Receive the talent "Enduring"
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

SEDRIAN

Sedrians are aquatic mammals with brown fur and a humanoid torso. Their society is centered around a mysterious Force-sensitive entity called the Golden Sun, which provides them with energy and can also heal them.

Physiology: Sedrians are aquatic mammals who have a humanoid torso and arms. They are covered in short fur that comes in various shades of golden brown, and they lack legs, instead using a thick tail and two fins for propulsion. While this part of their body is streamlined for underwater movement, their torso is upright, and they have two arms that are perfectly capable of grasping tools. Their head features small ear holes, wide eyes, and a snout with whiskers. These whispers fulfill multiple sensory roles, as they can detect temperature, electric current, and even analyze sound underwater. Sedrians have gills to breathe underwater, but they also have lungs. As they live almost entirely underwater, it is a mystery how or why they acquired this strange adaptation. Some suspect that they spent time on land, although modern Sedrians no longer do so.

Society: Sedrians are a peaceful people, and they tend to be quiet and content. They do not use lethal weapons, and they take little interest in technology or science. They have little interest in leaving their homeworld, and most of those who do are taken unwillingly as slaves. Offworld and away from their own kind, slaves tend to be more violent and somewhat irrational. The few who go offworld willingly are often part of the Shahlik family, who have lived on Kailor V for several generations. Such Sedrians tend to be explorers or farmers, and both kinds prefer aquatic planets.

Homeworld: Sedrians come from the Outer Rim planet of Sedri, which is covered by shallow oceans and coral reefs. The Golden Sun has a strange impact on the planet's gravitational readings, making it appear exponentially larger than it is, so hyperspace travel to and from the planet is rare, and Sedri is mostly isolated.

Language: Sedrians rarely speak Basic, instead using their native tongue of Sedri, and they have a very deep voice. Their speech includes a handful of barks and whistles.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	3	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Cool**
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.



THE GOLDEN SUN

Sedrian society is centered around an entity known as the Golden Sun, which is a Force-sensitive entity that is composed of thousands of sentient coral. Its power gives off great light and energy. Although the Sedrians are not aware of its intelligence, they do worship it as a source of power. They devote their lives to the religion surrounding the Golden Sun, and they contemplate its mysteries. The Golden Sun powers their technology and is also capable of healing, all using the Force. They are ruled by the High Priest of the Golden Sun, who has made the mistake of closing the dome in the temple that houses it. Because the Golden Sun feeds off microorganisms that flow by, it is essentially being starved, and it has been communicating its plight to the High Priest telepathically, though dreams. Unfortunately, he does not understand the message, and he instead now doubts his own sanity. With help from a bishop named Karak, Imperial forces recently stole the Golden Sun and turned it to the Dark Side in an attempt to exploit its power, but the Sedrians managed to foil the plot with help from rebel agents.

SELKATH

The Selkath are an aquatic species that once benefited from kolto, a miracle healing liquid found on their planet. However, with bacta becoming more popular, wealthy pacism turned into impoverished anarchy. They are now Imperial slaves, and their planet has become a resort world.

Physiology: Selkath are fish of a shark-like nature. They have mottled skin that is typically blue and gray, but it can also come in pinks or greens. All are aquatic creatures that can swim and breathe underwater with ease. They are capable on land but tend to prefer more moist climates. Their head points forward, flat at the top with eyes on the side. A mouth is at the forward end and is surrounded by two cephalic lobes that they stroke in thought. Females also have tendrils at the back of their head. Their hands have three fingers each, one of which is a thumb. These hands also include venom tipped claws that are retractable. However, these claws are an extreme taboo that represent their more violent, primitive past. Their feet have just two large toes.

Society: The Selkath have a long history of peaceful neutrality. However, for all their overall pacifism, some have recently trended towards more violent tendencies. This is a result of poverty from isolation and takeover by warlords. Forgetting former prosperity, the Selkath have been very primitive and warlike. They are also oppressed by the Empire, which has now enslaved them.

Homeworld: Selkath come from Manaan, an ocean world in the Inner Rim. It is the only source of kolto. The Empire has recently turned it into a resort.

Language: Selkath is the Selkath language, a gurgling tongue that can be spoken by non-Selkath. Some Selkath also speak Basic.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Coercion or Medicine**
- **Medical Backgrounds**: Receive the talent "Surgeon."
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.

KOLTO DEALERS

Kolto is a liquid with healing properties that is only found on the Selkath homeworld. The prominence of the kolto market was a major asset to the Selkath in their early history, as it gave them great leverage. For all its value to militaries, the Selkath remained neutral during the many wars between Republic and Sith. Some, of course, smuggled the substance. They lost that leverage when bacta replaced kolto as being more effective, so they tried to join the Republic. They failed and were forced to return underwater, where they became primitive. Holding a strong grudge against the Republic, they joined the Confederacy.

SELONIAN

Related to aquatic mammals, the Selonians are nimble felines who can on two or four limbs. They live in dens that are almost entirely infertile females, so male or fertile female Selonians and extremely rare.

Physiology: Selonians are furry mammals that descended from aquatic creatures. They average two meters tall, with the females being larger. They are covered by brown, black, or gray fur, with tan fur on their stomach. They have a flexible spine, giving them dexterity. They have clawed hands which they can use for digging or climbing. Their face is very cat-like. Their eyes are black, and whiskers cover the face. Their nose is also black and circular. While some choose to wear clothing when offworld, they rarely wear clothes when amongst other Selonians. This is a result of the fact that very few Selonians are fertile. Selonians are equally capable of walking on four legs or two. Many are also capable swimmers.

Society: Selonians value honesty and community. Few understand the very unique alien culture. The chief concern for a Selonian is the good of the den, which is the unit that they live in. While this may make them seem as very unselfish to outsiders, they are very indifferent to those who are not in their den. Each den controls territory on their homeworld, and the cities are a collection of dens. Each den has a specific job or task that they specialize in, and they aid and support the other dens via a complicated system of bartering and owing favors. Selonians also place extreme value in honesty, and to lie is a crime as bad as murder. Although Selonians are capable warriors, they are not as warlike or prone to violence as the Empire makes them out to be. Although their societal structure is more similar to non-sentient insects, Selonians are as technologically advanced as the rest of the galaxy.

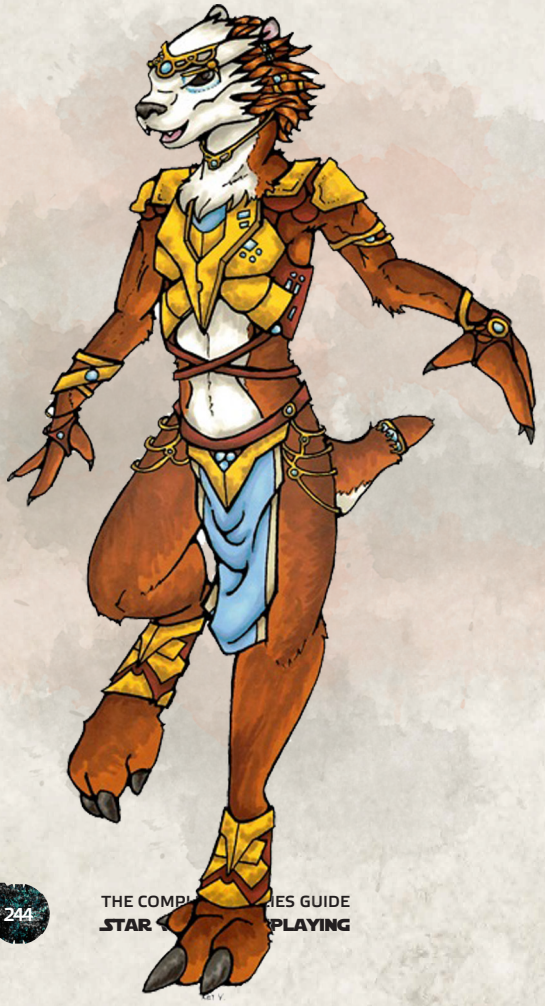
Homeworld: Selonia is an ocean world in the Corellian system that is filled with underground caves and cities. These caves are actually dug by Selonians and act as the dens. Underground tunnels connect the islands, as the seas are full of monsters. Orbital shipyards create ships, but they lack hyperdrives and are only designed from transit within the Corellian system. As part of the Corellian system, it is a Core World.

Language: Selonians speak the language of Mandaba, which they refer to as "home talk." A select few females are chosen by the Queen to be fluent in Basic and specialize in dealing with offworlders. Many have a passable familiarity with Basic.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 80
- **1 rank in Coordination**
- **Cavers**: Remove all ■ for darkness, add ■ for brightness.
- **Tails**: When using tail, deal +1 Brawl damage with Agility, and have the Disorient 2 and Knockdown qualities.



DEN STRUCTURE

Selonians live in dens of about 500 members. They have sub-dens for females who are born of the same father, but these (known as sects) still contain about 100 members. Females of the same sect are genetically identical. In the den, there is one fertile female, who is the Queen. The Queen has complete power in the den, and all serve the Queen. There are a handful of males (five on average) who are fertile, and the rest are infertile females. The males are typically only used for breeding, and they work with the Queen to populate the society. The rest of the females work to support the den.

SEPHI

The Sephi are near-humans with pointed ears who are an extremely artistic people. They are ruled by a monarch but place high value in independence. Their homeworld, Thustra, is a very influental planet in its sector.

Physiology: The Sephi are sentient near-humans best distinguished by their pointed ears. They tend to range on the side of being taller and thinner than most humans, but short or fat Sephi are not unheard of. They are typically in decent physical condition. Their hair, similarly colored to that of humans, is often decorated into a tall spiral. Their skin is also generally somewhat more purple or gray than human skin. They are extremely long-lived, and some have lived for more than 200 years. They are capable of interbreeding with other similar species such as Arkanians and humans.

Society: Though the Sephi ruled by a monarch, they are a people who support freedom and have fought strongly against corruption. They are also a very artistic people who focus on making things beautiful. Even their military vehicles demonstrate an artistic intent that goes beyond pure practicality. Because of their long lifespan, they are a fairly sedentary people that are slow to change.

Homeworld: The Sephi come from Thustra, a world in the northeast portion of the Expansion Region with plains, forests, and mountains. It is very influential in the Sumitra sector, where it is found. The Sephi have designed it very artistically, and the architecture is extremely impressive. It will eventually be one of the first planets to fall to the Yuuzhan Vong in their early advances.

Language: The Sephi have no commonly used native language, and most of them speak Basic.

SPECIES ABILITIES

1	2	3	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 100
- **1 rank in Knowledge-Education**



THE FIGHT FOR FREEDOM

The Sephi were once staunch defenders of the Republic and strong allies to the Jedi. However, they were willing to draw a line as Republic corruption became more apparent in the Secessionist Crisis. Though the Sephi were ruled by the monarch King Alaric for centuries, he was a mostly benevolent king who did what was best for his people. They were quick to attempt to join the Separatists, so their corrupt Loyalist senator Navi began to instigate a plan that could lead to a Republic counterattack against his people. Jedi Grand Master Yoda was sent to Thustra to attempt to convince his good friend King Alaric to stay in the Republic, but he chose to kill the King after his devotion to the Separatists became apparent. The Sephi stayed devoted to fighting for their freedom during the Clone Wars after the death of King Alaric, choosing to side with the Separatists during the rest of the war. Such sentiments continue in the people to this day.

SHARD

One of the galaxy's more unique sentient species, the Shards are sentient crystals who think and communicate using electrical signals. Although they are stationary by nature, some have purchased cybernetics that allow them to move and speak like other sentients.

Physiology: A Shard's physical makeup is rather simple, as they are just silicon-based, irregularly structured crystals about a third of a meter in height. Their crystalline body uses electrical impulses to think, similar to the brains of other species. New Shards are born by growing off the old individuals, and they typically only die when natural erosion destroys their body, causing them to be very long-lived. Akin to simple rocks, they cannot move or speak on their own. However, many use a droid body, which they can control with their electrical impulses, to move, sense, and speak. There are many different models of droid bodies, resembling anything from an astromech to an assassin droid, depending on how the Shard wants to live.

Society: Shards on their homeworld live in colonies of hundreds of thousands of individuals, all of them connected via their electromagnetic communication abilities. Being an almost eternally living and stationary species, they tend to be incredibly patient, sometimes taking centuries to reach the mutual consensus that is required by their race to make official political decisions. They only achieved their current state thanks to trading with human colonists, buying droid bodies by selling mining rights. Once disconnected from their communities and allowed to leave the planet, Shards become insatiably curious and almost intoxicated by new sensory experiences. This teaches them to think faster and more abstractly than their traditional counterparts. Some believe this lifestyle is a corruption of their culture, while others welcome the new information and abilities.



Homeworld: The Shard homeworld was a planet called Orax, which was a mostly barren planet full of hot springs and wonderful mineral formations. Recently, mining operations have begun on the surface, killing thousands of Shard colonies and harvesting precious minerals from the planet's crust.

Language: The Shards speak in a unique electromagnetic communication method only able to be understood directly by other Shards. However, when implanted in a droid , their communication method is able to be turned into Galactic Basic, among other languages, using a vocoder.

THE IRON KNIGHTS

Around 50 BBY, a Jedi Master by the name of Aqinos took a group of Force-sensitive Shards which he had trained in the ways of the Jedi, naming them the Iron Knights. He brought them to assist in the Arkanian Revolution, but afterwards, the Jedi responded to their existence with dismay. They refused to believe that inorganic life forms could truly understand the Force, and expelled Master Aqinos from the Jedi Order. From there, Aqinos took his order of Iron Knights to the planet of Dweem, where he trained them as his own version of the Jedi Order. They will stay isolated on the planet for 70 years, surviving the Great Jedi Purge, before they will be welcomed in the New Jedi Order.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 130
- **Durasteel Plating**: Receive the talent "Enduring."
- **Mechanical Bodies**: Do not need to eat, sleep, or breathe and ignore effects of toxins or vacuum. Have a cybernetic implant cap of 6. When healing, replace stimpacks with emergency repair patches, Medicine with Mechanics, and bacta tanks with oil baths.

SHASHAY

The Shashay are small avians with colorful feathers that can glide but not fly. They are very loyal to their own people, and although they have kept their homeworld's location secret in order to avoid Imperial exploitation, some have been prominent singers in the wider galaxy.

Physiology: A species of colorfully feathered avians, the Shashay are no longer capable of flight, but they can still use their retractable feathers to glide, slowing their falls enough to survive them. Despite their lack of flight, they retain a mind which is well-suited for flight, so they are excellent pilots and navigators. They are shorter than humans, averaging a bit less than one and half meters tall, and they tend to be physically weaker and more vulnerable to treacherous environments as well. While their hands are humanoid, their feet have three sharp talons that they can use in combat. Similarly, they have a sharp beak. Their nostrils are on the sides of this beak, and their dark eyes are on the side of their head, which has a crest of feathers at the back.

Society: Shashay are a people who are very nationalist, fiercely loyal to their own and slow to trust outsiders. Although they have a few other communities, on their homeworld, they live in Nestclans and are governed by the Nestmothers of the Shashay. Those native to their homeworld rarely travel anywhere else. The Nestmothers have the final say on whether or not Shashay are allowed to leave their homeworld, although few Shashay feel any desire to do so. If they do enter the rest of the galaxy, it is generally as singers, because their unique vocal cords give them a beautiful voice. Others take advantage of their flying skills as pilots or navigators. However, they are generally expected to send money back to their own people. Their homeworld's location is totally secret, so they do not use navicomputers and instead rely on their own memory when travelling to or from it.

Homeworld: The Shashay homeworld, Crytal Nest, is in Wild Space, south of the Outer Rim. Its location is secret. However, worlds such as Coruscant are home to smaller enclaves of Shashay.

Language: The Shashay native language is a series of twittering chirps, and they are incapable of speaking Basic. However, the songs they can sing in their native tongue can be appreciated and enjoyed even by those who do not understand them.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn



- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **1 rank in Astrogation or Piloting-Space**
- **Natural Navigators**: Receive the talent "Galaxy Mapper."
- **Musical Gifts**: Receive the talent "Smooth Talker."
- **Beak and Talons**: When using Brawl, may spend ❍ to hit with beak or talons, dealing +1 Brawl damage as wounds and having a Crit rating of 3.
- **Gliders**: May glide downwards to nearly horizontally, ignoring fall damage. May not glide upwards or fly sustainably.
- **Silhouette 0**

SHASHAY AND THE ALLIANCE

Shashay have been so secretive about their world in part because they know that they are bound to be exploited, and they especially dislike the New Order. They have been contacted by the Rebel Alliance, and although they refused at first, witnessing more of Imperial cruelty has made them more interested in trying to stop the Empire. They have recently made an agreement with the Alliance, and they have begun to work in small numbers as navigators and pilots. Although the rebels seek to use the Shashay's secrecy to their advantage and build a base on their homeworld, the Shashay do not yet trust that the Alliance can seriously threaten the Empire.

SHAWDA UBB

Being very stationary, the Shawda Ubb are a very rare sight off of their homeworld. They are frog-like amphibians who are small and slow, but they can spit venom. Their homeworld, Manpha, exports petroleum.

Physiology: The Shawda Ubb are small, frog-like creatures of an amphibious nature. Their skin is green with some yellow on their chest. Their limbs are long and thin, each capped by a three-fingered hand or three-toed foot. While they do have claws on their toes, their primary weapon is acidic spit, which can paralyze both predators and prey. The Shawda Ubb themselves are quite awkward creatures, however, and they cannot move as quickly as most other creatures. Their legs mostly bend outward and not forward. They have a small crest that goes down their back and on top of their head. They are also quite fat for their size, possessing a wide stomach. Shawda Ubb can range from a third of a meter tall to one meter tall. Their head has no hair and instead features a forward-pointing snout, a wide mouth, tiny eyes, and ridged eyebrows. They have no nose. They are also amphibious, so arid conditions make their skin crack. They also don't fare well in heat, although they can handle a cool environment. While they have a navel, the Shawda Ubb actually reproduce by laying eggs. They strongly prefer uncooked food and typically eat fish.

Society: Shawda Ubb are sedentary creatures that prefer to settle, staying in one place for all their life. As such, they rarely leave their hometowns, and few ever leave their homeworld. This isolated nature means that they are also quite suspicious of outsiders and strangers, even though they can be very friendly when within their own family or other social groups. They are also a very observant people. While they have a decent standard of living and access to technology, they are not particularly keen on using it and prefer a simple lifestyle. They are also good with music. One particular innovation in music that they have created in the growdi. It has a wide base that they sit with a hose that connects to the main flute-like portion of the instrument.



PETROLEUM INDUSTRY

While the Shawda Ubb once lived a simple life as hunter-gatherers, they are now somewhat more advanced. Their main industry is petroleum, which they extract and refine. The business isn't actually managed by large corporations, however. Instead, the Shawda Ubb manage their operations as small scale businesses, one for each community. The towns handle the process up until refinement, after which they ship it to the capital. There, larger companies handle creating plastics or managing exports with the oil.

Homeworld: The Shawda Ubb come from Manpha, a swampy planet populated by small communities. Its only spaceport is in the capital of Shanpan, which also does the most catering to offworlders. Aside from exporting petroleum and importing food, the planet is otherwise very isolated.

Language: Since so few travel offworld, most Shawda Ubb only know their native language.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **Cold Adaptation**: Remove ■ for cold conditions, add ■ for hot conditions.
- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Ponderous**: May only spend 1 maneuver moving per turn.
- **Venom**: Twice per day as an ♦ check, may spit paralytic venom using Ranged-Light. A target who has been hit by this venom must succeed in a ♦♦♦ Resilience check or be immobilized for the rest of the encounter.
- **Silhouette 0**

SHI'IDO

The Shi'idos are secretive and mysterious, unwilling to disclose much about their own people, but they are very curious about other cultures. They are incredibly skilled shape-shifters, able to change their appearance into almost anything, and they can supplement their disguises with telepathic illusions.

Physiology: The Shi'idos are a species of sentients with pale gray skin, a wide mouth, and deeply set eyes. However, they are rarely seen in this form. Their bones are thin, and their tendons are detachable. They have hidden folds of flesh that can become exposed in order to increase their size. They can mimic nearly any species in the galaxy, even those who have completely different physiology. They call this "skinshifting," although most non-Shi'idos call it shape-shifting. Younger Shi'idos can only change the color of their skin, but those above the age of 150 can change into just about anything. They live up to 500 years. They also have no difficulties with shape-shifting for extended periods of time. For any minor imperfection that comes in their disguises like smells or clothing that is hard to replicate, they have a solution as well: a form of projective telepathy that effectively allows them to cast illusions. However, this ability requires extreme concentration.



Society: Shi'idos are a shy species who prefer to avoid direct confrontations and conflicts. Those who leave their homeworld typically display this trait to a somewhat lesser degree. Although they themselves are a very secretive people, they are innately curious and seek to learn about the rest of the galaxy. They enjoy travelling as well as sciences regarding other parts of the galaxy. They also have tightly-knit extended families and know distant relatives very well.

Homeworld: The Shi'idos hail from an isolated planet in the Unknown Regions called Lao-Man. They call it Sh'shu-un. It stays out of most galactic affairs.

Language: Shi'idos speak Shi'dese, and most of those venturing offworld also know Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	1	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Knowledge-Xenology**
- **Skinshifting**: As a maneuver, may suffer 1 strain to shape-shift. Must make an ◆ Resilience check to shape-shift into a Silhouette 1 being, an ◆◆ Resilience check for shape-shifting into Silhouette 2, or a ◆◆◆◆ Resilience check for shape-shifting into Silhouette 3. If successful, change appearance to match that of a previously observed character. ⚙ may be spent to become stuck in that form for 1 week per ⚙. Any observers who would want to recognize the disguise must attempt a Perception check opposed by Deception. □ or ■ can be added based on how much either have observed the individual, whether the clothing matches, or other factors.
- **Projective Telepathy**: As an action, may suffer 1 strain to make an ◆ Discipline check to cast illusions by causing individuals within medium range to experience a certain sensory detail for 1 round. May project illusions to add ■ and remove applicable □ on Perception checks for recognizing shape-shifting.

FEAR OF THE UNKNOWN

Because they're so hard to identify and a very isolated people, the unique powers of the Shi'idos scare many in the rest of the galaxy. It is often assumed that Shi'idos would use shape-shifting for assassination, espionage, or thievery, but they often lack the temperament for these professions. Instead, a majority of Shi'idos focus on occupations that are safer and do more to sate their curiosity.

SHISTAVANEN

Predatory canines who are extremely fierce, the Shistavanen are very isolationist. Though somewhat more comfortable among their own kind, they aren't very comfortable when around outsiders.

Physiology: Shistavanen are born hunters and good ones at that. They have a wolf-like appearance and the skills to match. These are both a result of natural evolution as well as interference from genetic engineering. The genetic engineering's source remains unknown to this day. Shistavanen have keen senses and are naturals in the outdoors, but they also boast a speed, ferocity, and knack for combat. They also have five sharp claws on each hand and three sharp claws on each foot. Their face earns them the nickname of "wolfman." This is because of sharp incisors, a canine nose and snout, pointed ears, and glowing black eyes. They are all fur-covered, which is brown. Most do not have fur on their hands or face. Though they are capable of running on two feet, they prefer going on all fours for longer runs. Shistavanen are very proud of their fierce physiology and will often boast about their species' accomplishments or take on dangerous tasks in order to demonstrate their hunting prowess.

Society: One major difference between Shistavanen and their canine ancestors is their isolationism. Shistavanen society is cut off from the rest of the galaxy, and they colonized nearby worlds so that they wouldn't have neighbors. Unapologetic in that they prefer traders of their own kind, Shistavanen society is certainly not common knowledge to the rest of the galaxy. For their part, most other species aren't eager to interact with Shistavanen either: If their predatory appearance isn't scary enough, their ferocious ways can be most unsettling. Like Trandoshans, most Shistavanen revere "the hunt" and tend to find joy, employment, or both in hunting.



SHISTAVANEN FAMILIES AND FRIENDS

Though not social, a minority of Shistavanen do travel the hyperlanes as bounty hunters, mercenaries, or scouts. They still tend to stick to themselves, however. Many things cause this. For some, it is personal pride, for others, a preference to be alone. Still more do it because they simply can't get along very well. When a Shistavanen does make a good friend from another species, they tend to get very close, however. In order to befriend a Shistavanen, one must earn their respect. Once respect is earned, however, Shistavanen can be very dedicated and give them as much respect as would be given to family. This occurs most often with those whom they hunt or fight with.

Homeworld: Uvena Prime, the Shistavanen homeworld, is very isolated. It is in the Seswenna sector of the Outer Rim. Its terrain is mostly forests and plains. While it is mostly isolated, it still has a normal level of technology. Most Shistavanen on the planet make a living as hunters.

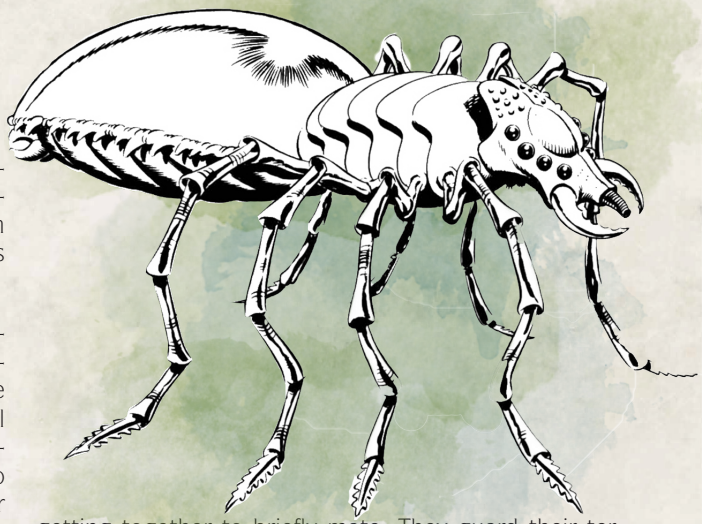
Language: Shistavanen can speak Basic with a harsh, deep, growling tone, although few are literate in Basic. Their own language of Shistavanen contains barks and growls.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	1	1

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 80
- **1 rank in Brawl or Survival**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Hunter's Instincts**: May optionally use Survival for initiative.

SIC-SIX



A species of eight-limbed arachnids with a black carapace, the Sic-Six have incredibly potent senses, especially when it comes to hearing. They are skilled with technology and the arts, but they dislike interactions with their own people.

Physiology: Sic-Six are a species of carnivorous arachnids who are distinguished by a number of unique features. The most notable are their senses, which include mandibles that grant them an advanced sense of smell and eight red eyes, which combine to see in the ultraviolet, visible, and infrared spectrums, allowing them to see well in darkness. However, neither their sight nor their sense of smell compares in effectiveness to their hearing. Sic-Six actually have tympanic membranes throughout their entire body, and they can detect even the faintest noises from hundreds of meters away. The converse of this ability is that they are incredibly vulnerable to loud sounds. Anything from loud music to nearby shouts to explosions can deal serious damage to their body, and those who know they will encounter a Sic-Six will almost always use concussive or sonic weapons. Like many arachnids, they have a hard shell of protective chitin, which is typically black, and they walk around on eight legs. Around other species, many but not all of them wear clothing. Although they are stable enough on six legs to use their front two legs as manipulators, they have no hands, so they struggle to use most tools or technology. They have a head with poisonous fangs, a small thorax from which their limbs are attached, and a fat abdomen that they use to spin webs. The webs are not strong enough to trap prey. Instead, they make noise when broken, acting as a surveillance system that they use to detect prey.

Society: Sic-Six are a very advanced species technologically, and they also enjoy studying arts and humanities. They consider themselves superior to other species because of these traits. Strangely enough, they like to interact with other species but detest their own kind, only getting together to briefly mate. They guard their territory closely, building webs everywhere, even in public places, in order to protect themselves from intruders. This is because of deep-seated insecurities: Sic-Six are extremely uncomfortable with things that are beyond their control.

Homeworld: Sic-Six come from Sisk, an Outer Rim planet that continues to be disorganized and rural because of their antisocial nature. Its sun has collapsed in recent years, dramatically cooling the planet and forcing them to rely on technology.

Language: Sic-Six have a high-pitched voice and tend to scream at random points throughout their speech.

VALUABLE VENOM

Sic-Six venom is fatal to the animals on their homeworld, but it is far less dangerous to other species of different physiology. In general, it is similar to many drugs, giving an intoxicating effect, although short-term paralysis can also occur. Sic-Six venom is among the galaxy's most well-known intoxicants, although it is very expensive. Many Sic-Six have sold their venom, and a few have made fortunes by directly biting patrons in a process known as fanging. Unfortunately for the Sic-Six, fanging is often outlawed, and some have been enslaved as fangers.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Stealth**
- **Hardened Carapaces**: Receive the talent "Enduring."
- **Infrared and Ultraviolet Vision**: Remove ■■ for darkness, add ■ for brightness.
- **Advanced Senses**: Add □ on olfactory Perception checks and □□□ on auditory Perception checks. Quadruple all sonic damage and, at the GM's discretion, increase sonic damage from 0 to up to 4.
- **Fangs and Stinger**: May spend ❍❍❍ on a successful Brawl check to bite or sting. A target who has been bitten or stung must pass an ◆◆ Resilience check or become Disoriented and Immobilized for the rest of the encounter.
- **No Hands**: Reduce encumbrance threshold by 2 and may not carry items in hands. May not use technology requiring fingers, such as blasters. At the GM's discretion, add up to ■■■ on checks where fingers are beneficial, such as Piloting.

SINITEEN

Fittingly referred to as "brianiacs," the Siniteens are a highly intelligent species with a knack for mathematics. They have yellowish skin, and their large head has wrinkles resembling those of a brain.

Physiology: Siniteen are humanoids who are distinguished by their large head. Instead of hair, they have a large cranium which features numerous wrinkles. The wrinkles form a pattern that somewhat resembles a human brain, thus giving them the nickname "brainiacs." This is quite apt, since they are an extremely intelligent species and are capable of performing complex math in their head. Their skin can range in color from light gray to beige to a bright yellow. Their eyes are also yellow and lack pupils.

NOTE

Little is known about Siniteen society. The remainder of this entry is based on subtle comments and the author's own assumptions. Players are not obligated to follow this, but it is encouraged that if not, they imagine their own aspects of Siniteen culture.

Society: Siniteen are known for their intellectualism, not their interpersonal skills. They are far too blunt to get along well with others, so most of them resort to bullying to get what they want. They are typically introverted and prefer to be left alone: A good math problem is all the company they need. They have little respect for legality, as they are very arrogant and consider their own moral codes to be superior to those of others. As such, many Siniteen who cannot find a way to apply their mathematical talents will work in criminal enterprises. Their government is almost nonexistent, as the Siniteen live in what is essentially anarchy. All corporations have private security firms which enact justice as they see fit, and most citizens pay to be under the protection of "police guilds." In recent decades, Siniteen have become somewhat more peaceful, enforcing the law via sabotage and blackmail rather than murder.



SINITEEN AND THE MINING GUILD

Several decades ago, the anarchy on Sinita caught the attention of the Mining Guild. Thinking the lack of regulations could bring profit, they began to mine with little concern for the environment, and they sabotaged the economy to lower wages. However, the Mining Guild underestimated how the Siniteen would fight back. With no regulations, the Siniteen enacted revenge as they saw fit, essentially going to war with the Mining Guild and driving them offworld. However, they also pressed their offensive to other planets, and the Mining Guild took advantage of their political influence to portray the Siniteen as aggressors and demand a Republic intervention. The Siniteen were forced to pay reparations, many were arrested, and the Mining Guild was able to continue operations on Sinita. Ever since, most Siniteen have detested all forms of galactic government, believing that planets should rule themselves.

Homeworld: Siniteen come the mountainous Outer Rim planet of Sinita, which is highly industrialized and has very low gravity. Its low levels of oxygen make exercise difficult, so Siniteen let machines do most of the work.

Language: Siniteen mostly speak Basic, although they continue to use technology in their many native languages, most of which are more compatible with coding.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Coercion**
- **Navigators**: Receive the talent "Galaxy Mapper."
- **Hyperintelligence**: Remove penalties for making an Astrogation check without a navicomputer.

SITH

While the Sith are best known for being an organization of Force-sensitives, they get their name from the Sith species, who have similar ideals. The Sith have four castes, each with a unique focus.

Physiology: The Sith are a species of near-humans with red skin, pointed ears, and tentacles above their mouths in place of facial hair. Almost the entire species is Force-sensitive, but not all of them. They have small, hard protrusions coming out at their elbows and chin, similar to horns. They have pointed teeth and a predator-like face. Some have three fingers, others have five. They also vary greatly in skin tone. This is because much of the species is interbred with humans to some degree, so some are more red than others. They have a strictly defined caste system based on subspecies, who vary in genetics. The Massassi have entirely glowing yellow eyes and are much more muscular. They have very little intelligence, although they can follow orders when directed. The Zuguruk are equally loyal, but have the mental capacity for mechanics, building, and labor. They are typically bulky and slow. The Kissai are the smallest, although they typically hold great power in the Force. The Sith'ari are generally the most related to humans and also the most powerful.



Society: Sith devote their existences to war, conquering, and the pursuit of power. They don't view anything as cruel and have little to no morality. They known to use sentient sacrifices in their gods. They worship the Dark value strength in the Force. Also were worship of sorcery are ways of life in their Side and ing included in all parts of daily chemy and sassi and Zuguruk are very loyculture, be- al when provided worthy masters. While the Kissai are life. The Mas- more independent and capable of leadership, they were still ultimately servants to the ambitious Sith Lords.

REMAINING SITH

Few Sith remain, as their numbers have been greatly reduced after countless wars against the Republic. They have been considered extinct for several thousand years. A few do continue to exist, however. Some Sith'ari may have found a way to preserve their existence. Some exiled Kissai live among the Sorcerers of Tund, However, many of them went mad, and one, Rokur Gepta, recently destroyed all life on Tund shortly before his own death.

Homeworld: The Sith used to come from the rocky planet Korriban, which is now their tombworld. Many once lived on Zoist or Dromund Kaas.

Language: The Sith'ari generally knew Basic, although the others historically only spoke their native language, Sith.

SPECIES ABILITIES (KISSAI)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Discipline or Knowledge-Lore**
- **Dark-Siders**: Start as a Dark-Sider by default.
- **Sith Secrets**: Receive the mentor discount on all Force powers.

SPECIES ABILITIES (MASSASSI)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Discipline or Melee**
- **Dark-Siders**: Start as a Dark-Sider by default.

SPECIES ABILITIES (SITH'ARI)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 95
- **1 rank in Coercion or Leadership**
- **Dark-Siders**: Start as a Dark-Sider by default.
- **Sith Secrets**: Receive the mentor discount on all Force powers.

SPECIES ABILITIES (ZUGURUK)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	3	2	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 95
- **1 rank in Athletics or Mechanics**
- **Dark-Siders**: Start as a Dark-Sider by default.

SKAKOAN

Deep fear of outsiders and high levels of skill with machines define Skakoan society. They require a high-pressure methane atmosphere to survive, so they cannot survive in most environments without a pressurized suit.

Physiology: Skakoan physiology is a mystery to many, as the species remains hidden behind a pressurized suit. Requiring a high-methane, high-pressure atmosphere, they are greatly endangered by a normal environment. While the body behind the suit is rather weak, they do boast a keen mind with a knack for technology. This technological focus is not perfect enough, however, as their pressure suit requires constant adjustment to handle their voice and is rather expensive. Most pressure suits have blue or purple robes, a metallic shoulder-piece that acts as armor, a thick, green fabric over the head, black goggles, and black gloves.

Society: Skakoans are deeply xenophobic and are rarely seen off of their homeworld. They are a very selfish people who focus on self-preservation above all else.



PERCEPTIONS VS. REALITY

Due to a robotic appearance, technological savviness, and knack for logic, the Skakoans are often viewed as heartless and cold. In reality, they are quite emotional. However, they are still a people that prefer to keep to themselves and have selfish goals. It is true that many Skakoans are uncomfortable among outsiders and do not really trust them. They find other species to be unsettling, just as unsettling as others find them to be.

Skakoans are a very religious people, worshipping a deity known as the Albino Cyclops that resides in the Gates of Grontessiant. Their most sacred site is known as the Power Mounds, and it is believed that at the Power Mounds, chosen individuals can enter the mythical realm. They have a government which is composed of Skakoans who are known to be highly efficient. They refer to their job as "organizing the world's progress." The Skakoans were firmly allied with the CIS during the Clone Wars, so they have been punished by the Empire.

Homeworld: Coming from the arrowhead of the Core, Skako is similar to Coruscant in its urban cityscape, just without the charm or aesthetic to its buildings. The only remnants of its original ecology are thick vines and animals called octuptarras. The isolationist Skakoans receive few visitors, so offworlders are a rare sight. Those that do must wear pressurized suits.

Language: Skakoans speak Skakoverbal and write Skakoform. It is a binary language with its roots being drawn from coding.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	1	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 80
- **1 rank in Knowledge-Education**
- **1 rank in Mechanics**
- **Atmospheric Requirement**: Need a pressure suit to survive in a normal environment. Standard pressure with minimal methane is a dangerous atmosphere of rating 8.
- **Technological Wealth**: Receive a free pressure suit at character creation. This pressure suit costs 2,500 credits, has Soak 2, Encumbrance 4, and 3 hard points. It generates a high pressure, methane-filled environment.

SKRILLING

Stubborn negotiators who eat corpses, the Skrillings are typically used as cheap labor on the farms of the more advanced M'shinni. On the whole, they are a very persistent people who value patience. When more abrupt action is needed, they fight with acidic vomit.

Physiology: Skrillings are short, fat, and slow creatures who feed on corpses. They are perfectly capable of eating foods that are spoiled or rotten. They typically have leathery, wrinkled gray skin. Their head is hairless, distinguished by sunken black eyes and eight breathing tubes. These small holes, surrounding a ridged portion on the face, can smell very well. When Skrillings smell, they deeply inhale through their breathing tubes, creating a high-pitched whistle that can be heard for kilometers. This sense is very effective. They have several rows of sharp teeth to chew through their food: carcasses. Skillings eat almost entirely carcasses, feeding upon even the most rotten of meats. Their head also has a bony crest at the top, which they use to get out of eggs as children. While they only have three fingers, they still possess a very strong grip. In order to deter predators, the Skrillings use their highly acidic vomit. However, the attack isn't very effective unless they can get it in a target's eyes. Skrillings reproduce through eggs.

Society: Skrillings are a patient but determined people who are generally quite persistent. This applies to negotiation in particular. When amongst their own, they have developed a highly complex system with which they share carcasses. However, going along with this is a long-winded process of bargaining, requesting, and appeasing. When with others, this translates into what they consider a waste of time. However, Skrillings have an aversion to conflict, so they are typically somewhat more concise.

Homeworld: The Skrillings' homeworld is now known as Agriworld-2079. It is a Mid Rim planet of mostly grassy plains. Many Skrillings can be found on war-torn worlds, where corpses are abundant.

Language: The Skrilling language is Skrilling. They can speak Basic, but have a nasally voice because of their breathing tubes.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Negotiation**
- **Scavengers**: Receive the talent "Utinni!"
- **Acidic Vomit**: Once per encounter, may suffer 2 strain to attack using acidic vomit with Ranged-Light, dealing 4 base damage at engaged range. Have a Crit rating of 4, and may spend ⊕ to blind opponent.
- **Excellent Stomachs**: Suffer no penalties for eating spoiled or rotten food.

M'SHINNI COLONISTS

The Skrillings' homeworld is a colony to the much more advanced M'shinni species. Much of the Skrilling culture has been lost with time, as they have been forced to assimilate. Their original name is long-lost, and "Skrilling" is actually a nickname that has been given to them. The M'shinni colonists are farmers, and some have hired Skrillings as low-wage laborers. Since the Skrillings are peaceful, they do not fight back with violence

SLJEE

Sljees cannot see, but they are olfaxes who ahave a highly advanced sense of smell. They have a short and wide body, and their short legs are very slow, but their vast amout of tentacles can be advantageous.

Physiology: Sljees are gray-skinned sentients with an extremely unique physiology that includes multiple legs, eight tentacles, and six stalky protrusions that serve as olfactory organs. Their body is wide, often one and a half meters or more in diameter, but they are relatively short at about one meter tall. This squat makeup makes them very sturdy and also allows them to carry more than other species. They can hear and speak like most sentients, but they are completely incapable of sight. They make up for this disadvantage with their extremely sensitive sense of smell. Such highly advanced olfaction allows them to identify many things, although it can be overwhelmed and confused by new scents.

Society: Sljee culture is by nature very communal, so they often stay in groups among their own if they go off-world. Despite the radical differences in how they sense, many still attempt to interact with those from other cultures. They thrive in busy environments like cities and work best in teams. They are also somewhat impatient and are typically quick to act. This does make Sljees an industrious and hardworking people, and even those who reject honest work in favor of more illicit activities tend to be very dedicated to their work.

Homeworld:

Language:



RESTAURATEURS

A number of Sljees found in the galaxy work in restaurants. This is in part because of their physiology: being built like a table is beneficial for waiters, while a keen sense of smell is useful in cooking food. However, this trend is also a result of their culture. Since many of the plants that Sljees eat require a great deal of preparation, cooking is viewed as a very important skill in their society.

NOTE

Little is known about Sljee society. The remainder of this entry is based on subtle comments and the author's own assumptions. Players are not obligated to follow this, but it is encouraged that if not, they imagine their own aspects of Sljee culture.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 110
- **Blind**: Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks 3 times. Suffer further penalties at the GM's discretion.
- **Extra Limbs**: May have 4 times as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Olfaxes**: May use extremely effective smell, negating the effects of the Blind ability in some cases. May identify specific objects and individuals, navigate spaces, and even interact with specially designed devices through smell. At the GM's discretion, may suffer 1 strain in response to a new scent.
- **Ponderous**: May only spend 1 maneuver moving per turn.
- **Slab-Shaped**: May set up to 10 encumbrance on back and carry it without penalty.

SLUDIR

Reptiles who value combat above all else, the Sludir believe that might makes right, making it hard for them to get along in civilized societies. They were discovered by slavers, and their primitive society was easily conquered, so many are now slaves, and those who escape end up being members of the underworld.

Physiology: Reptiles with a humanoid torso, the Sludir are bulky creatures with six legs. They are very well-protected in combat thanks to their thick skin as well as tough, shell-like plates over their back and sides, which they take great pride in. Both their skin and shell are generally orange or brown. Their hair is long, thick, and generally braided, and their face is dominated by a long snout with four nostrils. They have a large jaw, but their black eyes are very small. Further enhancing their combative abilities are claws, three of which are on each hand and foot. However, the most unique ability of the Sludir is associated with reproduction: Sludir in the late stages of pregnancy can effectively hold their embryo in stasis at will, extending the pregnancy by up to a year if needed.

Society: Sludir have a feudal society with a prominent caste system. The most powerful class are the warriors, who act as soldiers and rulers. Below them are artisans, and workers make up the bottom tier of their society. Sludir become adults after completing a rite of passage specific to their caste, after which combat is the most important way to rise through the ranks. Clan and family are very important to them, and Sludir take great pride in their lineage. Dying without an heir is seen as extremely dishonorable. They bear the honor of their clan and their family, so immoral Sludir impact the reputations of their entire family line, and particularly honorable Sludir are venerated by their descendants. They were isolated until a few years ago, when slavers discovered their society. They were no match for offworld technology, so they were quickly subjugated, and many were herded offworld as gladiators. Imperial rule doubled down on slavery, forcing many of the artisans and workers into labor camps. Such policies have spread out the Sludir, and many have escaped to now run free in the broader galaxy. A few have formed a coalition to retaliate against the Empire and stop the enslavement of their people; fewer have joined the Rebel Alliance. Cultural differences such as the Sludir's strange sense of honor and use of trial by combat make it very difficult for them to get along in the Alliance, however. More common are Sludir involved in criminal activity, where their "might makes right'' mentality is most acceptable. Many are slavers themselves.



HONOR IN BATTLE

Combat is absolutely essential to the Sludir, not only as a way of life, but also as a source of morality. Their legal system, as well as all leadership, operates on the basis of trial by combat, and even kings can be dethroned if defeated in solo combat. However, the way that they fight is also crucial. Most use primitive weapons such as swords, and ranged weapons such as blasters are forbidden, Sludir never retreat, hide, or use any sophisticated tactics whatsoever; such maneuvers are considered cowardly.

Homeworld: Sludir come from the Outer Rim planet of Sluudren, a harsh backwater world in the Chorlian sector. Imperial slavery has lead to the collapse of society, and even after the Empire's fall, re-estabishing a stable government will take time.

Language: Sludir speak Sludese, a verbal language of snorts and grunts. It has no written language, although they write base-six mathematics.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	1	2	2

- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Melee**
- **Natural Armor**: Receive the talent "Enduring."
- **Fearless**: Receive the talent "Confidence."
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

SLUISSI

Sluissi are green-scaled reptiles who resemble snakes. Though they can slither upright and have two arms, they still lack legs. They are a very intelligent people who are prominent as technicians, particularly with shipbuilding.

Physiology: Sluissi are very snake-like creatures with no legs, only a well-muscled tail. They almost all have light brown or olive-green scales. Their arms are surprisingly humanoid, with the exception of one fewer finger on each. Near the wrist, their arm widens in a manner that is almost winglike. These "wings" help in propelling movement when they crawl on the ground. Few Sluissi move this way, however, and most slither while upright. Their head has a rear-pointing extension near the back, a sharp crest. Their beady eyes are entirely black. They have no nose and instead smell with their forked tongue. Like many sentients, however, they have lost any useful sensitivity when smelling.

Society: Sluissi get along very well for many reasons. Most notable is an easy-going attitude. They will forgive anything and rarely get angry at anyone. They are also known for being very respectful of protocols. While perhaps annoying to some, this meticulous focus is nevertheless very important to them. Beyond their unique skills as mechanics, they also are very hard-working and dedicated, focusing on their work and often enjoying it. Often, this work is mechanical, though they can find many other occupations. This dedication also comes with a slowness and a focus perfecting their work instead of being efficient with time.

Homeworld: Sluis Van itself is a rocky Outer Rim world on the Rimma Trade Route with mostly industrial uses. Most focus is on the famed orbital shipyards, which employ many Sluissi. It is ruled by a Congregate, which is led by a ruler known as a "Khedive."

Language: Sluissi speak Sluissese. While most can also speak Basic, they add a strong hissing accent to the language.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Discipline**
- **1 rank in Mechanics**
- **Starship Workers**: Receive the talent "Solid Repairs."



A POWERFUL INDUSTRY

Given their skill as mechanics, the Sluissi, of course, have an excellent shipbuilding industry. While there are many companies involved, all share similar characteristics. All focus on higher-end ships, viewing their crafts as art. Every step of the manufacturing process is carefully undertaken, and it reflects in the both final price tag and the vessel's performance. This also makes Sluissi vehicles more rare in the galaxy. Most Sluissi shipyards and repair facilities are space stations over their homeworld, but not all are. These shipyards are also a valuable military asset. After becoming disappointed by the Republic, the Sluissi shipyards were valuable to the Confederacy. Though they held up well for a time, it would not last. Once the defeat of other CIS worlds left them isolated, the Republic literally starved Sluis Van to death by blockading it. Losing the war has put them on the Empire's bad side, but their industry continues to be used by the Imperials. While the Empire isn't very popular on Sluis Van, the Sluissi have not made major action against the Empire. Shortly after Endor, it will be liberated by the New Republic.

SNIVVIAN

Physiology: Short humanoid mammals, the Snivvians are distinguished by a protruding jaw with sharp teeth. This occasionally earns them the nickname "Snaggletooth." Their mouth often gives off the impression of smiling. The snout also has a very large and sensitive nose with prominent nostrils. They are very well-adapted to cold conditions because of their thick brown skin, and most have brown hair atop their head as well. They have small black eyes.

Society: Snivvians are an extremely artistic people. They specialize in many art forms, including holography, sculpting, painting, music, and writing. They also have an art form unique to their culture known as the transnovel. This tendency started because the extreme cold would force the Snivvians to spend extremely long periods of time waiting in underground caverns. Technological progress has reduced the need for this, but there is still a strong cultural and psychological desire to continue the tradition. The Snivvians are a very adventurous people who like to explore and experience thrills. They are also fascinated with other cultures. Some who travel the galaxy are motivated by a desire to be portrayed in future art. Despite their typical role as peaceful artists, the Snivvians also have sociopathic tendencies. They are able to curtail these in most cases, and sometimes use genetic modification to do so. However, when twin males are born, at least one will always end up being a psychotic genius.

Homeworld: Snivvians come from Cadomai Prime, which is an extremely cold planet. It has extremely cold winters, which the Snivvians use to wait out in caves. Some of their sociopathic tendencies have resulted in dictators, but the Snivvians have now managed a peaceful democracy. Their leaders are chosen based purely on artistic ability.

Language: Snivvians speak Snivvian, but most also know Basic so that they can communicate with others in the galaxy. They have a nasally accent. Some only know Snivvian because they prefer it and don't wish to assimilate. Almost all Snivvians are pleased with a chance to use their native language.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90



- **1 rank in Charm**
- **Thick Skin**: Remove ■ for cold conditions, add ■ for hot conditions.
- **Advanced Olfaction**: Add □ on Perception checks that use smell.
- **Silhouette 0**

TROUBLED HISTORY

A common source of inspiration in Snivvian art are actually their troubles. The Snivvians have dealt with tragedy because after first exploring space, they attracted the attention of the Thalassian slavers. Their skins were often sold for their thermal properties. The practice could very well have ended Snivvian culture, but the Republic stepped in and did enough to keep some Snivvians free. As was so often the case with the Old Republic, they still did relatively little to protect the Outer Rim civilization of non-humans from exploitation. They would continue to be vulnerable and have to deal with the Thalassians from time to time.

SPINER

Introverted mammals who defend themselves by shooting quills, the Spiners are nearing extinction after their sun went supernova. They are few in number and dispersed, so they have mostly been forced to assimilate into the wider galaxy.

Physiology: Spiners are a species of brown-furred mammals who tend to be fairly athletic. They vary in size more than some other species, as both males and females can range from a diminutive one and a half meters to a towering two and a quarter meters. They have small, dark eyes with deep sockets, pointed ears, and they also have a slight snout. However, their most prominent feature is their protective quills, which line their back and arms. Although they act as a defensive measure, they can also be used as a ranged weapon. The Spiners can release quills at will, launching them several meters behind them like an arrow. In order to best use their quills, Spiners generally wear little to no clothing over their back. Their fingers and toes have claws, but their hands and feet can be similar to human hands and feet in structure. Some have a rear-pointing claw on their feet and only have three toes.

Society: The Spiners are an introverted people for the most part, keeping to themselves and generally preferring not to speak. They come off as kurt with strangers, but they can still be very loyal to their friends. They are also, for the most part, an honest people. Much of their culture has been lost to assimilation with the rest of the galaxy, as their traditions were generally incompatible with non-Spiner cultures.

FACING EXTINCTION

Evolving on an isolated world deep in a hard-to-reach part of the Elrood sector, the Spiner civilization was mostly independent until roughly 200 years ago. At that time, offworld scientists realized that their star was going supernova, and the Spiners attempted to evacuate with help from the Republic. However, only a few thousand escaped, and they have been too thinly spread to reproduce enough that dying members are replaced. As such, their numbers have dwindled ever since. Further exacerbating their extinction is a genetic flaw that makes them infertile outside the Elrood sector where they originated. However, some evidence points to the existence of lost Spiner colonies settled prior to their homeworld's destruction. Such colonies may be the only way for the Spiners to avoid extinction.

Homeworld: The Spiner homeworld of Worxer was destroyed 200 years ago. Before its destruction, it was mostly isolated and unimportant. Aside from a few advancements in geothermal energy, Worxer's technology was generally far below the galactic standard.

Language: Because the Spiners are so thinly spread, they have had little motive to use their native language, Worxi, and since adopted Basic as their tongue. Worxi is now a dead language.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **Quills**: Up to 8 times per day, may use Ranged-Light to shoot quills out of back, dealing 4 damage at short range. Have Crit 3, Pierce 1, and Inaccurate 2. May only shoot backwards. May also deal base quill damage if attacked from behind using Brawl.

SQUIB

Trading is absolutely vital to the Squibs, and they think of it as art. They speak a very unique dialect of Basic with strange idioms. Since they are generally scavengers, many work aboard slavage vessels. They are small rodents with very sensitive fur.

Physiology: Squibs are small creatures, about a meter tall, who have rodential and canine heritage. They are entirely covered in fur, which is white, gray, black, brown, red, purple, or blue. The fur is actually very sensory. Its combination of using smell and touch can do many things that human senses cannot. Their ears can also rotate in order to detect specific sounds. They have large eyes on the side of their head that are black, blue, yellow, red, or brown. Their head ends in a whiskered muzzle with black nose and a mouth of canine teeth. While they have gender, males and females are difficult to distinguish visually for outsiders. They have a relatively short lifespan.

Society: Squibs are curious, confident, and cunning. They are very friendly with strangers, eagerly trying to find friends and trading partners. However, once they know someone, they can become very annoying. They let their curiosity run wild, often handling things that aren't theirs. They also have a knack for bargaining, which is one of the most important traits in their society. While they do some honest trading, much of their haggling involves scams or horribly one-sided deals. This is reflective of an overall nature that is bold and confident. Still, however annoying they may be, Squibs know that cheerfulness never hurts when trying to make a deal. They are fierce enemies with the Ugor species. Since Squibs are excellent scavengers, they have made many deals to get jobs as garbage workers. Though the working conditions are poor, they are able to keep any scrap that they would like.

Homeworld: Squibs come from Skor II, a world in the southern part of the Outer Rim that is on the verge of supporting the Rebel Alliance. It is a terrestrial planet of diverse terrain, so its many resources are very scattered. It is ruled by King Ebareebaveebeedee.

Language: Squibs almost always speak Basic, as that is what most trading is done in. They have a high-pitched voice and use weird expressions. They also know their own language, Squibbian, which they use to secretly communicate amongst themselves.

SPECIES ABILITIES



- **Wound Threshold**: 8+Brawn



- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Negotiation**
- **Scavengers**: Receive the talent "Utinni!"
- **Fur**: Add ☐ on olfactory and tactile Perception checks.
- **Silhouette 0**

THE ART OF BARGAINING

For Squibs, bargaining is an incredibly complicated art form. While they are clever, they will never lie or break a deal. There are many other rules related to bargaining, however. First, anything that is free is always a good deal. Second, bargaining is the most important form of communication. Because of this sacredness, it must be done face-to-face. Third, when dealing with their nemesis, the Ugors, there are no rules. Their favorite tactics also include using complexity to confuse the other people and pestering for as long as possible. While they typically love all deals, tangible objects are their favorite.

SRRORS'TOK

Srrors'toks are felines who have a primitive society, and they are mostly ferocious warriors. However, the have a tradition of life debts that they take very seriously, and those who get into one often travel offworld in order to fulfill it.

Physiology: Srrors'toks are a species of felines covered in golden fur who tend to be burlier than humans. Their hands boast four clawed fingers, and their feet have four clawed toes. Additionally, they have sharp fangs behind their cleft lips. They have whiskers and a triangular nose, above which are eyes with slit pupils. They have large, pointed ears and a thin prehensile tail. Despite their fur, they are adapted to warmer climates and are vulnerable to cold temperatures. Although they prefer to go without clothes, they will wear them on colder planets.

Society: Srrors'toks are ferocious, cunning predators by nature, although they have not developed advanced technology. Most still live in the wilderness, cut off from any civilized society. Despite their primitivism, they have a strong sense of honor and morality. Srrors'toks will never betray a fellow Srrors'tok or any friend, nor will they ever abandon one another in times of need. Doing so is not just immoral to them; it is an unthinkable possibility.

Homeworld: Srrors'toks come from Jankok, a steamy backwater planet covered by rainforests. It is in the Outer Rim and has no spaceports.

Language: Srrors'toks have a growling voice and struggle to speak Basic. If they ever learn Basic, which is rare, they have a thick accent and are hard to understand. Their native tongue, Hras'kkk'rarr, uses both verbal growls and gestures.



LIFE DEBTS

One of the most unique facets of Srrors'tok morality is that of the life debt, which states that if someone saves their life, the Srrors'tok then owes their life to serving that person. They will do anything to fulfill their life debt, even serving someone who they see as evil, and if they cannot fulfill the life debt, they are expected to commit suicide as punishment. Generally, life debts mean they act as a bodyguard of sorts, although it can also mean fulfilling another role for the organization that the beneficiary is a part of, and the debt lasts for life. Life debts can be cancelled if a Srrors'tok acquires a second life debt: Although they generally try to fulfill both contracts, this is typically not possible when the two beneficiaries are enemies of one another. Should this happen, they generally cancel the older debt, but they sometimes cancel both. However, it is seen as incredibly dishonorable to intentionally take up a second life debt in order to get free of the first. They speculate that allowing Srrors'toks to intentionally get into life debts would lead to a complex network of debts and the end of their society.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Survival**
- **Heat Tolerance**: Remove ■ for hot conditions, add ■ for cold conditions.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

SSI-RUU

Ssi-Ruuk are a very prejudiced religious people, and they have a strict caste system which includes slaves. They control a small Empire in the Unknown Regions, southwest of the galaxy, but they are hesitant to invade any new planets because they fear dying on an unconsecrated world.



Physiology: Ssi-ruuk are a species of large Saurischians who are fierce warriors. They are bipedal and have clawed hands and feet. Although they are taller than most species and weigh a whopping 350 kilograms on average, they are extremely agile for their size. Ssi-ruuk have a protective layer of scales, which come in varying colors depending on caste. These scales are thick and can protect them from blasters. Ssi-ruuk have poor eyesight, but they have an excellent sense of smell using two tongue-like appendages which can also sense emotions.

Society: Ssi-ruuk are a very spiritual people, and they have built the Ssi-ruuvi Imperium based on their beliefs in a book known as the G'nnoch. Although they wish to expand, they fear dying on unconsecrated planets, so they rarely ever leave their isolated star cluster. They use a unique technology known as entechment, in which captured organics can be used as a power source. Although the Ssi-ruuk claim otherwise, this process leaves them conscious and is extremely painful. Only "inferior beings" like slaves are enteched. Soon, Emperor Palpatine will make contact with the Imperium, ceding a few Outer Rim worlds to the Ssi-ruuk in exchange for entechment technology. After Palpatine's death, the Ssi-Ruu will invade Bakura, but they will be driven back by the Alliance and devastated by the Chiss. They will manage to consecrate Bakura during the Yuuzhan Vong War, but a slave uprising will topple Ssi-ruuk society.

Homeworld: Ssi-ruuk come from Lwhekk, a steamy jungle planet in the Ssi-ruuk star cluster that they rule.

Language: Ssi-ruuk speak a melodic language called Ssi-ruuvi, which humans cannot reproduce. They rarely learn other languages and prefer to use droid translators.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	1	2	1

- **Wound Threshold**: 14+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Athletics**
- **Natural Armor**: Receive the talent "Enduring."
- **Force-Blind**: May not become Force-sensitive.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Olfaxes**: Add ■ on visual Perception checks, but remove this penalty if smell can also be used. May also smell emotions, upgrading the difficulty when opposing a Deception check.

SSI-RUU CASTES

BLACK SCALES

- **1 rank in Stealth**

BLUE SCALES

- **1 rank in Deception or Leadership**

BROWN SCALES

- **1 rank in any non-career skill**

GOLD SCALES

- **1 rank in Discipline**

GREEN SCALES

- **1 rank in Resilience**

RED SCALES

- **1 rank in Brawl**

YELLOW SCALES

- **1 rank in Mechanics or Medicine**

SOCIAL HIERARCHIES

Ssi-ruuk are a highly prejudiced people. At the top of society are blue-scaled nobles and gold-scaled priests, while those with yellow scales work as scientists. Those with black scales work as assassins, and those with red scales make up the military. Most Ssi-ruuk have green scales, and they are used as workers. Marriage between castes is forbidden, and children from multiple castes end up brown. Such brown-scaled Ssi-ruuk are often killed at birth or used as slaves. There is also a species called the P'w'ecks, who are similar to the Ssi-ruuk but are smaller and always have brown scales. The P'w'ecks are seen as inferior and often enteched. Similarly, the Ssi-ruuk seek to conquer all other species.

SULLUSTAN

Sullustans are a small and mouse-like people who are very eager to explore and be outgoing. They developed a great sense of direction living in tunnels on Sullust, so they are excellent navigators.

Physiology: Sullustans are small near-humans with a mouse-like appearance. They have tan, gray or pink skin, with little hair. A few grow hair on their chin, while some females have it on top of their head. Their eyes are large, black, and fairly sensitive to light. This sensitivity causes them to get corneal defects at about 30 years old. They have very large ears and facial jowls which are known as dewflaps. Navigating the cave systems gives them an innate sense of direction, which also helps them when navigating through hyperspace. They are also very resistant to alcohol.

Society: Sullustan society is very outgoing and amiable, always looking to interact. Sullustans are curious in nature and looking to explore the galaxy. They prefer to learn through mistakes and experience, making some consider them to be reckless. Sullustans organize themselves into Warren-clans, which include one polyandrous female and several males, as well as their young. Sullustan economy is very capitalist, which they do to benefit people. In addition to the notable starship industry on Sullust, they also attract tourists for their high-tech underground cities. Perhaps the most unique business is hairstyling, where the hairless Sullustans, surprisingly, are renowned. The Empire has put Soro-Suub corporation into power on Sullust, and the move is mostly opposed by the democratic Sullustans.



BURIAL RITES

Sullustans have very unique burial rites, and death, known as "Eternal Sleep," is treated with reverence. They have vast crypts and vaults, which are guarded by crypt masters. The most elaborate of their rites is referred to as "tomb walling." The bodies are covered in stone bricks, which are placed one at a time, with the closest relatives placing first, and minor friends going last. The placer of the final block then gives an address, with a number of words equal to the age of the deceased being in years.

Homeworld: The Outer Rim world of Sullust is a volcanic planet, and can be found on the Rimma Trade Route. It has rocky deserts and mountains as well. A major hub of trade, especially with the starship industry, it "shines as a nova of capitalism." The Sullustans live almost entirely in the underground caves. While the volcanoes aren't very active in some parts of the planet, few are completely gone. The atmosphere is barely breathable thanks to volcanic pollution, but this does not affect the underground caves, which are safe.

Language: Sullustans speak Sullustese, a chattering language with fairly short words. The pronunciation is somewhat difficult, but not impossible, for humans. Since Sullustans are a common sight amongst the stars, many spacers speak Sullustese. Many but not all Sullustans know Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	2	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Astrogation**
- **Large Eyes**: Remove ■ for darkness, add ■ for brightness.
- **Born Pilots**: Receive the talent "Skilled Jockey."

SVIVRENI

The greatest asset of the Svivreni is their incredibly stubbornness and determination. Despite their small stature, they are resilient and tough, making excellent miners and metalworkers.

Physiology: Svivreni are short equinoids who make up for their small size with musculature. They also have long arms for their size and hooves that allow them to run only slightly slower than a human. Their skin is pinkish, and their head features wide eyes and a projecting snout as well as two pointed ears. They typically have copper-colored hair on their forearms and atop their head, which they rarely cut. They typically only braid it, and this braid can go as far as their knees, especially among older Svivreni. They live for about 125 years and are very resilient.

Society: Svivreni are one of the galaxy's most stubborn species. They rarely change their mind about anything and react adversely whenever someone attempts to persuade them. Younger Svivreni will often defend their viewpoints via brawl. Although older ones are even more uncompromising, they fight less. They resist outside influences in their culture, so many of them do not like the Empire. Although they are currently under Imperial control, they will eventually join the New Republic and put up an incredible defense against Thrawn through sheer determination. Despite capabilities for violent resistance when needed, they are harsh on crime. They ban weapons, and violent crimes on their homeworld are punishable by death. This tends to ward off most criminals. One of the most unique aspects of their culture are their complex greetings and farewells. For example, they consider saying "goodbye" to be bad luck and instead use the phrase "as the journey begins, so go."

Homeworld: Svivreni hail from Svivren, a mountainous Outer Rim world with a harsh climate. Despite the challenges that the Svivreni face, it is a prominent trade world that exports technology and other metal products. It is ruled by the Svivreni Trade Alliance and has a population of eight billion, including many immigrant humans, Sullustans, and Ewoks.

Language: The Svivreni language can only be spoken by Svivreni, although they are capable of speaking Basic. Not all Svivreni know Basic, however.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower



- **Starting XP**: 90
- **1 rank in Athletics or Resilience**
- **Stubborn**: Receive the talent "Nobody's Fool."
- **Silhouette 0**

MINING AND METALLURGY

Svivreni are renowned throughout the galaxy for their abilities as miners and metalworkers, which helped make their backwater home into a successful trade world. They also run the Svivren Xenomineralogy Institute, which is considered the best college for xenomineralogy. They have a natural talent for recognizing a mineral's value and are employed in all levels of mining. Most Svivreni miners wear sleeveless clothes so as to maximize flexibility and have many pockets to carry tools. Svivreni also value recognition from peers, although there is no consensus among them as to who is the best mineralogist in history.

SWOKES SWOKES

Chubby and incredibly ugly, the Swokes Swokes are incredibly durable and unrelenting with incredible regenerative abilities. They are religious, and placing a great deal of importance on correctly burying the dead and often carrying the body parts of their ancestors with them.

Physiology: Swokes Swokes are chubby creatures with white or gray skin and no hair. Their wide mouth cannot frown and features several pointed teeth in a seemingly random arrangement. They have small bluish horns around their neck and atop their head. Their nostrils vary in number from one to three. Their eyes are blue, red, or white, and they have black eye sockets. This overall facial appearance is unattractive to almost all other species in the galaxy, although some instead view them as comical. Many Swokes Swokes have a tail which ends in four knobby spikes, while others lack this feature entirely. Swokes Swokes are among the galaxy's hardest to kill creatures. They are absolutely relentless in combat because of a number of factors. Their thick, blubbery skin acts as excellent protection, they have greatly reduced sensitivity to pain, and quick regenerative abilities ensure that any wounds they do suffer, even lost limbs, can be healed in a little over a week.

Society: Swokes Swokes are a people who are viewed as brutes. This is very true: They are a violent people who are quick to fight and often try to solve their problems with straightforward combat. They are typically very selfish and use wealth as an important measure of status. One way to demonstrate this wealth is to surgically embed gemstones. Many buildings operated by Swokes Swokes use bioscanners to detect such gemstones and determine the wealth of its occupants. Aside from their wealth, they care little for hygiene or outward appearances. For example, they eat loudly and messily with all parties sharing from a wide trough. Cannibalism is a common punishment, but they view being eaten by family as better than being eaten by strangers.



PIETY IN DEATH

The Swokes Swokes are a very religious people. They are divided into a number of sects which each fight for the devotion of the people. One sect, the Temple of the Beatific Razor, stressed violent and zealous devotion and demonstrated their piety by flaying parts of their skin. However, this sect is now illegal. Most sects have a number of features in common. They venerate their ancestors and often carry pieces of their bodies as relics. Funeral planning is an art form to the Swokes Swokes. Whether buried or cremated, the remains of ancestors are stored in a giant graveyard known as the Tract. Each person is stored in a monument called a "stela." Each stela is contained in a two meter square of white polished stone. The Tract Conviction, a government branch responsible for the Tract, employs millions.

Homeworld: The Swokes Swokes come from Makem Te, an arid world in the Outer Rim. Large snake-like creatures called schingas are domesticated as mounts. It is rich in a number of metal ores, which has caused a number of foreign mining companies to conduct operations. Most Swokes Swokes are suspicious of these firms. It is ruled by a Council of Caliphs and its largest city is Thousand Thousand.

Language: Swokes Swokes speak their guttural native language called Swoken, and most also know Basic. They repeat names of things that are great, so successful Swokes Swokes often have names like "Yeb Yeb."

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	1	2	3	1

- **Wound Threshold**: 14+Brawn
- **Strain Threshold**: 14+Willpower
- **Starting XP**: 80
- **Thick Skin**: Receive the talent "Enduring."
- **Reduced Sensitivity**: Add ■■ on tactile Perception checks. Remove ■■ for pain.
- **Regeneration**: When recovering 1 or more wounds through natural rest or a bacta tank, recover 1 additional wound. May also regrow lost limbs after about 10 days.

T'LANDA TIL

The t'landa Til are the less notable relatively to Hutts, a quarupedal species of large reptiles with a horn atop their head. Males have a telepathic ability to manipulating emotions, and they can also emit vibrations which can be addictive.

Physiology: The t'landa Til are a species of horned reptilians distantly related to Hutts. They are two meters tall or more and longer than they are tall. They are quadrupedal, and all of their legs are short and wide. Their arms, however, are the opposite: long and thin with four fingers. They also have a thin tail. Their skin, typically a grayish brown, is extremely loose with folds and wrinkles, especially around their neck. This skin is similar to Hutts in that it is thick and oily. They are also similar to Hutts in many other ways. They can live for several centuries and are resistant to Jedi mind tricks. Like Hutts, they lack a neck and have a wide mouth, but they are distinguished by a prominent facial horn atop their forehead. Their white eyes have no pupils. Their internal biology is unique as well. They have three stomachs and two hearts. Perhaps the most unique aspect of the t'landa Til, however, is found only in the males. Using their inflated neck pouch, they can create vibrations, both sonic and subsonic, that female t'landa Til find to be pleasurable. They call this "Exultation." It is made much more valuable in that it has similar effects on both males and females from a majority of other sentient species. It is very similar to a narcotic in that the pleasure experienced is extremely addictive. Male t'landa Til also have minor empathic abilities that use telepathy to trigger emotions, although they are much less powerful than the vibrations.

Society: As relatives to the Hutts, the t'landa Til are similarly willing to conduct immoral activities of all sorts. T'landa Til lack the success of the Hutts, however. Although some have had success in crime, almost all of them still lack both the wealth and the power that most of the Hutt kajidics possess.

Homeworld: Like the Hutts, the t'landa Til come from the swampy Outer Rim world of Varl. A cataclysmic event of some sort left the planet as a wasteland, so both the Hutts and the t'landa Til were forced to evacuate. Many relocated to Nal Hutta, a swampy world found in what is now called Hutt Space.

Language: The t'landa Til have their own language, t'landa Til. They are also practical enough to sometimes know more common languages such as Basic and Huttese.



SPECIES ABILITIES



- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 80
- **Force Resistance**: When targeted by a telepathic Force Power, increase the difficulty by 2.
- **Silhouette 2**

T'LANDA TIL GENDERS

FEMALE

- **+15 XP**

MALE

- **Empathic**: Once per encounter as an incidental, may suffer 1 strain to cause a nearby being to experience a particular emotion to a minor extent.
- **Vibrating Neck Pouches**: May suffer 1 strain to vibrate neck pouch, creating sonic and subsonic vibrations that bring strong pleasure to anyone within medium range. This cannot affect any being that cannot hear. Those affected may develop an addiction similar to when using a narcotic.

THE YLESIA TRAP

The t'landa Til often work with the Hutts, as was demonstrated with a particularly clever snare on Ylesia. Using male t'landa Til, the Hutts would conduct religious ceremonies as part of the made up "Cult of The One and The All." As people experienced Exultation, many would become addicted and convert. They would then go on a pilgrimage to Ylesia, where they would improve themselves through hard work- the hard work of mining spice for the Hutts. None would resist for fear of being denied Exultation. Although this particular scheme on Ylesia has been foiled, there is no doubt that other t'landa Til use their abilities to conduct similar operations.

T'SURR

The T'surr seen in the galaxy are exclusively male, and they are blue-skinned giants with extra eyes, sharp teeth, and horns. These T'surr are brutal pirates, and they value slaves above all else.

Physiology: T'surr males are giants, generally about two and a half meters tall, and they are extremely strong. Incredibly strong and thickly built, the T'surr are made even more intimidating by the crown of long horns and lipless mouth full of sharp teeth. Female T'surr lack the horns, and they are also much smaller in stature than the males, making them far less intimidating. For all T'surr, their four eyes are small, red, and see well in the dark, and they also have excellent hearing. The extra eyes give them great depth perception, which is highly advantageous when using blasters. Their blue skin has a shine similar to marble. They have three-fingered hands as well as a pair of smaller arms with pincers at the end, but these extra arms are so small that they are virtually useless.

Society: Forged by the harsh living conditions on their homeworld, T'surr are as heartless as anyone. They are absolutely ruthless rulers, and almost all are slavers, pirates, or both. They view all other species like livestock, and they do the same to their own kind if given the opportunity. As dangerous as they may be, they are extremely few in number, so they have not achieved as much infamy as other slavers. They make little technology of their own, but they can capably use the technology that they steal and often keep trophies. However, in the eyes of the T'surr, no amount of material wealth can match the value of slaves. Without slaves, they have nothing.



GENDER ROLES

The galaxy has yet to see any female T'surr, who are confined to the home. Although males may seek to conquest offworld, they are subject to the females in the home. For this reason, male T'surr generally prefer to leave their homes once they have had children, as they are subject to no one once they take to the stars. Males describe the females as small, timid creatures that are too scared to leave their homes, but the galaxy has yet to hear how the females respond to these claims.

Homeworld: T'surr come from a planet of the same name, a high-gravity planet in the Expansion Region. It is cold, windy, and has little water. The sun is distant and provides little light, which is why the T'surr see so well in darkness.

Language: T'surr speak T'surrese, and they tend to learn Basic as well so that they can command their slaves more easily.

SPECIES ABILITIES (FEMALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	2	3	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Perception**
- **Four Eyes**: Remove ■ for darkness, add ■ for brightness. Add □ on all Ranged-Light, Ranged-Heavy, and Gunnery checks.

SPECIES ABILITIES (MALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	2	2	2	1

- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Coercion**
- **1 rank in Perception**
- **Four Eyes**: Remove ■ for darkness, add ■ for brightness. Add □ on all Ranged-Light, Ranged-Heavy, and Gunnery checks.
- **Silhouette 2**

TALZ

Talz are peaceful but physically powerful creatures adapted to the cold. They are very simple and do not understand the concept of ownership. Many are Imperial slaves.

Physiology: Talz are tall creatures with white fur. They grow to be two to two and half meters tall, though they only live for about 50 years. They have four eyes, the larger of which see well in darkness. Their smaller eyes, of course, are for the daytime. Their white fur blends in well with the snow on their homeworld and protects them from the cold. Their fur can also be light gray or pink. Their noseless face is distinguished by having dark gray fur and four black eyes. Near the chin, a proboscis extends, which they use to eat and communicate. Their large hands have sharp claws, making them effective brawlers.

Society: Despite their combative advantages, Talz are peaceful creatures. Although they defend themselves when needed, they are generally quite gentle and kind. They are diligent workers, though very primitive. More than once, Talz have been considered to be non-sentient. They do not use tools very often but still understand technology like starships or blasters at a basic level. They live in primitive shelters, which they construct for warmth. Their one complicated thing is a complex system of families, extended families, and clans. Going along with that are sophisticated rules, which are designed to distribute resources as effectively as possible. The Talz are not considered to be sentient, so the Empire has enslaved them. Although they hope for freedom, violence is not a response that the Talz use. However, many now distrust all humans or other species that resemble humans. Talz still live free on other small colonies, like Hoth.

Homeworld: The Talz homeworld, Alzoc III, is a snowy planet, like their other home on Hoth. It is off of many records, so few people know of the slavery of the Talz. It is in the southern part of the Outer Rim and is rich in minerals. The planet has some greenery but is mostly ice.

Language: The Talz speak Talzzi, a language of chirps and buzzes. Pitch is very important for determining the words as well. Due to the structure of their proboscis, the Talz cannot speak Basic.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 95
- **1 rank in Resilience**
- **Four Eyes**: Remove ■ for darkness or brightness.
- **Thick Fur**: Remove ■ for cold conditions.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.



OWNERSHIP

Talz fail to understand the concept of ownership. They will innocently borrow someone else's things but allow others to do the same to them. This creates a perception that Talz tend to be thieves, and many people closely guard their possessions when around a Talz. Many have tried and failed to explain the concept of ownership to Talz, but few ever succeed.

TARASIN

Humanoid reptiles with color-changing skin, the Tarasin are naturally spiritual and have a strong connection to the Force. They were once plagued by corporate interests, but they have since been left alone.

Physiology: Tarasin are slightly undersized reptilian humanoids who have translucent scales and color-changing skin. They can change colors to better camouflage themselves, but they also change colors based on their mood. They have enough control over it that they can communicate with other Tarasin by changing colors, but it is also a tell that makes it harder for them to lie or bluff. Similarly, they have a thin fan of skin around their neck that spreads out when they are agitated. They lack a nose or ears, and their face is distinguished by a wide mouth, prominent cheekbones, and large, black eyes. They are cold-blooded, mostly adapted for a warm climate, and they have a tail for balance.



Society: Tarasin have moved past a nomadic life and formed tribal communities known as irstats that have a few dozen members and are generally a day's journey apart. The chieftan, known as the Irstat-Kes, is typically the second-oldest female, while the eldest female, known as Mother, is revered as perfect. Tarasin are intelligent and curious by nature, and generally amiable in their interactions. Such traits allowed them to welcome Republic explorers when they first arrived on their planet, but tensions grew when natural resources were plundered by offworld factions generally interested in mining. Tarasin tribes and Trade Federation droids escalated violence against one another, and the Tarasin demonstrated surprising competence with offworld weapons. Eventually, the Jedi intervened and negotiated the Cularin Compact with both sides, a peace treaty that greatly limited corporate interests on Cularin. From then on, the Tarasin were mostly left alone, and the scale of industry, mostly conducted by the Metatherian Cartel, was greatly reduced.

Homeworld: Tarasin come from the steamy rainforests of Cularin, an Expansion Region world which is full of life and strong in the Force. It has a few small cities operated by offworld interests such as the Metatheran Cartel. In 32 BBY, the usage of a Sith Artifact caused the planet to seemingly disappear for the next decade, which passed by in a blink for those on Cularin.

Language: Tarasin speak Tarasinese, but they often choose to communicate by changing skin colors, which is silent and can often go unnoticed.

TARASIN AND THE FORCE

All Tarasin have some connection to the Living Force, although few possess the ability to use it in very tangible ways. For most, it allows them to connect with nature in ways that other species cannot. Their entire planet is strong with the Force, so they value its natural resources. They are mostly vegetarian and rarely hunt for food, only medicinal compounds or skins. In particular, the hardwood ch'hala trees play an important role in their religion and are sacred to them. In 119 BBY, a Jedi Academy opened near Cularin, which many Tarasin joined. Although they hide their connection to the Force from the Empire, it is likely that many surviving Jedi now take refuge among the Tarasin. A few of the Tarasin who are strongest in the Force will join the New Jedi Order.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	3	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **Cold-Blooded**: Remove ■ for hot conditions, add ■ for cold conditions.
- **Color-Changing Skin**: Upgrade the difficulty of Deception checks, but add □ on Stealth checks. May also communicate with other Tarasin by changing skin colors.

TARONG

The Tarong are large flying reptiles with talons and sharp beak who are peaceful despite their predatory heritage. They are a very social people, often living with many extended family members, and they have a fascination with protocol droids.

Physiology: Tarongs are a species of large, flying reptiles with clawed feet and hands. Additionally, they have prominent wings with a wingspan of ten to twenty meters, although they can fold them up to enter smaller spaces. The wings are leathery, but they have a few feathers on the bottom. Similarly, they have a distinctly avian head which is also feathered. They have a beak, and their eyes, which see in the infrared, granting them excellent low-light vision, are on the side of their head. Tarongs also boast excellent hearing, although do not have any sense of smell. Their feathers come in shades of brown and olive, and their skin typically matches its color. In addition to their wings, they have a wide tail to help them fly, and they move exceptionally quickly while flying. They are also carnivorous, preying upon small mammals such as rodents and marsupials. Tarongs never wear clothing unless they are in a cold environment, although they will wear simple jewelry.

Society: Tarongs are an extremely talkative people who enjoy conversation of any sort. They always try to talk to their prey, as they would never eat anything that can talk to them. Because of this trait, they are endlessly amused by protocol droids, whom they often treat as family. They are peaceful whenever it is possible, and their prefered tactic if they need to defend their home is to pick up the adversary and fly them to a remote or inaccessible location. They are also known for their love of gems and jewelry, which they typically decorate themselves and their protocol droids with. Despite access to offworld technology such as droids, they are otherwise fairly primitive, living in small huts in the treetops. They live with a larger extended family, and twelve to thirty families combine to form a tribe.



TARONG POLITICS

None of the Tarong tribes have any sort of formal government, although they meet with nearby tribes every season. Presiding over these meetings is the closest thing they have to political leadership, although they change leaders every meeting. They dislike the Empire, mostly because Imperial governors are less interesting in conversation, so they avoid interacting with the Imperials. They do enjoy exploring the galaxy and learning about offworld politics, although they have little interest in replicating them in their own society.

Homeworld: Tarongs were first discovered by the Republic on two worlds, Iri and Disim, and it was unclear which was their original home or how they spread to another planet. They were genetically almost identical, and they have since interbred extensively, thus totally eliminating any differences between the two species. Both Iri and Disim are both rural forest planets with some mining industries that are found in the Epidimi system of the Mid Rim.

Language: Tarongs tend to be good linguists, as they can naturally pick languages up by mimicking them. They typically know Basic as well as at least one other language.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	1	2	2	2

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Charm**
- **Advanced Senses**: Remove ■ for darkness and add □ on auditory or visual Perception checks.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain. When flying, move twice as quickly.
- **Silhouette 2**

TARRO

A taller species of near-humans with red hair, pointed ears, and claws, the Tarro are loners who are focused only on their own business. Their homeworld was destroyed, so they are scattered, and many go to the Outer Rim, as they detest bureaucracy.

Physiology: Tarro are tall humanoids with clawed hands that have seven fingers each. This combination of size, athleticism, and natural weapons make them formidable combatants. They have a high forehead and lack eyebrows, and their nose is quite flat. They have pointed ears, and their mouth is full of sharp teeth. They have gray-green skin and yellow eyes, while hair color is dependent on sex. Males have navy blue hair, while females have reddish brown hair.

Society: Tarro are not especially immoral, but they are generally rude and not very friendly. Tarro are loners, and they are extremely self-centered. They expect others to leave them alone, and they often get frustrated that others are in their way. They are also extremely stubborn, always sticking with doing things their way. Despite these attitudes, the Tarro managed to build a very technologically advanced society, and they are highly intelligent. They cannot stand bureaucracy or paperwork, so they generally choose to live on the fringes of the galaxy, where legality is of little concern. They generally live on the move as mercenaries or bounty hunters, avoiding any long-term attachment to people or places.

Homeworld: Tarro come from Tililix, an isolated planet in the Unknown Regions that has now been destroyed. They have not adopted a new homeworld, and they have now scattered throughout the Outer Rim.

Language: Tarro have managed to preserve their native language, Tarrese, a tongue that is very similar to Basic, but it is harsher-sounding and has a wider variety of sounds. Most of them know some Basic, since they rarely encounter other Tarro.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Mechanics**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Loners**: Add ■ when targeted by a Leadership check. May not perform the assist maneuver.



APOCALYPSE

Almost a century ago, the Tarro's star system was destroyed when their sun exploded without warning. Many have speculated that this catastrophe was caused by the Tarro themselves, that they may have built some sort of superweapon could have destroyed the star system, but any evidence regarding the system's destruction has been destroyed in the cataclysm. Only a few hundred Tarro survived, and they have scattered, leaving the species on the verge of extinction. Down to about 350 members, a few of them now look for lost Tarro colonies that are currently lost to time. Similarly, the dispersion of the Tarro has caused them to lose almost all of their original culture, although their attitude as obstinate loners remains unchanged.

TAUNG

An ancient species that is now extinct, the Taungs are the cultural ancestors of the Mandalorians. They were a group of warriors that fought over Coruscant in its early history before they colonized Mandalore and developed the culture that the Mandalorians follow to this day.

Physiology: A now-extinct species of humanoids who had gray-green skin, the Taungs were bigger, taller, heavier, and stronger than humans. Their hairless head had tendrils and was typically hairless, and they had a pointed chin. They had glowing eyes and lacked a nose. Taungs also boasted claws to further enhance their combative abilities, and they matured quickly, reaching adulthood at thirteen.

Society: The Taungs were a violent, warlike group of people who were all expected to be warriors first and foremost. Their god, Kad Ha'rangir, is a destroyer who brought growth through the cycle of death and rebirth. As such, warfare was seen as the instrument of the divine. Sloth, personified by a deity called Arasuum, was seen as the worst vice. Religion and politics were intimately intertwined, and their laws were known as the Canons of Honor. They typically fought to resolve disputes, generally in unarmed combat to the death. Despite their codes of honor, Taungs were ruthless warriors, loyal only to their own kin. Their clans were nomadic and mostly independent, although they were governed by a single ruler called the Manda'lore. Although Taungs were primitive by modern standards, they sought to use as advanced technology as possible, and they constantly innovated to reverse-engineer their opponents' technology. However, ancient Taungs wore little armor, unlike later Mandalorians, as they saw it to be more honorable.



Homeworld: The Taungs were native to Coruscant, which was then known as Notron, before they moved to Roon. Their final home, Mandalore, was and is a rural planet composed mostly of forests, grasslands, and deserts.

Language: The Taungs' original language was a very archaic form of Mando'a, although it has changed little over recent millennia. Although the Taungs often learned many other languages, they strongly preferred to use Mando'a when possible. Their names were almost always Mando'a words intended to describe them.

TAUNGS AND MANDALORIANS

The Taungs were very prominent more than 100,000 years ago, before the creation of the Republic or even the Infinite Empire. At this time, they battled the Zhells, a species theorized to be the ancestors of modern humans, for control of the planet Coruscant. Ultimately, the Taungs were defeated and mostly fled to Roon, where they lived for tens of thousands of years. Eventually, a Taung known as Mandalore the First led them to conquer a new homeworld, killing native beasts known as Mythosaurs. Their homeworld became known as Manda'yaim, or Mandalore in Basic, and they dubbed themselves Mando'ade, or Mandalorians in Basic, meaning Children of Mandalore. As the Mandalorian Crusaders expanded their territory, they subjugated, enslaved, or exterminated many species, but some members of other those species voluntarily sacrificed their past lives to be reborn as Mandalorians. Over time, other species became prominent among the Mandalorians. Almost 4,000 years ago, the Taung population was decimated by the Mandalorian Wars, and they became extinct shortly thereafter. However, their culture lives on among Mandalorians of other species.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 85
- **1 rank in Melee**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

TCHUUKTHAI

A mysterious species likely hailing from the Unknown Regions, the Thuuckthai are giant quadrupedal beasts protected by green natural armor and sharp claws. Although they are philosophical and romantic by nature, they often use their fierce appearance to scare outsiders who try to pry into their business.

Physiology: Tchuukthai appear as ferocious beasts, and they boast immense size and physical strength. They have a quadrupedal structure, but they can stand on two feet and use their forelimbs to grasp things if needed. They are two meters tall when quadrupedal, and three meters tall when bipedal. Further complementing their combative abilities is their natural armor, which is made out of thick, green plates that cover their head, back, and joints. Even where they lack armor, their leathery skin is thicker than that of most species and provides them with some protection as well. Many Tchuukthai do not wear clothing, although those who interact with other species frequently will typically do so. Both their hands and feet have prominent claws on their digits. The Tchuukthai are ceratopsia, and they have a tail as well as a beaked face. Their head is also distinguished by their head-fins, which extend out of their beak, pointing sideways before curving upwards, and they have small eyes without pupils. Some Tchuukthai have small patches of white or light gray fur on their chin, on the end of their tail, or on the backs of their limbs, but their scalp is always completely hairless.

Society: Tchuukthai are thoughtful and philosophical. Some of them prefer to be left alone with their thoughts, but it is also not uncommon for them to be more sociable. Despite their appearance, Tchuukthai are actually extremely peaceful, and they detest violence of any sort. They are best known for their romantic poetry, an art form that is very important to them. However, these renowned poems are difficult to translate into Basic, and outsiders typically struggle to appreciate or even comprehend their poems' true meaning and depth.

INTIMIDATION AND SECRECY

Tchuukthai are shrouded in mystery, and the rest of the galaxy does not even know their name. To the rest of the galaxy, they have been labelled as Wharls, which they generally accept without comment. Tchuukthai ignore or refuse to answer the many questions they receive about their origins, and only a handful have been known in the galaxy. Many more have been sighted briefly, in ways that have crafted legends and myths about their people. Tchuukthai have actually encouraged these myths, and many work to create a more intimidating reputation. Although they refuse to fight directly, their threatening appearance that they can easily scare off others without conflict, a solution that they find easier and more peaceful. To accomplish this, they generally use dramatic displays of strength or act like ferocious animals, and anyone who gets too curious is almost always scared into disregarding them once they witness such incredible acts.

Homeworld: The Tchuukthai homeworld is a subject of great mystery to the galaxy. Although it is speculated to be in the Unknown Regions, they refuse to disclose any more specific information about their planet of origin. All seem to come from elsewhere, as none have been born in the broader galactic community.

Language: Tchuukthai typically speak Tchuukthese, a guttural language. Many of them who interact with the rest of the galaxy speak Basic as well.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	1	2	1	3	1

- **Wound Threshold**: 14+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 60
- **1 rank in Charm or Coercion**
- **Natural Armor**: Receive the talent "Enduring."
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Quadrupedal Structure**: When carrying large objects or people on back, reduce their encumbrance by 4 to a minimum of 4. When bipedal, add ■ on all checks that use Brawn or Agility.
- **Silhouette 2**

TEMOLAK

Temolaks are known mostly as scavengers, and they are very stubborn, which they back up with durability. They generally sell their technology to primitive peoples, as other advanced species often take advantage of them.

Physiology: Temolaks are a bulky species protected by tough, clay-colored skin. They boast many redundant organs, which allows them to survive more punishment than other species. Their face is compact, with small eyes and a short nose with large nostrils. They have vertical ridges on their chin and small horns on their cheeks. They have fin-like protrusions on their forearms, but they have lost all major benefits of their aquatic heritage.

Society: 2,000 years ago, water evaporated on the Temolaks' homeworld, so they took to the stars in order to harvest ice from the planet's rings. Since then, they have acquired hyperspace technology, and they have essentially abandoned their homeworld to live as scavengers amongst the stars. They live aboard packed starships built from scrap metal, and they are remarkably thorough scavengers. They are typically timid and quiet, but they can be fiercely stubborn if someone attempts to steal their salvage. Even the majority of pirates know that fighting with Temolaks is rarely worth the effort. Many Temolaks also operate space stations that were once abandoned, using them as headquarters or warehouses. They rarely do business with technologically advanced species, as they generally prefer to trade with the primitive species who see simple technology as precious valuables. Among other advanced species, they are generally far too quick to trust and too easily manipulated.

TEMOLAK SALVAGE CONSORTIUM

During the Republic Classic Era, the Temolaks would often fight amongst themselves, fighting over garbage in long skirmishes that were clearly counterproductive. Since then, they have formed the Temolak Salvage Consortium, an organization responsible for maintaining peace among the salvage crews. The Consortium assigned specific territories to each crew, reducing conflict. However, it has become highly regulated under the Empire, so many Temolaks have now left it to work independently.

Homeworld: Spacefaring Temolaks are typically nomadic and have little reason to return to their homeworld of Zirulast, which is now a backwater planet with a small population. It is a dry planet found in the Expansion Region.

Language: Most Temolaks speak Temolish, their guttural native language, as well as Basic.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	1	3	2	1	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 95
- **1 rank in Resilience**
- **Scavengers**: Receive the talent "Utinni!"
- **Thick Skin**: Receive the talent "Enduring."

TERRELIAN JANGO JUMPER

Terrelian Jango Jumpers are a species of very athletic near-humans who are light and skinny. They skin is generally blue-green, and they have red-orange hair.

Physiology: Terrelian Jango Jumpers appear as very skinny humanoids with long legs, weighing only fifty kilograms on average. They have red eyes, blue or turquoise skin, and red hair. However, they are actually very unique as incredibly gifted athletes, superior to almost all other species and even rivalling Jedi with their combination of long-jumping abilities and stamina on foot.

NOTE

Terrelian Jango Jumpers come from The Clone Wars TV show, which often contradicts Legends sources. Furthermore, everything following the physiology section is based on the author's own assumptions. However, just as many Legends species could also exist in Canon, nothing prevents Terrelian Jango Jumpers from existing in Legends.

Society: The athleticism of the Terrelian Jango Jumpers is a result of their ancestors' nomadic lifestyle, where they would wander in search of food and chase prey on foot. Their leaping ability proved essential in traversing valleys and catching prey over short distances. Although modern members of the species are more civilized, they never truly felt the need to develop permanent homes. As such, they continue to live in large speeders or other portable homes, and they prefer to take their jobs with them, making seasonal migrations back and forth. This tendency for travel has also made them a prominent sight in the spacelanes, and many enjoy tourism as a hobby. However, incidents of bigotry following their first contact have made them scared of outsiders, and some disguise themselves as humans using face paint out of fear for such racism.

Homeworld: Terrelian Jango Jumpers come from the Inner Rim planet of Terrelia. It is a mountainous planet with few permanent settlements, although their technology is otherwise up to the galactic standard.

Language: Terrelian Jango Jumpers are generally bilingual, speaking their native language of Erreli as well as Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	1



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 90
- **1 rank in Athletics or Coordination**
- **High Jump**: Able to jump very high or far. Once per round as a maneuver, suffer 3 strain to move 2 range bands either vertically or horizontally.

TERRELIAN JANGO JUMPERS AND SPORTS

Although Terrelian Jango Jumpers are excellent athletes, they are too skilled for their own good in some ways: In most sports, their exceptional physiology is seen as an unfair advantage, so they rarely compete against humans. However, they have developed their sports leagues, many of which attract excellent viewership because of how gifted their athletes are. The Terrelian Smashball League has gained galaxy-wide attention in particular, but the vast majority of the Terrelian Jango Jumpers themselves actually find such sports to be boring and overcomplicated. They prefer footraces, both sprints and distance runs, as the purest form of competition.

THAKWAASH

The Thakwaash are a very strong species of equines who all have multiple personalities. Although some of their older members can change personalities at will, most simply change between them at random.

Physiology: The Thakwaash are a species of large equine sentients. They are incredibly strong, often possessing three times the strength of an average human. They are also very large at around three meters tall. They have a long face that features pointed ears, prominent nostrils, and black eyes. They have hair on much of their body, including atop their head and on their neck. This hair, like their skin, is typically brown. They all have multiple personalities, so they consider it to be a normal behavior rather than a disorder.

Society: Thakwaash are known to be a very unpredictable people, which is mostly a result of their psychology. They are one of the few peoples who remain completely apart from the Empire, mostly because their incredible strength makes them very tough to defeat in a fight.



MULTIPLE PERSONALITIES

Thakwaash are a very unique people in that they all have multiple personalities. They generally develop more over time, and some can even create particular personalities at will. They view these personalities as entirely different people. Like two separate individuals, these personalities often have different skill sets. It also helps them see from other points of view and better predict other people. Oftentimes, one or more of these personalities is insane. However, they still have some control over their personalities. Especially among older Thakwaash, it is possible to switch between them at will.

Although they have fought the Empire, they now remain isolated and lack hyperdrive technology. They will be discovered by the larger galaxy shortly after the Battle of Endor.

Homeworld: Thakwaash hail from an Outer Rim planet known as Thakwaa, which is a temperate world consisting mostly of plains and grasslands. It is independent from the Empire and completely isolated.

Language: Thakwaash speak Thakwaese, a language whose verbal form consists of growling, snorting, and neighing. Because of their multiple personalities, most Thakwaash choose to refer to themselves in the plural form.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2

- **Wound Threshold**: 15+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Athletics**
- **Multiple Personalities**: Must have at least 2 distinct personalities. For each personality, choose a unique skill. Gain +1 ranks in that skill when using that personality. At the beginning of each encounter, choose a personality randomly. Once per encounter, may roll an ◆◆ Discipline check to switch to a particular personality. May gain or lose personalities over time.

THEELIN

Art is very important to the Theelin. Pink-skinned near humans who are typically quite charming, the Theelin are a dying people. Mutations have made many of them infertile, and they have had to resort to crossbreeding with humans.

Physiology: Theelin are colorful near-humans, but their genetics have been problematic of late. A series of mutations first started during the waning decades of the Republic, and those mutations have made almost all members of the species infertile amongst each other. Rare already, fully blooded Theelin are almost extinct. Those remaining are very old. Recent attempts at cross breeding with humans have had some success, but their numbers continue to dwindle, and infant mortality is high. Crossbreeding makes Theelin a diverse species. Most have mottled skin of some bright color, often pink, red, or lavender. They also have brightly colored hair in most cases. Many have outward-pointing horns at their forehead. Otherwise, they are mostly human, but some have features such as hooved feet or three-fingered hands.

Society: Theelin are artistic and outgoing, often enjoying the performing arts. Many also are into fashion. The Theelin Divas are among the best singers in the galaxy, so many Theelin take the name Diva to honor them. Regardless of craft, almost all tend to be optimistic and happy. As social creatures, they work best in teams.

NOTE

No knowledge exists regarding the homeworld or language of the Theelin. The remaining information is made up. Players are not obligated to follow this.

Homeworld: Theelin come from Suggero, a Mid Rim plant on the Hydian. A hub for fashion and art, it attracts enough immigrants to refill its dying population.

Language: All Theelin speak Basic, favoring it over their now-dead native language.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	1	2	2	3

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Charm or Coordination**
- **Performers**: Receive the talent "Distracting Behavior."



A DYING PEOPLE

With pure-blooded Theelin slowly dying away and only partial success with crossbreeding, the Theelin are approaching what many consider to be an inevitable extinction. Despite this, they continue to make the most of their situation. For many, this sense of impending doom is almost poetic, and the emotions associated with it make for some of the best art yet from the species. For others, it can make for great fear, knowing that their time is short. Perhaps others may desperately seek a child to continue the species at all costs. Still others may become deeply saddened by this reality.

THISSPIASIAN

Thisspiasians are snake-like creatures with a martial history who are fierce warriors. They have four arms and are extremely intimidating to most other sentients, especially considering their carnivorous diet.

Physiology: Thisspiassians are repitalian creatures distinguished by their hairy head and long tail. Their skin is naturally an olive green, but their face is hidden behind a prominent beard that leaves only their mouth, red eyes, and nostrils exposed. This hair is black, brown, or blonde in youth, graying and whitening with age. Instead of legs they have a long tail, which can be strong enough to carry large objects or fight with. It can be coiled underneath them to sit. Their tail is scaled, though the rest of their body is not. They occasionally shed their skin. Though hidden to many, Thisspiassians actually have four arms, each ending with a sharply clawed hand. Most keep their lower pair tucked away, as they are smaller and weaker. Though they only sleep for about two hours per day, they do require a five or six hour meditation as well. Unlike the powerful Jedi Oppo Rancisis, most Thisspiasians live for about 100 years.

Society: Thisspiassians are proud warriors who hold fighting as very honorable. They use ritual unarmed combat to decide disagreements, such as when Jedi Master Oppo Rancisis used it to force the planet's Blood Monarch into staying with the Republic. They have a facade of tranquility in most cases but are still fueled by a fierce inner rage. Meditation is very important to them, and not meditating makes them prone to being very emotional. The Blood Monarch rules the planet, but the lineage has been very out of touch with society and is seen as archaic. Elected parliament handles most day-to-day affairs.

Homeworld: Thisspias is a rocky Expansion Region world that is currently controlled by the Empire. After the murder of the Blood Monarch and bombardment of the planet, the Empire enslaves most Thisspiasians and has been subduing the many rebel movements on the planet.

Language: Thisspiasian is a hissing tongue spoken by most Thisspiasians. Most can speak Basic as well.



- **Claws**: When using claws, deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Extra Limbs**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Tails**: When using tail, have the Knockdown quality. May also carry a single object of up to 6 encumbrance with tail that doesn't count towards encumbrance threshold.
- **Meditators**: Require only 2 hours of sleep, but must meditate at least 5 hours throughout the day.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 75
- **1 rank in Discipline**

DINNER TIME

Though omnivorous, they prefer to eat live birds, rodents, and insects. For larger animals, they can unhinge their jaws. Typical meals have the animals caged at the center of the table before being dipped in seasonings and eaten whole. They have learned to change such tastes when around outsiders. However, they continue to dislike the practice of cooking.

THOLOTHIAN

The Tholothians are a near-human species known for their Force-sensitivity. They have extremely long lifespans, and that extra time often allows them to become very wise.

Physiology: Tholothians are a near-human species. Their most notable distinction is that they live much longer than humans, so many are very wise. Visually, their skin is much darker and they have white tendrils protruding from their head. Their eyes are generally blue or indigo. Most females cover their hair in a traditional headdress. The species is very rare, but those that do exist are often Force-sensitive.

NOTE

Little is known about Tholothian society. The remainder of this entry is based on subtle comments and the author's own assumptions. Players are not obligated to follow this, but it is encouraged that if not, they imagine their own aspects of Tholothian culture.

Society: Tholothians are a peaceful people known for an elaborate system of social customs and traditions and focus on family. They live in large groups of extended families, which all share a household. These households are very important to them, and Tholothians tend to know all of their family very well. Offworld, this often transfers to friends and allies instead, though they often continue to maintain connections with family. Tholothians are fond of expression, though their understanding of art is much different and more abstract than other species. Tholothians also have a taboo against pets, a concept which they find inhumane.

Homeworld: Tholoth is an urban world in the Colonies. The entire population is contained in a single city, which has become relatively crowded.

Language: The Tholothian language of P'olothin is considered somewhat archaic and impractical, so it is mostly used in formal situations among their own. Otherwise, Basic is generally used by them.

CONVERSATIONAL ODDITIES

Though Tholothians not raised among their people can certainly be exceptions, many Tholothians follow several unwritten laws of conversation. Advice is considered valuable, and a wise quote is considered fair compensation for help, rather than "thank you." When greeting, mutual bowing is common, regardless of status differences. The final one that occurs often is the tendency to always address an elder as "Dovosan," which is a word from their own language.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 110
- **1 rank in Knowledge-Xenology**
- **1 rank in Negotiation**

TINTINNA

Tiny rodents who hail from a backwater world, the Tintinna are amiable and often enjoy exploring the galaxy. Their own technology is very lacking, but they can be surprisingly capable mechanics if given the chance.

Physiology: Tintinna, also known as Tin-Tin Dwarves or T'iin T'iin, are small rodents with brown, gray, or green fur and pink skin. They are biologically very similar to the Ranats, and they are bipedal, just under a meter tall on average, and they have a long tail as well as claws on their hands and feet which they use for digging. They have small ears and eyes, both of which are rather perceptive, and their face is also distinguished by a snout. Not unlike the Ranats, their teeth grow constantly, so they must chew on things often in order to keep them at a reasonable length.

Society: Tintinna are quite friendly, unlike many other species of rodents. They are curious and amiable, and many of them enjoy exploring the galaxy or meeting new people. Because of this, those who explore the galaxy often find themselves on tramp freighters or otherwise involved with space travel. On their homeworld, they live in underground burrows that they dig manually, although a few farmers and traders live above the ground. They are divided into tribes, each of which is ruled by a chief and a shaman.

PRIMITIVE YET INTELLIGENT

The technological skills of the Tintinna are unique, in that they have a knack for mechanics and technology, but their own society is relatively primitive. Prior to offworld contact, their world was no more advanced than using steam power. Even now, they are still fairly primitive on their homeworld, mostly working with wood and still delivering news by word of mouth. Those who see them often assume that they are non-sentient. However, Tintinna are indeed sentient, and they are completely capable of using and understanding advanced technology if they are given the chance.

Homeworld: Tintinna come from a rural backwater planet called Rinn, which is the Baxel sector of the Outer Rim. They live in its mountains, and they typically build using only wood, although some offworlders have begun to mine on the planet. It is near Hutt Space, and because it has little government of any sort, it is a haven for smugglers. As such, most Tintinna who leave Rinn and explore the galaxy start their journey with a smuggler.

Language: Tintinna typically speak Basic if they are found off of their homeworld.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	2	2	2

- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Mechanics or Perception**
- **Digging Claws**: Spend 2 maneuvers to tunnel through loose soil, moving 1 range band.
- **Silhouette 0**

TISS'SHAR

Bipedal reptiles with sharp claws and teeth, the Tiss'shar are focused and emotionless, carrying out business with cold precision. They have many subspecies, each of which is the most gifted in a certain area, but all display excellent technical skills.

Physiology: Tiss'shar are carnivorous therapods who appear to be a very primitive species, but the bipedal reptilians are surprisingly intelligent. In addition to their keen mind, Tiss'shar boast excellent night vision, sharp teeth and claws, and capable strength despite their shorter stature. They have a long neck, a noticeable beak, and a tail for balance. Although their hands are four-fingered, they have just three toes on each foot. Most do not wear any clothing. Tiss-shar have fairly durable scales whose coloration is dependent on subspecies. Sil-ar have diamond markings behind their head, ask-ar have red facial markings, orl-ar are green with orange strikes on their back, nil-ar have red bands around their eyes, ankles, wrists, and tail, kal-ar have concentric bands, and isk-ar have white scales.

Society: Tiss'shar are a focused people who are shrewd and efficient. In everything from business to recreation, they have a strong drive to succeed, but they are very detached. They plan their steps carefully and execute them with cold-blooded precision. They are highly successful entrepreneurs, generally focusing on the technology industry, but their businesses are unique in that employees get very little salary but very high benefits. Among the Tiss'shar, businesses pay for their employee's housing, education, food, and health care. Their world is ruled by the most successful businessmen, who make up the Tiss'sharl League. Not all Tiss'shar have lost their more primitive instincts, so many are assassins. Tiss'shar are renowned as very professional assassins, and they honor their contracts to the letter. In Tiss'shar business and politics, assassination is very common.



Homeworld: Tiss'shar come from Tiss'sharl, a rainforest world near the Corporate Sector. Their knack for business has brought many Tiss'shar to the Corporate Sector.

Language: Tiss'shar is a lispy language of hisses and shrieks, and most Tiss'shar also know Basic. They have hyphenated names with three short parts.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Negotiation**
- **Night Vision**: Remove ■ for darkness, add ■ for brightness.
- **Claws and Teeth**: Deal +1 Brawl damage as wounds and have a Crit rating of 3. May spend to hit with teeth, gaining the Pierce 1 and Vicious 2 qualities.

TISS'SHAR SUBSPECIES

ASK-AR

- **1 rank in Coordination**

ISK-AR

- **Receive the talent "Gearhead."**

KAL-AR

- **1 rank in Charm**

NIL-AR

- **1 rank in Stealth**

ORL-AR

- **1 rank in Athletics**

SIL-AR

- **Receive the talent "Convincing Demeanor."**

SUBSPECIES

Unlike species such as the Aqualish, subspecies has little to do with status among the Tiss'shar, but each subspecies boasts a slightly different skillset. Sil-ar, the most common subspecies, are more likely to focus on business than other Tiss'shar, as are the kal-ar. The isk-ar are the most mechanically inclined, while the Tiss'shar's reputation as excellent assassins comes mostly from the nil-ar. The most athletic of the bunch are the orl-ar and the ask-ar.

TOGNATH

Possessing both mammallian and insectoid physiology, the Tognath cannot breath or speak in a normal atmosphere, and their senses are dulled, making them less vulnerable to pain. They keep to themselves, and most of them are miners.

Physiology: Tognath are one of the more primitive sentient species in the galaxy. They have both insectoid and mammalian physiology, including an endoskeleton and an exoskeleton. Their sensory system is far less advanced than that of most other species, so to compensate, they use cybernetic implants to help them with hearing, sight, and coordination. Their ability to sense pain is also very weak, but this plays more to their advantage than anything, allowing them to fight through pain more easily. They also require a breathing apparatus and pressure suit on most planets, as they are adapted for a high density atmosphere rich in sulfur. Additionally, their voice is too low to be heard by most other species, so they require devices to raise its pitch. Their eggs grow in a suspension jelly, and they hatch in a larval state, and they feed directly off a parent's bloodstream for six months before they enter a cocoon and undergo metamorphosis, emerging as a bipedal child.

Society: Not particularly amiable, the Tognath are an extremely quiet and secretive people, and they are renowned for their confidentiality. They focus almost exclusively on their career early in life, and only lay eggs once they retire, allowing them to raise their children very attentively. They live in homes on stilts over volcanic mountains, because the mountain region is the only one with access to fresh water. Most Tognath are miners, and a few are farmers on the plains, but some conduct the very dangerous and highly romanticised job of float farming. Float-jellies are massive, air-filled creatures that float around eating volcanic ash, and the secretions on their back create a rich soil which can grow prized fungi and mosses. The best float farmers are Egg Mates, because they can communicate very easily.

Homeworld: Tognath come from Yar-Togna, a volcanic planet with a high-pressure atmosphere full of fumes. Violent fault lines create rare compounds that are valuable to mine, so the Empire nationalized the industries and enslaved the Tognath. Even those who escape Yar-Togna resent the Empire, because they cannot nurture their larvae without Yar-Togna's nurseries.

Language: Tognath speak in a very low voice and cannot be heard without an amplifier in their mask.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **Cybernetic Enhancements**: Receive free cybernetics that upgrade all Coordination and Perception checks. Count as 1 implant toward the cybernetic implant cap.
- **Atmospheric Requirement**: Need a pressure suit and breath mask to breathe or speak in a normal environment. Receive a free pressure suit at character creation. Standard pressure with oxygen is a dangerous atmosphere of rating 5.
- **Underdeveloped Nerves**: Add ■■ when targeted by a Coercion check. Remove ■■ for pain.



EGG MATES

Sometimes, two or even three eggs from the same clutch fuse while in suspension jelly, and although they separate once they hatch, resulting larvae form a very close emotional bond. The term for this cannot be properly translated, but the closest term for it is "egg mates." Depending on when they fused, some egg mates have a very weak telepathic bond, allowing them to sense each other's emotions and location as long as they are within a few hundred meters.

TOGORIAN

Togorians are so stubborn that when males and females couldn't agree between a hunter-gatherer lifestyle or one of a sedentary farmer, the two genders split and only come together to mate. They are dangerous feline predators with sharp claws.



Physiology: The Togorians are a species of predatory feline creatures who have sharp claws and are very tough. This combination makes many of them work in combat-oriented jobs, a role that they excel in. While the females aren't much larger than humans, the males can grow from two and half meters to three meters tall. They have black, brown, white, or gray fur covering their entire body, which is sometimes striped. They have four fingers and three toes, all of which are clawed. Their head is elongated forward at the mouth, chin and nose. They are further distinguished by green eyes, whiskers, sharp teeth, pointed ears, and a black nose.

Society: Togorians believe in survival of the fittest, and they are always ruling by the strongest member. They are merciless, crushing opposition with no regrets. Males find face-to-face combat to be honorable, although they do not always extend this courtesy to non-Togorians. Togorian society is completely separated by gender, as the males and females are too stubborn to agree on a way of life. The males live as nomadic hunters, using their fierce strength and natural claws to hunt and survive. They have progressed little, as most dislike technology. The females have chosen a safer style of life, being sedentary farmers for both crops and livestock. Now, they are demanding negotiators who are quite clever and value material possessions. Many enjoy access to luxury goods. With these differences, even mates see each other just one month per year. The males are more isolated, trading very little and hating outsiders. While females trade out of necessity, most still don't trust outsiders.

ROUGH CROWD

While their natural instincts put them in a good position to be deadly warriors, the people that they have interacted with have also brought them down that path. Early in their history, they were unsuccessfully invaded by Mandalorian Neo-Crusaders. However, the Mandalorians were so impressed by the Togorians' skills in defending their planet that they recruited them. Many of the Mandalorian Togorians never returned home after the defeat of the Neo-Crusaders, returning to Mandalore or becoming mercenaries, bounty hunters, or pirates. Many of their descendants still work in those jobs.

Homeworld: Togoria is the Mid Rim planet which is home to the Togorians. It contains plains, forests, and hills. Outsiders are only allowed in the capital city, Caross. The planet has allied with the Confederacy and is now showing support for the Rebel Alliance.

Language: Togorians have a harsh-sounding language called Togorian. Most females know Basic.

SPECIES ABILITIES (FEMALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	1	2	3	2	2

- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **1 rank in Negotiation**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

SPECIES ABILITIES (MALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- **Wound Threshold**: 14+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Brawl or Survival**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.

TOGRUTA

Togruta are mammals with strong instincts for working togeter and living in packs. When not amng their own people, they are typically extremely lonely. They are near-humans who scan sense via echolcation in their montrals.

Physiology: Togruta are a carnivorous species of mammals. They have skin that tends to be red or orange but can stray towards yellow or purple. They have white pigmentation all over their body and face, an adaption to blend in with the grass of their home. The patterns vary by individual. They have gray lips and eyes of all sorts of colors. Aside from color, the only obvious visual difference between Togruta and humans is their montrals. Instead of hair, Togruta have montrals, which are similar to Twi'lek lekku. These head-tails are colored in a pattern of white and blue stripes. Two short ones spike upward, while two long ones fall down their chests to waist level. One or two more of equal length are also behind them. These grow with age. They act as ultrasonic sensors, allowing Togruta to sense space via echolocation.



THE WEAK

In their tightly knit communities, Togruta distribute food and resources equally to everyone. In exchange for this, everyone is expected to do their part and fulfill the role that they have been given. Considering it to be nature's way, Togruta packs break ties with those who fail, and they are left behind to fend for themselves. Not only is it dangerous for those Togruta who are left behind, but such events have a great psychological impact on any Togruta that this happens to.

Society: Togruta value teamwork, unity, and togetherness. Since most creatures on their homeworld are fellow pack animals, they need to work together to beat such numbers. Some Togruta have a hard time fulfilling personal goals, since they focus on the needs of their group. They tend to be peaceful and quiet but still long for companionship, especially with fellow Togruta. However, they can get along excellently with other cultures as well. They have a spiritual connection to the land bolstered by their ability to sense the environmental space. One way that they follow this is by not wearing shoes, so they do not break the bond between them and the ground. They wear many teeth and pelts of animals that they kill, especially the dangerous akul.

Homeworld: Togruta come from Shili, a temperate world in the Ehosiq Sector. They hunt herbivores in the scrublands while sleeping and living in forest canopies. Most still survive with this primitive lifestyle.

Language: Togruta are typically fully fluent in Basic, although some may use rather strange metaphors and expressions from their native tongue, Togruti.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	3	2	2

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Perception**
- **Pack Instincts**: When performing the assist maneuver, grant ▢▢ instead of ▢.

TOONG

Toong are creatures with a massive head that have came into the galaxy to flee disaster on their homeworld. They are absolutely terrified of any form of social interaction, and they avoid argument at any cost.

Physiology: Toong are odd fellows, yellow-colored creatures of long limbs, a tiny body, and a huge head. Their head has three protrusions similar to antennae, pointing upward to sense. At the top are small but wide eyes which surround an equally small nose. Then their head widens into large cheek pouches which store food before thinning down into a diamond shape. Their chin is jowled.

Society: Toong society is mostly peaceful, and although Toong get along well, they are often terrified of social interaction. (Or, at the very least, do not enjoy it.) Though not widely known enough to severely hinder them, it is no secret that the Toong will almost always give in when in an argument. While they can get along with others, they really only feel safe when with family. They also are often afraid of large, open spaces. While somewhat reluctant, the Toong have been travelling off of their homeworld to explore the galaxy. One Toong, the podracer Ben Quadinaros, even managed to achieve significant fame in his sport.

Homeworld: Toong'L is the actual Toong homeworld, though it was hit by a poisonous comet in 45 BBY. Since it is now barren, many Toong now come from Tund. Tund is in the Centrality and has a long history of ancient civilizations such as the Sharu and Rakata. It is a world strong in the Dark Side as well, home to cults of outcast Sorcerers. While once lush and beautiful, the final Sorcerer of Tund badly damaged the planet via an electromagnetic torpedo. It is now nearly permanently poisoned by radiation, and none inhabit it. The surviving Toong have again been dispersed.

Language: Toong speak Toongese and Basic and are known to stutter nervously in both.



XP during or after character creation to remove this penalty.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Piloting-Planetary**
- **Social Anxiety**: No more than once per session, the GM may trigger a social anxiety attack, and be terrified of in a particular social encounter. If this occurs, cannot be involved in that interaction without passing an ◆◆ fear check. May spend 5

CATASTROPHE

The Toong first had their only world war triggered by a surprising event: first contact with the rest of the galaxy. Shocked by the existence of other sentients and superior technology, the Toong homeworld somehow plunged into war from it. It took intervention from Jedi and a first contact specialist to save the species. Luck would have it that the Toong weren't in the clear yet, however. A poisonous comet collided with their world, devastating it. In addition to the many deaths, it also caused mass immigration to the nearby planet Tund. Tund suffered a catastrophic event of its own during the time of the Empire.

TOYDARIAN

Toydarians are chubby creatures to get around by hovering. They are ruled by the Hutts, but they have thrived unde rthe crime lords thanks to their business skills. They use scheming naturally as a way to separate the clever from the foolish.

Physiology: Toydarians are small creatures who fly via the wings on their back and the light gases in their belly. Their face is best distinguished by a wrinkled trunk that protrudes down. Behind the trunk is a wide mouth, complete with buck-toothed incisors. Their thin arms and legs have three fingers and three webbed toes. Their legs have two knees each, though they are rarely used thanks to their preference for hovering. They have highly active metabolism and burn plenty of energy with their constantly moving wings. This means that they constantly need food and eat in large quantities whenever possible. While they mostly rely on high-energy processed goods to fill their needs, ancient times saw them fight over food very often. This metabolism also gives them a pleasant odor, similar to sweetspice. The Toydarian brain is also immune to any manipulation by the Force.

Society: Toydarians were subjugated by the Hutts long ago, yet they have fared well in comparison to other slave species. Their standard of living increased under Hutt rule, and it ended up being, for all intents and purposes, a business merger. They have kept a good distance from both the Hutts and the rest of society, aside from when it occasionally comes to financial interests. They still mostly live in Hutt space, working under various Hutts. They generally tend to be good at interacting with people but still capable when it comes to betrayals or thievery. This makes them excellent in many roles for their Hutt masters, such as accounting, business managing, or even being majordomos. Many also choose to trade elsewhere, carving out a niche for themselves and going to work as merchants and traders.



NOBLESSE OBLIGE

Toydarians are ruled by a king, but there are plenty of other nobles to bicker over the other roles. They constantly scheme against one another, trying to earn the king's favor. This is viewed as an important and practical way to separate the strong from the weak and the clever from the foolish. Most Toydarians take to the competition effortlessly, naturally doing so. This way of thinking extends all the way down to the lower levels of society as well. Many Toydarians will strike out on their own, seeking to find a wealthy life of success on the fringe.

Homeworld: Toydaria is a swampy world in Hutt space. It is full of muck and mud, with both insects and algae found in large quantities. These aren't the only bad things about Toydaria, either. Monsoons are common, fungi of all types break out as plagues, and the grabworms are dangerous carnivores. Regardless, the Toydarians place great pride in their home planet.

Language: Toydarian is their native tongue, but Hutt rule has ensured that almost all Toydarians know Huttese. Still, the Toydarians are enterprising as ever, so most learn Basic to interact with any human customers. However, they tend not to be literate in it.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	2	2	3	3

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 90
- **Force Resistance**: When targeted by a telepathic Force Power, increase the difficulty by 2.
- **Hoverers**: Can move a meter off of the ground, ignoring fall damage and any penalties for terrain.
- **Silhouette 0**

TRANDOSHAN

The arch-nemesis of the Wookiees, Trandoshans are repitalian hunters who focus their lives on hunting to please their goddess, Scorekeeper. They are an effective combination of physical strength, sharp claws, and regenerative abilities.

Physiology: Generally about two meters tall, Trandoshans (referred to as T'doshok in their own language) are cold-blooded reptiles. They have three-fingered hands and three-toed feet, all of which end in spiked claws. Their lack of thumbs means that they have some difficulties when using technology like blasters, but they make up for it with their innate love of combat. They also boast infrared vision, and they can heal much more effectively than most, even regrowing limbs. Their scales vary greatly in color, with shades generally green, brown, or orange. Their face is distinctive for having red eyes and a mouth of sharp teeth. They also have small spikes instead of hair.

Society: Trandoshan society focuses on strength, hunting skills, self-reliance, and resilience. Trandoshan children are born in groups of four and are raised by their mother. Even just after birth, they can walk and have hunting instincts. By the age of two, they can go on their first hunts, and they are independent at age ten.



Trandoshan society is centered around the hunt. While this causes many to become bounty hunters or big-game hunters, many take a different path but still consider it a "hunt." Of course, what an individual considers to be a hunt, Trandoshan society as a whole can consider it to be a frivolous waste. Their hunts are judged in jagganath points, or "divine marks." A successful hunt provides jagganath points based on its difficulty. Humiliation can cause a Trandoshan to lose all of his jagganath points, only for that Trandoshan to earn them back by getting revenge. At the end of their life, Scorekeeper tallies the jagganath to determine their status in the afterlife.

Homeworld: Their homeworld is known as Hsskor, but in Basic it is referred to as Trandosha. It is an arid world, with deserts, grasslands, and high mountains. It shares a star system with Kashyyyk, the forested Wookiee homeworld.

Language: The Trandoshan language of Dosh sounds to humans as a series of hisses and snarls. Trandoshans are capable of speaking Basic, although they generally have a very strong hissing sound added to it.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 85
- **1 rank in Brawl or Perception**
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Infrared Vision**: Remove ■ for darkness.
- **Regeneration**: When recovering 1 or more wounds through natural rest or a bacta tank, recover 1 additional wound. May also regrow lost limbs after a few months.

BAD BLOOD

Trandoshans have long been at odds with the Wookiees, a species that shares their star system. The feud began when Wookiees brutally murdered a Trandoshan scouting party on Kashyyyk and has continued ever since. Their wars continued on and off, with the Old Republic siding with the Wookiees time and time again. Emperor Palpatine finally listened to the Trandoshans, allowing them to represent their system in the Senate and buying Wookiee slaves from the Trandoshans. Most Trandoshans are happy with this arrangement.

TRIANII

Trianii are fur-covered felines with claws and a prehensile tail, and the males are smaller and weaker than most species. They are adept at using technology, but they have taken an isolationist stance as a result of their preference to be without authority.

Physiology: Trianii are slender felines with short fur that can come in many colors and patterns. The males are smaller and weaker than most other species, but females are average in build. Both boast sharp claws and a prehensile tail, which assist them in combat. Their face is distinctly feline, with pointed ears, glowing eyes, and whiskers. Trianii rarely wear clothing unless it is necessary to protect them or carry gear.



Society: Trianii are a very individualistic and curious people, and they are stubborn when it comes to achieving their goals. They don't easily submit to authority and generally prefer to be left alone. Such attitudes are reflected in their politics, as they have warded off all attempts to annex them by the CSA thanks to the Trianii Rangers, an elite force devoted to policing and defending the Trianii's sector of space. They have refused to join all major galactic governments, and live in their own isolated region of space. Trianii are a very technologically advanced society, and they are highly intelligent. Mostly because of their superior strength, the females rule the Trianii. Their government is mostly composed of local, all-female tribunals known as yu'nar.

Homeworld: Trianii come from Trian, a world just north of the Corporate Sector, and they have many nearby colonies. Trianii space is mostly isolated.

Language: Trianii speak Trianii, a language with growls and purrs, and their written language has characters for each syllable.

SPECIES ABILITIES (FEMALE)



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Coordination**
- **Claws**: When using claws, deal +1 Brawl damage as wounds and have a Crit rating of 3. Add ▢ on checks to climb.
- **Prehensile Tails**: May carry 1 object of up to 3 encumbrance with tail that doesn't count towards encumbrance threshold. May not use tail to fire blasters.

SPECIES ABILITIES (MALE)



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 95
- **Claws**: When using claws, deal +1 Brawl damage as wounds and have a Crit rating of 3. Add ▢ on checks to climb.
- **Prehensile Tails**: May carry 1 object of up to 3 encumbrance with tail that doesn't count towards encumbrance threshold. May not use tail to fire blasters.

SPIRITUALITY

Trianii are an extremely spiritual people, but their differing beliefs nearly lead to a holy war. Thousands of different religions were a problem for a Trianii, so many of their leaders got together to discuss one unifying religion that all could agree on. Now, all Trianii believe in the same common principles, but they also believe in their traditional religions, which tend to focus on minor details. Such traditional religions are numerous, with each tradition held by only a few families. Spirituality is important in all aspects of a Trianii's life, including business, art, and recreation.

TROIG

The Troigs have two heads, and each head displays a moderate level of independence from the other. This makes them excellent multitaskers, and they are also a very outgoing people who are charismatic and adept in social situations.

Physiology: Troigs are very unique in that they have two (or, in rare cases, more) heads, each of which can act as an independent being to an extent. The heads have separate personalities and often argue with each other. Separation via surgery is possible, but at least one head is always killed. The heads do have telepathic communication with each other, and they typically share most knowledge. Their heads, both atop long necks, are roughly conical. Some have hair, horns, or both. They also vary in that some have tentacles and the back of their craniums. They all have prominent brows, and their skin can come in many colors. Often, each side of the body is a different color. They have a tail that ends in a spiky lump and an egg-shaped chest. Their legs are spread far apart and have no feet. Each head has control over two arms, but only one of the four arms is dominant. Most Troigs do not wear any clothing.

Society: Troigs are typically outgoing and curious. They can focus on a number of occupations, but they are especially good at those that require social skills. Their ability to multitask also helps with many industries, even though they lack advanced technology. They are often enthralled by a desire to leave home and explore the galaxy, such as AndroosinLiann, who hosted a popular talk show called Essence.



PSYCHOLOGY OF TWO HEADS

The individuality of the heads is up for debate. They each think independently and have separate personalities, but they have a telepathic connection and almost always work together. However, this isn't always the case, and that sometimes brings about moral conundrums. One head can sometimes exhibit extreme mental illnesses while the other is unaffected, which may make it necessary to separate heads and kill one of the Troigs. The left head, known as the Saprah, is typically more emotional, while the right, called the Saprin, is more logical. Rarely, there are Troigs with three or more heads, and they are often revered as celebrities.

Homeworld: Troigs come from Pollillus, a world in the western part of the Core Worlds near the Koornacht cluster. It was discovered relatively recently, shortly before the Battle of Naboo. Despite its isolated location, many Troigs are leave Pollillus and explore.

Language: Troigs are talented linguists, and if one head knows a language, both know it. Their unique physiology creates many unique grammatical rules. First, they typically refer to the two heads in the singular as one body. They also combine names of each head by putting the infix "sin" in between them.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **Multiple Heads**: Must be attached to one other Troig character. The two can act as separate individuals in terms of personality, stats, actions, initiative order, and critical injuries. They share a wound threshold, which is the average of their two wound thresholds. They must always remain in the same location, only moving when both spend a maneuver to move in the same direction. They may communicate telepathically with each other.

TUNROTH

Tunroth are almost entirely devoted to hunting and boast the uncanny ability known as quarry sense. They are confident and aggressive, mostly working with bows and swords.



Physiology: The Tunroth are strong creatures who are natural hunters. They have two opposable thumbs on each hand with one central digit. Their feet are similar to that. They have tough, brown skin. They have an elongated, hairless skull that slopes backward. Their head also has sunken, black eyes and a mouth full of fangs. They have no nose. They have four spikes on their lower jaw, which they often replicate in their clothing. Tunroth skin is leathery and can come in various colors. Normally, it is dark brown or yellow, but a rarer race has orange skin. They have natural instincts as hunters, which combine to make what they refer to as quarry sense. Through quarry sense, they have an uncanny ability to know what general direction a target has gone.

Society: Tunroth value hunting above all else. It is a profession, a way of life, a hobby, and even a spirituality.

TUNROTH HUNTERS

While almost all Tunroth are hunters in one way or another, not all belong to the Tunroth Hunters. This group does include a fairly large percent of Tunroth, however. The Tunroth Hunters are an elite organization, joining it requires a three month rite. They are judged by hunting prowess as well as character. It is composed of 27 levels, and all Tunroth seek to increase their level. The highest level, Stiilran, has not been achieved for millennia, however. The three members who have the highest levels, known as the Assemblage of the Three, govern the Tunroth and lead the organization. Tunroth Hunters are often sent offworld as bounty hunters.

Children learn to hunt from their parents at a very early age before they typically become hunters themselves. They intimidate many other sentients because of their aggressiveness and confidence. The latter comes from their generally optimistic outlook. The Tunroth are also very determined and hard-working. They have faced near-extinction when they were attacked by the Lortans, but help from the Galactic Empire has allowed them to survive. They are still fairly primitive in terms of technology. Most fight with bows or melee weapons.

Homeworld: Tunroth come from the Jiroch system in the Mid Rim, where they live mostly on three planets. These planets are Jiroch-Reslia, Kalok, and Salok.

Language: Tunroth speak Tunrothese, a simple language of grunts. Many can speak Basic, although few are literate in it.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	2	2

- **Wound Threshold**: 13+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 85
- **1 rank in Melee or Ranged-Light**
- **1 rank in Perception or Survival**
- **Quarry Sense**: Once per session, when tracking a quarry, may make a ◆◆◆ Perception, Streetwise, or Survival check. Which of those skills is chosen by the GM based on circumstances. May reduce difficulty to ◆◆ for targets who are known about. If successful, get a general sense of the direction that the target is in.

TUSKEN RAIDER

Primitive and mysterious humanoids who lurk in the Tatooine wilderness, Tuskens are extremely brutal and have tense relations with nearby scavengers and farmers.

Physiology: Precious little is known about the physiology of the Tusken Raiders. While some are kidnapped humans assimilated into the culture, most Tuskens are a species of their own. They are almost always covered in robes and have gloved hands, a bandaged or helmeted head, goggles, and wrapped feet. For all the curiosity surrounding Tuskens, few have had the opportunity, or the courage, to find out. They are known to be humanoid in stature, though marginally stronger. They also are more resistant to the heat than most species.

Society: Tusken ways are brutal and violent, doing whatever is necessary to survive. This includes covering all skin to protect from heat. This has created a taboo against having any exposed skin. They are organized into a clan structure of 20 to 30 per clan, with each clan living a nomadic life together through the desert. While they lack advanced technology, they are not afraid to use technology, such as stolen cycler rifles. Tusken children are known as Uli-ah, before they go through rites of adulthood at fifteen years old.

NOTE

This profile represents genetic Tuskens only. Assimilated humans may use the standard human profile.

Homeworld: Tuskens come from the desert world of Tatooine. It is a backwater Outer Rim world with twin suns. In addition to Tuskens, there are diverse criminals, timid Jawas, and moisture farmers. Moisture farmers and Jawas both fear the Tuskens, who often raid them for food, supplies, or sentient prisoners.

Language: Tuskens have a guttural language called Tusken. It has no written form, and none speak Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 110
- **1 rank in Melee or Survival**
- **Desert Dwellers**: Remove ■ for hot or dry conditions, add ■ for cold or wet conditions.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.



ODD TRADITIONS

Tusken history is entirely oral, passed down through a single member who is known as the Storyteller. The Storyteller can recite their history in perfect accuracy, though the ordeal is more than an hour long. Tuskens have many other interesting traditions. Those who ride banthas, for example, have such a close bond that they are left to die once their mount is gone. Youth have a ritual known as "bloodrite," where they must capture a creature and torture it to death over the course of weeks. The most skilled do it on humans, while others do it against dewbacks or hulak wraids.

TWI'LEK

Colorful near-humans with head-tails called lekku, the Twi'leks are often seen as attractive to others. Despire their social skills, they have been unable to escape oppression from the Hutts: Many are now slaves.

Physiology: Twi'leks are a species of near-humans distinguished by their colorful skin and head-tails. The former comes in almost any color, including blue, green, yellow, purple, orange, and, rarely, red. These colors indicate ancestry, region of birth, and clan. Males have human-like ears, but females have small conical protrusions instead. Although the rest of their head and body is human, they have lekku instead of hair. These lekku, or head-tails, project from the back of their head and drop down behind them. They can be moved as a form of silent communication and are also sensitive to pain.

Society: Twi'leks value family and are organized into clans. They are enterprising in nature and very sly in conversation. Their government is an alliance of head clans, which control a small town or region of a larger city. The head clans are ruled by the five most important Twi'leks in them, and the power is given based on influence or bloodline as opposed to voting by merit. Tradition states that when one of the five leaders in a head clan dies, the other four are exiled into the dangerous, sun baked, Bright Lands, where vicious lyleks prowl. However, some clever Twi'leks find ways around these exiles. The clan system also leaves a vulnerable lower caste. These individuals of unfortunate bloodline are used as fodder in the slave trade by their own clans. While any Twi'lek leader would publicly deny accusations of slavery, shifting blame to other clans, almost all of them practice in "contracted indenturehood."



TWI'LEK ENTERTAINERS

Twi'lek dance is considered to be among the best art forms in the galaxy, and it is graceful and sensual. However, this has played more to the harm of Twi'leks, as it has led to many being sold as slave dancers. Despite this, many Twi'leks began a path to success that all started when the slave trade first forced them off of Ryloth. Even the lower level caste members that are not slaves tend to leave or run away from Ryloth in fear of that fate.

Homeworld: Twi'leks come from the Outer Rim world of Ryloth. It is hot, dry, and rocky, as well as plagued by slavers, spice dealers, and crime lords. Ryloth is a source of ryll, a spice that makes it a hub for illicit activities. It is not far from Hutt space. For the above reasons, as well as their enterprising nature, it is not uncommon to see Twi'leks on other worlds as well.

Language: Twi'leks speak Ryl, yet almost all of them also know Basic. The more special language of the Twi'leks is Lekku, or Twi'leki. Using subtle movements of their lekku, they can add emphasis to everyday speech. In some cases, they choose to rely entirely on Lekku, communicating in perfect silence.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	2	2	2	2	3

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Charm or Deception**
- **Desert Adaptations**: Remove ■ for hot or dry conditions, add ■ for cold or wet conditions

TYNNAN

Small mammals covered by thick fur, the Tynnans are adapted to icy waters. They are patient and detail-oriented, but they have such a wealthy economy that they no longer need to work.

Physiology: Small mammals of aquatic ancestry, the Tynnans have thick, brown fur that protects them from frigid waters. Although they once used their long teeth to create dams for homes, they no longer do this, and their buckteeth have been becoming shorter and shorter with each generation. Their head also features a snout, on which are whiskers and a black nose. Their eyes are small, and they often need ocular enhancers, but they have large ears that hear very well. They are excellent swimmers with webbed hands, webbed feet, and a tail. They can hold their breath for a very long time, and many spend a majority of their time in the water. Although they are often less than one and a half meters tall, they are fit and surprisingly strong for their size. Because of their fur, most Tynnans do not wear clothing. However, most have pouches or belts to carry things.

Society: Tynnans are a very patient people of careful planners who are detail-oriented and prepare for everything. They are enthusiastic in carrying out these plans, but they lack such enthusiasm over religion- they are too pragmatic for such beliefs. Politically, they joined the Confederacy of Independent Systems during the Clone Wars and have stood up to the Empire. Although they pay some taxes to the Empire, their formidable defenses have prevented a complete Imperial takeover. However, such defenses will not be effective enough when the Yuuzhan Vong invasion targets their planet.

Homeworld: Tynnans come from the wealthy Expansion Region world of Tynna, which is an important business partner to the Corporate Sector. It is arboreal, cold, and full of many seas and lakes. The environment is very well-protected, and it is considered to be a beautiful planet by many. The population, mostly Tynnan, is relatively small, as it has less than one billion residents.



Language: Tynnans speak their native language of Tynnan, and they are also capable of speaking Basic.

SEIZING THE MEANS OF PRODUCTION

The Tynnan government is essentially socialist, as all industrial profits are taken by the government and given to society. They preserve the environment carefully and are surprisingly wealthy, so there is enough money for the government to pay everyone the cost of living. Most incredibly, they are not required to work, and they have a great deal of free time to devote to sports such as water wall or other hobbies such as travelling. Even more strange about their government is that anyone can be forced into political service via a random lottery. Although Tynnans are typically well-informed in political affairs because of this, not all wish to govern. Such Tynnans typically have no choice other than fleeing the planet or entering politics for one year.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	1	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Charm**
- **Aquatic**: Can hold breath for a long time and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.
- **Thick Fur**: Remove ■ for cold conditions, add ■ for hot conditions.
- **Silhouette 0**

UBESE

Violent near-humans who need a mask to speak and breathe in a normal atmosphere, the Ubese have become mostly nomadic after their homeworld and colonies were orbitally bombarded. They detest the Republic, who was responsible for the event, so most find work on the fringes.

Physiology: Ubese are near-humans who appear fairly humanoid but actually have several major differences. They have fair skin and their narrow face is characterized by large green or blue eyes and high cheekbones. They have dark hair on their head but cannot grow facial hair. It is their respiratory and vocal systems that vary the most in comparison to humans: They cannot breathe in normal Type 1 atmospheres but are instead adapted toward breathing air that is parched and low in oxygen. Their vocal cords are less effective than most, as they cannot speak louder than a whisper. Almost all wear a special mask with an air filter and a microphone to accommodate for these differences.

Society: Ubese are a violent and xenophobic people, but this is not entirely by nature. They were once sophisticated and peaceful despite a relatively primitive level of technology. However, with advances in technology brought on by contact with the Republic thousands of years ago, their society flourished. A massive population boom caused them to colonize their system and form individual nations. However, they also became very prideful and rejected diplomacy as they began a military buildup. In response, the Republic sector authorities conducted orbital bombardments that devastated their society. Their original home, Uba III, was destroyed. Uba I, II, and V were rendered uninhabitable. Uba IV remained barely habitable. To this day, the Ubese remain bitter over this event, hating the Republic and the Jedi who served it. They rarely befriend any non-Ubese but are loyal to each other. Despite being very nomadic, they have little respect for customs or laws on other planets. They typically choose careers where they cannot carry out violence without repercussions.



TRUE UBESE VS. YRAK POOTZCK

Just as the Ubese hate the rest of the galaxy and are only loyal to their own, they also hate those of the other race. It started shortly after the bombardments of the planets in the Uba system when a number of Ubese were transported away from the inhospitable Uba IV to a planet dubbed Ubertica. The Ubese who remained considered them to be cowardly and impure, and they called those on Ubertica the "yrak pootzck." Ever since then, the True Ubese and the yrak pootzck have been engaged in a blood feud. However, they still hate outsiders, especially Jedi, more than those of another race.

Homeworld: The Ubese are nomadic, but they originate from either Uba IV or Ubertica. Both worlds have low amounts of oxygen. Uba IV is a toxic wasteland that is barely habitable, while Ubertica features plains and hills. Evidence of the Uba system has been wiped from most records, so only True Ubese know its location.

Language: The Ubese have a hard time speaking, so they often use a sign language called Ubeninal. They can also speak Ubese, although they have no written language. They typically choose not to speak Basic.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **Low-Oxygen Adaptations**: Need a mask to breathe in a normal environment. Regular oxygen levels have a dangerous atmosphere of rating 2. Cannot speak louder than a raspy whisper without a microphone.

UGNAUGHT

Ugnaughts are dependable laborers with porcine physiology. They have often been slaves, but some tribes earned their freedom by agreeing to build Cloud City, a place where many now live and work.

Physiology: Ugnaughts are porcine humanoids who are short but bulky enough to compete with larger species when doing manual labor. Similar to humans in most respects, they have a distinctive snout with two prominent nostrils. They also have two sharp buck-teeth protruding from their lower jaw. Their skin is tan or pink. Their white or gray hair appears on their chin and head. Ugnaughts are also resistant to pain and able to go through long periods of discomfort. Despite their small size, they live for an average of 200 years.

Society: Ugnaughts are dependable and industrious, naturally suited to hard work and manual labor. They often find jobs as mechanics and technicians. Ugnaught parents pass down their occupation to the children, so all Ugnaughts have a "blood profession." They will always do this job, unless there are too many laborers. If this happens, they entire a "blood duel," which is fought to the death. The winners, of course, can keep their job. Otherwise, Ugnaughts are peaceful. Ugnaught children, or Ugletts, learn their job from their parents, though some may get schooling elsewhere. Their greeting is to bow silently, which is responded by a guttural purring. They take personal offense to the common greeting of yaa-yaah and tend to throw things when greeted that way. Ugnaughts are organized into tribes. Often, entire tribes are sold as slaves. Ugnaughts are often seen as slaves, thanks to their mechanical inclinations, industrious nature, tolerance for pain, and peaceful ways. They are ruled by elected councils called "terends," which is made up of members that they call "ufflors."

Homeworld: Ugnaughts come from Gentes. It has a somewhat poisonous atmosphere and is filled with swamps and volcanoes. It is in the Anoat sector, not far from Bespin. It is sparsely populated, since many Ugnaughts live abroad as slaves or on Cloud City.

Language: Ugnaughts speak Ugnaught. It has grunts and squeals. It is difficult to learn but not impossible for humans to speak. Ugnaughts generally don't bother to learn Basic, though they can do so if needed.

SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 90



- **1 rank in Mechanics**
- **Dependable**: Remove ■ from Computers and Mechanics checks.
- **Silhouette 0**

UGNAUGHTS ON CLOUD CITY

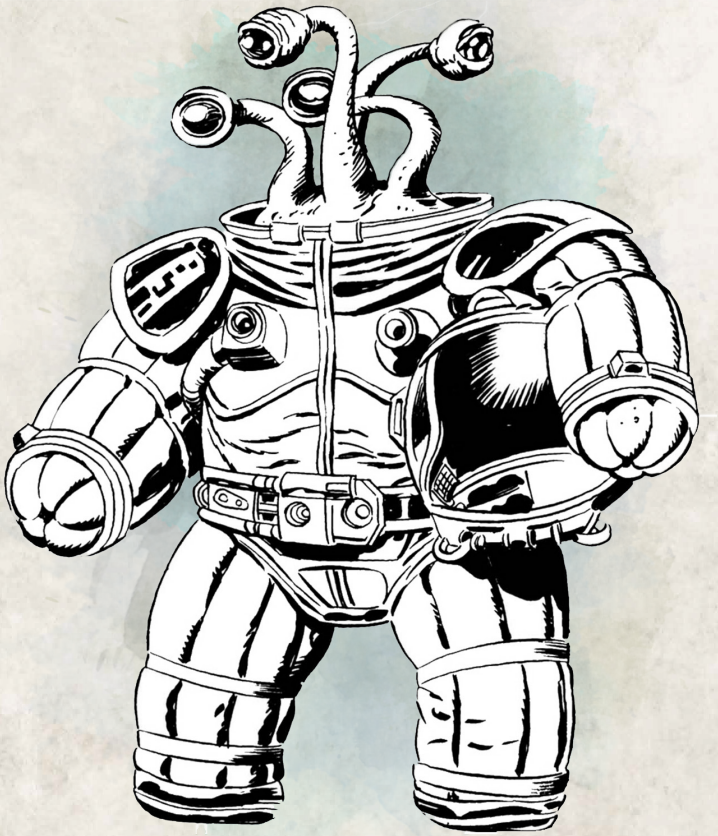
The Botrut, the Iscred, and the Irden are the three tribes that mostly inhabit Cloud City, an obscure tibanna mining station on the world of Bespin. They were purchased by Ecclessis Figg, the architect of Cloud City. He offered them a deal: if they built and maintained the city, they would receive freedom, a share in profits, and residence on Cloud City. To this day, they inhabit Cloud City, and most work as the mechanics maintaining it. Others manage businesses there. To feel more at home, they have their own labyrinth of small, red-lit tunnels that only they can navigate. They receive a share of Cloud City's profits, but what they spend it on is anyone's guess.

UGOR

The Ugors are sentient protozoa, and although they are technically a single cell, they can form pseudopodia to act like limbs or organs. They are greedy scavengers by nature, and they have rivalry with the Squibs.

Physiology: Ugors are one of the galaxy's most unique sentient species, as they are unicellular protozoa. Their brain, a highly evolved nucleus, works with individual molecules, making it much more efficient than that of another species. Instead of blood, they have cytoplasm. Instead of organs, they have organelles and pseudopodia, the latter of which can be created at will. This makes them capable of shape-shifting, which they use to specialize in certain abilities. For example, they can create limbs or enhance their physical power. They can also create facial features such as a smiling mouth or even a simple tool when needed. All of these abilities, however, require concentration and use up pseudopodia, so they must sacrifice an ability for every one they gain. Internally, they are capable of digesting almost anything, particularly garbage. However, their physiology is not without flaws. Their most comfortable form, a limbless blob, is very slow, while humanoid structures cannot be maintained indefinitely. They are generally unattractive, with slimy skin and a bad smell, and they require a great deal of food to survive.

Society: Ugors are greedy and selfish, and they are excellent negotiators. However, they are pompous, hard to get along with, and have a reputation as swindlers, so most prefer to avoid doing business with them. Most Ugors are obsessed with food and garbage, and their cuisine is incredibly complex. They worship salvage, which they consider to be holy relics that they must acquire with violence if needed. Many Ugor salvage teams patrol the galaxy in dreadnaughts, all of which are controlled by the Holy Ugor Taxation Collection Agency. Once salvage is brought back to the Paradise System, they are willing to give their relics to "pilgrims" who provide a "donation."



UGORS AND SQUIBS

Ugors have a mortal enemy in the Squibs, a fellow scavenger species that they find sinful. They do not allow Squibs in their system and desire the complete extermination of the Squibs. However, some corrupt Ugors will tolerate Squibs if given an "exorcism fee."

Homeworld: The Ugors control the entire Paradise System, which is filled with their salvaged technology.

Language: Ugors mostly speak Ugor, but they also typically know a trade language such as Basic or Bocce, and many know Squibbian. They often mispronounce words; for example, "give" is pronounced "gib."

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Negotiation**
- **Scavengers**: Receive the talent "Utinni!"
- **Amorphic**: May shape-shift as an ◆ Discipline check, changing shape and general proportions or gaining up to 2 arms and 2 legs. Furthermore, may reduce up to 3 characteristics by 1. With each reduction, may choose 1 Amorphic Benefit to possess until that characteristic is increased. At the end of each encounter, must pass an ◆◆ Discipline check or remove Amorphic Benefits and revert to a limbless blob.
- **Amorphic Benefit 1**: Increase 1 characteristic by 1.
- **Amorphic Benefit 2**: Form more than 4 limbs, gaining the ability to have 3 times as much gear in their hands and not needing to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Amorphic Benefit 3**: Reshape 1 limb into a simple tool such as a dagger, bag, or lock pick. May not form items larger than 3 encumbrance or items involving technology such as a blaster or datapad.
- **Amorphic Benefit 4**: Create advanced sensory organs, adding □□ on all Perception checks and removing ■ for lighting conditions.

UMBARAN

Umbarans are bald near-humans with pale skin adopted to darkness. They make excellent spies and are extremely manipulative. Their society is organized into more than 100 castes, which mos Umbarans devote themselves to rising in.

Physiology: Umbarans are a near-human species adapted to low-light conditions. They are tall, thin, and can be mistaken for stunningly pale humans. Further adding to this "almost human" idea are sunken eyes and hairless head. While they boast excellent vision when in low-light and can see the ultraviolet spectrum, Umbarans are just the opposite in bright conditions, where they are easily blinded.

Society: Umbarans make natural spies: They are known to never reveal their own views and intentions, hiding behind layers upon layers of deception. They, in turn, can see through the deceptions of others in most cases. In combat, stealth and subterfuge are their allies, and they do anything in order to avoid direct confrontation. They are also manipulative, and many excel in leadership. Their abilities with persuasion are seemingly supernatural, and their gaze is very unnerving to most sentients. They tend to hold power and influence above all else, using it to measure their worth. These grim views and lack of kindness often lead to an extremely cold and dark sense of humor. Umbarans held high standing in the Republic because of their manipulative skills, and they are now close allies of the Empire. Many use their skills as spies to hunt Jedi.

Homeworld: Umbara is a dark planet. Its nature earns Umbarans the nickname "shadow people." It is an Expansion Region world in the Ghost Nebula with dense fog and perpetual darkness, where the Umbaran's night vision is very necessary.

Language: Umbarans speak Umbarese, and most are literate and fluent in Basic as well.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 90
- **1 rank in Cool or Discipline**
- **Night Vision**: Remove ■■ for darkness, add ■■ for brightness
- **Supernatural Influence**: Add □ on Coercion, Deception, and Negotiation checks.

CASTE SYSTEM

Umbarans arrange themselves into more than 100 castes, but these castes are not rigid enough to always contain the wily Umbarans. For Umbarans, rising up in caste is a game that consumes their lives. Hard work is rarely the option for them, and they instead attempt assassinations, blackmail, trickery, and deception to rise through the ranks. While failed attempts are punished harshly, the rewards for success appeal to any Umbaran. Failed attempts also often result in punishment to the family, causing many Umbarans to hold very hard feelings towards relatives. Only the top ten levels are allowed to leave their homeworld and the top level rules the planet, as the "Rootai."

UTAI

Natural followers, the Utai are often seen as manual laborers. They are especially good at all things related to taming animals, a useful talent with the varactyls and dactillions found on their sinkole-covered homeworld of Utapau.

Physiology: Utai are relatively short, but they are stoutly built. Their skin is a pale pink or tan and is leathery in texture. Their oblong head has no hair and points backwards, with eyestalks on either side holding a pair of large, dark eyes that can see well in the dark. They have no nose, and their head ends in a puckered mouth. They have two-fingered hands and four-toed feet. Their fat fingers end in tips which look like suction cups. Unlike their Pau'an neighbors, they prefer their meat cooked.

Society: Utai find their worth typically through manual labor, handling animals in particular. They possess an almost innate gift when it comes to the handling of animals, whether it be the flying dactillians or sprinting varactyls. The Utai have spent their time in the tunnels and caves on the sides of sinkholes, where they continue to live. They are currently under the control of the Empire, which has not cared about the Utai. Utapau is having its resources harvested, and some Pau'ans and Utai are now taken as slaves. While the nature of the Utai makes them more capable of dealing with slavery than others, some do step up for freedom. Rebel strike teams have had a decent track record in stirring up Utai revolts.

Homeworld: The site of the final battle in the Clone Wars, Utapau is a minor Outer Rim world covered in rocky sinkholes. The surface is very windy, so both species are forced to live in the sinkholes. 95% of the planet is powered by wind. Native animals are useful for many roles, so airspeeders and other means of transit are replaced by the lizard-like varactyls who can climb walls and the flying dactillions.

Language: The Utai language is one of burbling glottal hoots. Most also know Utapese, the Pau'an language.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Athletics**
- **Tamers**: Receive the talent "Beast Wrangler."
- **Dark Vision**: Remove ■ for darkness, add ■ for brightness.



- **Natural Followers**: Add □ when targeted by a Leadership check. When performing the assist maneuver, grant □□ instead of 1.
- **Silhouette 0**

UTAI AND PAU'ANS

Utai share their homeworld with the Pau'ans, who are thought to be their distant relatives. They co-exist peacefully, and they complement each other well. This first began thanks to Timon Medon, a Pau'an leader who first experimented in merging the species. Just as the Utai typically prefer simple, menial labor, the Pau'ans have a strong preference for leadership. The Utai get along well with the Pau'ans, as they are treated fairly by Pau'an employers and taken into account by Pau'an lawmakers. More common conflicts are the ones between cities, which tend to result in societal and economic rivalries and embargos rather than outright bloodshed. Each city has great pride in their unique culture.

VAGAARI

A fierce species with two mouths and purple skin, the Vagaari have pillaged the Unknown Regions, occasionally coming into conflict with the Chiss. They are typically slavers, and they have very little grasp of morality, often using their slaves as living shields on their ships.

Physiology: Vagaari are humanoids who are shorter in stature thanks to their stubby legs. They have violet eyes and dark hair, and their ears are very high on their head. Most notably, their chin splits, and they have two separate mouths on each cheek. Their skin borders between hues of tan and purple. Vagaari have large hands, and their feet have four toes.

Society: Vagaari are a people who prefer to act rather than speak, and they are extremely warlike. They have developed little technology of their own, but they are a prominent spacefaring species because of their abilities as pirates and slavers. Vagaari boast a dangerous combination of cruelty and ingenuity that has allowed them to enslave other species throughout Chiss space who make up for the weaknesses. They are generally nomadic, but they have begun to make a military buildup on hidden planets in order to gather strength after their forces were decimated by Chiss Commander Thrawn prior to the Clone Wars. Their government, the Vagaari Empire, is ruled by a leader called the Miskara. Although they may be seen as simple brutes wanting only to loot for pleasure, they are still prideful and value their appearance: Most wear elaborate robes and a decorative mask to compensate for their lack of height.



Homeworld: Vagaari come from Vagar Praxut, a planet in the Unknown Regions near the Chiss Ascendency, although they have adopted a nomadic lifestyle.

Language: Vagaari speak a number of languages, including their native language, Vagaari, as well as trade languages such as Minnisiat, Sy Bisti, and a pidgin form of Basic.

UNIQUE TECHNOLOGY

Although much of their vessels are stolen or built by slaves of smarter species, Vagaari do use a number of living things, both sentient and non-sentient, in their own unique innovations. They are known to use their slaves as living shields, holding them in transparisteel cages on the hulls of their ships so that the vessels cannot be attacked without killing innocents. Although they fashion themselves as warriors, they often prefer to attack using trained animals. These include stinging insects called schostri and speedy yet resilient canines called wolvkil. Wolvkil can be held in stasis and carried around by a single Vagaari but are easy to unleash in combat. Perhaps because of these tendencies, they will form alliances with the Yuuzhan Vong, and the Vagaari Empire will expand after the Yuuzhan Vong War weakens the rest of the galaxy.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Brawl or Melee**

VERPINE

Verpine are green-skinned insects with several benefits in their physiology. Perhaps most notable is their incredible inteligence, which they use to build excellent technology. In addition, they boast instant radio communication wth their antennae, a hardened carapace, and microvision.

Physiology: Verpine are insectoid creatures with an expertise for technology. Though thin-limbed, they average nearly two meters in height. Their body is covered in a flexible yet hardened carapace, which is a dark green. It has a plated sort of texture, giving a wrinkled appearance. Unlike many other insects, they only have four limbs and lack wings. Their large red or black eyes are split to either side of their head, giving them enhanced peripheral vision. They have two-toed feet and three-fingered hands. A Verpine head has an elongated snout, like a Rodian head. They do not have a nose, and their mouth is toothless. They also do not have a heart. Two antennae protrude backwards and down, each starting behind an eye. These are extremely sensitive to radio waves, allowing the Verpine to communicate with one another or with technology silently over many kilometers. While Verpine do tend to identify with a gender, they do not have gender biologically.

Society: Verpine have nearly instant communication from their antennae, so the hives act as a consensus democracy. Instead of electing a government, they vote on every single issue. These antennae are vital to their membership in society, and those who damage their antennae tend to be outcasts and criminals. Verpine aren't known for fighting and tend to compromise instead, but they do build rather excellent weapons. Verpine are now under the control of the Empire but are openly supportive of the Rebel Alliance. Their pacifistic nature prevents them from fighting off the Empire, but they do attempt to manufacture technology for the rebels, such as the B-Wing starfighter.

VERPINE REPRODUCTION

Verpine are hermaphrodites, meaning that they can reproduce on their own. They do not generally do this, however, in favor of creating biological diversity. Verpine lay eggs, which are fertilized by another person rather than the one who laid the egg. Naturally, about five percent of Verpine are intelligent, but the high-tech species now uses an enzyme to make sure that all of the eggs end up being intelligent. The unintelligent Verpine were barely sentient and were just used as drones.

Homeworld: Verpine do not know their homeworld but now inhabit the Roche asteroid field, which includes Nickel One, Slayn, and Korpil. Roche is in the Mid Rim and includes mostly Verpine, with the occasional Imperial, as the Empire keeps a close watch on the system.

Language: The Verpine can communicate with silent radio using their antennae, which they generally do. These waves are converted to sound, which the Verpine can also replicate verbally. The language is known as Verpine. Most Verpine are fluent in Verpine and Basic.



SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	2	2	1

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Mechanics**
- **Hardened Carapaces**: Receive the talent "Enduring."
- **Microvision**: Add ▢ on checks to see tiny details up close.
- **Radio Communication**: May communicate with technology or other Verpine through radio waves, which have a range of 100 kilometers.

VODRAN

The Vodrans are reptiles known for their gullibility. Given their location in Hutt Space, they were an easy target to become ruled by the Hutts. They have lost their previous culture and now believe they have only ever existed as Hutt servants.

Physiology: The Vodrans are reptilians who are similar to humans in terms of size and proportions. They have leathery skin that is brown or olive, and they lay eggs. The remaining notable differences from humans that Vodrans have are in their head. They have no hair and instead have horns. There are two horns on their chin and four more on either side on their black, sunken eyes. They have no nose and only tall slits for nostrils. Their face has very weak muscles in it, limiting their capability for facial expression.

Society: Vodrans are a people who are very selfless and trusting. They easily devote themselves to a cause, and almost all do everything in their power to support "the value of the many." The other side of that coin is that they are very gullible, assuming benevolence in all others. Because of their communal nature, they struggle with some of the social intricacies such as innuendo or etiquette. In general, they are a straightforward people. They have a deep respect for any authority and strongly chastise nonconformity. They generally have very little individuality or desire for innovation. As for their culture, Vodrans have essentially no unique culture.



HUTT SERVANTS

A multitude of societal factors has made the Vodrans an easy target for manipulation. This, combined with being in Hutt Space, makes them one of the many species that is devoted to serving the Hutts. Unlike the others, however, they are very loyal to their masters and view the relationship as mutually beneficial. They have never attempted to revolt. Hutts have essentially redesigned Vodran culture from the ground up to fit their own desires. They have even written history so that the Vodrans didn't even exist until they became Hutt servants. They have adapted much of Hutt culture into their own, although they believe their role is to serve rather than be served. Vodrans are organized into clans, each of which corresponds to a Hutt clan that they serve.

Homeworld: Vodrans come from Vodran, a swampy world in the Si'Klaata Cluster of Hutt Space. They typically only travel when commanded to do so by their Hutt master. As such, many are taken to work on Nal Hutta or Nar Shaddaa, but few ever leave Hutt Space. Vodran itself has been given advanced technology from the Hutts. It is also noteworthy in that it is the homeworld of the dianoga species.

Language: The Vodrans have abandoned their native language in favor of Huttese, the Hutt language. Huttese is a major language among illicit parts of the galaxy.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in any 2 non-career skills**
- **Loyal**: After 1 month of serving a person or cause, may become extremely loyal. When doing things to serve that cause or person, add ▢ to all Willpower checks.

VOR

A frail species of avian, the Vors are calm austere to most other species except in their music, which is renowned throughout the galaxy. They are highly intelligent, and they excel in coordinating with others of their species.

Physiology: Vors are a winged sentient species with green skin that has avian and reptilian heritage. They are a graceful people with natural dexterity and agility, although they have thin bones and lack the strength of other species. However, their light bones allow them to fly with their leathery wings. They have a superb understanding of weather, and they fly exceptionally well in strong winds. They wear very little clothing, as it interferes with flight. They have webbed hands on the end of their wings, but their thumbs are only partially opposable. Their head is pointed with a beak and obsidian eyes on either side. They are extremely sensitive to pollution, as they are adapted to a very pure atmosphere that is on their homeworld. They are a very intelligent people, and their mental capacity is particularly exceptional when it comes to coordinating with other Vors. They can work together with little to no verbal communication. Some suspect this to be a telepathic ability, while others believe it is a skill that they have.

Society: Vors are a hardworking people who are seen as very emotionless to most. This is not entirely true: Such reactions are just done in a way that non-Vors cannot recognize them. This seeming austerity makes them excellent at lying or gambling, but that is not what most of them do. Instead, they put their intellect toward work such as art or music. They are calm and peaceful, focused on the bigger picture more than any one moment. As such, they place the needs of their society above their own desires. They rarely leave their homeworld and prefer to avoid the rest of the galaxy.



VOR MUSIC

The Vors are renowned for their music, which is their only form of emotional expression comprehensible to outsiders. The most prominent example of their music is found at the magnificent Cathedral of the Winds, in which the building itself is used as an organ. It is one of the Twenty Wonders of the Galaxy. The Vors themselves fly around and cover up holes with their bodies, acting with incredible synchronization. Especially since it isn't recorded, their annual Concert of the Winds is renowned throughout the galaxy. However, as protest for the rule of the Empire, they have sealed all openings in the Cathedral and refuse to perform for non-Vors. Unfortunately, once the Vors finally begin to perform the Concert of the Winds again, it will be destroyed because of Imperial sabotage.

Homeworld: Vors come from Vortex, a world in the northern part of the Mid Rim. Because of the tilt in its axis, it has very strong winds. They are arranged into tribes on their homeworld. Their homes resemble bunkers in that they are small and partially underground. Each settlement contains homes in a concentric circle.

Language: Vors speak Vortexlex, a language featuring squawks and whistles. They often sing when working.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	3	2	2	1

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 90
- **1 rank in Deception**
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain.
- **Sensitive Biology**: Double penalties induced by air quality and develop illnesses caused by air quality much more frequently.

VOSS

Longtime enemies of the Gormaks, the Voss are a species whose Mystics excel in using the Force to predict the future and heal. The remainder of the species are Commandos, devoted to warfare and outdoor survival.

Physiology: Voss are a near human species, and they display notable sexual dimorphism. Males have blue skin with glowing orange eyes, while females have crimson skin with glowing blue eyes. They have no hair or pupils, but their face is distinguished by markings of maroon and blue for females or navy blue and white for males. Force-sensitivity is very common among their species. Their strangest biological trait is that they cannot sexually mature until they perform particular rituals during their marriage ceremony.



Society: Voss are reserved and quiet: Instead of using words, they are more likely to express themselves through symbolic art, which is traditionally black and white. All adults are required to perform a term of military service, becoming known as Commandos. They learn martial arts and survival skills, and even those who return to civilian life afterwards typically retain the skills. The most important group of people in their society are called the Mystics, who are Force-sensitive. Mystics must undergo years of training, culminating in a dangerous pilgrimage, but once they do, Mystics are extremely skilled as healers and prophets, although none expand their skills beyond those two powers. Mystics are revered, but they live isolated in either the Tower of Prophecy or the Shrine of Healing. Those gifted with foresight have infallible visions, but the Interpreters, the group that debates and meditates on these visions, can be fallible. Once the interpreters come to a conclusion, their word is law, and it is enacted to the letter by their government, which is called the Three. Voss never disobey laws and are completely loyal to their government, even accepting major destruction in the short term if it is necessary to survive in the long run.

Homeworld: Voss come from Voss, a mining planet in the Tion Cluster. It has a rocky landscape with a few forests and a hazy, yellow sky. During the war against the Gormak, the Voss were only in the mountaintop city of Voss-Ka. Offworlders are not allowed in Voss-Ka proper and are restricted to embassies.

Language: Voss typically speak their native language, Voss, and Basic. They have a slightly robotic voice.

SPECIES ABILITIES (MYSTIC)



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **Gifted Prophets**: Receive the mentor discount on the Forsee Basic Power and the Heal/Harm Basic Power. When purchasing a Strength or Duration upgrade for Forsee, double that upgrade's effects.

SPECIES ABILITIES (COMMANDO)



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Survival**
- **Martial Arts Training**: Receive the talent "Feral Strength."

ENDLESS CONFLICT

In the time of the Old Republic, the Voss were at war with the Gormak, their distant ancestors. Although they were outnumbered, the ability to see the future granted the Voss the edge they need to survive. Although they defended themselves well, it was prophesied that the Voss would all die if the Gormak became extinct, so the Voss were never too aggressive. Foresight allowed the Voss to fight off the Sith Empire, forcing both the Empire and the Republic to fight against the Gormak in order to earn the Voss's favor. However, when the Eternal Empire took over the Voss system, the only way for the Voss to survive was to ally with the Gormak. Both species had heavy losses, but each survived, validating the prophecy.

VRATIX

Vratix are six-limbed insects that are notable for producing bacta, which is easily available on their homeworld of Thyferra. They are excellent at logic and puzzle-solving, but they struggle with abstract concepts like art.

Physiology: The Vratix, also known as Thyferrans, are six-legged insectoid creatures with green and white ridged skin. Their skin color changes slightly due to the chemical denin, which is released based on emotion. They are fast jumpers, using their four powerful legs to leap great distances. While their back legs are very thin, their front legs are very thick and have three toes. Both these legs have thighs that point up and shins that go back down. They have a tail that points up and back. They have a long, thin torso and a long neck; both are white on the front. They have thin arms with two elbows each and three-fingered hands that they use for manipulation. Their short and wide head has large, black or brown eyes, antenna, and four small mandibles. Vratix have minor telepathic abilities, as they can transmit thoughts to those who are closely related to them. They are a species of hermaphrodites, which means that they have no genders and can reproduce with others or create perfect clones of themselves on their own.

Society: Vratix are a very logical species. They can solve complex problems and puzzles, so many make great mathematicians, engineers, or scientists. In those fields and others, they are very detail-oriented but frequently fail to recognize the bigger picture. Despite their technological inclinations, they find it impolite to communicate through technology, as they instead prefer to converse in person. Their intelligence often fails to comprehend the mysteries related to art, literature, or music. These abstract concepts are incredibly foreign to them. They are still socially capable, however. They have a mentality similar to that of many hive minds, sacrificing their own desires for the good of their society.



BACTA BUSINESS

The Vratix have had great economic success in the galaxy thanks to valuable resources present on their planet, which can be used to make bacta. Bacta is a potent healing liquid that is prominent throughout the galaxy. While bacta exported to the rest of the galaxy is cheaper and diluted, the bacta on Thyferra is incredibly potent. The business is entirely controlled by the two companies in the Bacta Cartel: Zaltin and Xucphra. This monopoly exists thanks to Imperial regulation and has caused highly increased prices from the trust. Since prices are so high, smuggling the bacta is popular. It is also taken up by the Rebel Alliance. While a small group of mostly humans manage the production and get profits, most of the manual labor is done by millions of Vratix. The Black Claw group has been working to restore Vratix control through sabotage for years.

Homeworld: Vratix come from Thyferra, a planet in the Inner Rim. It is a moist world that imports most of what it needs by selling bacta.

Language: Vratix speak Vratix, a clicking language that uses pitch for meaning. Almost all also know Basic, although they avoid the use of singular pronouns.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	1	2	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Knowledge-Education or Medicine**
- **High Jump**: Able to jump very high or far in normal gravity. Once per round as a maneuver, may suffer 3 strain to move 2 range bands either vertically or horizontally.

VULPTEREEN

Vulptereens are reptiles distinguished by a long snout, and they are short but surprisingly hardy. They live on the Deep Core planet of Vulpter, which has become highly polluted by industry.

Physiology: Vulptereens are short but bulky reptiles best distinguished by a very long snout. They have teeth pointing down out of their mouth on their snout, and they have six tusks on the snout as well. They have pointed ears and yellow eyes on the sides of their head that are adapted to darkness. They have poor depth perception but make up for it with echolocation. They also have an antenna-like feeler atop their snout. They have clawed hands for traction, and thick skin for protection. Their skin comes in a mix of yellow on their underside and green or gray elsewhere. They are durable in harsh environments, but their lack of a centralized brain means that they can lose mental capacity if they are maimed.

Society: Vulptereens are not a particularly intelligent people, and their biggest strength is their hardiness. They are also known to be decent pilots, a profession that many of them take part in.

Homeworld: Vulptereens come from the Deep Core planet of Vulpter. It has been highly industrialized for a long time, so the once very verdant world is now highly polluted and colder than most planets on average. It cannot sustain agriculture, so they import food and export their technology. It is mostly urban or toxic wasteland, with vast tracts of land devoted to waste dumps. One of the planet's most unique features is the Orbital Advertisement Ring, a giant structure surrounding the planet composed entirely of billboards. Leaving the planet is almost impossible, as the Empire has cut off access to the Deep Core.

Language: Vulptereens speak Vulpterish, and they often learn Basic in order to do business with offworld companies.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 110
- **1 rank in Piloting-Planetary or Piloting-Space**
- **Natural Hardiness**: Remove ■ for temperature, humidity, or air conditions. Add □ on Resilience checks to withstand such conditions.
- **Night Vision**: Remove ■ for darkness, add ■ for brightness.
- **Silhouette 0**



VULPTEREENS, AMARANS, AND THE TRADE FEDERATION

Many Amarans have worked with the Trade Federation as managers or middle men, often conducting business on the Vulptereen homeworld of Vulpter. Amarans made up about six percent of the population, and the planet was used as a storage world for the Trade Federation, with its underground facilities managed by immigrant Amarans while the Vulptereen had to handle the menial labor, typically drilling tunnels. This arrangement meant that the Vulptereen strongly disliked the Amarans, whom they saw as aristocratic. After the end of the Clone Wars, the Amaran immigrants who worked for their Trade Federation suddenly lost their offworld benefactors in addition to being trapped on the planet by Imperial regulations regarding the Deep Core. As such, the two species are still forced to live together and reconcile their differences.

VURK

Vurk are nomadic amphibians with green skin. They are often very philosophical and emphasize honesty and integrity. They are very calm and measured. Despite this sophistication, being nomadic makes other species look at them as primitive.

Physiology: Vurk are green-skinned amphibians. They can breathe both water and air with equal ease, though their body isn't entirely adapted to land-based life. They are roughly humanoid in proportion, though males are marginally taller. Vurk have a hairless head, which is instead topped by a crest, pointing up and back. Their eyes are black and bulbous, spread to the sides of their head to maximize field of vision. Their skin is leathery, and their hands have just three fingers.

Society: Vurk live a nomadic lifestyle, causing many other sentients in the galaxy to view them as primitive. This is very much false, however. Vurk are actually highly sophisticated, and many follow a complex philosophy. This philosophy particularly emphasizes personal freedom and honesty. This is a view shared by most Vurk, who will seek to avoid being controlled and possess a strong personal integrity. They are also very calm and cool. This makes many find diplomacy as a possible career path. Though they tend to get along very well, some also become formidable warriors. Defending integrity is seen as very important, so some Vurk, normally calm, can burst into angry action. Vurk are also well-adapted to travel the galaxy, as their nomadic ways greatly reduce any desire for a permanent home. Others use their intellect to find jobs as mechanics or doctors.

Homeworld: Vurk come from Sembla, (historically known as Utavurk) a world of archipelagos and shallow seas of warm water. For all its potential as a resort planet, its volcanic nature forces a continual choice to be nomadic. Some deposits of coral and crystal provide a source of credits. It is relatively isolated, backwater even for an Outer Rim world. It also holds a reputation for neutrality, which it has protected with its many excellent diplomats.

Language: Vurk speak Semblan, and many also know Basic. They are also typically literate in both. Semblan is a deep language of croaks.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Discipline**



- **Aquatic**: Can breathe underwater and remove all movement penalties for being underwater. Remove ■ for humidity, add ■ for dry conditions.

MARRIAGE TRADITIONS

For all its sophistication, Vurk culture still possesses a rather outdated system of marriage, in which families control the children. Males in particular often find themselves married off by their families, though time, as always, threatens to change the traditional ways. Those that are not married by adulthood typically remain bachelors. While most Vurk are content with this arrangement, some do seek change. Since this can make them outcasts in society, many choose to leave, attempting to start afresh in the larger galaxy, where opportunities are abundant.

VUVRIAN

Vuvrians have 12 eyes and can see in all directions. They are insects and are also known for having sensitive skin, which allows them to have incredible sense via touch. They often are tourists because they are very interested in learning about the galaxy and its peoples.

Physiology: Vuvrians are thin insectoids with twelve eyes. They are about as tall as humans, but they are much lighter. They have an oblong head with flexible antennae, and they typically have gray or brown fur. The most powerful abilities that Vuvrians have are their senses. Having twelve eyes benefits them in many ways and gives them powerful omnidirectional vision, but they also have extremely sensitive skin that can detect minute changes in air currents or temperature. This allows them to do many impressive feats, such as recognizing the amount of people in a room via its temperature. On the other side of this coin, they are extremely sensitive to pain.

Society: Vuvrians are peaceful, intelligent, and curious. Despite their odd appearance, they are very outgoing and often manage to be effective in social situations and even charming. They are known to be skilled in matters of argument and debate, and they have a knack for making others sympathize with them. This is in part because they are skilled at recognizing quirks in other cultures and typically have a genuine interest in understanding other peoples. They have had good relations with the Jedi, and many Vuvrians have become Jedi. Despite persistent xenophobia, many Vuvrians work with the Empire as negotiators and diplomats.

Homeworld: Vurdon Ka is an Inner Rim world that is peaceful and picturesque. It is moss-covered and known for its gardens. Most Vuvrians consider it to be a perfect paradise.

Language: Most Vuvrians know and are literate in Basic and Vuvrian.



SPECIES ABILITIES



- **Wound Threshold**: 7+Brawn
- **Strain Threshold**: 7+Willpower
- **Starting XP**: 85
- **1 rank in Charm or Negotiation**
- **1 rank in Perception**
- **Extra Eyes**: Add ▢ on visual Perception checks. May see in all directions.
- **Sensitive Skin**: May detect minute changes in air currents or air temperature to sense. May get a general sense of the amount of people in a room with an ◆◆ Perception check. May recognize movements with a ◆◆◆ Perception check.

VUVRIAN TOURISTS

Though many Vuvrians enjoy observing the sights of the galaxy and meeting new people, they are only motivated by curiosity. They are often seen as travellers and tourists, but they have little desire to live anywhere other than Vurdon Ka. This is in part because of the fact that they are almost never satisfied with living conditions off of their homeworld. Those that do settle have the puzzling habit of gravitating to planets with a harsher climate.

WEEQUAY

Weequays mostly follow their god known as Quay, who gives them advice via simple toys. While lacking in technology, they are by no means straightforward. Many work for the Hutts. They can communicate with pheromones.

Physiology: Weequays are humanoids of about two meters in height. Their skin is rough, generally wrinkled and in shades of brown, gray, or black. To provide protection from the harsh desert sunlight, their eyes are sunken back. Their hair is long and typically braided into a single topknot, with the number of braids representing each year spent offworld. On their chin and jawline, small bones stick out, similar to horns.



Society: Weequay society is complex but brutal. It is very impersonal and without pity. They live in clan units and are expected to worship and please their gods. The gods represent both natural forces on the planet and native animals. The most important two are Quay, representing their moon, and Am-Shak, the god of thunder. They must sacrifice worthy opponents to these gods, generally a large beast of some sort. Given the recent end to their war with the Houk, Weequays are more trained in modern technology and tactics, and some are now less satisfied by their primitive ways. These factors have caused a recent increase in the number of Weequays who live abroad in the galaxy.

FOLLOWERS OF QUAY

The name "Weequay" literally translates to "Follower of Quay," and that is what most Weequays are. Most have a totem that is considered to be a part of the god himself, which they will generally consult before doing anything. Most other sentient races, of course, view Quay as a superstition, and the totem to be nothing more than a clever child's toy. Because of this, Weequays in more public positions will deny their use of Quay. On their homeworld, however, there is strong social pressure in favor of their god.

Homeworld: Weequays live on Sriluur, which is their homeworld as well as a Houk colony. The two species have fought over the planet for the past 200 years, and are now in an uneasy peace after ten years of open violence. It is inhospitable by most standards. A hot, arid, planet, it is filled with deserts, acidic seas, and volcanoes. The planet is just Coreward of Hutt Space, still in the Outer Rim. It is on the Sisar Run. The planet is under constant intrigue, with the two species still uneasy with each other, the Empire trying to keep order and power, neither species liking the Empire, plenty of criminal activity, and the Hutts also trying to have control over a planet which was historically theirs.

Language: Between clans, Weequays speak Sriluurian, but within their clan, they use pheromones to communicate. Since this is completely silent, they often give a foreboding appearance. Those who leave Sriluur generally can speak Basic, although they generally have a deeper voice than most humans.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	3	2	1

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Athletics or Resilience**
- **Pheromones**: May communicate silently with members of the same clan within long range in a way completely undetectable to other species that lack advanced olfaction.

WHALADON

A giant species of mammals the size of many starships, the Whaladons live only underwater. Native to Dac, they are peaceful and known for their sing-songs, but they are battling extinction.

Physiology: Whaladons are a species of giant cetaceans who can grow up to 30 meters in length. Although they breathe air a few times per day, they are entirely aquatic, and they swim deep in the ocean. They have fins to propel them through the water, including a giant horizontal tail. They have a very wide mouth, which they use to feed on plankton and small fish. They have tiny eyes on the side of their head that see well in the dark, allowing them to dive deep into the ocean trenches. Their navy blue skin is covered in ridges, especially on their underside. There is a rare subspecies known as the humpback Whaladon, which has three humps on their back and lighter skin.

Society: Whaladon society is isolated and peaceful, and they rarely interact with the Mon Calamari and Quarren who share their homeworld of Dac. They are social creatures with a rich musical tradition that has been passed down through the generations. Although few members of other species can understand Whaladon music, it can be appreciated by many. They are somewhat revered by other sentients, regarded as almost mystical wonders of the deep sea. Although Whaladons are generally peaceful, they strongly wish to be left alone and are known to attack submarines that cross into their territory.

Homeworld: Whaladons come from the world of Dac, also known as Mon Cala and, rarely, Mon Calamari. They share the world with several other sentient species, including the Mon Calamari, Quarren, Moappa, and Amphi-Hydrus. It is almost entirely ocean and contains both floating cities and underwater cities. They live outside the cities established by other species, wandering the depths on their own, although they have established an embassy of sorts near the city of Aquarius. Dac is one of the few worlds that has successfully driven off the Empire, although at this point, the Whaladons are typically indifferent to its politics.

Language: Whaladons rarely know Basic or any of the other languages known on Mon Calamari, and they typically only speak their own language. The Whaladon language is a musical one, composed of their traditional sing-songs.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Charm**
- **Aquatic**: Can hold breath for a very long time and remove all movement penalties for being underwater, but may not move on land. Treat air as a dangerous atmosphere of rating 1.
- **Night Vision**: Remove ■ for darkness, add ■ for brightness.
- **No Hands**: May not wield normal weapons or pilot vehicles. May only carry objects if using wearable storage such as a backpack or utility belt.
- **Silhouette 4**

BATTLING EXTINCTION

Several years ago, the Whaladons were nearly wiped out by a volcanic cataclysm, but they survived thanks to the coordination of a leader named Leviathor. Since then, Leviathor has acted as the leader of their race. However, the Whaladons are not in the clear yet: Shortly after the Battle of Endor, the Empire will reestablish their presence on Dac. Building the Whaladon Processing Center in the city of Aquarius and operating out of a giant submarine, they will hunt Whaladons for their meat, which will be considered a delicacy, often sold to the Imperial elites for their most exclusive banquets. The Whaladons will again face extinction, but Leviathor will contact the New Republic, who will rat out the Imperial operation in time to save the Whaladons. However, the Imperial hunting will wipe out almost all of the humpback Whaladons, with Leviathor being their only surviving member.

WHIPHID

Hunter-gatherers on the frigid world of Toola, Whiphids are strong and tough as well as experts with wilderness survival. They may be very violent and somewhat primitive, but they still understand the necessity of peaceful interaction and teamwork.

Physiology: Whiphids are large creatures, averaging about two and a half meters in height. They have thick brown fur, which protects them from their homeworld's cold temperatures. Their face is mostly hairless, although hair can grow on their chin and atop the head. They have two fairly large tusks which protrude from the lower jaw. Their cheekbones are sunken in, and their face is elongated. Their nose appears as two slits in the face, and their black eyes are small. Their hands have three fingers, and they have three toes on each foot. Both end in claws.

Society: Whiphid society on Toola is relatively primitive. They live in tribes, each with three to ten couples. They are ruled by an elder, who is known as the Spearmaster. Whiphids stay as families for survival reasons but generally don't form emotional attachments with them. They travel across Toola on sleds, which are made from bone, tusk, and leather hide and are pulled by the domesticated Tuggles. They are nomadic during the winter, living on hunting grounds in animal hide tents. They are more stationary in the summer, when they make a base of operations. It is constructed from rock and covered with mud or animal hide. They hunt large animals like caraboose and motmot. Whiphids are solitary and aggressive in general.

Homeworld: A frigid world in the northwest portion of the Outer Rim, Toola is the home of the Whiphids. Is it filled with glaciers, frozen oceans, and a snowy tundra. Life is centered around the thin equatorial region, which is the warmest. There are also hot springs, which occasionally burst out of the ground. They are a vital resource for all of the native species.

Language: The Whiphid language is simple, containing about 8,000 words. It is called Whiphid. It has no written form and consists of snorts, growls, and barks. Most Whiphids can speak it, although many cannot speak or understand Basic.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **1 rank in Brawl**
- **Thick Fur**: Remove ■ for cold conditions, add ■ for hot conditions.
- **Claws**: Deal +1 Brawl damage as wounds and have a Crit rating of 3.
- **Hardy Survivalists**: Add automatic ✲ to Survival checks and can survive for several weeks without food thanks to reserve blubber.
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.



PEACE

Whiphid tribes interact surprisingly well. They rarely fight and will meet at hot springs. They trade together or unite on especially difficult hunts. War between tribes is unheard of, as is stealing or raiding. This is because Whiphids view fighting amongst themselves to be inefficient, since it reduces the number of available hunters. Bullies are also rare in Whiphid society. A bully is typically taken on a long hunt with his Spearmaster to "sort him out." Should the bully fail to correct his ways, he typically never returns from that hunt. The aggressive nature of the Whiphids is more evident in relations with individuals.

WOL CABASSHITE

An incredibly intelligent species of tiny mollusks, the Wol Cabasshites cannot move or talk on their own. They are capable of telepathy using magnetic pulses, but their philosophical musings are so bizarre and abstract that they are hard to comprehend regardless.

Physiology: Wol Cabasshites are a smaller species of sentient mollusks that are parasitic, feeding on metals and plasma from wherever they are attached. Less than a meter long when they are curled up, Wol Cabasshites are composed mostly of a large stomach, and they have two eyes and a long tongue extending from one end of their body. They do not need to breathe at all, so they can survive in just about any pressure or atmosphere, even in the vacuum of space, so long as they have a food source. Their internal organs are pressurized, and they are also immune to temperature extremes. Because of their incredible natural hardiness, Wol Cabasshites are extremely long-lived. When they do need to reproduce, they expel their stomach lining, which grows into a new member of their species. They can do this asexually, but they can also be fertilized by one another via their tongue. Wol Cabasshites are unable to move on their own or speak aloud, but they can emit magnetic pulses and lick one another to communicate. However, this form of communication is very difficult to use with other species.

Society: Wol Cabasshites are incredibly intelligent, but their strengths are in philosophy rather than technology. They devote their incredibly long life to contemplation, and because of how advanced they are in these areas, they can be almost impossible to truly comprehend, even if they communicate their ideas in a translated form. Although devices have been developed that interpret their magnetic signals, making them capable of speaking aloud, moving, or writing down their ideas, Wol Cabasshites have been mostly indifferent to them, and many continue a lifestyle of isolated contemplation.

Homeworld: Wol Cabasshites come from the Outer Rim planet of Wol Cabassh, but their ability to survive in a vacuum means that they can be found all throughout the wider galaxy. They often attach themselves to starships.



CONFUSION AND MYTHS

Because they typically lack the motivation and the means to properly communicate, Wol Cabasshites are shrouded by mystery, and many believe they are capable of mind control. For the few who recognize their incredible intelligence, Wol Cabasshites are fascinating to study, but their philosophy can be impossible to comprehend by even the greatest minds of the rest of the galaxy.

Language: For the Wol Cabasshites, communication is a blend of licking one another and manipulating magnetic fields to directly impact individual neurons. This works fine for communicating among their own, but it is very difficult to use as a way of speaking with other species, especially if they are not in physical contact with the one they wish to speak to. Although it has an almost musical quality, even those who spend decades with Wol Cabasshites are often baffled by their language.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	3	2	3	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 130
- **1 rank in Knowledge-Education or Knowledge-Lore**
- **Hardened Shells**: Receive the talent "Enduring."
- **Pressurized Organs**: Remove ■ for temperature.
- **Magnetic Communication**: May communicate silently with other Wol Cabasshites within medium range in a way completely undetectable to other species. To speak to other species within medium range without touching, must pass a ◆◆◆ Discipline check, and may not be completely understandable regardless. May purchase a personal conveyance to translate, which costs 1,000 credits.
- **Limbless**: Reduce encumbrance threshold by 4 and may not move without a mechanical assistance, which costs 1,000 credits.
- **Unique Diets**: Remove penalties for all toxins and do not take wound or strain damage due to vacuum, unbreathable atmosphere, or abnormal air pressure.
- **Silhouette 0**

WOOKIEE

Short-tempered but loyal, Wookiees are a furred species and are very strong. Their rivalry with Trandoshans has made them enslaved. They are also known for life debts, which state that a Wookiee who is saved by someone must devote their life to serving him.

Physiology: Wookiees are tall, furry mammals who are generally at least two meters in height. Their sheer size isn't the only reason to be afraid of them, however. That size includes plenty of muscle, making them excellent



brawlers, and their temper is notoriously short. They have long limbs and retractable claws that they use to climb. These claws are never used for combat, however, as that is considered to be extremely dishonorable. Their fur comes in shades of brown, white, gray, or black. It is darkest around the middle of their lifespan, which lasts several centuries.

Society: Although their physique may give off the appearance of an intimidating brute, Wookiees are very loyal and honorable. They live in tight bonds of family and friendship, which is often practical. When venturing into the lowest depths of their homeworld, Wookiees are generally hunted by creatures dangerous enough to frighten even their bravest members. The Wookiees first travelled into space by flying the starfighter of Trandoshan scouts whom they had killed. Ever since, Wookiees and Trandoshans have had bad blood. Their wars brewed up every once in a while over the course of the Old Republic, most of which ended when the Republic mediators sided with the honorable Wookiees. The Trandoshans finally got their revenge, however, once the Galactic Empire came to power. Emperor Palpatine sided with the Trandoshans, who took advantage. Kashyyyk rebelled against the Empire from the start, and Trandoshans worked with the Empire to put down the uprising. Trandoshans supply the Empire with Wookiee slaves, and the Empire has learned to exploit the tight family bonds.

LIFE DEBT

The life debt is a unique aspect of Wookiee culture, and can work as an obligation or motivation. Whenever someone saves the life of a Wookiee, that Wookiee will enter a life debt with him. The Wookiee will pledge loyalty, and the only way to repay the debt is for the Wookiee to sacrifice his own life.

Homeworld: Wookiees come from the tall forests on Kashyyyk, a fairly relevant world in the Mid Rim. It is covered in wroshyr trees, which are kilometers tall. Wookiees inhabit the seventh level of the forest, which is near the canopy. It gets more dangerous as height decreases. Although they have advanced technology, they still live in wooden huts, which are connected using bridges and branches to form cities.

Language: The Wookiees have a few languages, the most prominent of which is Shyriiwook. It amazes many linguistic scholars, as the tongue is just a combination of grunts, roars, and growls. All other Wookiee languages are similar in sound. Humans and most (if not all) other species are incapable of pronouncing Wookiee languages, just as Wookiees cannot speak Basic. Despite this, almost all Wookiees understand Basic, and surprisingly many non-Wookiees can comprehend Shyriiwook.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	1	2

- **Wound Threshold**: 14+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **1 rank in Brawl**
- **Climbing Claws**: Add □ when climbing surfaces that can be pierced by a claw.
- **Wookiee Rage**: When using Brawl or Melee, deal +1 damage when wounded, or +2 damage when critically injured.

WOOSTOID

Mathematically-inclined sentients who value structure, the Woostoids have been able to automate much of the businesses on their world, so they have to work very little. They are very pacificist, and they are easily distraught whenever there is chaos or disorder.

Physiology: Woostoids are thin humanoids with a tall, noseless head and sunken cheeks. Their skin generally has an orangish tint. They have large, black eyes that rarely blink, and their hair is generally long and red. They have no visible ears, just holes in the sides of their head. Most Woostoids prefer to wear long robes.

Society: A very pacifist people, the Woostoids are extremely averse to warfare, mostly because of their frail build. They are a very logical people, and they excel at finding patterns and connections, but they can become extremely flustered when they witness chaos or randomness. In those cases, they become frustrated by the futility of their search for explanation. Because of their preference for order, Woostoids are strong supporters of the Empire and other centralized governments, even though they are disturbed by the Imperial love of war. Their skills with logic make them excellent researchers, and they also excel in computer technology. Woostoids operate the HoloScan Database, a gigantic library which is recognized to be one of the Wonders of the Galaxy. A kilometer high and several kilometers wide, it is one of the best places in the galaxy to conduct detailed research. Others focus on data analytics or bureaucratic occupations, where they are also very well-suited.

Homeworld: Woostoids come from Woostri, an Expansion Region planet with highly advanced technology. It has become a major vacation spot, known for beaches, amusement parks, and theaters. Tourists are welcomed by the Woostoids.

Language: Woostoids speak Woostese, a language which is very precise, but it also has many different regional dialects. They have no abbreviations or contractions, as they believe that their language is already optimized. Because of how often they interact with other species, most Woostoids also speak Basic.



SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 8+Willpower
- **Starting XP**: 100
- **1 rank in Computers**
- **1 rank in any Knowledge skill**
- **Scholars**: Receive the talent "Improved Researcher."
- **Easily Flustered**: When in combat or when presented with an extremely chaotic situation, must pass a ◆◆◆ Discipline check or become disoriented for 2 rounds.

BENEFICIARIES OF AUTOMATION

Computer industries have made the Woostoids very wealthy, and many of the businesses on Woostri are almost entirely automated. To take advantage of this advanced technology and combat unemployment, the Woostoids have expanded both taxes and government welfare programs, allowing most of the species to live easily off of the business that basically run themselves. Now, they work very little, and they have been able to shift their focus towards recreation.

WROONIAN

Blue-skinned near-humans who have been financially successful, the Wroonians' charisma and love for travel has allowed them to excel in many ventures across the galaxy. Many are religious, which they display via their tattoos.

Physiology: Wroonians are slightly shorter than humans, but they are almost identical in terms of build and internal anatomy. However, they are visually distinguished by their blue skin and yellow eyes. Furthermore, they tend to have darker hair than humans.

Society: Seen all throughout the galaxy, the Wroonians are a successful species who have become very wealthy thanks to their powerful trade guilds. They love to travel and explore, both in space and over oceans, and many are smugglers or traders. They are very easy to get along with, a fun-loving and friendly people who excel in social situations of all sorts. This is a skill which helps them in many fields of work, from politics to crime. Wroonians are also known as excellent storytellers, and they will rarely pass up an opportunity to boast about their accomplishments. Although they have been skeptical of Palpatine's power since the Clone Wars, they continue to live peacefully and successfully under Imperial rule.

Homeworld: Wroonians come from the relatively small but very wealthy Inner Rim planet of Wroona, which is mostly covered by oceans. Its continents are long and thin, covered by forests and mountains, but the planet is best known for its beaches, and the Wroonians also have a strong tradition of seafaring for commerce. They have many colonies, including the arid, mountainous world of Saleucami, which means "oasis" in the Wroonian language. This is because all of the other worlds near Saleucami are barren and uninhabitable.

Language: Wroonians speak their native language of Wroonian. Because of their prominence in the galaxy off of their homeworld, almost all of them know Basic very well and can speak it without issue.

SPIRITUALITY

Wroonians are very spiritual, although it is a more materialistic faith than that of many other cultures. One of the most important ways that Wroonians express their devotion is actually through their appearance: Pious Wroonians have tattoos on their face and ornate traditional robes that are decorated with tassels.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 100
- **1 rank in Piloting-Space**
- **1 rank in any Knowledge skill**
- **Friendly Demeanors**: Receive the talent "Kill with Kindness."
- **Underworld Savviness**: Receive the talent "Street Smarts."

XAMSTER

A smaller reptilian species with incredible reflexes, the Xamsters have yellow or blue skin and a beak-like mouth. They live symbiotically and peacefully with the semi-sentient malvil-trees on Xagobah, but their lifestyle was disrupted when the Clone Wars were brought to them, and both sides drafted the Xamsters.

Physiology: Xamsters are reptilians with loose skin in shades of yellow, green, and blue. With short legs, they are only about one meter tall. They have four digits on each of their limbs. They have a long neck and lack hair, although their head is topped by two large, pointed ears. Their face features a beak-like mouth and red eyes. Three vertical crests traverse across their body: one at the back of their head, one on their stomach, and one on their lower back. The Xamsters' most distinctive ability is their reflexes: Their brain is very advanced when it comes to processing sensory inputs, and they are able to think and react somewhat quicker than other species. Many Xamsters do not wear clothing, but they often carry bags and pouches.

Society: Xamsters live symbiotically with a semi-sentient species of fungi on their world called malvil-trees. These unique life-forms are each bound to a single family unit of Xamsters. The Xamsters name their tree, and they treat it like a pet by fertilizing it and providing it with food. In exchange, the malvil-trees obey the family of Xamsters that lives with them, moving its branches on command and allowing them to live inside of it. Xamsters also harvest their tree's spores, which can be used for a number of tasks, including ones that induce paralysis or improve vision. Malvil-trees will sometimes eat creatures that pass by, but if a Xamster is coated by their spores, they will be granted safe passage and recognized as equals. Although Xamsters have a somewhat primitive lifestyle, they are perfectly capable of using technology if they need to. With other species, they tend to be reasonably nice and well-mannered, although they have a strange social custom in that they must repeat a question before they answer it.

Homeworld: Xamsters come from the Outer Rim planet of Xagobah, which has a blue sun. It is of diverse terrain, including jungles, swamps, and mountains, but all of it is covered by vast amounts of fungi, which release many spores into the air. These spores generally require offworlders to take medications and antidotes before travelling to Xagobah, and they cast the entire planet in a hazy mist.

Language: Xamsters rarely speak Basic and typically only speak their native tongue of clicks and growls.

SPECIES ABILITIES





- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100
- **1 rank in Piloting-Planetary or Vigilance**
- **Silhouette 0**

XAMSTERS AND THE CLONE WARS

Xamsters are peaceful by nature and detest violence, but they were dramatically impacted by the Clone Wars. Wat Tambor came to their world to conduct biological research on their unique fungi sixteen months after the Battle of Geonosis, setting up the Mazariyan fortress. Later in the war, it was besieged by the Republic, which turned into a very large battle. During the conflict, both sides forcibly recruited Xamsters to fight for them, forcing the peaceful natives to take up arms for the first time to fight in a war that had nothing to do with them. The event was a traumatic one for their entire society, and many of the malvil-trees died because they were unattended.

XEXTO

Xexto are short four-armed creatures with pale skin who are are known for their courage and recklessness. They are often thrill seekers and few will back down from a challenge. They are distant relatives to the Quermians, who are opposite to them in many ways.

Physiology: Xexto are short and very thin creatures with relatively long limbs. They rarely stand at more than one and a half meters tall. Their torso is tiny, and they have two arms coming from each shoulder. Each of their four arms has four long fingers. Unlike some other species with fewer fingers, they have opposable thumbs. Their feet have four long toes as well, and they generally stand entirely on their toes. Their skin is generally a pasty chalk-white but can also be lavender or pale yellow. Their eyes are a dark purple or black. They have a very long neck, which connects to their hairless, noseless head. Their brain is actually split, with the head portion controlling primitive actions and reflexes and the part in the stomach dealing with logic and creative thinking.



XEXTO AND QUERMIANS

Long ago, when Xexto were in hunter-gatherer tribes, an Arkanian geneticist began experimenting with Xexto. He brought them to the nearby world of Quermia, and these GMO cousins became known as Quermians. The Quermians are very tall, even in comparison to species like Wookiees. The Xexto hold a grudging respect for the Quermians, whose expertise at reading body language makes them excellent diplomats. They are quality intellectuals as well. Aside from these traits, Quermians are essentially identical to Xexto. Once, the Xexto denied any genetic connection, but such claims have been disproven.

Society: Xexto value courage but are still very even tempered. They admire risks, excitement, and thrill-seeking, and rarely back down from a dare. Questioning the courage of a Xexto is one of the worst insults. However, they are otherwise not prone to dramatic emotion.

Homeworld: Xexto come from the world of Troiken. It is a very unique world in that it is tidally locked, and only a thin strip is habitable. One half is an extremely hot desert, and the other half is a cold tundra. The inhabited middle band is made up of dense forests and mountains. The Xexto live in the trees and are still trying to deal with the Challat eaters, which are carnivorous, palm-sized, insects that attack in swarms. It is a hub for podracing. Troiken was the site of the Stark Hyperspace War, which set up several pieces in Palpatine's rise to power.

Language: Xexto speak Xextese, and although most Xexto are fluent in Basic, they are generally only literate in Xextese.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	2	1	2

- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 90
- **Courage**: Receive the talent "Confidence."
- **Four Arms**: May have twice as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."
- **Silhouette 0**

XI'DEC

Eight-limbed insects who display incredible genetic diversity, the Xi'Dec are have hundreds of genders, each of which is highly specialized to fill a particular job. Those with rare genders are seen as very valuable because of their unique skill sets.

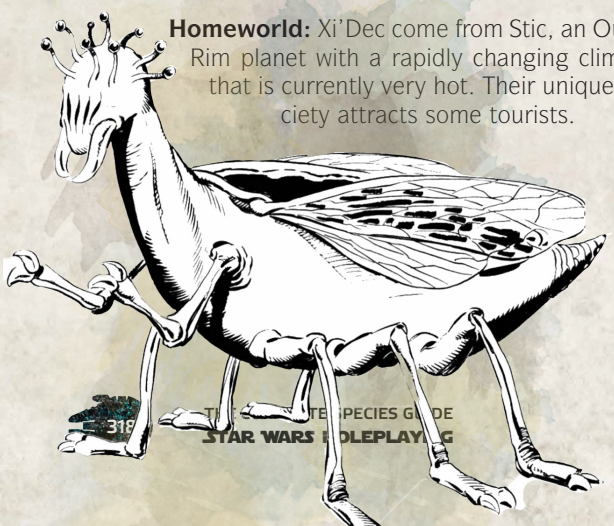
Physiology: Xi'Dec are a species of incredible diversity based on gender, each of which is capable of fulfilling a highly specialized role. This makes Xi'Dec incredibly adaptable as a species, as genders can change in frequency in order to respond to new circumstances. Depending on which genders are involved in parenting, Xi'Dec can reproduce by giving birth live, laying eggs, budding, or a number of other unique options. Children never have the same gender as either parent, and Xi'Dec have more than 180 officially catalogued genders, but there are countless more that have only a handful of members, remaining obscure and unknown. The most common are the Xi'Alpha, who compose six percent of the population. Xi'Alpha have a shiny black carapace with vestigial wings. They have eight legs, and they are able to stand on any two and use the others as arms. Their head features mandibles surrounding a mouth, six slits to smell with, and a dozen eye stalks. All are somewhat insectoid, but other genders include warriors with spears for arms, small but nimble messengers who can fly, and constructors with long limbs. Some are humanoid in shape, some are significantly larger than other Xi'Dec, and others can develop claws, antennae, or natural armor.

NOTE

The vast diversity of Xi'Dec genders may translate into different stats. This stat block should serve as a base, but new genders may be designed as needed.

Society: Gender has a huge impact on how a Xi'Dec acts, and they tend to have a one-dimensional personality and a narrow skill set. All live within their family units, however, and they tend to focus on advancing their entire family rather than achieving individual goals. Otherwise, they can be very diverse in political structure and organization. They have little interest in mass production because of their diversity, but they excel in biology, geology, and climate sciences.

Homeworld: Xi'Dec come from Stic, an Outer Rim planet with a rapidly changing climate that is currently very hot. Their unique society attracts some tourists.



Language: Xi'Dec tend to be excellent linguists, learning Basic, their native tongue, and often other languages.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 90
- **Extra Limbs**: May have 3 times as much gear in their hands and do not have to suffer strain for a second maneuver. Still may not make 3 maneuvers in a round without "Unmatched Mobility."

XI'DEC GENDERS

CONSTRUCTOR

- **1 rank in Athletics and Mechanics**
- **Long Limbs**: May reach twice as far, and encumbrance threshold is equal to 8+Brawn.

LARGE

- **Brawn 3, Presence 1**
- **+2 WT**
- **Silhouette 2**

MESSENGER

- **Agility 2, Brawn 1, Cunning 1**
- **-1 WT**
- **1 rank in Coordination**
- **Flight**: Can move on the vertical axis and ignore any penalties for terrain. When flying, move twice as quickly.
- **Silhouette 0**

WARRIOR

- **Spears**: Deal +2 Brawl damage as wounds and have a Crit rating of 3.

XI'ALPHA

- **+10 XP**

VALUE OF DIVERSITY

Because genders are so specialized, having more genders in their family gives Xi'Dec a huge advantage and allows them to become more powerful and technologically advanced. Members of rare and more specialized genders often take advantage of this, demanding huge compensation for marrying. Xi'Dec also often mistake other species for rare genders.

YAKA

Yaka are large near-humans who are relatively unintelligent by nature, but many have been given cybernetics that make them much smarter. However, the cybernetics make them harder to get along with: They become more stoic, and their humor becomes very dark.

Physiology: Yaka are humanoids on the larger side-they average two meters tall, and they have well-muscled limbs. Like many of the galaxy's species, this higher strength comes at the cost of intelligence, as they are naturally simpletons who are unskilled in technology. However, the Yaka are beneficiaries of a centuries-old Arkanian experiment which gave them cybernetic implants. These implants have enhanced their mental capabilities, making them highly intelligent. Because of their cybernetics, they have an expressionless face and have metal plates wrapping around their head.

Society: Yaka are not especially friendly; they are often seen as emotionless and stoic because their cybernetics make it hard to express emotions via facial expression. They excel in technological tasks, and many of them wish to grant their children these same abilities. As such, almost all Yaka will give their children cybernetic brain implants. Most Arkanians are proud of the Yaka species, as they demonstrate a successful project which benefited a lesser species and made them more advanced. However, there are some who question the ethics of implanting Yaka with the cybernetics: The Arkanians conducted their experiments forcibly after conquering the Yaka.

Homeworld: The Yaka homeworld is in the Yaka system of the Colonies. They live very close to the icy planet of Arkania, which is the home of the species who first gave them the implants.

Language: Although they can speak Basic without issue, Yaka also know their native language of Yakan.

SPECIES ABILITIES (WITH IMPLANTS)



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 70
- **1 rank in Computers or Mechanics**
- **Cyborgs**: If implants are removed or disabled, reduce Intellect by 2 and may increase Presence by 1 after a month of recovery. Implants cost 10,000 credits after character creation and do not count toward the cybernetic implant cap.



SPECIES ABILITIES (WITHOUT IMPLANTS)



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 100

TWISTED HUMOR

A side effect of the cybernetics is how it affects the Yaka's psychology. Because of their advanced intelligence and ability to quickly solve problems, they grow bored very easily. In order to entertain themselves, many Yaka are constantly coming up with sarcastic retorts or pranks. This tendency is persistent even in situations that other species would consider too dark for humor. As such, Yaka will often find irony and comedy in even the saddest deaths. Despite this oddity, their cybernetics are still seen as incredibly advanced.

YAM'RII

A naturally aggressive species of insects, the Yam'rii have a small Empire in the Outer Rim have no qualms about violently colonizing primitive planets. They are inclined towards combat, especially those lack hands and instead have sharp, serrated forelimbs.

Physiology: Yam'rii, also known as Huk, are sentient vespids, although their mantis-like appearance is more reminiscent of their Verpine relatives. They are a fearsome species, over two meters tall and protected by durable chitin which can be green, gray, or brown. Their neck is long and narrow, and they have a triangular head with wide, black eyes on either side. They have small nostrils and a wide mouth. For natural defense, they have spikes on the back of their head and on their shoulders. Their rest of their body is split into a thorax and a pointed abdomen. Their limbs are thin but powerful, and they have two-toed feet. Their arms are long and have two joints each. Some have two fingers but lack thumbs, while others have no hands at all. Although this makes it difficult for them to hold objects, those who lack hands have forelimbs which are pointed and serrated, making them deadly weapons in combat. They are carnivores, and they especially enjoy eating eggs.

Society: Yam'rii are a quick-tempered people who are violent and have little respect for others. They are capable thieves, especially when it comes to eating eggs. As such, many Yam'rii will devote time to stalking various birds or reptiles, such as the Quor'sav. They are militant and ruled by warlords, although they are still intelligent enough to have advanced technology and engage in galactic commerce.

Homeworld: Yam'rii come from the forested world of Huk, and they also rule a number of other colonies such as Kalee, Abbaji, and Tovarskl which they exploit for slaves and natural resources.

Language: Yam'rii can speak Basic. It is unknown if they also use a native language.



COLONIALISM

Yam'rii have a history of imperialism, as they have recognized its necessity to achieve prosperity in the galactic economy. They set up colonies on many nearby worlds, and their location on the fringe allowed them to take whatever they could. Exploitation of natives became common, and the Yam'rii became prosperous. However, they ran into trouble one they encountered the Kaleesh, a warlike species capable of fighting back. The Yam'rii began to lose, and they eventually decided to cut their losses and leave the Kaleesh alone. However, the Kaleesh warlord, Grievous, was not satisfied: He continued the crusade and attempted to force the Yam'rii to abandon their other colonies. Just when Yam'rii colonialism seemed over, they finally used their political influence to demand a Republic intervention. With help from the Jedi, the Kaleesh were butchered and enslaved. In the end, the Yam'rii colonies were restored.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 100
- **1 rank in Stealth**
- **Hardened Carapaces**: Receive the talent "Enduring."

YAM'RII SUBSPECIES

WITH FINGERS:

- **-10 XP**

WITH SERRATED FORELIMBS:

- **Serrated Forelimbs**: Deal +2 Brawl damage as wounds and have a crit rating of 3. Reduce encumbrance threshold by 2 and may not carry items in hands. May not use technology requiring fingers. At the GM's discretion, add up to ■■■ on checks where fingers are beneficial, such as Piloting.

YARKORA

The Yarkora are among the most mysterious peoples in the galaxy, as they are very tight-lipped about their culture and origin. They are very secretive, but they are surprisingly adept at using charm and other forms of manipulation o get what they want.

Physiology: Yarkora are mammals descending from ungulates. Slightly taller than most humans, they possess large, three-fingered hands and are covered in thin fur. Their brown skin is similar in color to the fur. They do have rougher fur that can be more varied in color above their mouth and behind their head. They are further distinguished by a head with a long snout pointing forward. Their eyes are split off to the sides of their head, giving them good peripheral vision. These eyes are quite effective, possessing incredible vision. They also have a large nose and ears which are much more effective than those of humans. They also have a multitude of additional organs that make them much tougher than most humans.



SECRET CULTURE

Just because the Yarkora are so secretive doesn't mean their culture doesn't exist. Players controlling a Yarkora should consider the various mysteries of Yarkora culture and try to better flesh out the species. While they should tell their GM, keeping it secret from the other players can provide many opportunities for interesting roleplaying as well. However, the detached nature of the Yarkora may make it difficult for the PC to get along, so being a Yarkora shouldn't be chosen lightly.

Society: The Yarkora are a very mysterious people, so very little is known about their culture. Most of what is known is based on how they behave when travelling the spacelanes. They are incredibly secretive, unwilling to discuss their background with outsiders. Few are even willing to be friends with outsiders. Most are also loners, seen with no other Yarkora around them either. Though they have never been represented in any government (no one knows of their homeworld or government) a few have gotten involved in the Galactic Civil War. Most others seem to focus on selfish goals, working for criminal types. They are very unnerving and even creepy, so they can often get any information they need in exchange for going away. Most of the time, they instead rely on other tactics. This includes their skills as con artists, their keen senses, and their knack for making others talk. Married Yarkora live apart and rarely meet.

Homeworld: The Yarkora homeworld, supposedly in the Outer Rim, is one of the many mysteries surrounding the species. It is rumored to be arid.

Language: Yarkora speak Yarkora, although they only speak Basic when around outsiders.

SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 85
- **1 rank in Charm or Deception**
- **Creepy Demeanors**: Receive the talent "Intimidating."
- **Keen Senses**: Remove ■■ from Perception checks. Remove ■■ for concealment from combat checks.

YEVETHA

Yevetha are thin, ghoulish near-humans with very sharp retractable claws. Though now Imperial slaves, their roles will soon be reversed, as the Yevetha have extreme xenophobia and view any non-Yevetha as vermin.

Physiology: Yevetha are thin and ghoulish. They have an extremely powerful ability in their retractable dew claws, blades that can come out of their wrists. These are as long and almost as effective as a vibroblade. They have small spikes all over their body, generally on their chin, back, and one on their forehead. The largest of these spikes are where humans would have ears. They have black, red, or blue eyes. They are bald and have a very small nose. Their skin is generally yellow or green. They have six-fingered hands and six-toed feet, all of which end in claws. Children need to drink blood to survive, which is typically given to them by their mother. They give birth with eggs, which they call "birth casks."

Society: Yevetha are a persistent and extremely violent people. They are obsessed with death and do not believe in incarceration or imprisonment. They are a very religious people, and their religion is centered around blood and sacrifice. The Darama, who leads the religion, is also the Viceroy, who is the political leader. They are also extremely hierarchical. The higher castes are completely justified in killing those of a lower caste, even without any particular reason. While Yevetha can lose status, they cannot gain it. They still consider lower-class Yevetha to be better than non-Yevetha, who are considered to be nothing but vermin. They believe themselves to be the only form of intelligent life in the universe. They learn new skills quickly and have become excellent with technology. In war, they are absolutely brutal but somewhat erratic: They never surrender and ignore humanitarian consequences.



IMPERIAL CONTROL

The Imperials have had a great effect on the Yevetha. Now conquered by the Empire, they have become entirely enslaved. They are treated brutally by the Imperials with a cruelty that matches what they might have towards other sentients. The shipyards where they work are successful and make quality ships. Although the Yevetha seek to eliminate the Imperials, the many attempts at revolution have been put down. They will need to wait for several more years, when Ysanne Isard will pull ships back to the Core Worlds. Since the Imperials are human, the Yevetha will have no qualms about treating them just as cruelly as they are now treated.

Homeworld: The Yevetha come from N'zoth, a Core World in the Koornacht Cluster. Any Yevetha on N'zoth are enslaved by the Empire and work in shipyards. It is arid and harsh. Giat Nor is the capital.

Language: The Yevetha are isolationist and xenophobic, so they detest Basic and refuse to learn it. As such, almost all of them only speak their language of Yevethan.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 80
- **1 rank in Mechanics**
- **Dew Claws**: May extend or retract dew claws as an incidental. With extended dew claws, deal +1 Brawl damage as wounds and have a Crit rating of 2 and Vicious 1.

YINCHORRI

Strong, cold-blooded reptiles with green skin, the Yinchorri believe that "might makes right." This philosophy lead to an uprising in 33 BBY, an event which ended in the defeat of their military and the isolation of their people.

Physiology: The Yinchorri are a species of cold-blooded reptilians who are much larger and stronger than humans. They also boast great endurance and better tolerance for pain. One of the most unique aspects of their biology is a resistance to telepathic uses of the Force such as mind tricks. Yinchorri have a turtle-like head with yellow eyes and two nostrils at the front of their snout. Their skin is typically green or brown.

Society: Yinchorri are strong-willed and believe that anything is morally acceptable as long as they are capable of doing it. They are a violent people who are vicious and unruly, and they will use force to take what they want. Although they are quick to fight, they are still very loyal in marriage and with their family. They typically distrust aliens at first but can change their mind with time. Their planet is arranged into city-states that have their own political and military structures. Their society is also divided into castes: the Intelligentsia, who govern, and the warriors, who fight. However, for all their warlike tendencies, neither caste is any good when it comes to military tactics and planning. They are also a religious people who believe in legends of a spirit world that coexists with reality.

Homeworld: Yinchorr is an Expansion Region world composed mostly of rocky deserts. It is primarily agricultural. They also have colonies within their system on the ocean world of Yitheeth and the gas giant of Yibikkoror.

Language: Most Yinchorri speak Yinchorri and Basic but are only literate in Yinchorri.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 13+Willpower
- **Starting XP**: 80
- **Cold-Blooded**: Remove ■■ for hot conditions, add ■ for cold conditions.
- **Force Resistance**: When targeted by a telepathic Force Power, increase the difficulty by 3.



YINCHORRI CASTES

INTELLIGENTSIA:

- **1 rank in Leadership or Mechanics**

WARRIOR:

- **1 rank in Melee or Resilience**

THE YINCHORRI UPRISING

After joining the Republic in 58 BBY, the Yinchorri were introduced to a great deal of new technology, which they were quick to embrace. In 33 BBY, they also received cortosis armor thanks to manipulation by Darth Plagueis and began to take territories. First, they took the Golden Nyss Shipyards, then Mayvitch 7, and they murdered the Jedi diplomats sent to them. After that, a large invasion by Jedi and Judicials defeated the Yinchorri, and their system was again left isolated. Although a small Imperial presence was eventually developed, they are still mostly left alone. This will eventually change once the Yinchorri oppose the Empire in 3 ABY, when Yinchorr will be bombarded and cleansed of all Yinchorri.

YODA'S SPECIES

Yoda's species is a great mystery, their name and homeworld unknown to the rest of the galaxy. They are short creatures with green skin and long ears with a long lifespan, and their only known members are Jedi.

Physiology: A smaller species of green-skinned humanoids, members of Yoda's Species are most distinguished by long ears similar to those of Lanniks. Their hands and feet each have three front-facing digits, each ending in a longer nail, and they also have a backwards-pointing toe on each foot. They have prominent wrinkles on their face, including a grid of ridges on their forehead. They only have hair behind their head, and they have a small nose and eyes. They are an extremely long-lived species, often living over 900 years.

Society: Yoda's Species is a peaceful one that tends towards a life of detached philosophy and contemplation. They are entirely Force-sensitive, but they are extremely few in number. They study and meditate on the Force for all of their lives, only meeting with one another to teach the young or debate, and they mostly survive off of primitive agriculture, augmented by the Force. Their views tend to match up very well with Jedi teachings, but they are much more passive. Similar to Jedi, they do not bond with their family: Children typically change hands through a multitude of genetically unrelated parental figures throughout their first century of life.



MYSTERIOUS JEDI

Although all are Force-sensitive to some extent, it is only those who are strongest in the Force that earn the right to become Jedi. These elect few are chosen at birth, and they are the only members of the species who travel offworld. They only bother to maintain a single ship for their entire species, known as the Yaniket, which takes the babies to the Jedi Temple on Coruscant and then flies back automatically. Babies are sent off with numerous holorecordings which teach them their name, advise them in the ways of the Force, and expose them to the unique grammar associated with the species. These Jedi often take decades to watch all of the recordings, after which they learn only from their Jedi companions. Although other Jedi welcome them into the Order, their mystique means that they are generally loners, detached from their fellow Jedi.

Homeworld: They come from a Deep Core planet with no offworld contact. It is teeming with plant and animal life but is mostly wilderness, with each of them watching over a vast tract of land.

Language: Members of Yoda's Species speak Basic, but they have developed unique grammatical structures in recent millennia that change word order.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	1	3	2

- **Wound Threshold**: 8+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 80
- **1 rank in Discipline**
- **Force Prodigies**: Receive the mentor discount on all Force powers.
- **Silhouette 0**

YUUZHAN VONG

The Yuuzhan Vong will eventually bring about an incredibly brutal war and be responsible for hundreds of trillions of deaths. This is because of their powerful organic technology and religious convictions. They value pain, sacrifice, and death as service to their gods.

Physiology: Yuuzhan Vong are humanoids from another galaxy with lavender, gray, or yellow skin. They are somewhat larger than most humans and live for much longer. They have a sloped forehead on their ridged head, and about half have pointed ears. Their nose is very short and stubbed, so they have an almost skeletal appearance. A few have black hair, though many are bald. Some have small protrusions under their eyes, which are generally blue. They have a very unique nervous system which is more sensitive. They themselves are entirely cut off from the Force, meaning that their actions are impossible to foresee, their mind is impossible to read, and their body is impossible to manipulate.

Society: The Yuuzhan Vong are a very religious people who are reverent towards pain. They glorify it as a way of living, believing that their body is made to be sacrificed for their many gods. Many cut themselves or even sever limbs. While they never impair their abilities, some with higher standing do amputate themselves before replacing their limbs or organs with those of another creature. Those who fail in the process of getting implants or do not adhere to religion are called Shamed Ones. The Shamed Ones are slaves who are viewed as cursed and completely expendable. They are forbidden from attending the religious services that the other Yuuzhan Vong consider to be vital. In these services, they generally draw blood as worship. They are ruled by a Supreme Overlord, who can supposedly communicate directly with their main god, Yun-Yuuzhan. The Intendant Class focuses on politics.There is also a Warrior Caste, who devote themselves to battle. The Shaper Caste specializes in creating biotechnology. Their Priest Caste specializes in religious matters. Workers, the largest caste, do menial labor. The Yuuzhan Vong children are raised by designated caretakers, and they do not know their families until they are older. They place high value in discipline and obedience.



Homeworld: Their original homeworld of Yuuzhan'tar is destroyed, but the Yuuzhan Vong have reached the outskirts of the galaxy. They live in space aboard giant worldships, planning an invasion that will come in about 30 years. After killing trillions but losing the war, they will resettle on Zonama Sekot.

Language: The Yuuzhan Vong speak Yuuzhan Vong. Some understand Basic using tizowyrm translators.

SPECIES ABILITIES



- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 14+Willpower
- **Starting XP**: 85
- **Force Immunity**: When being targeted by Force Powers, cause the check to automatically fail.

YUUZHAN VONG CASTES

- **Intendant**: 1 rank in Deception or Negotiation
- **Priest**: 1 rank in Deception or Knowledge-Lore
- **Shaper**:1 rank in Knowledge-Xenology or Medicine
- **Warrior**: 1 rank in Melee or Resilience
- **Worker**: 1 rank in Discipline or Resilience

BIOTECHNOLOGY

Yuuzhan Vong are notable for possessing biotechnology. They detest electronic technology, and most do everything in their power to kill and destroy those with technology. While this includes electronics, they also hate other contraptions. They have created lots of organic things, including ships, weapons, armor, and computers. In addition to conquering and killing those who use technology and destroying the technology itself, they also seek to Vongform planets by bringing their own unique forms of life.

YUZZUM

Yuzzum are tall primitives from the forest moon of Endor. Their musical language makes many of them excellent singers, so some use that as a profession should they leave their isolated homeworld. Though shy, they are very friendly and typically get along well.

Physiology: Yuzzums are furry humanoids with long, thin limbs. They are typically taller than most, at above two meters, although some dwarf Yuzzums are born. These are almost always social outcasts. They have no neck, though their face varies. Some have a wide mouth with notable teeth, while others have fangs. They have eyes that can be black or yellow. They have four fingers, hooves or claws as feet, and hairless arms and legs. The rest of their body is covered in thick, brown fur.

Society: Yuzzums still live a primitive lifestyle. While some have managed to craft spears and basic tools, others live completely without technology. They hunt small creatures such as ruggers. Some have tamed arachnids, which are called rakazzaks. They can be found offworld for a few reasons. Some have established colonies. Others are taken as musicians, something that they are innately talented with. Also, despite their sentience, some still end up as pets. These ones are typically captured and taken offworld in mass. Yuzzums can be a bit shy but get along well if given the chance. They are brave, however, and their large size can scare off many predators.

Homeworld: Yuzzums come from the Forest Moon of Endor, in the Moddel sector. This obscure moon orbits a gas giant and is relatively close to the Unknown Regions. It is composed of forests mainly, with huge trees. Later, it will be host to the construction of the Second Death Star, a major battle in the Galactic Civil War, and the death of Emperor Palpatine.

Language: Yuzzums speak Yuzzum, which is musical by nature. This makes many of them excellent singers. Some are taken offworld to be singers.



SPECIES ABILITIES



- **Wound Threshold**: 9+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 110
- **Friendly**: Receive the talent "Smooth Talker."
- **Mobile Predators**: Receive the talent "Outdoorsman."
- **Primitive**: Upgrade the difficulty of any checks involving advanced technology. This counts as any technology not available on their home planet, although individual pieces of technology they become familiar with over an extended period of time can become exempt from this at the GM's discretion. May spend 10 XP at character creation to remove this penalty permanently.

SHARED HOME

Yuzzums share their moon with another primitive yet sentient species in the Ewoks. This is a somewhat strained relationship. Most Yuzzums do not know the Ewok language, but mostly because many Ewoks know the Yuzzum language. Despite this ability to communicate, the primitive species still do what they must to survive. For the Yuzzums, this can mean eating baby Ewoks, which are called woklings. The Yuzzums and Ewoks live mostly separately, each going about their own unique way of life. They also share their world with the rodent Teeks, aquatic Gorphs, and the Ewok's cousins, the Duloks.

ZABRAK

Zabrak are strong-willed and disciplined near-humans distinguished by horns. They have a very high pain tolerance and believe that they can acheive greatness if they work hard enough. Their stubborness has lead to a strong resistance against the Empire on Iridonia.



Physiology: Zabrak are tough near-humans that are best distinguished by their horned head. Zabrak have many subspecies that have varying skin tones and horn patterns. Though the arrangement of horns varies, all of these subspecies have about ten, and they are about three centimeters long. While most have dark hair, they generally do not grow facial hair. One rarer subspecies does have eyebrows. Their skin is similar to human skin in the various colors that it comes in. They have a high tolerance for pain as well as a second heart.

NOTE

This represents all Zabrak subspecies, which have only aesthetic differences. However, the Elomin have evolved enough to receive a unique profile.

MARTIAL TRADITIONS

Zabrak have developed strong martial traditions, and those on Iridonia have developed a physical style of martial arts in order to combat the rugged terrain. It is mandatory for all children to learn this. This means that Zabrak number among the best martial artists in the galaxy. Although Zabrak on the colonies share the Iridonians' drive for excellence, they tend to apply it in other fields, such as science, math, art, entertainment, or history.

Society: Zabak are determined and confident. They strive for greatness and work hard to get it. Though they don't generally develop arrogance in their success, they do have a strong sense of competition. They believe that nothing is impossible if they work hard enough and constantly attempt to prove the doubters wrong. They accomplish this with dedication, hard work, and an intense focus. The independently natured Zabrak do not like living under Imperial rule, and their defiant spirit gives many the will to fight back. The Empire has responded with harsher penalties, increased taxes, and more garrisons. This has only increased the animosity between Zabrak and Imperials. The Zabrak are also notable for having facial tattoos. These tattoos are thin lines across the face. They are received in a rite of passage and can show history, lineage, personality, or achievements.

Homeworld: Iridonia, the Zabrak homeworld, is a harsh planet with acid pools and windy canyons. It is in the northern part of the Mid Rim. Being situated on major hyperlanes, it is fairly important. The Zabrak also have eight colonies in addition to their long-evolved offshoots on Elom.

Language: Zabrak speak their native tongue of Zabraki as well as Basic. Most are also literate in both languages. Their voice tends to be a low-pitched baritone.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	3	1

- **Wound Threshold**: 11+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 95
- **1 rank in Brawl or Survival**
- **Fearsome Countenances**: Add on all Coercion checks.

ZEHETHBRA

Violent and easily offended, ZeHethbra are furred canines that are devoted to defending their territory. They have a biochemical spray to ward off attackers.

Physiology: The ZeHethbra are furry mammals who typically defend themselves through releasing a gaseous compound that can stun or slow down enemies. They are somewhat larger than humans and are typically stronger. Their four-fingered hands have claws for traction, and they also have a small tail. Those from the south have white or blue fur, while those from the north have red or brown fur. Either way, they generally have a white stripe of fur that goes from their dog-like nose up their forehead, over their head, and down their back. Their face is very canine, having black eyes, triangular ears, a snout, and pointed teeth. Their combination of acute smell and pheromones allow them to easily identify one another through scent.

Society: ZeHethbra come from many cultures, as the species has divided into more than 80 slightly different groups. All of these groups value honesty, leadership, and status. They are organized into clans of extended families, which they can identify by smell. ZeHethbra value their clans and do what they can to gain status within them. They often leave their homeworld and explore, so the ZeHethbra have many colonies. One such colony on Malastare caused them to go to war with the Dugs.

Homeworld: ZeHethbra come from the Mid Rim planet of ZeHeth. It is temperate, with mountains and forests making up much of the terrain. It has giant trees which are filled up with urban centers. The roots of these trees are used as underground lairs and dens.

Language: The ZeHethbra speak a language of the same name. To an outsider, it sounds like an angry series of grunts and gurgles. Most eventually learn Basic as a second language.



SPECIES ABILITIES



- **Wound Threshold**: 12+Brawn
- **Strain Threshold**: 11+Willpower
- **Starting XP**: 90
- **1 rank in Brawl**
- **Spray**: Once per encounter as a maneuver, may spray a biochemical compound that affects all engaged non-Zehethbra. Those affected must succeed in a ◆◆◆◆ Resilience check or suffer 4 strain and be disoriented for 1 round.

ANGRY OUTBURSTS

The ZeHethbra are best known for their outbursts of anger. They are easily ticked off, getting highly offended by what others consider a minor insult. They are particularly sensitive when it comes to personal space and defending their territory. They will generally growl or spit in response to any insult. When they are amongst their own, this typically results in a competitive match of snorting. In some cases, they will attack when aggravated, using their physical strength and biochemical sprays to get revenge. These attacks rarely are intended to be fatal.

ZELOSIAN

Near-humans at first glance who are actually plants, the Zelosians are photoautotrophs who tend to enjoy learning about galaxy and all the life it contains. They are very superstitious, having a deep-seated fear of darkness, which represents all that is evil in their mythology.

Physiology: Zelosians appear to be a near-human species, sharing a similar build to humans as well as hair and facial features. However, they are actually very different at the fundamental level. Zelosian heritage is one of plants, and they suspect that their humanoid appearance, sentience, and ability to move are all the result of careful genetic engineering. Although they are capable of eating foods like humans, they can also survive using photosynthesis, thanks to the chlorophyll in their blood, which turns it into a green sap. Unlike humans, they are unaffected by alcohol, but they can be intoxicated if they eat sugar. The most obvious visual difference between Zelosians and humans are in their eyes: Zelosian eyes are always bright green, and they cannot see in darkness.

Society: Fitting for their physiology, Zelosians are known for their knowledge of plant life, and they also enjoy studying biology in general. They are a gregarious people, but they have a deep-seated fear of darkness. All of their mythology uses light to represent good and darkness as evil, and one of the most terrifying events for them is called the Day of Sepulchral Night. Occurring less than once per century, it is an eclipse that also causes the lowest tides that the planet ever sees. They stop their lives during the eclipse, remaining indoors out of fear. Another will come soon, shortly after the Battle of Endor.



ZELOSIANS AND THE EMPIRE

Zelosians are currently serving the Empire through their mining industries, but they are kept in the dark about this fact. After the Battle of Endor, the Zelosians will become fully independent and establish themselves as a neutral planet, although they will remain under martial law. The Empire will continue to maintain a secret mining operation in the months following the Battle of Endor, but it will be destroyed by the Zelosians, who will then join the New Republic.

Homeworld: The Zelosian homeworld, Zelos II, is a mountainous Mid Rim world with many oceans. It has four moons, which are responsible for dramatic tides. A backwater world with about 10 million people, its largest industries are mining and tourism surrounding its spas, casinos, and oceans.

Language: Zelosians speak their native language of Zelosian, and many also know Basic.

SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 10+Willpower
- **Starting XP**: 110
- **1 rank in Knowledge-Xenology or Survival**
- **Gregarious**: Receive the talent "Galaxy Mapper."
- **Nighttime Blindness**: Remove ■ for brightness, add ■ for darkness.
- **Photoautotrophic**: Do not require normal food, surviving only off of sunlight, Carbon Dioxide, and water for long periods of time.
- **Unique Digestive System**: Remove all effects of alcohol, but suffer similar effects from sugar.

ZELTRON

Zeltrons are red-skinned near-humans who have pheromones that make them more attractive. They are also empaths, so they are extremely effective in social situations. They are lazy, reckless, and focus on being happy. They are also very romantic and shun monogamy.

Physiology: Zeltrons are near-humans that tend to be attractive in build. They have black, red, or dark blue hair and pink or red skin. Aside from that, they have no other visual differences from humans. However, they have unique special abilities that add further to their charms. First are pheromones: Similar to Falleen, they can emit pheromones into the air as a way of manipulating others. In addition, they have a limited telepathic ability, allowing them to read emotions. They have an excellent metabolism, staying in good shape despite often eating the richest of foods. Because they have two livers, they are very resistant to alcohol.

Society: Zeltrons value living life to its fullest and having fun. They are generally careless in nature and tend to easily give in to their own laziness. Their reckless attitude and knack for charm makes them naturals as scoundrels and con artists. Perhaps the most well known characteristic of Zeltron culture is their romantic nature: They shun monogamy and tend to obsess over their pursuit of love. They make no secret of it and are known to dress in shockingly revealing attire. They also have a strong cultural focus towards positive emotions like joy, love, and pleasure, while their ability to sense emotions makes them strongly shun anyone who feels anger, fear, or sadness.

Homeworld: Zeltrons come from Zeltros, an Inner Rim world. It is ruled by an elected monarch and is economically successful as a hub for luxury. One of the most expensive vacation destinations, it includes art, casinos, theaters, dining, parties, and (most popular of all) the Zeltrons themselves. It has its fair share of wealthy immigrants, typically vacationers who end up staying.

Language: Zeltrons speak Basic and have no notable languages of their own.



SPECIES ABILITIES



- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 12+Willpower
- **Starting XP**: 100
- **1 rank in Charm**
- **Pheromones**: Emit pheromones automatically, adding ▢ on all Charm checks and adding ☣ to all Deception and Negotiation checks. Does not apply on targets with breath masks or without lungs.
- **Empathy**: Once per encounter as a maneuver, sense the presence and emotional state of everyone within short range. May use this ability to upgrade the difficulty twice when opposing a Deception check.

STEREOTYPES VS. REALITY

Zeltrons have certainly developed a reputation as being lazy, careless, and, most notably, inappropriate, but these do not represent every member. Some Zeltrons could very well not follow these stereotypes, but they still have to deal with the consequences of their species's reputation. Not only this, but they can very well become an exile when among their people, with social pressures forcing them to leave their home.

ZYGERRIAN

Zygerrians are most notable for almost always working as slavers. They believe that the strong have the right to control the weak and have little compassion. They are physically strong and have feline characteristics.



Physiology: Zygerrians are near-humans with some reddish fur. They are mostly distinguished by their superior strength and the four bony appendages on their chin. They have red-brown fur surrounding their face. They have wide triangular ears at the upper half of their head and a mostly feline appearance with otherwise angular features. They have some fangs in their mouth, which is typically frowning.

Society: Zygerrians are most notorious as a culture for their acceptance of slavery. It is a central focus in their philosophy, and they believe that the strong have the natural right to control the weak. They believe in strength above all else, both physically and mentally. Signs of weakness are a taboo to them, and they always try to be seen as strong. Those who do show weakness can end up being slaves themselves, or even executed. They are very hated, although it is somewhat intentional: Fear gives them power. In addition to slavery, they are known for all sorts of violence, such as piracy and warfare. They have a long tradition of settling their differences by a fistfight. Their society is heavily divided by class. Those of noble blood receive the best positions, most slaves, and most respect. The most powerful noble is a monarch, while the other less powerful nobles get to take up an "honorable" position in their military.

THE BUSINESS OF SLAVERY

Zygerrians have had a long tradition in slavery, which has put them at odds with the law for a long time. Though they mostly got away with their practices under a very corrupt Old Republic, they have had cases of attempting to overreach their Slave Empire and have been quashed by the Jedi or other military. During the Clone Wars, with the Republic and Confederacy busy fighting a war, they again tried to expand by making an under the table deal with Darth Tyranus, who supplied them with slaves captured in secret via his battle droids. However, they again got too aggressive and again underestimated Jedi prowess. Despite that, they are now in a very good position under the Empire. Emperor Palpatine (who ordered Tyranus into dealing with them two decades earlier) has allowed slavery, and their Zygerrian Slave Empire is thriving as well as ever. Many Zygerrians are now quite wealthy.

NOTE

Zygerrians mostly use Basic in a heavy accent, but they also have their own language, Zygerrian.

Homeworld: Though they travel the galaxy, Zygerrians originate from Zygerria. It is an Outer Rim world of great underworld presence, although its impressive architecture brings in a few tourists from the Core Worlds. The planet is otherwise full of mesas.

Language: Zygerrians mostly use Basic in a heavy accent, but they also have their own language, Zygerrian.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	1	2	3	1

- **Wound Threshold**: 10+Brawn
- **Strain Threshold**: 9+Willpower
- **Starting XP**: 95
- **1 rank in Coercion**

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8 ABEDNEDO

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	2	2	10	10	110

A gregarious species of mammals, Abednedo are similar to humans in that they display a diverse set of abilities and can be found all throughout the galaxy, although they have had poor relations with the Galactic Empire.

9 ABYSSIN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	1	2	2	2	13	10	95

Primitive but powerful, the one-eyed Abyssin boast incredible strength and toughness in addition to regenerative abilities. While some have found them useful as mercenaries, their violent culture makes interaction complicated.

10 ADARIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	3	1	3	2	9	10	90

A species with a stubborn focus on financial success, the Adarians have a strict caste system called screel'sara that defines their society. A hole through the side of their head gives them a unique appearance.

11 ADVOZSE

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	3	2	1	11	10	90

Advozsec are yellow-skinned herbivores with a single horn. They come from Riflor, a geologically active planet. This caused most Advozse to learn pessimism and selfishness, traits that continue in the species to this day.

12 AING-TII

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	1	3	1	10	10	80

A unique species of monks, the Aing-Tii are entirely Force-sensitive but view the Force through a philosophy much different than the Jedi or Sith. They are also very xenophobic and keep to themselves.

13 ALEENA

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	2	2	2	2	9	10	100

Aleena are adventurous reptiles who are very family-oriented. They are small but very fast, and their advanced reflexes grant them an edge in many sports, such as podracing.

14 AMANI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	1	2	3	1	11	9	90

The Amani are large worm-like predators from the grasslands of Maridun, where they live as primitive hunters. While some have been taken as slaves, their large size and innate poison allow many to escape and become mercenaries or bounty hunters.

15 AMARAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	2	2	3	9	11	95

Small vulpines with a large tail, the Amarans are persistent negotiators and savvy ranchers. They often work in animal handling, business, or both. They have travelled to many planets and often many many languages.

16 ANOMID

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	3	2	2	2	10	10	95

Anomids are a mute species, so they must use a vocalizer mask or sign language with their six-fingered hands. Despite this challenge, they have had great financial success thanks to their technical skills.

17 ANX

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	1	2	1	2	3	12	10	90

A very tall people who are sociable and peaceful, the Anx love to talk. While they may wear their emotions on their sleeve metaphorically, they literally show them on a crest above their head. Anx evolved from herd animals, so they are very attached to their large families.

18 ANZAT

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	2	1	11	11	70

Perhaps no species is more feared than the Anzati. Though near-human, they have proboscises which can be used to "feed" off of the "soup" of other sentients. They boast a number of superhuman abilites such as incredible strength, immunity to heat or cold, and telepathy, all of which combine to make them nightmarishly dangerous.

19 ANZELLAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	3	2	2	2	6	10	110

A tiny species averaging a quarter or a meter tall, the Anzellans are adapted for technical work rather than anything physical, and they have eyes which can see incredibly tiny details up close.

20 AQUALISH

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	1	2	2	2	11	8	90

Racial separations divide the Aqualish, and they are often belligerent. Though they may lack subtlety, they make up for it with natural strength and aquatic abilities.

21 ARCONA

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	2	3	2	10	10	100

Arcona are a very community-oriented species of reptiles who are very restrained with one notable exception: They can become addicted if they have too much salt, which acts like a narcotic for them.

22 ARDENNIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	1	2	2	2	9	10	85

A smaller species of six-limbed primates, the Ardennians are nimble and coordinated, allowing them to swiftly navigate jungle environments. They tend to be outgoing and friendly, and they develop strong bonds with their allies.

23 ARKANIAN (BASELINE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	2	2	1	10	10	100

Arkanians are arrogant and selfish near-humans who focus primarily on science. They are often seen as geneticists, and they have a track record of genetically modifying sentient creatures. They have even created species, such as the Quermians.

23 ARKANIAN (OFFSHOOT)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	1	2	2	9	11	100

Arkanians are arrogant and selfish near-humans who focus primarily on science. They are often seen as geneticists, and they have a track record of genetically modifying sentient creatures. They have even created species, such as the Quermians.

24 ASKAJIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	1	3	3	2	12	10	90

Primitive near-humans native to the deserts of Askaj, they Askajians are capable of storing large amounts of water in their body, which can make them very builky.

25 ASOGIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	2	2	2	2	8	10	105

Asogians are a small species with a large head and short limbs, and they are known for their child-like curiosity and desire to explore. Their homeworld, Brodo Asogi, is on the edge of the galaxy, and they once founded a major exploration into the intergalactic void.

26 AVOGWI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	2	1	10	10	90

A solitary species of avian preditors, the Avogwi are completely primitive, even preying on a fellow sentient species called the Nuiwit. They are paranoid and believe that mutually beneficial interactions are impossible.

27 AYROU

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	3	3	1	9	10	90

Ayrou are thin, lavender-skinned avians with a squawking voice that are obsessive hoarders of trinkets. They also excel in gathering information, and they are savvy negotiators despite their annoying demeanor.

28 BALOSAR

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	3	1	2	9	10	90

The Balosars are near-humans who live in a society that is defined by crime and poverty. They are extremely resistent to any form of drug or poison, but they do export death sticks. Most look somewhat sickly.

29 BARABEL

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	2	1	12	11	85

A species of clawed reptile with vicious jaws, Barabel are deadly. They deal with harsh conditions on their homeworld of Barab I and mostly live as primitive hunters. They do not understand some emotions like regret and grief, often causing major and even violent misunderstandings.

30 BARAGWIN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	1	3	2	2	2	11	10	90

Baragwin make natural colonists; they are found on so many worlds that their original homeworld is now forgetten. Though hunchbacked, slow-moving, and not particularly attractive, they are resilient and excel in mechanical professions.

31 BARDOTTAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	3	1	3	2	9	10	95

Dimunitive saurians, the Bardottans are a species that are known for their reclusive, scholarly ways. They are also very spiritual, and some are members of the Force tradition known as the Dagoyan Masters.

32 BARTOKK

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	1	1	2	1	12	10	100

A species of insects with a hive mind, the Bartokk are unintelligent on their own but can be more calculating in groups. They are often assassins, as their strange physiology allows them to regenerate quickly, and their limbs can function without being attached to their body.

33 BERRITE

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	1	2	3	2	2	11	9	110

A species of quadrupedal hunter-gatherers, Berrites are surprisingly cunning and use their ugly appearance and primitive lifestyle to make others underestimate them.

34 BESALISK

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	1	2	1	2	2	12	7	85

Besalisks are brave and adventurous avians with four arms. They come from the frigid glaciers of Ojom, where they live in relative isolation. Their bulk provides great strength and protects them from the cold.

35 BILAR

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	2	1	1	8	9	110

A playful species of primates, the Bilars are distinguished by a powerful hive mind, or claqa, which unites them for life. They have an almost telepathic ability to communicate with those in their claqa, but they can go into shock if they are separated from their claqa.

36 BIMM

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	1	3	3	9	10	90

Bimms are two dimunitive species who share a culture and a world. One is furred, the other is near-human, but both are amiable, peaceful, and have a strong sense of morality.

DETAILED SPECIES INDEX (B-C)

37 BITH



Bith are a mathematical people who are experts in technology and music. They have a large large yellow head that houses a powerful brain. They are very pacifistic thanks to major damage caused by bio-weapons in a wat that occured 300 years ago.

38 BIVALL



Bivall are a thin aquatic species with a beak-like mouth and wide eyes. They are known more as academics than anything else, as they are seen across many universities and hospitals.

39 BLOOD CARVER



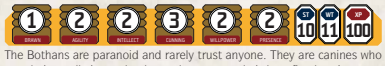
Blood Carvers have a tribal society and do everything for their good of their tribe rather than their own. They detest sloth and flattery, and they focus on constant improvement in all things, especially the sculptures that are the centerpiece of their culture.

40 BOSPH



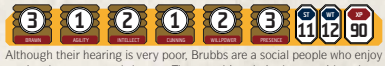
Bosphs are porcine mammals with four arms who dislike social interactions but tend to enjoy travelling. They are ruled by their Force-sensitives, so they were orbitally bombarded by the Empire.

41 BOTHAN



The Bothans are paranoid and rarely trust anyone. They are canines who use their small size and enhanced senses to their benefit when it comes to stealth. Since they run the Bothan Spynet, they are often seen in this role.

42 BRUBB



Although their hearing is very poor, Brubbs are a social people who enjoy parties, banquets, and dances. They combine their charms with a durability built to withstand a high-gravity desert with fierce winds.

43 CAAMASI



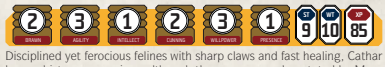
Caamasi are extremely pacifistic mammals that are known for their abilities as diplomats. They are known for their strong moral compass, but that did not protect them from a vicious Imperial atrocity that resulted in the deaths of most Caamasi.

44 CAARITE



Porcines adapted to a hot and wet environment, the Caarites have a mind for business, and they have a charm that makes them very savvy negotiators. They were once part of the Trade Federation but headed the Metatherian Cartel in more recent years.

45 CATHAR



Disciplined yet ferocious felines with sharp claws and fast healing, Cathar have a history as warriors, although they were once devastated by Mandalorians. They are religious and value honor.

46 CELEGIAN



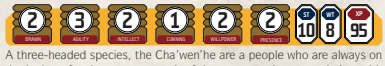
Celegians are a species of large crustaceans adapted to cyanogen oceans, so they must surround themselves with a chamber of the substance when they are on other planets. They do not speak, instead using their natural telepathy.

47 CEREAN



A binary brain allows the Cereans to have powerful intellectual abilities and easily multitask. They have avoided technology on their home planet in order to protect from environmental damage.

48 CHA'WEN'HE



A three-headed species, the Cha'wen'he are a people who are always on the lookout for danger as a result of the many predators on their world. They live in flocks which have no central leadership and are nomadic, so they enjoy travelling.

49 CHADRA-FAN



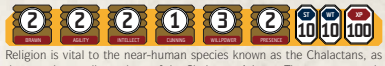
Chadra-Fan are optimistic and amiable, always seeing the best in others. They love to tinker with mechanics. They are very small rodents who are instinctively afraid of drowning, so many leave their homeworld of Chad.

50 CHAGRIAN



Peace and justice are extremely important to Chagrians, as they are are reserved and serene. Their pysiology is amphibious, so they are only aquatic as children fore they can breathe on land. They cannot taste, so they eat only for nutrition.

51 CHALACTAN



Religion is vital to the near-human species known as the Chalactans, as they arealmost all members of the Chalactan Adepts. They are extremely strong-willed, as their beliefs center around self-control and discipline.

52 CHANDRILAN HUMAN



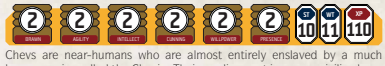
Chandrilans are a unique human culture that have two notable things. First is their extreme pacifism, as most prefer to settle disagreements via debate. The other is their focus on protecting the environment, so their planet is in excellent condition.

53 CHARON



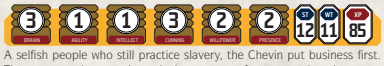
Eight-limbed arachnids with sharp claws and the ability to shoot webs, the Charon come from a pocket of space known as otherspace, where they are almost entirely isolated from the rest of the galaxy. This is a great relief, as their cult-like religion makes them wish to end all life in the galaxy.

54 CHEV



Chevs are near-humans who are almost entirely enslaved by a much larger species called the Chevin. Their predicament is a more civilized one than that of other enslaved species, and harsher punishments are rare, but they are still ultimately in bondage.

55 CHEVIN



A selfish people who still practice slavery, the Chevin put business first. They are very large and tough, but most prefer to get what they want through commerce. While they may drive a hard bargain, they are still honest.

56 CHIRONIAN



An athletic species of equines, the Chironians are quadrupedal and have a fur-covered lower body, but their upper half is more humanoid. They also have sharp horns that they use in combat.

57 CHISS



Chiss are a very calculating people who focus on planning and analyzing ahead of time as much as they can. They are distant relatives to humans, but are now distinguished by their blue skin and red eyes that have no pupils.

58 CHISTORI



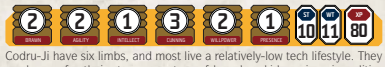
A very violent people, the Chistori are saurians know for their bad temper and straightforwardness. Their few Force-sensitives are persecuted out of fear, and most of them seen in the broader galaxy perform mercenary work of some sort.

59 CLAWDITE



Shapeshifting is a powerful ability that defines the Clawdites. However, it also works to their detriment, as on their homeworld, the religious Zolanders find it to be heresy. However, their ability to disguise themselves as almost anyone is also extremely useful.

60 CODRU-JI



Codru-Ji have six limbs, and most live a relatively-low tech lifestyle. They are known for their strange custom of harmless kidnappings in politics and are seen as barbaric by many. Although the adults resemble humans, young Codru-Ji are very canine and barely sentient.

61 COLICOID



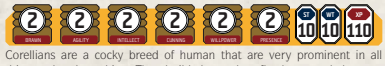
Although they have a stinger that makes them fierce in combat, the Colicoids are better known for their intellect and ability with building droids and weapons. They are extremely dangerous to deal with, as they are cannibalistic and ruthless.

62 COLUMI



Columi are so focused on intelligence and technology that their limbs are vestigial, and they cannot move or survive without technology. They were prominent early in galactic history, but they have since taken up a more isolationist stance, enjoying their advanced technology on their own.

63 CORELLIAN HUMAN



Corellians are a cocky breed of human that are very prominent in all things related to ships. They build them, they fly them, and they are good at both. Corellians are often risk takers or thrill seekers, so speed is their primary focus.

64 COSIAN



Scholarly reptiles with a beak and olive skin, the Cosians typically prefer to observe rather than jump into action. They generally live as farmers on Cosia, a planet found in the Deep Core.

65 COWAY



Primitive humanoids distinguished by a thin layer of red fur, the Coway live as simple hunter-gatherers in the dark caves of Mimban, but their lifestyle has been upset by Imperial mining operations, drawing them into conflicts with the offworlders.

66 CRAGMOLOID



Despite their incredible toughness and large size, the Cragmoloids are gentle giants, and they detest all forms of trickery and dishonesty. They face extinction because of a combination of habitat destruction, hunting, and enslavement at the hands of a number of sinister interests.

DETAILED SPECIES INDEX (D-F)

67 DANTARI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	1	2	2	2	11	11	110

Distant relatives to humans who now live a primitive life on the plains of Dantooine, the Dantari are arranged into nomadic tribes. They are a hardy people and excellent survivalists, forged by their harsh way of living.

68 DASHADE

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	2	2	2	1	11	10	100

The Dashade homeworld of Urkupp was destroyed millenia ago in a supernova, and they are still few in number. However, they have played a prominent role in the Sith Wars, as their natural resistance to Force powers makes them valuable allies in fighting against Jedi or Sith.

69 DATHOMIRIAN (FEMALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	1	3	2	1	10	11	90

The Dathomirians are small in number but have have a strong connection the Force. The males, similar to Zabraks, are slaves who become powerful marauders. The females, more humanoid, have adapted the traditions of the Nightsisters.

69 DATHOMIRIAN (MALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	1	2	3	1	11	12	80

The Dathomirians are small in number but have have a strong connection the Force. The males, similar to Zabraks, are slaves who become powerful marauders. The females, more humanoid, have adapted the traditions of the Nightsisters.

70 DATHOMIRIAN HUMAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	2	2	11	10	100

A primitive culture of humans isolated on the planet of Dathomir, the Dathomirans are entirely Force-sensitive, although only the females, who rule their people, are trained to use their powers. Known as the Witches, they follow the Light Side and often tame rancors.

71 DEFEL

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	1	2	2	2	10	10	90

Defel are small canines who have a natural ability to become almost entirely invisible in darkness, making them a natural fit in jobs related to infiltration. However, their overall temperment is not inclined toward this line of work, and many more prefer the field of metallurgy.

72 DEVARONIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	3	1	2	11	10	90

The Devaronians have great gender diversity. Males are bald, have horns, are extremely gregarious and eat only meat. The females, on the other hand, are very much opposite: They are furry, lack horns, and are omnivorous.

73 DEVLIKK

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	2	2	2	2	8	11	100

A short avian species native to swamps, the Devlikks' homeworld of Ord Radama has become industrialized by human colonists, but many wish to return a more rural state. Their magnetic sense gives them a natural sense of direction, so they excel in navigating narrow tunnels.

74 DIATHIM

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	2	2	3	10	10	90

Diathim are renowned for their mythical beauty, and they are generally regarded as spacers' legends rather than a real species. However, they do indeed exist, and they can fly, survive in space, and glow, but their radiance is notoriously hypnotic, often inadvertantly causing diasters.

75 DOWUTIN (OLD)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
4	1	1	2	2	1	16	9	85

Dowutin believe in the very simple tenet that physical strength is the source of morality, so that anything they are able to do is good. They are giant humanoids because they never stop growing and live almost indefinitely.

75 DOWUTIN (YOUNG)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	1	2	2	1	12	10	110

Dowutin believe in the very simple tenet that physical strength is the source of morality, so that anything they are able to do is good. They are giant humanoids because they never stop growing and live almost indefinitely.

76 DRABATAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	1	2	3	10	10	100

An amphibious species, the Drabatans are known for their incredible musical gifts. However, one of their singers, Sa'Kalla, protested the Empire, and her martyrdom has prompted the much of the species to resist the Empire.

77 DRAEDAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	2	2	12	10	100

Although they are aquatic, Draedans are similar to humans in that they are diverse in temperament and have created many different nations. These governments are often at war with one another, and some fight proxy wars on behalf of the Alliance and Empire.

78 DRAETHOS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	3	1	12	10	90

Draethos are telepathic reptiles who are very warlike. In addition to be staunchly focused on conquest for its own sake, and they always try to uphold tradition, so changing these views is almost impossible.

79 DRALL

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	1	3	2	2	2	8	12	110

Short rodents who are intellectual by nature, the Drall are one of the three species present in the Corellian System. They are a very civilized people who are very dignified. They love storytelling, which they greatly enjoy.

80 DRESSELLIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	1	2	3	2	11	10	110

Dresselians are primitives who place very high value in freedom and independence. Their face is wrinkled so they are often called "Prune Faces." On their homeworld of Breehara, they are hunter-gatherrs and farmers.

81 DROID

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	1	1	1	1	1	10	10	190

Mechanical contrustions designed to serve, droids come in countless shapes and sizes. Some are simple; others replicate sentience. All are intended to be owned by sentients, but things don't always turn out that way.

82 DUG

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	2	2	2	1	9	8	100

Dugs are small mammals that walk and their arms and use their feet for manipulation. They make natural bullies, and they constantly insult others. They have been treated as second-class citizens by their Gran conquerors.

83 DUINUOGWUIN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	1	2	2	3	1	14	11	50

A secretive and reclusive species that can survive in space, the Duinuogwuins boast mythical powers and are almost impossible to find. However, they will appear to intervene in galactic event when they are needed most.

84 DUROS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	3	2	2	2	11	10	100

Reptiles with blue or green skin who often travel the spacelanes, the Duros have left their homeworld because of industrial pollution. Though some stay nearby on orbital cities, many have left their home entirely. They value travelling so much that they often refer to one another with the title "traveller."

85 EBRANITE

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	1	2	3	1	13	10	85

Eight-limbed cave dwellers, the Ebranites are primitive and slow to trust outsiders, but they are very loyal to their family and their clan, the latter of which is called a thilda. They rarely use technology, which they associate with Imperial oppressors.

86 ECHANI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	2	1	2	2	10	12	85

Combat is not just a way of life for the near-human Echani. For them, it is also a way of communication. They value speed, so they rarely use armor or heavy weapons.

87 ELOM

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	1	2	10	9	100

Simple creatures who mostly live in caves, the Elom are large, furry, and well-suited for digging. Imperial oppression has caused some to unite with the Elomin, going against millenia of separation. They are a very peaceful people.

88 ELOMIN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	2	1	2	11	9	100

Distant relatives to the Zabraks who have reddish skin, the Elomin are obsessive when it comes to logic, hygene, and pattern-finding. They have now become Imperial slave, but some find freedom with help from their furry Elom neighbors, a species that they were typically very separate from.

89 EM'LIY

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	2	1	11	11	90

Em'liy are a hardy people with a devotion to their faith and their warrior ways. They were humiliated by the Empire, who drove them from their cities in a devasting invasion, and they have since been forced to live as nomads in their world's wilderness.

90 EWOK

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	3	2	2	10	10	110

Ewoks are primitive and seemingly irrelevant to the grand scheme of the galaxy. Living only on the isolated forest moon of Endor, they have yet to develop technology or space travel. Despite this, they will be vital to the Empire's defeat.

91 FALLEEN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	2	2	3	10	12	90

Manipulation is the preferred weapon of the Falleen, and they combine natural effectiveness with powerful pheromones. They are arrogant and eager to take advantage of others. They are feared by the Imperials, so they now face heavy restrictions.

92 FARGHUL

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	1	3	1	2	11	10	85

Farghuls are notorious for their mischief, and although they are often criminals, they often seem to take their work lightly. They detest the Jedi, who at one point destroyed one of their smuggling bases.

93 FEEORIN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	1	2	2	12	13	85

Feeorins are a warlike people who never feel the effects of old age until they suddenly drop dead. All are strong, athletic, and resistant to heat, but their elders are the strongest.

94 FEFZE

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	1	2	2	3	10	10	85

Fefze are insects with an incredible digestive system that allows them to eat almost anything, and although they are unintelligent on their own, they can form swarms that are more intelligent. Fefze don't think for themselves, only for the swarm, which they are completely loyal to.

DETAILED SPECIES INDEX (F-H)

95 FELUCIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	1	2	2	2	11	11	90

Entirely Force-sensitive, the Felucians have a deep relationship with their native environment via the Living Force. Although they are primitive, they are united under a single government, and they were once guided in the Force by Jedi Master Shaak Ti.

96 FILORDUS

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	1	2	2	3	2	12	9	95

A canine species known for their fierce determination, the Filordi have six limbs, including two for walking, two for grasping, and two they can walk or act as weapons. Although they are opportunistic, they struggle greatly with long-term planning.

97 FLAKAX

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	1	2	3	2	10	11	110

Although they are not capable of telepathic hive minds like some species, the Flakax are insects who are absolutely loyal to their hive. The majority of their species is infertile, simply acting as drones to perform labor for their queen.

98 FLORN LAMPROID

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	1	2	2	1	10	13	70

Many debate the sentience of the Florn Lamproids, who are clever hunters that communicate but have little civilized society. What is not up for debate as that they are top predators, combining strength and venom with stealth and reflexes.

99 FOSH

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	2	3	2	1	8	10	100

Light, mysterious avians from an unknown world, Fosh are an extremely rare sight. They are selfish, manipulative, and a bit annoying to some. Their tears are incredible chemicals which can range to miracle medicines to poisons.

100 FRENK

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	1	2	2	2	9	11	100

Frenk are green-skinned repitiles that show relations to Rodians. They are tall and thin, and many are exceptional athletes. Those seem away from their homeworld are almost always bounty hunters.

101 FROZIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	1	3	2	3	1	9	10	100

Frozians are friendly and tenacious, but their charms are hindered by their extreme pessimism. They were one of the first species to resist the Empire, and their world was bombarded as a result. Infertile off of the homeworld, they now face extinction.

102 GAMORREAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	1	2	2	2	12	11	95

Brutal mammals related to pigs, Gamorreans focus their life on warfare. They are extremely violent and uncivilized, making interaction with other species difficult.

103 GAND

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	3	1	10	10	85

One of the more distinctive species of insectoids in the galaxy, the Gand are a very mysterious species. Some have no lungs, while other breathe ammonia. They refer to themselves using their names, which they earn through accomplishments. Some have abilities that allow them to track targets via mysterious rituals.

104 GANK

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	2	1	10	10	110

A violent and serious species typically devoted to mercenary work, the Ganks are prominent in Hutt Spaces as thugs and hired guns. They are covered in cybernetics and armor, so they give off a mysterious and almost droid-like aura.

105 GEN'DAI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	2	1	2	1	22	10	50

A boneless species with no centralized organs, the Gen'Dai can live for millenia and heal from almost any injury almost instantly. Although they are peaceful by nature, their mind degrades before their body does, sometimes making their eldest members psychotic.

106 GEONOSIAN (NOBLE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	1	3	2	2	10	11	90

Geonosians are flying insectoids notable for helping the Separatists in the Clone Wars. They enjoy violence, but a majority of the Geonosians are worker drones whom the nobles use for manufacturing.

106 GEONOSIAN (SOLDIER)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	2	1	11	12	85

Geonosians are flying insectoids notable for helping the Separatists in the Clone Wars. They enjoy violence, but a majority of the Geonosians are worker drones whom the nobles use for manufacturing.

106 GEONOSIAN (WORKER)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	1	2	2	10	12	95

Geonosians are flying insectoids notable for helping the Separatists in the Clone Wars. They enjoy violence, but a majority of the Geonosians are worker drones whom the nobles use for manufacturing.

107 GIGORAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	1	2	12	11	105

Furry primitives from the snowy world of Gigor, almost all Gigorans who leave their homeworld do so as slaves. Unlike the short-tempered Wookiees, their nonviolence makes them easier to control.

108 GIVIN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	2	2	1	11	12	90

Math is the cornerstone of Givin society. They are very logical and intelligent, even if their skeleton-like facial features are very unnerving to some. Their homeworld, Yag'Dhul, is prone to sudden loss of air, so they can survive in a vacuum.

109 GORMAK

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	1	3	1	11	10	80

Technologically advanced nomads, the Gormak were at one point the sworn enemies of the Voss, but millenia ago, the two species put aside their differences to fight off the Sith Eternal Empire. They have green skin and frills on the sides of their head.

110 GOSSAM

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	3	2	2	9	11	100

The Gossam are small reptiles with blue-gray skin. They place extreme value is appearance and pleasing others. They were also very prominent in the Confederacy of Independent Systems, so they are now hunted by the Empire or live as slaves.

111 GOTAL

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	3	2	1	9	10	100

The ability to sense emotions has had a major impact on Gotal culture. Their head-cones detect energy fields, which allow them to detect emotions but also make them vulnerable to other forms of electromagnetic radiation, which can cause discomfort. Though extremely empathetic, the idea of expressing emotions through speech is foreign to them.

112 GRAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	1	2	3	10	9	95

Gran are social and community-oriented. They are best distiungished by their three eyes. They are very often colonists, are abide on many planets. Though the Gran on Kinyen are socialist, those on other planets sometimes demonstrate more racist or aggressive tendencies.

113 GREE

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	2	1	1	11	10	85

Once a great species, cephalapods called the Gree had some of the most advanced technology the galaxy had ever seen. However, no one, including the Gree themselves, knows how to properly use it anymore, and the species has become isolated and forgotten.

114 GUNGAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	1	2	2	3	10	10	90

Gungans are reverent for nature and relatively primitive. They come from Naboo, the homeworld of Empreror Palpatine. They are amphibians, so most of their cities are underwater.

115 H'DRACHI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	2	3	2	9	10	90

H'drachi are peaceful and spiritual mammals that rarely worry about anything, and many are gifted in the Force. They often excel in precognition, but very few are gifted with any other powers.

116 H'NEMTHE

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	1	3	2	8	10	85

H'nemthe are pacifistic, romantic, and philosophical. However, they only view death as a change in form prior to their afterlife, so they are willing to die very easily. There are 20 males to every female, but this difference is reuced by the fact that males are killed after reproducing.

117 HAPAN HUMAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	2	2	10	11	110

A matriarchial culture of humans isolated in the Hapes cluster, the Hapans are known for both their beauty and their wealth. Their politics are literally cutthroat, as assassinations among the noble families are incredibly common.

118 HARCH

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	2	1	12	11	85

Arachnids of distant relations to the Aqualish, the Harch are long-lived, tough, and ambitious. They have a poisonous bite and six arms, providing impressive capabilities in combat.

119 HERGLIC

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	1	2	2	1	3	13	10	85

Herglics are friendly and gregarious, but their large size makes it difficult for them to fit in with things designed for smaller humanoids. They are aquatic and descend from whales. Many become addicted to Sabacc and other forms of gambling.

120 HIROMI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	2	1	2	10	10	100

Hiromi are insects from the Unknown Regions with a baffling psychology: They have knack for outside-the-box problem solving and engineering, but they are blind to incredibly obvious facts. They are also extremely cowardly, but they see themselves as the opposite.

121 HO'DIN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	3	1	2	2	9	10	95

Ho'Din specialize in all things related to plants and botany. They are tall and thin with snake-like protrusions on their head. They have an extreme focus on preserving environments and being eco-friendly, which is enphasized in their religion.

122 HOOJIB

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	1	2	2	3	7	10	110

Small quadrupedal rodents who lack technology, the Hoojibs may be mistaken for non-sentient creatures, but they are sentient, and they have a a very communal society. They do not speak, but they can communicate amongst themselves or with others via telepathy.

DETAILED SPECIES INDEX (H-K)

123 HOUK



Houk possess a powerful combination of stubbornness, cleverness, and raw strength. They have had a long-standing conflict with the Weequays, and they have also been drawn into conflict with the Galactic Empire.

124 HUHK/LAHSBEE (HUHK)



A species of primitive felines, the Lahsbee undergo such a dramatic metamorphosis at puberty that they take a new name: Huhk. Lashbee are tiny and playful, while Huhk are large and ferocious.

124 HUHK/LASHBEE (LAHSBEE)



A species of primitive felines, the Lahsbee undergo such a dramatic metamorphosis at puberty that they take a new name: Huhk. Lashbee are tiny and playful, while Huhk are large and ferocious.

125 HUMAN



The most common species in the galaxy, humans are widespread thanks to being adaptable and well-rounded. They have been the benefactors of speciesism from the Empire and Republic and are typically the standard from which other species are judged.

126 HUTT



No species is more well-known for crime than the Hutts. They are massive, slug-like creatures who lead many of the most powerful crime rings in the galaxy. What they lack in coordination they make up for in deviousness, heartlessness, and bulk.

127 IAKARU



Relatively primitive primates, the lakarus' arboreal nature gives them great coordination, reflexes, and spatial awareness, which makes them excellent pilots. An Imperial invasion of their planet, mining for compounds that can be used in pharmaceutical drugs, has driven many lakaru from their homes.

128 ICEHEAD



The name "Icehead" says it all: Their face does indeed appear to be made of ice. Adapted to colder climates, Iceheads often use their slippery head to skate across the ground.

129 IKTOTCHI



Iktotchi give off a harsh and cold appearance, andthey are very intimidating thanks to their horns. They are gifted in both precognition and telepathy, which gave them a good reationship with the Jedi Order.

130 IOTRAN



The Iotrans are militaristic and value order and justice. They have extremely high numbers employed asoldiers or policemen, and the Iotran Bracemen bring "justice (often controversially) on other planets.

131 ISHI TIB



Aquatic creatures who live in large schools, the Ishi Tib are known for their organizational abilities. They are extremely reverent for nature and place way more value than other species in ecological sustainability.

132 ITHORIAN



While many live in space for practical reasons, the Ithorians do so in order to protect the sacred jungles of their homeworld. They are peaceful and pacificistic, so few ever kill. When they do need to fight, they often use their four powerful throats to bellow.

133 IYRA



Cephalopods with radial symmetry who struggle dramatically on land, the Iyra have a caste system based on the amount of tentacles they have. All are wise but arrogant, yet they are subservient to those with more tentacles. Since they grow more tentacles with age, this is seen as a fair system.

134 JAWA



Jawas are extremely timid nomads who prowl the deserts of Tatooine in massive sandcrawlers. They are skilled mechanics and expert scavengers, talents which they use to trade for what they need.

135 JENET



Rodents who typically live as scavengers, the Jenets have a number of unique customs, and their impressive memory allows them to be obsessive about all of them. They always greet one another with insults, which they take with pride: As they see it, being famous enough to be insulted is a good thing.

136 KALEESH



Most notable as the people who brought the great warrior General Grievous into the galaxy, Kaleesh are a warlike people who worship death as part of their religion. They are organized into tribe that occassionally unite against a common enemy.

137 KALLERAN



Though surprisingly frail, Kallerans are athletic and have both prehensile toes and sensitive antennae. They are an independant people, so they have mostly ignored the many governments and organizations that have tried to colonize their homeworld.

138 KAMINOAN



The Kaminoans are obsessed with genetic perfection more than anything else. They're cloners (good ones, too) who have no qualms about the enslavement of whatever sentients they create. They are extremely cold and emotionless.

139 KARKARODON



Karkarodons are aquatic predators descending from sharks. They are physically strong and have powerful jaws, making them very dangerous. Some can be power hungry, so they have learned the hard way how dangerous monarchies and dictatorships can be.

140 KEL DOR



Kel Dors are a harsh people who view morality in very black-and-white terms. They have tough orange skin but cannot survive in a normal environment off of their homeworld, Dorin. They must instead rely on masks and goggles.

141 KENTRA



Primitive yet amiable, Kentra are large felines capable of flight. They are unique in that they have been relatively isolated, but their culture was formed based on a brief interaction with a Jedi Knight, so they have developed a religion based on Jedi ways.

142 KERESTIAN (LOST)



Kerestians are a savage people, their bulkier size helping them in combat, but they were not always that way: Much earlier in their history, they were more civilized. A few civilized Kerestians escaped into space by freezing themselves in carbonite before they society collapsed, and they continue to be found.

142 KERESTIAN (MAINLINE)



Kerestians are a savage people, their bulkier size helping them in combat, but they were not always that way: Much earlier in their history, they were more civilized. A few civilized Kerestians escaped into space by freezing themselves in carbonite before their society collapsed, and they continue to be found.

143 KERKOIDEN



A shorter species with blue skin, the Kerkoidens have a ferocious appearance but value civility. They were prominent in the Confederacy of Independent Systems, where many of them made effective military commanders.

144 KHIL



A species that has been rather successful in galactic commerce, the Khil are gifted with a combination of friendliness and work ethic. They value unifying the galaxy, so they often travel to other planets, welcome foreigners to their own homeworld, and detest the Empire's xenophobia.

145 KHOMMITE



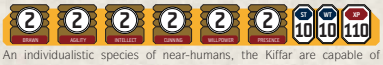
The Khommites once decided that their species acheived optimal genetic structure. As such, they ceased to reproduce normally and instead created new members by cloning the best of their society. They are very fond of uniformity and are slow to adapt.

146 KIAN'THAR



A hardworking species of reptiles adapted to living in swamps, the Ki-an'thar are gifted with empathic abilites that allow them to sense the emotions of those around them. As such, they get along well with others, and many enjoy exploring the galaxy despite originating from a backwater world.

147 KIFFAR



An individualistic species of near-humans, the Kiffar are capable of breeding with humans but are still considered to be their own species. They value their independence, are loyal to their clan, and have mostly stayed out of galactic affairs.

148 KILLIK



Originally from Alderaan but now living in the Unknown Regions, the Killiks are hive-minded insects who arrange themselves into nests, each of which has its own genetics. The hive minds they form are capable of telepathically influencing both its members and outsiders.

149 KITONAK



Kitonaks are one the slowest species in the galaxy. They are incredibly meticulous, so much so that many mistake them for being asleep. They are relatively small and often move by burrowing or slithering.

150 KLATOOINIAN



A ridiculously unfair treaty that has been around for millenia keeps the Klatooinians in service to the Hutts. The Klatooinians are canines who place extreme value in age, loyalty, and tenacity. They consider time to be the most powerful force in the universe.

DETAILED SPECIES INDEX (K-M)

151 KOORIVAR



A difficult past has caused the near-human species called the Koorivar to become greedy, shady, and business-oriented. Because of a great deal of work, they have managed to settle on the world of Kooriva.

152 KORUN HUMAN



Force-sensitive humans from the planet Haruun Kal, the Korunnai were nearly wiped out by the Empire. They are loyal to the herds they own, their family, their extended family, and their sense of courage and integrity, in that order.

153 KOWAKIAN MONKEY-LIZARD



Tiny, annoying sentients that many consider to be animals, the Monkey-Lizards are primitive scavengers who have began to explore the galaxy by stowing away on ships. They enjoy mockery and pranks, so many are used as court jesters.

154 KREVAAKI



Crustaceans protected by thick plates, the Krevaaki have eight tentacles, but they often conceal all but two of them beneath their robes to have a humanoid posture. They are similar to the Jedi in many ways: Force-sensitivity is common among them, and even those who lack the Force are deeply philosophical.

155 KRISH



The Krish are obsessed with competitions and games of all sorts, and they bring a competitive approach to everything they do that often allows them to conquer difficult tasks. Many are hunters, a field where their exceptional athleticism is particularly useful.

156 KRYTOLLAK



Shell-covered mammals who eat vegetables and rocks, the Krytollaks are psychologically inclinded to support monarchs and value order. This makes them supporters of the Empire, although they have only had limited contact with the outside galaxy.

157 KUBAZ



The Kubaz are insect-eating mammals who place extremely strong emphasis in protocol, family, and art. Because of their diet, they consider all insects to be nothing more than food, even the sentient ones. This has caused many governments to keep them isolated on their homeworld of Kubindi, away from the likes of Verpine, Geonosians, Gand, and X'ting.

158 KUSHIBAN



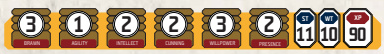
Kushiban are small lagomorphs who a simple society based around small-scale agriculture and weaving. They are kind, pacifistic, and generous, and they have a reverance for the Jedi.

159 KYUZO



An honorable, loyal species known for their combative skills, Kyuzo have built up strength as an adaptation to their high-gravity homeworld of Phatrong. Some are organized into clovocs, which act as police and militia while also fighting for show.

160 LABOI



Fur-covered canines who lack limbs, the Laboi are adapted to temperature extremes, many are Force-sensitive, using telekinesis to make up for their physical shortcomings. They value age, so their longest members are seen as the most valuable.

161 LANNIK



Lannik may be small, but they are some of the toughest, most confident, and bravest people in the galaxy. They are very violent, and some see them as rather primitive. Imperial control has kept them isolated on their homeworld of Lannik.

162 LASAT



A species of carnivorous mammals with fur, wide eyes, and pointed ears, the Lasat's most valuable asset is their cunning. They excel in building and setting traps when they hunt, and their ingenuity has made it difficult for the Empire to enslave them.

163 LEPI



Once skittish herbivores, the Lepi are large, carnivorous, and adventurous. They have extremely high energy and breed at incredible rates. They love to explore, partially because their number increase so rapidly.

164 LORRDIAN HUMAN



A culture of near-humans, the Lorrdians were enslaved millenia ago during the Kanz Disorders and were forbidden from speaking. They developed a sign language to communicate, and excel at reading body language to this day, so they are almost impossible to lie to.

165 LUGUBRAA



Voracious eaters and fierce fighters, the parasitic Lugubraa are generally simple-minded, and they form hordes that often plague the Unknown Regions. They are blind, but they have echolocation and can also sense heat.

166 LURMEN



Lurmen are peaceful creatures who have descended from lemurs. They are often stereotyped as helpless victims, but this is largely their own choice: They rarely resist troubles and instead attempt to deal with oppression through passive-aggression and words.

167 LUTRILLIAN



Bald mammals with long ears and a large nose, the Lutrillians are often seen in the galaxy because they are nomadic and adventurous. They are business-oriented and often greedy, but they are still often very likable.

168 M'SHINN



The mossy exterior of the M'shinni hides a mammalian physiology, although they reproduce via parthenogenesis. Because of this, M'shinn are loyal to large groups called Rootlines, and every member of a Rootline has identical genetics. They are a species focused on agriculture, and they are prominent colonists.

169 MANDALORIAN



Mandalorians are a culture that includes people of countless species, but their warrior-like ways make them seem like a species of their own. They are extremely honorable and known for their distinctive armor.

170 MANTELLIAN SAVRIP



Savrips are hulking creatures that some consider to be non-sentient. Despite their powerful combative skills, they have been hunted and reduced to living in Ord Mantell's Scraplands.

171 MARASAN



A species heavily dependent on cybernetics, the Marasans developed their unique technology in isolation until recent years, when they were discovered by the Empire. They have refused to work with their Empire, and the subsequent retialiations have devastated their society.

172 MEERIAN



Meerians are long-standing victims of the Republic's corruption and now suffer from imperial tyranny, being harmed rather than helped by Bandomeer's vast mineral resources. Although they are durable and resilient, their naïve form of optimism has made them easy to exploit.

173 MELITTO



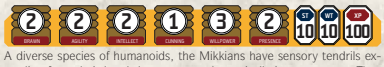
Insects who are adaptated to live in hot, dark, and toxin-filled caves, the Melittos use unique cilia rather than sight and have a distinct physiology that allows them to tolerate their harsh environment. They live in hives, which include mostly males, whom the females control using pheromones.

174 MENAHUUN



A species of primates who often live in aquatic conditions, the Menahuun developed a violent culture in response to the threat posed by Republic colonists on their homeworld, Lamaredd. They were nearly wiped out about 500 years ago by Hugo Bartyn, but they survived and eventually formed a democratic government alongside the colonists.

175 MIKKIAN



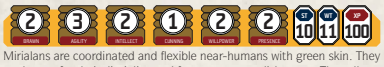
A diverse species of humanoids, the Mikkians have sensory tendrils extending from their head that can vary dramatically in appearance. They value honesty above all else, never resorting to manipulation or even daring to sugarcoat the truth.

176 MIRALUKA



The only things that separate Miraluka from humans are their lack of eyes and their strong connection to the Force. The latter makes up for the former, as they can see even better with the Force. They are a selfless people who typically focus on the benefit of groups.

177 MIRIALAN



Mirialans are coordinated and flexible near-humans with green skin. They are known for their discipline and focus on accomplishments. They all use tatoos to represent their acheivements. They understand the Force and strongly beleive in destiny.

178 MON CALAMARI



Mon Calamari are an idealistic species of aquatic creatures who have successfully fought off the Empire on their home planet. They are idealistic and artistic, and they also have a love for space travel. Their shipyards supply a great deal of the Rebel Alliance's fleet.

179 MORSEERIAN



A mysterious species of methane-breathers with two extra arms, the Morseerians are common sight among the spacelanes as traders, but they are introverted loners. Their homeworld and their culture remain mysterious.

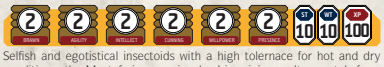
180 MRLSSI



Mrlssi are small avians who are notable for the universities on their home planet of Mrlsst. In the past, their homes would be devastated by ecological damage, so they have learned to treasure knowledge, which could not be lost.

DETAILED SPECIES INDEX (M-P)

181 MUSTAFARIAN



Selfish and egotistical insectoids with a high tolernace for hot and dry conditions, the Mustafarians are involved in mining molten metals from their volcanic homeworld. They have two sub-species: The Northern ones focus on mechanics, while the Southern ones are better suited for physical labor.

182 MUUN



The InterGalactic Banking Clan (IGBC) has put the Muuns on the financial map as an incredibly important species. They are analytical, love exploiting loopholes, and find emotion to be immature. Such traits put them in an excellent position to lead the banking industry.

183 MYNEYRSH



Myneyrshi are adapted to a primitive lifestyle, with natural armor and a knack for hunting. They are extremely superstitious and fear technology, and they are almost entirely isolated from the rest of the galaxy, as their homeworld of Wayland is known to very few.

184 NAGAI



Near-humans from Companion Besh, the Nagai are skilled in combat, alluring in social interactions, and disciplined in all things. They are currently ruled by the Tofs, but they will invade the rest of the galaxy after the Battle of Endor in order to find a base of operations with which to fight back.

185 NAUTOLAN



Amphibious humanoids from the oceans of Glee Anselm who can sense emotions through pheromones, Nautolans are skilled athletes. They place high value in family.

186 NAZZAR



Athletic equines who are tall, durable, and nimble, the Nazzar are known best for their religion of Ulizra. Through their faith, they all have a strong moral compass, but they have isolated themselves from the rest of the galaxy in order to protect their culture.

187 NEIMOIDIAN



Shrewd and greedy, the Neimoidians are the more cowardly relatives of the Duros. Though they are poor and will starve unless they are greedy enough as children, they are often very wealthy as adults, which they flaunt with ornate clothing.

188 NELVAANIAN (MUTANT)



A nomadic species of blue-skinned warriors native to the frigid lands of Nelvaan, the Nelvaanians combine their physical prowess with spiritual devotian. This attracted the attention of General Greivous, who, with help from the Techno Union, mutated many some of them to become hulking monsters.

188 NELVAANIAN (NORMAL)



A nomadic species of blue-skinned warriors native to the frigid lands of Nelvaan, the Nelvaanians combine their physical prowess with spiritual devotian. This attracted the attention of General Greivous, who, with help from the Techno Union, mutated many some of them to become hulking monsters.

189 NETI



Neti are Force-sensitive plants with a long lifespan who are capable of shape-shifting. They are reclusive and mysterious, and they are few in number, as their homeworld was destroyed millenia ago.

190 NIKTO



A species that are mostly enslaved by the Hutts, Nikto are strong and tough. They have many races which have evolved for different environments. They are also very serious and prone to violence.

191 NIMBANEL



Mathematically-inclined reptiles, the Nimbanel are highly adept puzzlers, and they excel in jobs that involve finance or data analytics. They voluntarily left the Republic and joined Hutt Space in order to remain a part of the BoSS while retaining relative independence.

192 NOEHON



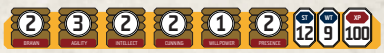
Small but nimble insects who live in trees, the Noehons have a musky scent that they use to mark their property. They are organized into a hierarchy, and they are notoriously obsessive in getting what they want.

193 NOGHRI



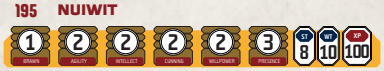
Small reptiles with sharp claws, the Noghri are renowned for their reflexes and combative abilities. They are excellent as assassins and bodyguards. The Empire has used manipulation to acquire their services, and the Noghri essentially worship Darth Vader.

194 NOSAURIAN



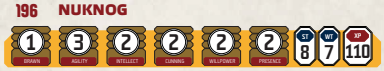
The Nosaurians are stubborn and proud, but they have dealt with great troubles under the Republic. Their attempts to secede during the Clone Wars have made them victims of Imperial oppression, which is even worse than that from the Republic. They are horned and tend to bray at a setting sun.

195 NUIWIT



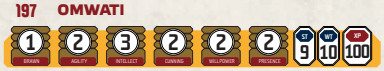
Small herbivorous lizards who live in a hot and dry desert, the Nuiwits' total pacifism has done them a great deal of harm. Another sentient species, the primitive Avogwi, prey on them frequently, but the Nuiwit refuse to exterminate them.

196 NUKNOG



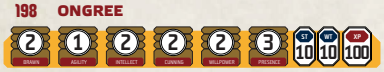
Ill-tempered reptiles, the Nuknog are shorter with a ridge on their head but are better known for their constant complaining. They are incredibly short-sighted, focusing only on their most immediate wants with no plan for the future.

197 OMWATI



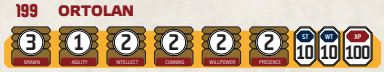
Omwati are blue-skinned avians who are relatively thin but boast an incredible mind for engineering. Although some live as members of the civilized galaxy, their homeworld was kept isolated by Grand Moff Tarkin, who ruled it and recruited many Omwati as engineers.

198 ONGREE



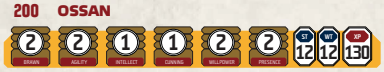
Ongree are amphibians with eyes on the side of their head and a high mouth, which makes them look very odd. They are diplomatic and reserved, often preferring to carefulyl observes situations from all angles.

199 ORTOLAN



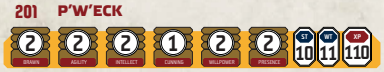
Ortolans are chubby creatures with an amazing sense of smell, which they use to find food. Ortolans have fur which they often dye and are known for being obsessed with music, food, or both.

200 OSSAN



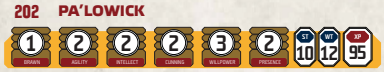
Ossans are rodents who boast an impressive, muscular body, but this musculature turns to fat if they spend enough time in normal gravity. They are extremely unintelligent, being irrationally suspicious of good deals while accepting other bargains where they gain next to nothing.

201 P'W'ECK



A slave species to the Ssi-ruuk, the P'w'ecks are Saurischians who have a similar combination of reptile and avain physiology as their masters, but they are smaller. They will eventually free themselves during the Yuuzhan Vong War.

202 PA'LOWICK



Powerful lungs help the Pa'lowick to dive deep underwater, but they also help to sing. They are notable for putting high value in music. Though some travel the stars, many live much more simple lives as fishermen or farmers.

203 PAAERDUAG (LARGER PART)



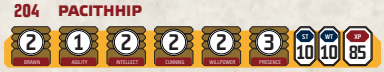
Paaerduags are a species where two separate beings, one large and one small, attach to one another during adolescence. The larger part is responsible for all motion, while the smaller part is the only one that can speak Basic.

203 PAAERDUAG (SMALLER PART)



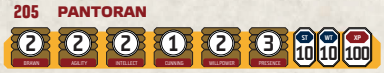
Paaerduags are a species where two separate beings, one large and one small, attach to one another during adolescence. The larger part is responsible for locomotion, while the smaller part is the only one that can speak Basic.

204 PACITHHIP



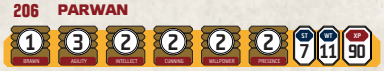
Pacithhips are pachiderms who are slow to accept change, although they maintain an outgoing demeanor. They are relatively primitive and were discovered only recently by the Empire, but many enjoy exploring the galaxy, and they make excellent merchants.

205 PANTORAN



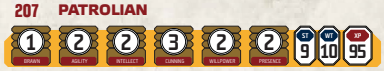
Pantorans are near-humans with blue skin and yellow eyes who are adapted to the cold. They are typically proud and independent; most Pantorans are eager to demonstrate their skills. They are not great as team players, but they are excellent leaders.

206 PARWAN



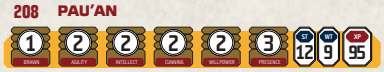
Electric gasbags with tentacles, the Parwans are so light that they can float on the air. Their electrically charged bodies give them a powerful combative ability, as they can shock enemies into submission.

207 PATROLIAN



Patrolians are small amphibians who seem to involved in crimes whenever they are seen off their homeworld. They have skin that is either lavender and pink or lime and yellow. They are also a species that places high value in teamwork.

208 PAU'AN



Natural leaders with a long lifespan, the Pau'ans are intimidating thanks to their gray face. They only eat raw meat, further making them creepy. Despite this, they get along well and are typically well-liked by those who they lead.

DETAILED SPECIES INDEX (P-S)

209 PHINDIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	2	2	1	10	9	100

Phindians are shorter beings with brown skin, yellow eyes, and a snout. They are only amiable around family and close friends, and they are very closed off around anyone else. Given their mechanical skills, most of them prefer interactions with droids as opposed to organics.

210 PHO PH'EAHIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	1	1	2	10	10	85

Mechanically inclined rodents with four limbs who are distantly related to the Chadra-Fan, the Pho Ph'eahians share their relatives' outgoing spirit. However, they are distinguished by their obsession with hygiene.

211 PHUII

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	2	2	2	2	10	9	100

The Phuii are shorter but nimble saurians, and they are known for their love of sports and games. They are extremely competitive and can be arrogant, so they are not always well-liked, but they can make excellent podracers.

212 PHYDOLON

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	1	3	2	10	10	100

In an incredible biological phenomenon, the Phydolons are the combination of two separate species, one mammallian and the other fungal. Coming from a backwater world, they are deeply spiritual and incredibly reliant on their community.

213 POLIS MASSAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	3	2	3	1	9	11	100

The Polis Massans are a species that has devoted themselves to discovering their long-lost ancestors in the Polis Massa asteroid field. Most cannot speak, but they are all capable of telepathic broadcasting.

214 PRIAPULIN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	1	2	1	3	2	11	10	80

A species of aquatic gastropods, the Priapulins have a peaceful rule over their planet of Priap. They move by slithering their snake-like body, leaving their six limbs available for grasping objects.

215 PSADAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	1	1	2	3	1	14	10	100

Primitive hunters, the Psadans have a combination of bulk and simple stubbornness that aids them in combat. They have a long-standing conflict with the Myneyrshi, who also inhabit their homeworld of Wayland.

216 PYKE

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	3	2	2	9	11	100

Criminal enterprises are very important to the Pykes. They live not far from Kessel on their homeworld of Oba Diah, which puts them in prime position to handle much of the spice smuggling. Their prominence has somewhat dwindled with time, and they are now longer as powerful as they once were.

217 QUARREN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	1	2	3	2	10	10	100

Quarren are pessimistic, paranoid, and slow to trust. This has made it hard for them to get along with the Mon Calamari, who have attempted to remold Quarren culture. They finally have something that resembles freedom with a more egalitarian government and freedom from the Empire. Quarren live deep underwater on Dac, as they are an aquatic species.

218 QUERMIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	3	2	1	2	10	10	80

The Quermians are a taller version of the Xexto species that has been genetically created on Quermia. They are very peaceful because they lacked predators, and they are prominent as diplomats and philosophers.

219 QUOR'SAV

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	2	1	10	9	100

A large species of avians, the Quor'savs' strange appearnce makes them an easy target for racism, and they fear outsiders after their first contact resulted in the outbreak of a virus. They are a paranoid species, constantly on the lookout for danger, and they have strong protective instincts.

220 QWOHOG

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	2	1	2	3	9	11	90

The Qwohog, known to some as the Wavedancers, are an aquatic species that is energetic and charismatic. They were first discovered by the Rebel Alliance, but after the Empire discovered their world, they have had little interactions with outsiders.

221 RAKATA (POST-PLAGUE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	1	2	2	2	12	8	90

Once savage primitives, the Rakata were gifted with the Force by the Kwa, and they ended up turning to Dark Side and building an Empire. However, they fell from glory when a plague cut them off from the Force.

221 RAKATA (PRE-PLAGUE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	2	2	12	9	100

Once savage primitives, the Rakata were gifted with the Force by the Kwa, and they ended up turning to Dark Side and building an Empire. However, they fell from glory when a plague cut them off from the Force.

222 RANAT

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	1	3	2	1	10	10	75

Dimunitive rodents with sharp teeth, the Ranats have a questionable degree of sentience. They are ferocious and crafty warriors, and it is often legal to kill them because of the threat they can pose.

223 RANTH

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	1	2	2	2	10	10	90

A nimble species of canines, the Ranth are emotional and place a great deal of value in family. They have a notable cultural division in that some are primitive nomads while others have formed a permanent society.

224 RATTATAKI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	2	2	12	10	110

Bald near-humans with pale skin, the Rattataki are a warlike people. They are ruled by a number of warlords, and gladiatorial combat is a staple in their culture.

225 REIGAT

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	2	1	13	9	90

A large species of near-humans, the Reigats are not known for their social graces but make up for it with physical strength. They have grayish skin and dark blue hair.

226 RELLARIN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	1	1	2	3	2	10	11	80

Although Rellarins have an intimidating appearance, with expectional bulk, plates protecting their body, and large hands, they are actually peaceful and philosophical. They are primitive, and their only export is wise advise, which they give out freely.

227 REVWIEN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	1	2	1	3	2	10	12	80

A species of plants, the Revwiens have a cylindrical trunk for their body and leaves for their limbs. They are a detatched and calm people, and many of them are highly spiritual.

228 RI'DAR

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	2	2	1	2	8	9	110

An isolated species of flying primates, the Ri'Dar are naturally very vigilant and energetic to react to the predators on their world. They are focused only on the short term, rarely planning for their future, and they display dramatic mood swings.

229 RISHII

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	1	2	2	2	9	10	90

Rishii are primitive avians who have a great deal of interest in learnign about the outside galaxy. They are natural linguists, and they tend to repeat any new languages they hear, often annoying those who are unfamiliar with that trait.

230 RODIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	2	2	2	1	10	10	100

Rodians are green-skinned lizards who have an extreme reverance toward hunting. They are generally seen offworld as bounty hunters, but they are also known for their playwriting, which is also centered around hunting.

231 ROONAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	3	1	3	2	9	10	100

Roonans are short humanoids with blue-gray skin and turquoise eyes. They are a common sight in urban environments and busy Core Worlds like Coruscant. They are also notable for developing seemingly random addictions to certain comforts.

232 RUURIAN (CHROMA-WING)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	1	2	2	2	3	8	9	85

Ruurians are smaller insects with sixteen tiny limbs. Their larvae are skilled intellectuals and natural linguists, while their adults, who develop the ability to fly, are lazier less intelligent.

232 RUURIAN (LARVA)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	1	3	2	2	2	8	11	90

Ruurians are smaller insects with sixteen tiny limbs. Their larvae are skilled intellectuals and natural linguists, while their adults, who develop the ability to fly, are lazier less intelligent.

233 RYBET (FEMALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	3	2	1	10	10	95

Rybets are amphibians who make natural smugglers, as they are nomadic, cunning, and immoral. They detest the Hutts, but they also have a deep divide between genders, only getting together to mate before the male either runs away or is eaten by the female.

233 RYBET (MALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	2	3	2	1	9	10	85

Rybets are amphibians who make natural smugglers, as they are nomadic, cunning, and immoral. They detest the Hutts, but they also have a deep divide between genders, only getting together to mate before the male either runs away or is eaten by the female.

234 RYN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	1	3	2	2	11	11	90

A nomadic people who are despised and distrusted by just about everyone, the Ryn are not the swindlers that most expect them to be. What they are is a species that is musical, observant, and superstitious.

235 S'KYTRI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	1	2	2	8	12	90

Strong but delicate mammals who can fly, male S'kytri are blue while females are green. They are currently enslaved by the Empire, but their society has also become divided between elders who support a traditional patriarchy and a youth counterculture.

DETAILED SPECIES INDEX (S-S)

236 SAKIYAN



Borderline near-humans, the Sakiyans appear as bald humans with differing skin tones. However, their internal biology is much different, allowing greater strengh and enhanced senses. They have also manage to retain independence from the Hutts despite being in Hutt Space.

237 SANYASSAN



Sanyassans are a larger species who are known for their complete lack of morality. They are bullies by nature, especially their biggest members, and they have been a thorn in the side of the Moddell Sector, where they pillage without remorse.

238 SARKAN



Few species are more obsessed with elaborate protocols than the Sarkans. They are formidable combatants because of their size and tough scales and are also extremely wealthy from gem mining. However, they are also very vulnerable to the cold.

239 SARKHAI



A species of near-humans whose technical expertise has made them successful, the Sarkhai use tattoos to scare away predators. They are typically pale with light hair as well.

240 SATHARI



Family is everything to the Sathari, so they almost never leave their home planet of Arbooine. They are also very methodical and loyal. Physically, they are light avians who are nimble but weak and are also capable of gliding.

241 SAUVAX



A tougher species of crustaceans, the Sauvax have six legs, thick chitin, and bulky pincers for hands. They generally live as simple farmers and fishers in small communities, and they mostly mind their own business.

242 SEDRIAN



Sedrians are aquatic mammals with brown fur and a humanoid torso. Their society is centered around a mysterious Force-sensitive entity called the Golden Sun, which provides them with energy and can also heal them.

243 SELKATH



The Selkath are an aquatic species that once benefited from kolto, a miracle healing liquid found on their planet. However, with bacta becoming more popular, wealthy pacism turned into impoverished anarchy. They are now Imperial slaves, and their planet has become a resort world.

244 SELONIAN



Related to aquatic mammals, the Selonians are nimble felines who can on two or four limbs. They live in dens that are almost entirely infertile females, so male or fertile female Selonians and extremely rare.

245 SEPHI



The Sephi are near-humans with pointed ears who are an extremely artistic people. They are ruled by a monarch but place high value in independence. Their homeworld, Thustra, is a very influential planet in its sector.

246 SHARD



One of the galaxy's more unique sentient species, the Shards are sentient crystals who think and communicate using electrical signals. Although they are stationary by nature, some have purchased cybernetics that allow them to move and speak like other sentients.

247 SHASHAY



The Shashay are small avians with colorful feathers that can glide but not fly. They are very loyal to their own people, and although they have kept their homeworld's location secret in order to avoid Imperial exploitation, some have been prominent singers in the wider galaxy.

248 SHAWDA UBB



Being very stationary, the Shawda Ubb are a very rare sight off of their homeworld. They are frog-like amphibians who are small and slow, but they can spit venom. Their homeworld, Manpha, exports petroleum.

249 SHI'IDO



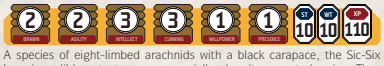
The Shi'idos are secretive and mysterious, unwilling to disclose much about their own people, but they are very curious about other cultures. They are incredibly skilled shape-shifters, able to change their appearance into almost anything, and they can supplement their disguises with telepathic illusions.

250 SHISTAVANEN



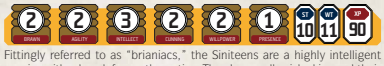
Predatory canines who are extremely fierce, the Shistavanen are very isolationist. Though somewhat more comfortable among their own kind, they aren't very comfortable when around outsiders.

251 SIC-SIX



A species of eight-limbed arachnids with a black carapace, the Sic-Six have incredibly potent senses, especially when it comes to hearing. They are skilled with technology and the arts, but they dislike interactions with their own people.

252 SINITEEN



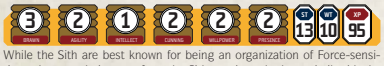
Fittingly referred to as "brianiacs," the Siniteens are a highly intelligent species with a knack for mathematics. They have yellowish skin, and their large head has wrinkles resembling those of a brain.

253 SITH (KISSAI)



While the Sith are best known for being an organization of Force-sensitives, they get their name from the Sith species, who have similar ideals. The Sith have four castes, each with a unique focus.

253 SITH (MASSASSI)



While the Sith are best known for being an organization of Force-sensitives, they get their name from the Sith species, who have similar ideals. The Sith have four castes, each with a unique focus.

253 SITH (SITH'ARI)



While the Sith are best known for being an organization of Force-sensitives, they get their name from the Sith species, who have similar ideals. The Sith have four castes, each with a unique focus.

253 SITH (ZUGURUK)



While the Sith are best known for being an organization of Force-sensitives, they get their name from the Sith species, who have similar ideals. The Sith have four castes, each with a unique focus.

254 SKAKOAN



Deep fear of outsiders and high levels of skill with machines define Skakoan society. They require a high-pressure methane atmosphere to survive, so they cannot survive in most environments without a pressurized suit.

255 SKRILLING



Stubborn negotiators who eat corpses, the Skrillings are typically used as cheap labor on the farms of the more advanced M'shinni. On the whole, they are a very persistent people who value patience. When more abrupt action is needed, they fight with acidic vomit.

256 SLJEE



Sljees cannot see, but they are olfaxes who ahave a highly advanced sense of smell. They have a short and wide body, and their short legs are very slow, but their vast amout of tentacles can be advantageous.

257 SLUDIR



Reptiles who value combat above all else, the Sludir believe that might makes right, making it hard for them to get along in civilized societies. They were discovered by slavers, and their primitive society was easily conquered, so many are now slaves, and those who escape end up being members of the underworld.

258 SLUISSI



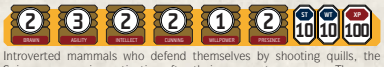
Sluissi are green-scaled reptiles who resemble snakes. Though they can slither upright and have two arms, they still lack legs. They are a very intelligent people who are prominent as technicians, particularly with shipbuilding.

259 SNIVVIAN



The Snivvians are a people who are excellent at dealing with the cold that is present on their homeworld of Cadomai Prime. They learned to spend lots of time waiting out the cold in caves, time that they spent becoming excellent artists.

260 SPINER



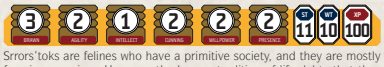
Introverted mammals who defend themselves by shooting quills, the Spiners are nearing extinction after their sun went supernova. They are few in number and dispersed, so they have mostly been forced to assimilate into the wider galaxy.

261 SQUIB



Trading is absolutely vital to the Squibs, and they think of it as art. They speak a very unique dialect of Basic with strange idioms. Since they are generally scavengers, many work aboard slavage vessels. They are small rodents with very sensitive fur.

262 SRRORS'TOK



Srrors'toks are felines who have a primitive society, and they are mostly ferocious warriors. However, the have a tradition of life debts that they take very seriously, and those who get into one often travel offworld in order to fulfill it.

DETAILED SPECIES INDEX (S-T)

263 SSI-RUU

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	1	2	1	14	10	90

Ssi-Ruuk are a very prejudiced religious people, and they have a strict caste system which includes slaves. They control a small Empire in the Unknown Regions, southwest of the galaxy, but they are hesitant to invade any new planets because they fear dying on an unconsecrated world.

264 SULLUSTAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	2	2	2	2	9	10	100

Sullustans are a small and mouse-like people who are very eager to explore and be outgoing. They developed a great sense of direction living in tunnels on Sullust, so they are excellent navigators.

265 SVIVRENI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	1	3	2	10	12	90

The greatest asset of the Svivreni is their incredibly stubbornness and determination. Despite their small stature, they are resilient and tough, making excellent miners and metalworkers.

266 SWOKES SWOKES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	1	1	2	3	1	14	14	80

Chubby and incredibly ugly, the Swokes Swokes are incredibly durable and unrelenting with incredible regenerative abilities. They are religious, and placing a great deal of importance on correctly burying the dead and often carrying the body parts of their ancestors with them.

267 T'LANDA TIL

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	1	2	2	2	2	13	11	80

The t'landa Til are the less notable relatively to Hutts, a quarupedal species of large reptiles with a horn atop their head. Males have a telepathic ability to manipulating emotions, and they can also emit vibrations which can be addictive.

268 T'SURR (FEMALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	1	2	2	3	2	10	10	90

The T'surr seen in the galaxy are exclusively male, and they are blue-skinned giants with extra eyes, sharp teeth, and horns. These T'surr are brutal pirates, and they value slaves above all else.

268 T'SURR (MALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	1	2	2	2	1	13	10	100

The T'surr seen in the galaxy are exclusively male, and they are blue-skinned giants with extra eyes, sharp teeth, and horns. These T'surr are brutal pirates, and they value slaves above all else.

269 TALZ

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	1	2	2	2	12	11	95

Talz are peaceful but physically powerful creatures adapted to the cold. They are very simple and do not understand the concept of ownership. Many are Imperial slaves.

270 TARASIN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	2	3	2	10	11	100

Humanoid reptiles with color-changing skin, the Tarasin are naturally spiritual and have a strong connection to the Force. They were once plagued by corporate interests, but they have since been left alone.

271 TARONG

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	1	1	2	2	2	12	10	85

The Tarong are large flying reptiles with talons and sharp beak who are peaceful despite their predatory heritage. They are a very social people, often living with many extended family members, and they have a fascination with protocol droids.

272 TARRO

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	2	2	1	11	10	100

A taller species of near-humans with red hair, pointed ears, and claws, the Tarro are loners who are focused only on their own business. Their homeworld was destroyed, so they are scattered, and many go to the Outer Rim, as they detest bureaucracy.

273 TAUNG

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	2	1	13	11	85

An ancient species that is now extinct, the Taungs are the cultural ancestors of the Mandalorians. They were a group of warriors that fought over Coruscant in its early history before they colonized Mandalore and developed the culture that the Mandalorians follow to this day.

274 TCHUUKTHAI

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
4	1	2	1	3	1	14	10	60

A mysterious species likely hailing from the Unknown Regions, the Thuuckthai are giant quadrupedal beasts protected by green natural armor and sharp claws. Although they are philosophical and romantic by nature, they often use their fierce appearance to scare outsiders who try to pry into their business.

275 TEMOLAK

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	1	3	2	1	1	11	12	95

Temolaks are known mostly as scavengers, and they are very stubborn, which they back up with durability. They generally sell their technology to primitive peoples, as other advanced species often take advantage of them.

276 TERRELIAN JANGO JUMPER

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	2	2	2	1	10	12	90

Terrelian Jango Jumpers are a species of very athletic near-humans who are light and skinny. They skin is generally blue-green, and they have red-orange hair.

277 THAKWAASH

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	1	2	15	10	90

The Thakwaash are a very strong species of equines who all have multiple personalities. Although some of their older members can change personalities at will, most simply change between them at random.

278 THEELIN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	1	2	2	3	10	10	100

Art is very important to the Theelin. Pink-skinned near humans who are typically quite charming, the Theelin are a dying people. Mutations have made many of them infertile, and they have had to resort to cross-breeding with humans.

279 THISSPIASIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	1	2	2	1	11	8	75

Thisspiasians are snake-like creatures with a martial history who are fierce warriors. They have four arms and are extremely intimidating to most other sentients, especially considering their carnivorous diet.

280 THOLOTHIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	2	2	9	11	110

The Tholothians are a near-human species known for their Force-sensitivity. They have extremely long lifespans, and that extra time often allows them to become very wise.

281 TINTINNA

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	3	2	2	2	2	8	11	100

Tiny rodents who hail from a backwater world, the Tintinna are amiable and often enjoy exploring the galaxy. Their own technology is very lacking, but they can be surprisingly capable mechanics if given the chance.

282 TISS'SHAR

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	2	2	1	11	10	85

Bipedal reptiles with sharp claws and teeth, the Tiss'shar are focused and emotionless, carrying out business with cold precision. They have many subspecies, each of which is the most gifted in a certain area, but all display excellent technical skills.

283 TOGNATH

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	2	2	3	1	9	9	100

Possessing both mammallian and insectoid physiology, the Tognath cannot breath or speak in a normal atmosphere, and their senses are dulled, making them less vulnerable to pain. They keep to themselves, and most of them are miners.

284 TOGORIAN (FEMALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	1	2	3	2	2	13	10	95

Togorians are so stubborn that when males and females couldn't agree between a hunter-gatherer lifestyle or one of a sedentary farmer, the two genders split and only come together to mate. They are dangerous feline predators with sharp claws.

284 TOGORIAN (MALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	1	2	2	2	14	10	90

Togorians are so stubborn that when males and females couldn't agree between a hunter-gatherer lifestyle or one of a sedentary farmer, the two genders split and only come together to mate. They are dangerous feline predators with sharp claws.

285 TOGRUTA

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	2	3	2	2	10	10	100

Togruta are mammals with strong instincts for working togeter and living in packs. When not amng their own people, they are typically extremely lonely. They are near-humans who scan sense via echolcation in their montrals.

286 TOONG

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	3	2	2	1	2	10	10	110

Toong are creatures with a massive head that have came into the galaxy to flee disaster on their homeworld. They are absolutely terrified of any form of social interaction, and they avoid argument at any cost.

287 TOYDARIAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	1	2	2	3	3	9	12	90

Toydarians are chubby creatures to get around by hovering. They are ruled by the Hutts, but they have thrived unde rthe crime lords thanks to their business skills. They use scheming naturally as a way to separate the clever from the foolish.

288 TRANDOSHAN

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
3	2	2	2	2	1	12	9	85

The arch-nemesis of the Wookiees, Trandoshans are repitalian hunters who focus their lives on hunting to please their goddess, Scorekeeper. They are an effective combination of physical strength, sharp claws, and regenerative abilities.

289 TRIANII (FEMALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
2	2	3	1	2	2	11	10	85

Trianii are fur-covered felines with claws and a prehensile tail, and the males are smaller and weaker than most species. They are adept at using technology, but they have taken an isolationist stance as a result of their preference to be without authority.

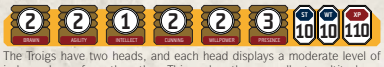
289 TRIANII (MALE)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE	ST	WT	XP
1	2	3	2	2	2	9	10	95

Trianii are fur-covered felines with claws and a prehensile tail, and the males are smaller and weaker than most species. They are adept at using technology, but they have taken an isolationist stance as a result of their preference to be without authority.

DETAILED SPECIES INDEX (T-X)

290 TROIG



The Troigs have two heads, and each head displays a moderate level of independence from the other. This makes them excellent multitaskers, and they are also a very outgoing people who are charismatic and adept in social situations.

291 TUNROTH



Tunroth are almost entirely devoted to hunting and boast the uncanny ability known as quarry sense. They are confident and aggressive, mostly working with bows and swords.

292 TUSKEN RAIDER



Primitive and mysterious humanoids who lurk in the Tatooine wilderness, Tuskens are extremely brutal and have tense relations with nearby scavengers and farmers.

293 TWI'LEK



Colorful near-humans with head-tails called lekku, the Twi'leks are often seen as attractive to others. Despire their social skills, they have been unable to escape oppression from the Hutts: Many are now slaves.

294 TYNNAN



Small mammals covered by thick fur, the Tynnans are adapted to icy waters. They are patient and detail-oriented, but they have such a wealthy economy that they no longer need to work.

295 UBESE



Violent near-humans who need a mask to speak and breathe in a normal atmosphere, the Ubese have become mostly nomadic after their homeworld and colonies were orbitally bombarded. They detest the Republic, who was responsible for the event, so most find work on the fringes.

296 UGNAUGHT



Ugnaughts are dependable laborers with porcine physiology. They have often been slaves, but some tribes earned their freedom by agreeing to build Cloud City, a place where many now live and work.

297 UGOR



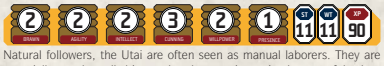
The Ugors are sentient protozoa, and although they are technically a single cell, they can form pseudopodia to act like limbs or organs. They are greedy scavengers by nature, and they have rivalry with the Squibs.

298 UMBARAN



Umbarans are bald near-humans with pale skin adopted to darkness. They make excellent spies and are extremely manipulative. Their society is organized into more than 100 castes, which mos Umbarans devote themselves to rising in.

299 UTAI



Natural followers, the Utai are often seen as manual laborers. They are especially good at all things related to taming animals, a useful talent with the varactyls and dactillions found on their sinkole-covered homeworld of Utapau.

300 VAGAARI



A fierce species with two mouths and purple skin, the Vagaari have pillaged the Unknown Regions, occasionally coming into conflict with the Chiss. They are typically slavers, and they have very little grasp of morality, often using their slaves as living shields on their ships.

301 VERPINE



Verpine are green-skinned insects with several benefits in their physiology. Perhaps most notable is their incredible inteligence, which they use to build excellent technology. In addition, they boast instant radio communication wth their antennae, a hardened carapace, and microvision.

302 VODRAN



The Vodrans are reptiles known for their gullibility. Given their location in Hutt Space, they were an easy target to become ruled by the Hutts. They have lost their previous culture and now believe they have only ever existed as Hutt servants.

303 VOR



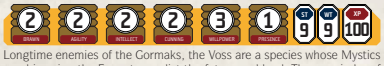
A frail species of avian, the Vors are calm austere to most other species except in their music, which is renowned throughout the galaxy. They are highly intelligent, and they excel in coordinating with others of their species.

304 VOSS (COMMANDO)



Longtime enemies of the Gormaks, the Voss are a species whose Mystics excel in using the Force to predict the future and heal. The remainder of the species are Commandos, devoted to warfare and outdoor survival.

304 VOSS (MYSTIC)



Longtime enemies of the Gormaks, the Voss are a species whose Mystics excel in using the Force to predict the future and heal. The remainder of the species are Commandos, devoted to warfare and outdoor survival.

305 VRATIX



Vratix are six-limbed insects that are notable for producing bacta, which is easily available on their homeworld of Thyferra. They are excellent at logic and puzzle-solving, but they struggle with abstract concepts like art.

306 VULPTEREEN



Vulptereens are reptiles distinguished by a long snout, and they are short but surprisingly hardy. They live on the Deep Core planet of Vulpter, which has become highly polluted by industry.

307 VURK



Vurk are nomadic amphibians with green skin. They are often very philosophical and emphasize honesty and integrity. They are very calm and measured. Despite this sophistication, being nomadic makes other species look at them as primitive.

308 VUVRIAN



Vuvrians have 12 eyes and can see in all directions. They are insects and are also known for having sensitive skin, which allows them to have incredible sense via touch. They often are tourists because they are very interested in learning about the galaxy and its peoples.

309 WEEQUAY



Weequays mostly follow their god known as Quay, who gives them advice via simple toys. While lacking in technology, they are by no means straightforward. Many work for the Hutts. They can communicate with pheromones.

310 WHALADON



A giant species of mammals the size of many starships, the Whaladons live only underwater. Native to Dac, they are peaceful and known for their sing-songs, but they are battling extinction.

311 WHIPHID



Hunter-gatherers on the frigid world of Toola, Whiphids are strong and tough as well as experts with wilderness survival. They may be very violent and somewhat primitive, but they still understand the necessity of peaceful interaction and teamwork.

312 WOL CABASSHITE



An incredibly intelligent species of tiny mollusks, the Wol Cabasshites cannot move or talk on their own. They are capable of telepathy using magnetic pulses, but their philosophical musings are so bizarre and abstract that they are hard to comprehend regardless.

313 WOOKIEE



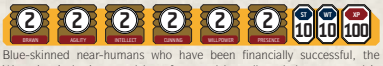
Short-tempered but loyal, Wookiees are a furred species and are very strong. Their rivalry with Trandoshans has made them enslaved. They are also known for life debts, which state that a Wookiee who is saved by someone must devote their life to serving him.

314 WOOSTOID



Mathematically-inclined sentients who value structure, the Woostoids have been able to automate much of the businesses on their world, so they have to work very little. They are very pacificist, and they are easily distraught whenever there is chaos or disorder.

315 WROONIAN



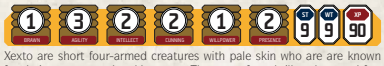
Blue-skinned near-humans who have been financially successful, the Wroonians' charisma and love for travel has allowed them to excel in many ventures across the galaxy. Many are religious, which they display via their tattoos.

316 XAMSTER



A smaller reptilian species with incredible reflexes, the Xamsters have yellow or blue skin and a beak-like mouth. They live symbiotically and peacefully with the semi-sentient malvil-trees on Xagobah, but their lifestyle was disrupted when the Clone Wars were brought to them, and both sides drafted the Xamsters.

317 XEXTO



Xexto are short four-armed creatures with pale skin who are are known for their courage and recklessness. They are often thrill seekers and few will back down from a challenge. They are distant relatives to the Quermians, who are opposite to them in many ways.

318 XI'DEC



Eight-limbed insects who display incredible genetic diversity, the Xi'Dec are have hundreds of genders, each of which is highly specialized to fill a particular job. Those with rare genders are seen as very valuable because of their unique skill sets.

DETAILED SPECIES INDEX (Y-Z)

319 YAKA (WITH IMPLANTS)



Yaka are large near-humans who are relatively unintelligent by nature, but many have been given cybernetics that make them much smarter. However, the cybernetics make them harder to get along with: They become more stoic, and their humor becomes very dark.

319 YAKA (WITHOUT IMPLANTS)



Yaka are large near-humans who are relatively unintelligent by nature, but many have been given cybernetics that make them much smarter. However, the cybernetics make them harder to get along with: They become more stoic, and their humor becomes very dark.

320 YAM'RII



A naturally aggressive species of insects, the Yam'rii have a small Empire in the Outer Rim have no qualms about violently colonizing primitive planets. They are inclined towards combat, especially those lack hands and instead have sharp, serrated forelimbs.

321 YARKORA



The Yarkora are among the most mysterious peoples in the galaxy, as they are very tight-lipped about their culture and origin. They are very secretive, but they are surprisingly adept at using charm and other forms of manipulation o get what they want.

322 YEVETHA



Yevetha are thin, ghoulish near-humans with very sharp retractable claws. Though now Imperial slaves, their roles will soon be reversed, as the Yevetha have extreme xenophobia and view any non-Yevetha as vermin.

323 YINCHORRI



Strong, cold-blooded reptiles with green skin, the Yinchorri believe that "might makes right." This philosophy lead to an uprising in 33 BBY, an event which ended in the defeat of their military and the isolation of their people.

324 YODA'S SPECIES



Yoda's species is a great mystery, their name and homeworld unknown to the rest of the galaxy. They are short creatures with green skin and long ears with a long lifespan, and their only known members are Jedi.

325 YUUZHAN VONG



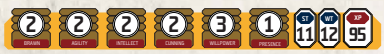
The Yuuzhan Vong will eventually bring about an incredibly brutal war and be responsible for hundreds of trillions of deaths. This is because of their powerful organic technology and religious convictions. They value pain, sacrifice, and death as service to their gods.

326 YUZZUM



Yuzzum are tall primitives from the forest moon of Endor. Their musical language makes many of them excellent singers, so some use that as a profession should they leave their isolated homeworld. Though shy, they are very friendly and typically get along well.

327 ZABRAK



Zabrak are strong-willed and disciplined near-humans distinguished by horns. They have a very high pain tolerance and believe that they can acheive greatness if they work hard enough. Their stubborness has lead to a strong resistance against the Empire on Iridonia.

328 ZEHETHBRA



Violent and easily offended, ZeHethbra are furred canines that are devoted to defending their territory. They have a biochemical spray to ward off attackers.

329 ZELOSIAN



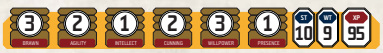
Near-humans at first glance who are actually plants, the Zelosians are photoautotrophs who tend to enjoy learning about galaxy and all the life it contains. They are very superstitious, having a deep-seated fear of darkness, which represents all that is evil in their mythology.

330 ZELTRON



Zeltrons are red-skinned near-humans who have pheromones that make them more attractive. They are also empaths, so they are extremely effective in social situations. They are lazy, reckless, and focus on being happy. They are also very romantic and shun monogamy.

331 ZYGERRIAN



Zygerrians are most notable for almost always working as slavers. They believe that the strong have the right to control the weak and have little compassion. They are physically strong and have feline characteristics.

NAMES BY SPECIES

This lists two sample male names followed by two sample female names.

Abednedo: Warren Vek, Burga Uticon, Grunf Danar, Ealt Chaun
Abyssin: Anami, Easym, Mador, Polcyc
Adarian: Yeeru Meekel, Luur Tenefor, Ador Beldune, Denka Melru
Advozse: Kol Nurn, Roda Lem, Vel Ramdro, Peli Rolt
Aing-Tii: Naran'Ak, Dalath'Opa, Woolab'Tommin, Cemman'Tu
Aleena: Kazdar Ryler, Foir Xilor, Fi Tyrell, Manchi Pyell
Amani: Xort, Jottar, Kilop, Jorojora
Amaran: Darot Jy, Zami Ge, Aamola Ya, Lolel Sa
Anomid: Yin Quill, Margrish Wirros, Edge Narroc, Mathils Vo
Anx: Zode Ryy, Graxol Deriiv, Fotee Vaunk, Jerotle Seeker
Anzat: Enrol Rurkki, Duktath Rourtus, Kuklia Yicma, Fefu Tumduh
Anzellan: Ellik Nwin, Vena Thil, Drem Lit, Cern Mik
Aqualish: Qorr Pren, Thunz Olthonog, Rifke Ah, Sirdis Kau-zarm
Arcona: Hil Ploo, Sart Waz, Deli Wes, Le Dorta
Ardennian: Nario Ilk, Trent Gurut, Celen Pelet, Denelio Moin
Arkanian: Supra Gororat, Gilot Dreetily, Hanna King, Kythri Kasgon
Askajian: Raj Ta'l Togro, Boron Da'rk' Reto, Yarlo Ti'r' Fo, Certo Gi'l' Siv
Asogian: Nwarg, Xalas, Eiwligen, Drebglu
Avogwi: Selek m'Ton, Jork d'Rev, Mellia-vono, Font x'Walt
Ayrou: Noreekee, Chee'ad, Tessyn, Kuusa
Balosar: Barit Tellor, Serba Laz'darro, Elori Teban, Fanter Po'ildin
Barabel: Shaka-So, Firtor Rolar, Sivvi Tebaratyl, Tharo Loratede
Baragwin: Lurg Toshbin, Astaal, Herre Odle, Fylil Gra
Bardottan: Nep Buik, Lore Sa, Marso Derit, Sapo Dilla
Bartokk: Lulkk, Bartokk, Krekk, Urlkk
Berrite: Releax, Darrish, Melle, Crellen
Besalisk: Xerius Po, Retil Jebbiso, Druli Krell, Seart Pertoggo
Bilar: Nulu Urgg, Vuutun Jerill, Cunerl Arrgu, Zunn Mululus
Bimm: Rayc Ulthar, Pinto Rygerd, Glac Tulloob, Sindee Kay
Bith: Kehi Rhuli, Racoo G'hin, D'himnil D'irno, Phecess Nor
Bivall: Uonik Wios, Gut Centik, Eilo Kenuo, Authen Ruul
Blood Carver: Pa Gara, Ku Tosh, Ko Len, Mu Fiev
Bosph: Blarro Gurnin, Terru Buno, Burna Bella, Grena Mudu
Bothan: Negt Mun'qesa, Bur Bwan'nen, Ul Ga'hetu, Ot Trun'dita
Brubb: Gark Nivak, Roneth Dilini, Arfeke Esel, Janyette Ilon
Caamasi: Yennic Sa'to, Ixton Ri'kla, Surrien A'kla, Cardii Ri'toi
Caarite: Belrem Mar, Zoda Brell, Fiana Jor, Velin Wir
Cathar: Hymyrr Rhashus, Khyrbu Tida, Navuny Luzum, Duthu-sha Phuzi
Celegian: Eelen, Guliik, Onvoid, Too
Cerean: Voordinz-Fanz-Crod, Tcheeck-Wucys-Ce, Teln-Mis-Er-sudu, Ne-Nelemmod-Fon
Chadra-Fan: Rootoran Toia, Pili So, Lemel Iso, Sevi Pote
Chagrian: Deril Dusk, Saatai Roskor, Teni Ammel, Alti Murel
Chalactan: Rellt Anno, Fio Till, Klossi Dev, Si Labran
Chandrilan Human: Div Distrol, Sair Polon, Mon Seria, Rel Ruthma
Cha'wen'he: Dis'in'lor, Ika'wen'ehk, Relo'sa'ca, Vach'sa'nem
Chevin: Guruta Run, Rurg Retoni, Seri Meh, Grui Murm
Chironian: Nerin Colborn, Delik Vakt, Liens Paraton, Carlin Elb,
Chiss: Slez'isaisu'iara, Vleste'asok'zaurko, Hlirdu'tosh'unim, Gith'ehem'caonu
Chistori: Ishon, Densaw Prax, Ursh Wal, Vuller
Clawdite: Gal Dyssall, Ves Vek, Cram Vertum, Soh Puk
Codru-Ji: Drako-Attal, Asiik-Li, Tassa-Ro, Celia-Ka
Colicoid: Kyrrik, Bzhat, Ytil, J'kilkrizt
Columi: Jalicisx Trenth, Brastt Vont, Nillrten Dars, Qlenth Casattie
Corellian Human: Jerrik Del Orn, Elak Asten, Pillet Solo, Veni Tollas
Cosian: Tera Lorit, Sido Dear, Mel Sino, Annai Riubé
Coway: N'gurg M'larn, Jaren C'trunk, P'len Voth, Drunnth A'brat
Cragmoloid: Ormoj, Vuula, Akoom, Urun
Dantari: Dayan, Norr, Jendar, Uladi
Dashade: Tel Sorath, Tessun Kel, Alaris Koth, Nos Kellex
Dathomirian: Death Jezra, Aberrant Zavvol, Rujj Evriq, Cham Antral
Dathomirian Human: Erik Grjak, Rjillin Kor, Rettelle Fieden, Tren Djo
Defel: Dourlas, Yarchur, Gr'vesh, Freel
Devaronian: Rehr Mandt, Haon Tumnuct, Bi Ruk, Then T'ruluv
Devlikk: Daren Elgik, Baln Raosi, Fen Tenth, Rallith Wathage
Diathim: Availian Senage, Meshith Whith
Dowutin: Murrgron, Resenthar, Droongur Hiln, Brenlarrd
Drabatan: Kik'Draba'Nakar In'Dreko Kit'Polrot Fron'Rek'Cak'NeSola'Vinad, Paodok'Fix'Iton Gag'Kar'Bit Froga'Krol Vik'Fao'Vik'Dratab'Kek, Sa'Kalla Ho'Klenk'Ki-tu Rit'Nek'Ti' Li'Ish'Olgev'Batak'FefNik'Dar, Jo'Nak Aka'Takat'Lonve La'Fao'Dik Nola'Dak'Linke'NeKek'Dig'Drek
Draedan: Varil N'Garr, Nreck I'Toon, Celek S'Bren, Bruu D'Hun
Draethos: Daili-Wa, Talon Ish, Shol Slyter, Nadir-Gorr
Droid: G-3PO, R5-L3, 4L-789, IG-86
Dug: Dalnou Gnilnoun, Creg Duolone, Pugne Dwiswesu, Rori Brultinu
Duinuogwuin: Shalyx'har'zan, Ir'cara'suhl
Duros: Sol Soks, Gun Jaarlaim, Neimma Meig, Daihni Vabas
Ebranite: Erox Vor'an, Groex Gal, Eretha Narra, Boda Etaan
Echani: Briso Fen, Sur Tsimolla, Raskta Tsim, Ana Lennir
Elom: Tanus Dlotrug, Drit Zytur, Glio Sanyt, Pli Satrol
Elomin: Verrinimdius K'thog Riil, Belarvaden Tyk Corso, Lynal-iskar D'rel Fiolliameria, Hialrioled Te Toralerat
Em'liy: Ji'kata Shiknar, Shanzar Dalohog, Evir'zan Fritzik, Tez'ra Dros
Ewok: Oocka Dantyk, Krabac Trimroomree, Gnina Tareck, Ezzi Memredri
Falleen: Trest Krar, Thest Suuj, Mes Wet, Min Matrum
Farghul: Turll, Achop, Irka, Breela
Feeorin: Crayl, Zun, Kren, Pryn

NAMES BY SPECIES

This lists two sample male names followed by two sample female names.

Fefze: (No individual names, examples of nest names as follows) Ex'taka, Tik'ritik
Felucian: Hagark, Narketh, Kargrek, Gokkuul
Filordus: Grizztil Seimbo, Dreevan Oeppa, Surlan Brigeaol, Anazzar Ftep
Fosh: Vetor, Danget, Vergel, Lielia
Flakax: (Drone names follow female names) Mirak, Cek, Ithit, Xen, Teek, Arin
Florn Lamproid: Sibe Nalor, Larryl Sinesh, Biste Hissh, Anthed Ibegon
Frenk: Tilo Tarofito, Sare Fuldert, Rumi Deuslo, Lorta Paratoli
Frozian: Scorylance, Micamberlecto, Rocatrinicel, Carlisgongoris
Gamorrean: Shukk Daff, Sleg Nubnauz, Grrodveks Girr, Kentuub Bnaullyelk
Gand: T'ross Vryagg, Kin Nyiqru, Uk Kizey, C'nek Licki
Gank: Goral, Traz, Giled, Lodesa
Gen'Dai: Argnurn, Renge, Loedra, Vundle
Geonosian: Tuzz Mokol, Gil Fod, Yuli Fompot, Dete Hogged
Gigoran: Bruno, Grolot, Foetal, Crentur
Givin: Elis Isen, Sag Yaroo, Isani Darro, Vulbus Gyryf
Gormak: Nakle-Ta, Xanar-Ot, Drenuss, Harick-Rae
Gossam: Min Cho, Xiri Gan, Shan Sien, Mei Tran
Gotal: Kuun Mur, Kith Noric, Lum Sux, Thil Zirurn
Gran: Virg Seaj, Bierreg Gos, Cid Miab, Tweb Zaarrorg
Gree: Carath'k, Talak'k, Rupulk'k, Alak'k
Gungan: Jow Penks, Yegg Disant, Os Teb, Fud Jillirm
Hapan Human: Karyl, Ninivar, Tiore Kren, Telen Cofe
Harch: Sacarious Trel, Folirdan Grast, Genei Trench, Tralot Ren
H'drachi: Ch'la, G'cur, R'teen, Ch'nut
Herglic: Melgo Mu, Ugo Traktrid, Kelri Guta, Noralt Terrut
Hiromi: Hiryk, Oreg, Phoebe, Shika
H'nemthe: Liakkor, S'Basso, Vishki, Garriel
Ho'Din: Kutu Tulki, Usta Dero, Selki Meloo, Vala Uto
Hoojib: Ilk, Wiln, Fellek, Ceuf
Huhk/Lahsbee:
Human: Ian Aldamar, Calen Hightower, Eckle Penin, Platt Elgrin
Hutt: Yulla, Turza, Glonte, Kristah
Iakaru: Bison, Torat, Leknit, Venthin
Icehead: Djerrik rek Wils, Vioppi nellin Saa, Ceceas coppi Vorwaarin, Juliain roon Asik
Iktotchi: Merki Vemer, Ralrel Ki, Corda Kiles, Cirko Var
Iotran: Anvin Trig, Rova Zad, Terika Etan, Miria Tar
Ishi Tib: Moch Catz, Hok Bezlaff, Ceshah Thun, Vali Nielbuw
Ithorian: Jaals Diwmahl, Snels Mewrindobb, Fryb Raka, Cwul Obezes
Iyra: Met Illow, Heth Sar, El Reshil, Dar Eliss
Jawa: Mnath Jiisec, Ktath M'eomizon, Ages Kkarikth, Whuibik Peneteed
Jenet: Rish Who Slew Vahgar the Drunken Houk, Channik Who Built a starfighter and Flew to Ryloth, Lezarn Who Deals in Spice, Fae Who Owns the Stumble Inn
Kaleesh: Shaagh Lij Grys, Varg Bul, Tuge Skom, Yevna Shas
Kalleran: Félan Pol, Patone Barlep, Nasîk Key, Iln Arzig
Kaminoan: Gen Bra, Tok Defo, Co Simnii, Li Nurao
Karkarodon: Trill Shardon, Lit Trano, Siil Meylee, Itha Tamlor
Kian'thar: Ttul'Thar, Kreet'ah, Llleag'Mak, Khral'Nas
Kel Dor: Gna Gokaass, Pa Goolruuros, Chan Nososs, Vo Sandirris
Kentra: Grene, Viic Hunter, Nimblehand, Nakasha Mogon
Kerestian: Galasett Syn, Meetgolo Jip, Milacass Rit, Ossune Sik Osik
Kerkoidian: Garth Wiaficks, Piar Littsurk, Pagul Celth, Vuisat Drocksome
Khil: Gelgo Farnor, Tarlo Nargar, Focar Gannal, Gellt Otar
Khommite: Shash 164, Kaell 96
Kiffar: Marith Vos, Kyron Oxik, Sinros Ishnil, Trennil Dow
Killik: (No individual names, examples of nest names as follows) Yerey, Rollepellor
Kitonak: Anarin, Enkor, Norzek, Rufar
Klatooinian: Baybi Logtack, Uka Sec, Lecs Chuck, Vaot Debai
Koorivar: Lessap Sou, Oro Avidité, Denaria Wasu, Solel Traavai
Korun Human: Garz Nillet, Jonn Ulu, Ell Fennek, Rem Salu
Kowakian Monkey-Lizard: Tiroon R. Baud, Sartorious L. Crumb, Paliciour C. Filte, Dariela J. Realp
Krevaaki: Visto Skaasad, Craasadi, Chal-Vosa, Jol Kion-Tas
Krish: Tyro Isher, Gamgalon Ratat, Endelor Darvat, Wiknar Viveca
Krytollak: Telik-With, Oo-Ed, Devir-Ran, Lathin-Ca
Kubaz: Lar Fomoc, Zhiz Faisaz, Nimef K're'duc, Ceblal Maraz
Kyuzo: Emlo, Relpot, Dina, Ranol
Laboi: At'arrt, V'maash, Ilik'qas, P'tell
Lannik: Hunter Nel, Davod Ruun, Koral Sei, Senni Zash
Lasat: Darrin Brud, Norakle Entnin, Urleng Zar, Ruffgel Haritrono
Lepi: Gagen, Roonis, Nevlin, Trixx
Lorrdian Human: Terinek-Yulen Avagon, Elik Dinn, J'genthen Siolle, Bennin le Neiv
Lugubraa: Legumo, Liibooro, Laanrii, Lorgrombo
Lurmen: Wag Sel Doo, Dur Mel, Adi Ret, Fel Si Gottoe
Lutrillian: Atheloe, Flewel, Erathewen, Luthinoe
Mandalorian: Duld Mirr, Drog Bini, Bi Starr, Jhool Ibo
Mantellian Savrip: Claru, Gurv, Tek, Elkran
Marasan: Jellel'atan, Falek'natar, Tendra'makin, Po'erat
Meerian: RonChob, EelMat, CartVel, VelnTa
Melitto: Arth Mulln, Sarco Ith, Foller Arc, Diss Plank
Menahuun: T'kol, Henecho, Keycho, Uucheyek
Mikkian: Tart, Fasan, Eskin, Tiplar
Miraluka: Owfor, Ipkuun, Tinan, Shoriid
Mirialan: Bedzoq Unili, Tozu Diulo, Wicou Loffae, Ubizlie Piolu
Mon Calamari: Vrack Tichos, Ghuuss Ghertuptu, Vien Raackdi, Mu Orturgrian

NAMES BY SPECIES

This lists two sample male names followed by two sample female names.

Morseerian: Nilek Rillion, Bargeth Relb, Flyrl Sacorbel, Myor Devker
Mrlssi: Crlisst Herssek, Viresl Jasst, Kepor Dagwa, Pagda Luwa
M'shinn: R'oeesh I'gash, N'lash Sh'leel
Mustafarian: Rator Ghost, Chiv Dol, Chila Sator, Ulon Men'co
Muun: Nix Tart, Tan Lort, Pol Notith, Sare Lithos
Myneyrsh: Chyresh, Orychee, Panaysha, Eychani
Nagai: Harmon T'kishava, Taru Essen, Eshi H'shaki, Seysha N'taka
Nazzar: Brryg Tallak, Srrn Kanas, Drrn Roqar, Crrl Jikat
Nautolan: Pul Bruntont, Yonn Niturgamt, Haif Vrortork, Ye Bastodum
Neimoidian: Yiph Vuggo, Krul Drattath, Pu Trotba, Bluh Buggod
Nelvaanian: Izhsmash, Rorl, Senet-Adaz, Vervos
Neti: Shal Koom, Tuwan Urlu, Frond Dra-loor, Shaken Rett
Nikto: Doowl Zurg, Chit Jantounk, Hyth Borc, Drinsa Mindarg
Nimbanel: Beels Lebeleb, Prenlarr Brelm, Sarab Mullo, Nirbel-la Tanless
Noehon: Ki'nakra, Ri'zat, Tir'uh, Gi'kha
Noghri: Kharagahk, Ruhk, Vor'cohv, Grah'gh
Nosaurian: Moco Armstrong, Golor Sharphorn, Mesa Green-eye, Resa Longleap
Nuiwit: Grassikin, Jjerrotonon, Cselpassit, Vellithish
Nuknog: Ark Roose, Skoo Runkin, Buhar Lod, Vek Bolko
Omwati: Helix Lur, Pillik, Xel Tanni, Girral
Ongree: Ugo-Neb, Sairo-Nhoj, Eylin-Esh, Seva-Adnil
Ortolan: Tatz Sron, Rob Leke, Fennes Tak, Blullo Romog
Ossan: Jrup, Gelik, Fenth, Epol
Paaerduag: Bug'un'Ull Dran, At'cholp Foon, Nrun'Durn Ma-gurth, Clunth'dun'gatcha Gurt
Pa'lowick: Sam Dymo, Rato Snooli, Aneesa Snootles, Keeta Chatrunis
Pacithhip: Sossil Wekwa, Gepto Hukudi, Ossom Okwar, Aruka Nektok
Pantoran: Kosh Faalali, Tatsan Eekway Nalon, Ioni Palotolia, Chiyo Riuchi
Parwan: Darachur, Glurb, Gullat, Plutput
Patrolian: Ilotinau, Robonu, Telisu, Dolipinat
Pau'an: Cim Fezol, Nad Vlom, Yin Bred, Jiy Blovuy
Phindian: Hem Fuuoni, Paxxi Derrida, Teeyr Verke, Banikou Cleek
Pho Ph'eahian: Shev, Cho'ree, Fe'heon, Rova
Phuii: Jruk Guag, Lunk Fu, Noole-ulg, Tens Nuii
Phydolon: Narr ol Venn, Plen ol Nojj, Fi ol Dienne, Vood ol Ronj
Polis Massan: Osh Tolt, Dzno Rit, Lolirt Xam, Ooli Tuun
Priapulin: Skwelli Ilk, Art Kwinn, Calop Fnill, Kwaza Reej
Psadan: Yaodi, Da'yid, Rsidd, Rhev
P'w'eck: Ssowfor, Lw'yikkivin, Piuriissik, Rui'tk'aii
Pyke: Gev Iet, Rof Crix, Ell Pyke, Sha Xisa
Quarren: Qirgg Voz, Ret Wolg, Pilg Raakrell, Ban Zolls
Quermian: Vinian Delko, Murr Lunt, Loo Yullt, Yaranos Poolo
Quor'sav: Nar'tarnt C'sedro, Maylen Pat'reth, Neelnir Dealtip, Bak'cluur Vinchot
Qwohog: Kei No Kay, Nemedor, Zaami, Ceyluun
Rakata: Tul'rak, Shek'or, Wak'nas, Gorark
Ranat: Targan Jeers, Marbor, Kleef Yalnal, Engal
Ranth: Jaastal Rasheer, Foreez Ch'zori, Feychar Paska, Eshee Dersat
Rattataki: Cograv Shomo, Sruwir Iknar, Ubihuq Bithal, Xrapugr Djannis
Reigat: Bruck, Gronk, Moldisin, Wotor
Rellarin: Derrik Eln, Mulen Egj, Woolet Givar, Menteln Ot
Revwien: Muuruuv, Gargubur
Ri'Dar: Eerik Tikell, Xex Weetheasin, Qeef Nelen, Venth Tioneel
Rishii: Naraack, Qarlan, Twaal, Varinsh
Rodian: Stat Ieendyng, Mug Teenkeerrex, Wee Sweggers, Muz Gramuotee
Roonan: Halsel Bar Ovis, Aalt Net Sent, Melsey Sa Gane, Telki Ol Dovis
Ruurian: Reeor Bufaali, Laalu Daorjay, Tuur Raarbossi, Bivikorn Phaanan
Rybet: Brayg Krenimec, Gribbet Zedivek, Rilba Bronk, Brilf Greepto
Ryn: Clarfer, Romany, Lenya, Gafi
Sakiyan: Ejaf Ya-Drun, Johr Penyk, Moja Skunkaz, Vihn Thas
Sanyassan: Terak, Maygo, Dranjat, Zaykul
Sarkan: Demesk, Tybellor, U'vala, Jilieren
Sarkhai: Tonib Rutherson, Sethun Went, Nalidiya Sentar, Celent Rike
Sathari: Salith Sa'Thi, Tim Sa'Dinlo, Tsu Sa'Delin, Chith Sa'Co-ven
Sauvax: Chuuvus, Vrujuun, Muurbux, Juucsuur
Sedrian: Gurnonen, Rungur, Pordan, N'fuln
Selkath: Shalas, Morkar, Showloar, Mantie
Selonian: Mov Thes, Nok Dewondum, Lots Riavyan, Miar Sorterruk
Sephi: Roje, Aluun, Lirka, Deklis
Shard: Dilix, Sero, Ilum, Pillitir
Shashay: Weeth-ooeek, Veelealealea-ooth-cekcek, Bee-beel-get-cheekcheek, Tsea-kekoolealea
Shawda Ubb: Rapatonololidiv Tivalithon, Darovitithor Lotolo-tosiv, Anelibirisol Gorothistithor, Raitheliunir Tinolothiasio
Shi'ido: Lahn Murn, Borrogalus Tun, Nannom Darzu, Belia Rooge
Shistavanen: Vef Drukdet, Dik Dac, Kan Shrahveg, Saft Civ
Sic-Six: Dilin-xon, Nivilith-mool, Vath-sor, Asilk-niosit
Siniteen: Hal'Sted Lasil, Berk Limbic, Orthon Kerdek, Ron Athil
Sith: Tayâ, Lonai, Kiruaty, Chasbasy
Skakoan: Kul Tambor, Rote Darnot, Clonbrag Dovor, Lol Gerute
Skrilling: Threx Qaspi, Doke Gerkin, Yettel Sarn, Vigik Orne
S'kyrti: Rordys, Kailél, Aragh, Shelryn
Sljee: Jeseej, Eejo, Leleesh, Uee
Sludir: Zanjast Rahm, Quyik Ch'ton, Quen'kehr Nyshyk,

NAMES BY SPECIES

This lists two sample male names followed by two sample female names.

Quinril Vth'aak
Sluissi: Vsil Ejahsa, Sluihz N'sehnor, Mektiss Risohr, Usahn L'sehl
Sniwian: Zogrov Eeist, Skitchto Arsh, Ikion Hivog, Zutmore Myll
Spiner: Yaff, Meejen, Prikler, Toira
Squib: Galaneever-marmalios, Ebareebaveebeedee, Sleerinwilpher-remalior, Meelawindmort
Srrors'tok: Tahthier With, Oiis Villix, Jguha Entth, Fothex Nahr
Sullustan: Bram Swymblob, Rieb Kaurl, Genn Niittee, Duoth Haz
Ssi-ruu: Th'kirrsirri, Sheeftut, Shuwkrith, St'tkliss
Svivreni: Tyro Cistilic, Saqc'an Caladian, Cursteen Niraski, Silac Ritalisar
Swokes Swokes: Mokshok Mokshok Hosek'thorn, Bulga, Ullu Ullu, Argra of Den
Talz: Futh Bi Weda, Bru Zanta, Lindud Zerdi, Vide Nu Zirde
Tarasin: Fissona, Meirana, Zyalana, Neliosa
Tarong: F'taran, Sk'nilin, R'Casra, K'fetek
Tarro: Paraster Daskalion, Ruskor Votaran, Terrant Skayanestro, Qald Qantaras
Taung: Cuyan, Naast, Gra'tuar, Verburyc
Tchuukthai: Tkur, Nrak, Zvod, Drol
Temolak: Orborus, Chaiza, Zardanka, Unkave
Terrelian Jango Jumper: Kenneth Mark, Cyiv Solet, Fenni Pleek, Maeth Iosa
Thakwaash: Soget Ekwesh, Hohass Riktha, Rogess Wiknash, Hackthat Irsh
Theelin: Febull Arroquitas, Finau Sant, Diva Sow, Rista Funquita
Thisspiasian: Oppo Nobil, Toro Sasisis, Jara Rancisis, Niki Tarathis
Tholothian: Tal Divoria, Divi Sathan, Adi Lotania, Retooni Retunlo
Tintinna: Fix, Neeralin-raatho, Squeak, Breaker
Tiss'shar: Heth-Lis-Fel, Lur-Sha-Han, Kal-Tan-Shi, Si-An-Nol
t'landa Til: Teratil, Korraj, Tela, Detilza
Tognath: Rentar, Drion, Nelrew, Mewenee
Togorian: Muuurgh, Stavr, Coerle, Mrrov
Togruta: Rukri Haani, Tuvro Zemuaks, Ahaamnam Phezil, Kashra Vyshreks
Toong: Kikipi Trilintio, Ben Satolioup, Ann Dinitrio, Sela Medagazy
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Trandoshan: Choort Rokro, Togg Kess, Tann Ryrdo, Baa Es
Trianii: Shearran, Tuunac, Duarrid, Atuarre
T'surr: Dyrago, Treykon, Reythan, Jeneyd
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Troig: NerrosinBoosh, LobesinBeed, RandoosinFobe, Wuidsin-Blee
Twi'lek: Ejebtirif Osilla, Simdupu Syndulla, Aayla Fi, Iezeb Pelu
Tynnan: Nog Bowspritz, Oduteeg Barthewe, Razel Pondstrider, Pel Utelfiin
Ubese: Savax Poole, Arch Leane, Liash Kor, Cooex Xish
Ugnaught: Six Nalbu, Karl Miku, Rukmoc Soc, Sotri Roc
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Yuzzum: Wam Dowza, Trot Durka, Lop Setlik, Smi Dentil
Zabrak: Krumate Jolar, Brugroro Kolef, Dusone Kaler, Oegrim Dilad
ZeHethbra: Clynje, Thrartch, Gruntyl, Surtin
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Zygerrian: Agruss Thantra, Grat Dra, Zolta Mintel, Marge D'Nar

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In some cases, I created my own images because no full-body pictures were available. In these cases, I traced over portions of pre-existing art and drew the rest on my own. Artwork used for this is written in italics.

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